

The Moonscar Planar Traits

Strongly Chaos-Aligned and Evil-Aligned: Nonevil or nonchaotic creatures take a –2 circumstance penalty on all Intelligence-, Wisdom-, and Charisma-based checks in the Moonscar. This penalty stacks with itself for creatures that fall into both categories, resulting in a –4 penalty for creatures with alignments that are neither chaotic nor evil.

Enhanced Magic: Spells and spell-like abilities with the chaotic or evil descriptor are treated as if their caster levels were 2 higher than normal. Additionally, because of millennia of influence by the Insatiable Queen and her mistress Noctacula, the save DCs of spells and spell-like abilities of the charm and compulsion subschools increase by 2, regardless of who casts them. This increase stacks with other methods of increasing a spell's save DC (such as the Spell Focus feat).

Extraplanar Natives: The Moonscar is home to many extraplanar outsiders, including the succubi who rule over the demonic jungle. Such creatures receive a +4 bonus on saving throws made to resist being banished back to the Abyss, as their affinity for the Abyssal jungles of the Moonscar binds them strongly to the Material Plane.

Impeded Magic: To cast a spell or use a spell-like ability with the good or lawful descriptor, a caster must make a concentration check (DC 20 + the level of the spell). If the check fails, the spell does not function but is still lost as a prepared spell or spell slot. If the check is successful, the spell functions normally.

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Portable Hole **PRICE 20,000 GP****AUR A** strong conjuration **CL 12th** **WEIGHT** —

A *portable hole* is a circle of cloth spun from the webs of a phase spider interwoven with strands of ether and beams of starlight, resulting in a portable extradimensional space. When opened fully, a *portable hole* is 6 feet in diameter, but it can be folded up to be as small as a pocket handkerchief. When spread upon any surface, it causes an extradimensional space 10 feet deep to come into being. This hole can be picked up from inside or out by simply taking hold of the edges of the cloth and folding it up. Either way, the entrance disappears, but anything inside the hole remains, traveling with the item.

The only air in the hole is that which enters when the hole is opened. It contains enough air to supply one Medium creature or two Small creatures for 10 minutes. The cloth does not accumulate weight even if its hole is filled. Each *portable hole* opens on its own particular nondimensional space. If a *bag of holding* is placed within a *portable hole*, a rift to the Astral Plane is torn in that place. Both the bag and the cloth are sucked into the void and forever lost. If a *portable hole* is placed within a *bag of holding*, it opens a gate to the Astral Plane. The hole, the bag, and any creatures within a 10-foot radius are drawn there, the *portable hole* and *bag of holding* being destroyed in the process.

Construction Requirements Craft Wondrous Item, *plane shift* **Cost** 10,000 GP**+2 Light Crossbow** **PRICE 8,335 GP****AURA** moderate transmutation **CL 6th** **WEIGHT** 4 lbs

1d8 piercing, 19-20 crit, two-handed ranged weapon, 80ft. range increment

+1 Bashing Heavy Steel Shield **PRICE 4,170 GP****AURA** moderate abjuration and transmutation **CL 8th** **WEIGHT** 15 lbs.

+3 shield bonus, -1 armor check

1d8 budgeoning, one-handed weapon

loun Stone **PRICE varies****AUR A** strong varied **CL 12th** **WEIGHT** —

These crystalline stones always float in the air and must be within 3 feet of their owner to be of any use. When a character first acquires a stone, she must hold it and then release it, whereupon it takes up a circling orbit 1d3 feet from her head. Thereafter, a stone must be grasped or netted to separate it from its owner. The owner may voluntarily seize and stow a stone (to keep it safe while she is sleeping, for example), but she loses the benefits of the stone during that time. *loun stones* have AC 24, 10 hit points, and hardness 5. The powers of each stone vary depending on its color and shape (see the table on page 306).

- **Dusty Rose Prism** +1 insight bonus to AC 5,000 gp

Construction Requirements Craft Wondrous Item, creator must be 12th level **Cost** varies**Boots of Striding and Springing** **PRICE 5,500 GP****AUR A** faint transmutation **CL 3rd** **WEIGHT** 1 lb. **SLOT** Feet

These boots increase the wearer's base land speed by 10 feet. In addition to this striding ability (considered an enhancement bonus), these boots allow the wearer to make great leaps. She can jump with a +5 competence bonus on Acrobatics checks.

