

Weekly Wonders

Coin Magic



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D&D PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Credits

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New Spells

The following spells are presented in alphabetical order.

ALTER COIN

School transmutation; **Level** bard 0, sorcerer/wizard 0
Casting Time 1 standard action
Components S
Range touch
Target coin touched
Duration permanent
Saving Throw Will negates (object); **Spell Resistance** yes (object)

You can change the physical features of a coin to suit your desires. You can alter the coin's image, color, dimensions, dates, and other markings however you wish. You can only make purely cosmetic changes to the coin, and cannot alter its weight, composition, total volume, or value in any way using this spell.

COIN CARRIER

School transmutation; **Level** alchemist 1, bard 1, bloodrager 1, cleric/oracle 2, sorcerer/wizard 2, summoner 2, witch 2
Casting Time 1 standard action
Components V, S
Range close
Target up to 1,000 coins per caster level
Duration 1 day/level (D)
Saving Throw none; **Spell Resistance** no

You cause the affected coins to become negligible in weight, allowing them to be carried without risk of encumbering the carrier. Coins affected by this spell retain their full value, despite their reduction in weight.

COIN FORETELLING

School divination; **Level** cleric/oracle 4, sorcerer/wizard 4, witch 4
Casting Time 1 standard action
Components V, S
Range touch
Target coin touched
Duration 1 hour/level
Saving Throw Will negates (object); **Spell Resistance** yes (object)

You imbue a single coin with divination energy with attracts otherworldly forces to act upon the coin when flipped. You may state aloud a single yes or no question and flip the coin, with heads designated for yes and tails designated for no. The coin is always faithful and lands to reflect the answer to the question. If the answer to your question cannot be determined, the coin spins about dramatically before landing on the most likely answer, indicating that the otherworldly forces cannot predict the outcome with certainty. If the answer is just as likely to be yes as no, or if the question has no quantifiable answer, then the coin lands on edge. You can use this ability a number of times equal to 1/4 your caster level, at any time during the spell's duration.

COIN COMPONENT

School transmutation; **Level** sorcerer/wizard 7
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5ft./2 levels)
Target 1 or more coins
Duration instantaneous
Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)

You convert a pile of coins into a single spell component. You can create any spell component with a gp value equal to or less than the total gp value of the coins targeted by this spell, which are destroyed in the process. This spell can only be used create material components, and cannot be used to create foci or divine foci.

COIN CONVERSION

School transmutation; **Level** sorcerer/wizard 7
Casting Time 1 standard action
Components V, S
Range touch
Target object touched
Duration instantaneous
Saving Throw Will negates (object); **Spell Resistance** yes (object)

You touch a single magical item and convert it into shining golden coins. The touched object is immediately destroyed and converted into a number of gold coins whose total value is equal to the cost of the raw components used to create the item. This spell has no effect on constructs or artifacts.

COIN TRAP, DEATH

School transmutation; **Level** bard 6, occultist 6, sorcerer/wizard 9
Casting Time 1 standard action
Components V, S
Range touch
Target coin touched
Duration 24 hours
Saving Throw Will negates (object), Fortitude negates, see text; **Spell Resistance** yes (object)

You fill a single coin with death energy that causes it to deliver a powerful killing shock when a specific condition is met. When you cast this spell, you must choose a single condition which must be met in order to trigger the coin's magic. When the condition is met, or at the end of the spell's duration, the spell's magic is triggered, causing a creature currently holding the coin to immediately die, unless he succeeds on a Fortitude save.

COIN TRAP, ENERGY

School transmutation; **Level** bard 4, occultist 3, sorcerer/wizard 5
Casting Time 1 standard action
Components V, S
Range touch
Target coin touched
Duration 24 hours; see text

Saving Throw Will negates (object), Reflex partial, see text;
Spell Resistance yes (object)

You fill a single coin with destructive energy that is later released in one of three forms. When you cast this spell, choose cold, electricity or fire. At the end of the spell's duration, the targeted coin explodes, unleashing a 10-foot-radius wave of the chosen energy type. The energy wave deals 15d6 points of the appropriate type of energy damage to all creatures within the area. A successful Reflex save halves this damage. By expending 25 gp worth of material components, you can set a special condition to trigger the coin trap before the end of the spell's duration, such as the coin changing hands twice, or the coin being touched by an elf. The conditions needed to trigger the coin trap must be clear, although they can be general. If complicated or convoluted conditions are prescribed, the coin trap may fail to trigger. If you do set a condition, the spell is triggered when that condition is met, or at the end of the spell's duration, if the condition has not been met during that time.