Construction Requirements **Cost** 2,750 GPCraft Wondrous Item, *longstrider*, creator must have 5 ranks in the Acrobatics skill

+2 Axiomatic Arrow**PRICE 646 GP****AURA** moderate evocation and transmutation **CL 7th WEIGHT** -

An *axiomatic* weapon is infused with lawful power. It makes the weapon law-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against chaotic creatures. It bestows one permanent negative level (*Core Rulebook* 562) on any chaotic creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

Four Arrows [] [] [] []

Potions of Cure Moderate Wounds**PRICE 150 GP****AURA** faint conjuration **CL 3rd WEIGHT** -

Heal 2d8+3 hit points

3 Potions [] [] []

Scroll of Mage's Magnificent Mansion**PRICE 2,275 GP****AURA** strong creation **CL 13th WEIGHT** -**School** conjuration (creation); **Level** sorcerer/wizard 7**Casting Time** 1 standard action**Components** V, S, F (a miniature ivory door, a piece of polished marble, and a silver spoon, each worth 5 gp)**Range** close (25 ft. + 5 ft./2 levels)**Effect** extradimensional mansion, up to three 10-ft. cubes/level (S)**Duration** 2 hours/level (D)**Saving Throw** none; **Spell Resistance** no

You conjure up an extradimensional dwelling that has a single entrance on the plane from which the spell was cast. The entry point looks like a faint shimmering in the air that is 4 feet wide and 8 feet high. Only those you designate may enter the mansion, and the portal is shut and made invisible behind you when you enter. You may open it again from your own side at will. Once observers have passed beyond the entrance, they are in a magnificent foyer with numerous chambers beyond. The atmosphere is clean, fresh, and warm.

You can create any floor plan you desire to the limit of the spell's effect. The place is furnished and contains sufficient foodstuffs to serve a nine-course banquet to a dozen people per caster level. A staff of near-transparent servants (as many as two per caster level), liveried and obedient, wait upon all who enter. The servants function as *unseen servant* spells except that they are visible and can go anywhere in the mansion.

Since the place can be entered only through its special portal, outside conditions do not affect the mansion, nor do conditions inside it pass to the plane beyond.

Immovable Rod **PRICE 5,000 GP****AURA** moderate transmutation **CL** 10th **WEIGHT** 5 lbs.

This rod looks like a flat iron bar with a small button on one end. When the button is pushed (a move action), the rod does not move from where it is, even if staying in place defies gravity. Thus, the owner can lift or place the rod wherever he wishes, push the button, and let go. Several *immovable* rods can even make a ladder when used together (although only two are needed). An immovable rod can support up to 8,000 pounds before falling to the ground. If a creature pushes against an *immovable* rod, it must succeed at a DC 30 Strength check to move the rod up to 10 feet in a single round.

Construction Requirements Craft Rod, *levitate* **Cost** 2,500 GP**+2 Cold Iron Warhammer** **PRICE 10,312 GP****AURA** moderate transmutation **CL** 6th **WEIGHT** 4 lbs

1d8 bludgeoning, x3 crit, one-handed weapon

Headband of Alluring Charisma +2 **PRICE 4,000 GP****AUR A** moderate transmutation **CL** 8th **WEIGHT** 1 lb. **SLOT** Headband

This attractive silver headband is decorated with a number of small red and orange gemstones. The headband grants the wearer an enhancement bonus to Charisma of +2, +4, or +6. Treat this as a temporary ability bonus for the first 24 hours the headband is worn.

Construction Requirements Craft Wondrous Item, *eagle's splendor* **Cost** 2,000 GP**Oil of Bless Weapon** **PRICE 50 GP****AURA** faint transmutation **CL** 1st **WEIGHT** -**School** transmutation; **Level** paladin 1**Casting Time** 1 standard action**Components** V, S**Range** touch**Target** weapon touched**Duration** 1 min./level**Saving Throw** none; **Spell Resistance** no

This transmutation makes a weapon strike true against evil foes. The weapon is treated as having a +1 enhancement bonus for the purpose of bypassing the DR of evil creatures or striking evil incorporeal creatures (though the spell doesn't grant an actual enhancement bonus). The weapon also becomes good-aligned, which means it can bypass the DR of certain creatures. (This effect overrides and suppresses any other alignment the weapon might have.) Individual arrows or bolts can be transmuted, but affected projectile weapons (such as bows) don't confer the benefit to the projectiles they shoot. In addition, all critical hit rolls against evil foes are automatically successful, so every threat is a critical hit. This last effect does not apply to any weapon that already has a magical effect related to critical hits, such as a *keen* weapon or a *vorpal sword*.

4 oils [] [] [] []

Potion of Neutralize Poison**PRICE 750 GP****AURA** faint conjuration **CL** 5th **WEIGHT** -**School** conjuration (healing); **Level** bard 4, cleric 4, druid 3, paladin 4, ranger 3**Casting Time** 1 standard action**Components** V, S, M/DF (charcoal)**Range** touch**Target** creature or object of up to 1 cu. ft./level touched**Duration** instantaneous or 10 min./level; see text**Saving Throw** Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

You detoxify any sort of venom in the creature or object touched. If the target is a creature, you must make a caster level check (1d20 + caster level) against the DC of each poison affecting the target.

Success means that the poison is neutralized. A cured creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

This spell can instead neutralize the poison in a poisonous creature or object for 10 minutes per level, at the caster's option. If cast on a creature, the creature receives a Will save to negate the effect.

Celestial Armor**PRICE 22,400 GP****AURA** faint transmutation [good] **CL** 5th **WEIGHT** 20 lbs.

This +3 *chainmail* is so fine and light that it can be worn under normal clothing without betraying its presence. It has a maximum Dexterity bonus of +8, an armor check penalty of -2, and an arcane spell failure chance of 15%. It is considered light armor and allows the wearer to use *fly* on command (as the spell) once per day.

Construction Requirements Craft Magic Arms and Armor, *fly*, creator must be good **Cost** 11,350 GP**Staff of Necromancy****PRICE 82,000 gp****AURA** strong necromancy **CL** 13th **WEIGHT** 5 lbs.

This staff is made from ebony or other dark wood and carved with images of bones and skulls mingled with strange spidery runes. It allows use of the following spells:

- *Cause fear* (1 charge)
- *Ghoul touch* (1 charge)
- *Halt undead* (1 charge)
- *Enervation* (2 charges)
- *Waves of fatigue* (2 charges)
- *Circle of death* (3 charges)

Construction Requirements Craft Staff, *cause fear*, *circle of death*, *enervation*, *ghoul touch*, *halt undead*, *waves of fatigue* **Cost** 41,000 GP**Wand of Inflict Serious Wounds (CL 9th)****PRICE 20,250 GP****AURA** moderate necromancy **CL** 9th **WEIGHT** -

Touch to deal 3d8+9 negative energy damage, Will 14 for half

Hand of Glory**PRICE 8,000 gp****AURA** faint varied **CL** 5th **WEIGHT** 2 lbs.

This mummified human hand hangs around a character's neck by a leather cord (taking up space as a magic necklace would). If a magic ring is placed on one of the fingers of the hand, the wearer benefits from the ring as if wearing it herself, and it does not count against her two-ring limit. The hand can wear only one ring at a time. Even without a ring, the hand itself allows its wearer to use *daylight* and *see invisibility* each once per day.

Construction Requirements Craft Wondrous Item, *animate dead*, *daylight*, *see invisibility* **Cost** 4,000 GP**Ring of Animal Friendship****PRICE 10,800 gp****AURA** faint enchantment **CL** 3rd **WEIGHT** —

A ring of animal friendship always bears some sort of animal-like design in its craftsmanship. On command, this ring affects an animal as if the wearer had cast *charm animal*, causing the animal to regard the wearer as a trusted friend.