COIN TRAP, SLAG

School transmutation; **Level** bard 2, occultist 1, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S
Range touch
Target coin touched
Duration 24 hours
Saving Throw Will negates (object); **Spell Resistance** yes (object)

You fill a single coin with burning heat energy which lies dormant for a time before being unleashed in a single devastating burst, destroying the coin and other coins nearby. The affected coin resembles a normal coin in all ways and cannot be differentiated from other coins of its kind, except by a *detect magic* spell. A successful Spellcraft check can reveal the presence of this spell on the coin. At the end of the spell's duration, the coin melts into a pile of worthless slag, along with all other coins made of the same type of metal in a 10-foot radius.

CREATE COINS

School conjuration (creation); **Level** bard 1, cleric/oracle 1, druid 1, inquisitor, magus 1, mesmerist 1, occultist 1, paladin 1, psychic 1, shaman 1, sorcerer/wizard 1, spiritualist 1, summoner 1, witch 1
Casting Time 1 week
Components V, S, M/DF (a drop of blood, a pinch of sweat, and a single tear)
Range 0 ft.
Effect up to 1d12 + twice your caster level gold coins
Duration instantaneous
Saving Throw none; **Spell Resistance** no

You summon forth a great deal of magical energy, creating a pile of gleaming gold coins from thin air. When you complete this spell, it creates a number of gold coins equal to 1d12 + your caster level, which can be of any style you wish, but which have weight and value typical for a single gold piece.

CURSED COIN

School transmutation; **Level** bard 1, sorcerer/wizard 4
Casting Time 1 standard action
Components V, S
Range touch
Target coin touched
Duration 1 day/level, or until expended
Saving Throw Will negates (object), Will negates (see text);
Spell Resistance yes (object)

You place a powerful curse upon the affected coin that causes anyone other than you who possesses the coin to be cursed for as long as he holds the coin. A creature who takes the coin must succeed on a Will saving throw or become cursed for as long as he possesses the coin, forcing him to roll all ability checks, attack rolls, saving throws, and skill checks twice and take the worse result. While the source of the curse is not immediately obvious, a creature who casts *detect magic* notices the affected coin as magical and can determine the effects of the curse with a Spellcraft check (DC 10 + your caster level) to learn the exact effects of this spell. As a standard action, if you are within 30 feet of the cursed coin, you may choose to expend the spell's remaining magic on it in order to force the possessing creature to make his next attack roll, saving throw, skill or ability check at a -10 penalty. This spell can be made permanent with a *permanency* spell. This costs 2,000 gp, and requires a 9th-level caster. If you choose to expend the spell's magic for a permanent version of the spell, the spell is merely suppressed for 48 hours, and then resumes automatically.

INHABIT COIN

School necromancy; **Level** bard 6, sorcerer/wizard 9
Casting Time 1 standard action
Components V, S
Range touch
Target coin touched
Duration 24 hours; see text
Saving Throw Will negates (object); **Spell Resistance** yes (object)

You fill a coin with a portion of your life energy allowing your soul to travel to and inhabit the coin upon your death. When you die, your soul travels to the coin, which is filled with your essence and essentially becomes an intelligent item. While inhabiting the coin, you retain your Intelligence, Wisdom, and Charisma scores, has senses to 120 feet, and has the ability to speak any language you know. Once your spirit is within the coin, it can remain there indefinitely, and at that point the spell is treated as though it had a duration of permanent.

You can attempt to possess any living creature which is touching the coin you inhabit, taking over his body in a manner identical to a *magic jar* spell, except that the effect lasts indefinitely. A creature can attempt a Will save to avoid being possessed by you; if he succeeds, you may not try to possess that creature again until the next time you cast this spell.