Construction Requirements Forge Ring, *charm animal* **Cost** 5,400 GP**Potion of Barkskin (CL 12th)****PRICE 1,200 GP****AURA** faint conjuration **CL** 12th **WEIGHT** -**School** transmutation; **Level** druid 2, ranger 2**Casting Time** 1 standard action**Components** V, S, DF**Range** touch**Target** living creature touched**Duration** 10 min./level**Saving Throw** none; **Spell Resistance** yes (harmless)

Barkskin toughens a creature's skin. The effect grants a +2 enhancement bonus to the creature's existing natural armor bonus. This enhancement bonus increases by 1 for every three caster levels above 3rd, to a maximum of +5 at 12th level. The enhancement bonus provided by *barkskin* stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0.

Potions of Cure Serious Wounds**PRICE 750 GP****AURA** faint conjuration **CL** 5th **WEIGHT** -

Heal 3d8+5 hit points

3 Potions [] [] []

Potion of Fly **PRICE 750 GP****AURA** faint transmutation **CL** 5th **WEIGHT** –**School** transmutation; **Level** sorcerer/wizard 3**Casting Time** 1 standard action**Components** V, S, F (a wing feather)**Range** touch**Target** creature touched**Duration** 1 min./level**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

The subject can fly at a speed of 60 feet (or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load). It can ascend at half speed and descend at double speed, and its maneuverability is good. Using a *fly* spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a *fly* spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears. The subject gains a bonus on Fly skill checks equal to 1/2 your caster level.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends safely in this way if the *fly* spell is dispelled, but not if it is negated by an *antimagic field*.

+5 Mithral Full Plate **PRICE 35,650 GP****AURA** strong abjuration **CL** 15th **WEIGHT** 25 lbs.

+14 armor bonus, heavy armor (but treated as medium for movement), +3 max dex, -3 armor check

+1 Heavy Crossbow **PRICE 2,350 GP****AURA** faint transmutation **CL** 3rd **WEIGHT** 8 lbs

1d10 piercing, 19-20 crit, two-handed ranged weapon, 120ft. range increment

+1 Flaming Burst Greataxe **PRICE 18,320 GP****AURA** string evocation and transmutation **CL** 12th **WEIGHT** 12 lbs

1d12 slashing, x3 crit, two-handed weapon

A *flaming burst* weapon functions as a *flaming* weapon that also explodes with flame upon striking a successful critical hit. The fire does not harm the wielder. In addition to the extra fire damage from the *flaming* ability (see above), a *flaming burst* weapon deals an extra 1d10 points of fire damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d10 points of fire damage instead, and if the multiplier is x4, add an extra 3d10 points of fire damage.

Even if the *flaming* ability is not active, the weapon still deals its extra fire damage on a successful critical hit.

+1 Shortsword **PRICE 2,310 GP****AURA** faint transmutation **CL** 3rd **WEIGHT** 2 lbs

1d6 slashing, 19-20 crit, light weapon

Belt of Giant Strength +4 **PRICE 16,000 GP**

AUR A moderate transmutation **CL 8th WEIGHT 1 lb.**

This belt is a thick leather affair, often decorated with huge metal buckles. The belt grants the wearer an enhancement bonus to Strength of +2, +4, or +6. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

Construction Requirements Craft Wondrous Item, *bull's strength* **Cost 8,000 GP**

Cape of the Mountebank **PRICE 10,800 gp**

AUR A moderate conjuration **CL 9th WEIGHT 1 lb.**

Once per day on command, this bright red and gold cape allows the wearer to use the magic of the *dimension door* spell. When he disappears, he leaves behind a cloud of harmless gray smoke, appearing in a similar dramatic fashion at his destination.

Construction Requirements Craft Wondrous Item, *dimension door* **Cost 5,400 GP**

Ring of Protection +2 **PRICE 8,000 GP**

AURA faint abjuration **CL 5th WEIGHT — SLOT Ring**

This ring offers continual magical protection in the form of a deflection bonus of +2 to AC.

Construction Requirements Forge Ring, *shield of faith*, caster must be of a level at least three times higher than the bonus of the ring **Cost 4,000 gp**

+4 Unrighteous Full Plate **PRICE 44,650 GP**

AURA moderate abjuration **CL 12th WEIGHT 50 lbs.**

+13 armor bonus, heavy armor, +1 max dex, -6 armor check

This armor is often sculpted with unholy symbols. Once per day on command, the wearer can invoke an effect, as per the spell *righteous might*, lasting for 10 rounds. *Unrighteous* armor is always aligned toward evil (negative energy), for the effects of *righteous might*. *Unrighteous* armor bestows one permanent negative level on any good creature attempting to wear it. The negative level remains as long as the armor is worn and disappears when it is removed. This negative level cannot be overcome in any way (including by *restoration* spells) while the armor is worn.

+2 Heavy Steel Shield **PRICE 4,170 GP**

AURA moderate abjuration **CL 6th WEIGHT 15 lbs.**

+4 shield bonus, -1 armor check

Belt of Physical Perfection +4 **PRICE 64,000 GP**

AUR A strong transmutation **CL 16th WEIGHT 1 lb. SLOT Headband**

This belt has a large platinum buckle and grants the wearer an enhancement bonus to all physical ability scores (Strength, Dexterity, and Constitution) of +2, +4, or +6. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

Construction Requirements Craft Wondrous Item, *bear's endurance*, *bull's strength*, *cat's grace* **Cost 32,000 GP**

Headband of Abhorrent Charisma +2 **PRICE 4,000 GP**

AUR A moderate transmutation **CL 8th WEIGHT 1 lb. SLOT Headband**

This attractive silver headband is decorated with a number of small red and orange gemstones. The headband grants the wearer an enhancement bonus to Charisma of +2, +4, or +6. Treat this as a temporary ability bonus for the first 24 hours the headband is worn.

Construction Requirements Craft Wondrous Item, *eagle's splendor* **Cost 2,000 GP**

Ring of Freedom of Movement**PRICE 40,000 gp****AURA** moderate abjuration **CL** 7th **WEIGHT** —This gold ring allows the wearer to act as if continually under the effect of a *freedom of movement* spell.**Construction Requirements** Forge Ring, *freedom of movement* **Cost** 20,000 GP**Iron Lash****Aura** strong necromancy; **CL** 15th**Slot** none; **Price** 90,335 gp; **Weight** 6 lbs.

This +2 *cold iron bastard sword* becomes a +2 *unholy cold iron bastard sword* in the hands of an antipaladin sworn to the demon lord Nocticula. In the hands of a good creature, *Iron Lash* bestows one permanent negative level as though it were *unholy* while granting none of the associated benefits of the *unholy* special ability.

Once per day, the wielder of this sword can cast *finger of death* with a range of 60 feet, dealing 150 points of damage on a successful hit. If the target succeeds at a DC 20 Fortitude saving throw, the attack instead deals 3d6+15 points of damage. This is a death effect.

Construction Requirements Craft Magic Arms and Armor, *finger of death*, *unholy blight*, creator must be chaotic evil; **Cost** 45,335 gp**Resistant Saddle +1****PRICE 1,000 GP****AUR A** faint abjuration **CL** 5th **WEIGHT** 1 lb. **SLOT** Saddle

Flecks of silver or steel are often sown amid the fabric of these magical cloaks. This garment offers magical protection in the form of a +1 to +5 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

Construction Requirements Craft Wondrous Item, *resistance*, CL 6 **Cost** 500 GP**Mindbind Figurine****Aura** overwhelming enchantment; **CL** 25th**Slot** none; **Weight** 80 lbs.**DESCRIPTION**

This 2-foot-tall marble statue has the exact appearance of a mortal creature, constantly reflecting any changes to its appearance from injury, age, or even reincarnation. The creature represented may be identified only if you are already familiar with the creature, and until activated, the creature exhibits no evidence of its connection to the *mindbind figurine*.

An unsculpted *mindbind figurine* appears as a featureless humanoid, but can be linked to a creature in a complex demonic ritual overseen by a chosen acolyte of the demon lord Nocticula, at which point the statue takes on the form of the creature and is bound inexorably to the creature's mind while awaiting its activation.

When broken, a *mindbind figurine* triggers a delayed *dominate monster* effect in the mind of the sculpted creature, causing it to play its designated role in Nocticula's sinister plans. The creature gets no save against this effect, as the save is made at the time of the figurine's creation.

DESTRUCTION

A *mindbind figurine* can only be destroyed by physical damage. Destroying one in such a manner activates the linked creature.