LUCKY COIN

School transmutation; **Level** bard 1, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S
Range touch
Target coin touched
Duration 1 hour/level, or until expended
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

You trace a secret symbol onto the touched coin, imbuing it with powerful luck which is transferred to whoever holds the coin. Any creature carrying a coin affected by this spell gains a +1 luck bonus to AC and saving throws for as long as the coin remains in his possession. Additionally, any creature touching the coin can, as an immediate action, choose to immediately expend the spell's remaining magic in order to accomplish one of the following: roll twice on his next saving throw, and take the higher result, or force a creature that is attacking him to roll twice and take the worse result. This spell can be made permanent with a *permanency* spell. Doing so costs 6,000 gp, and requires a 9th-level caster. If you choose to expend the spell's magic for a permanent version of the spell, the spell is merely suppressed for 48 hours, and then resumes automatically.

MAGE'S GAMBLE

School universal; **Level** cleric/oracle 9, druid 9, psychic 9, sorcerer/wizard 9, witch 9
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration instantaneous

You fill a single coin with all your potential magical energy, and, tapping into the immense energy of fate, you flip the coin. When you cast this spell, flip a coin. On a result of heads, you immediately regain the use of all spells that you have expended today, as though they had not been cast (if you are a spontaneous spellcaster, you regain all used spell slots, instead). On a result of tails, you lose all spellcasting ability for 1d4 days. This coin flip is influenced by the raw power of fortune, and no magic can affect the outcome. Similarly, the spell fails if a gimmick such as a two-headed coin is used.

SCRYING COIN

School divination (scrying); **Level** bard 6, occultist 4, sorcerer/wizard 6
Casting Time 1 standard action
Components V, S
Range touch
Target coin touched
Duration 1 day/level
Saving Throw Will negates (object); **Spell Resistance** yes (object)

You enchant a coin to serve as a scrying sensor, which you can look through at any time. As a standard action, you can choose to focus on the coin in order to gain auditory and visual input of the 10-foot-radius area immediately surrounding the coin. The sensory input does not extend

beyond that point, effectively making you blind and deaf to things outside of that area. This spell does, however, offer a limited form of x-ray vision, allowing you to see through objects of up to 1 inch of thickness per 4 caster levels you possess. You may choose to exercise some or all of this x-ray vision when you focus on the coin, allowing you to see out of coin purses, chests, and other containers the coin is held in. While normally it is impossible to detect the coin's divination magic without a *detect magic* spell, a *detect scrying* spell also alerts a creature to the coin's nature as a source of divination magic. A creature affected by a *mind blank* spell is invisible to the coin's scrying sensor and cannot be heard by means of this spell.

VANISHING COIN

School conjuration (teleportation); **Level** bard 0, sorcerer/wizard 0
Casting Time 1 standard action
Components S
Range touch
Target coin touched
Duration permanent
Saving Throw Will negates (object); **Spell Resistance** yes (object)

You cause a touched coin to vanish, reappearing in a special pocket dimension in which only vanished coins can exist. This dimension is created by this spell and persists as long as it has at least one coin in it. You can store up to 25 coins in this pocket dimension at any given time; attempting to store a 26th coin with this spell causes all previous castings to be instantly dispelled. As a standard action, you can recall a coin that has been stored with this spell, causing it to reappear in your hand in the condition it was in when it was vanished.



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Cash In on the Mysterious Magic of Currency!

Coins have a special sort of magic all their own. They are the scales by which the value of all things are measured, and yet they, themselves, have value only because society accepts that they do. The images and words stamped on coins can tell us a great deal about where and when they came from, and they capture and preserve the images of kings, sages, and other great figures, who might otherwise have been lost to the mists of time. They are a convenient window into the realms of the fates, as all can hinge on the flip of a coin. Perhaps most important of all, they are everywhere, and they are something that common man and adventurer alike often take for granted.

This book mints 15 brand new spells that explore these magical aspects of coins, and others. From simple and common cantrips to powerful 9th-level spells, no magic is too small or too great for the magnificent coin. Inside this book you will find:

- Powerful traps that can be laid on a coin, which can do great harm to anyone that has the coin in her possession.
- A spell that allows you to preserve your spirit within a coin, providing a potential reprieve from death.
- A spell that allows you to gamble great amounts of magical power on a single coin flip.

...and much more!

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