

DRAGONLANCE PATHFINDER FEATS/MAGIC ITEMS

FEATS

This list includes feats from the *Dragonlance Campaign Setting, Age of Mortals*, and original feats tied to new material generated by this conversion project.

Alternate Form

You have learned how to assume the form of an animal or humanoid, much as a silver, gold, or bronze dragon can.

Please see *Age of Mortals* p. 50 for the details of how this feat works.

Charming

Others find your company appealing.

Benefit: You get a +2 bonus on all Diplomacy and Bluff skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Clerist

You have dedicated yourself to Kiri-Jolith beyond what is required of a Knight of the Sword.

Prerequisites: Cleric of Kiri-Jolith, member of the Solamnic Order of the Sword, base attack bonus +3.

Benefit: You may add your Solamnic Knight prestige class levels to your total cleric caster level when casting spells. This ability does not add to your number of spells per day or your number of spells known.

Cornered Rat

You can go from piteous groveling to a murderous fury in the blink of an eye.

Prerequisites: Gully dwarf, base attack bonus +1.

Benefit: Any attack or damage rolls you make in a combat round immediately following a successful Diplomacy check made by you or

an Intimidate check targeting you gain a +2 bonus. Your opponent is considered flat-footed against these attack.

Covert Spellcraft

You use your magical gifts to fuel the secretive arcane practices of the Legion of Steel.

Prerequisites: Membership in the Legion of Steel, ability to cast arcane spells without preparation, character level 5th.

Benefit: Choose a number of spells that you already know equal to your Charisma modifier. From that point on, you can prepare these spells as if they were modified by the Silent Spell metamagic feat. Spells modified in this way do not use up a higher-level spell slot, nor do they take any longer to cast.

Disciplined

You maintain composure even in life-threatening situations

Benefit: You gain a +2 bonus to all Will saves and Concentration checks.

Draconian Breath Weapon

You have harnessed your draconic heritage and can attack with a dragonlike breath weapon.

Prerequisites: Draconian, Con 15.

Benefit: You gain the supernatural ability to use a breath weapon once per day. Your breath weapon deals 3d8 damage and allows a Reflex save for half damage (DC 10 + ½ HD + Con modifier). The exact type of your breath weapon depends on your draconian race:

- Aurak – 15 ft. cone of fire
- Baaz – 20 ft. line of fire
- Bozak – 20 ft. line of electricity
- Flame – 15 ft. cone of fire
- Frost – 15 ft. cone of cold
- Kapak – 20 ft. line of acid
- Lightning – 20 ft. line of electricity
- Sivak – 15 ft. cone of cold
- Vapor – 20 ft. line of acid

Venom – 20 ft. line of acid

Normal: Draconians do not normally have a breath weapon.

Education

You have received at least several years of formal schooling in which you were an excellent student.

Benefit: All Knowledge skills are considered class skills for you.

Special: You may only take this feat as a 1st level character.

Extra Heart

You can use your power of the heart more times per day than most.

Prerequisite: Power of the heart class feature.

Benefit: You can use your power of the heart ability two additional times per day.

Special: You can gain Extra Heart multiple times. Its effects stack.

Extra Rhetoric

You can use your noble rhetoric more times per day than most.

Prerequisite: Noble rhetoric class feature.

Benefit: You can use your noble rhetoric ability two additional times per day.

Special: You can gain Extra Rhetoric multiple times. Its effects stack.

Flyby Breath

You can employ your breath weapon in a high-speed attack pass.

Prerequisites: Fly speed, breath weapon, Flyby Attack.

Benefit: While flying, you can use your breath weapon as a swift action, provided you do nothing else but move this turn. However, this excludes making a breath attack during a run action. You may only employ this feat while making a single or double move on your turn.

Normal: Using a supernatural ability is a standard action, which limits you to a single move action in the same turn you use your breath weapon.

Haggler

You are a talented negotiator.

Benefit: You get a +2 bonus on all Appraise and Bluff skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Horned Stampede

You are naturally adept at using your horns in a charge.

Requirements: Minotaur, Power Attack.

Benefit: When you use your horns in a charge action, you may increase the damage die of your horns to 2d10 plus $1 \frac{1}{2}$ your Strength bonus.

Normal: Without this feat, a minotaur who uses his horns in a charge action deals 2d6 damage plus $1 \frac{1}{2}$ their Strength bonus.

Hulking Brute

You possess a truly impressive stature.

Prerequisites: Character level 1st, Half-ogre or minotaur.

Benefit: You are considered to be Large when calculating your Combat Maneuver Bonus and Combat Maneuver Defense. You are also considered to be Large when determining whether a monster's special attacks based on size affect you.

Improved Draconian Breath Weapon

You have mastered your draconic heritage and improved your innate breath weapon.

Prerequisites: Draconian, Dragonspawn, Con 17, Draconian Breath Weapon or dragonspawn breath weapon special ability.

Benefit: You can use your breath weapon three times per day. Your breath weapon now deals 6d8 damage and allows a Reflex save for half damage (DC 10 + $\frac{1}{2}$ HD + Con modifier).

Improved Resist Dragonfear

You are able to demonstrate great courage in the presence of dragons.

Prerequisites: Resist Dragonfear, base attack bonus +6.

Benefit: You receive an additional +4 bonus on Will saves against the frightful presence of dragons.

Kingfisher

You have pledged yourself to the Knights of Solamnia and Orders of High Sorcery, using your magic to embody the Oath and the Measure and the Laws of Magic.

Prerequisites: Member of the Order of the White Robes, member of the Solamnic Auxiliary, base attack bonus +3.

Benefit: You gain a +4 bonus to all Will saves vs. fear effects and permanently add your Wisdom modifier to all Spellcraft skill checks.

Legacy's Awareness

As a mystic in the Legion of Steel, you are alert to the injustices in the world and ready to act against them.

Prerequisite: Membership in the Legion of Steel, power of the heart class feature, character level 5th.

Benefit: You may expend one use of your power of the heart ability to add a bonus equal to half your mystic levels to your Initiative, Perception, and Sense Motive checks for a number of rounds equal to 3 + your Charisma modifier.

Lucky

You manage to survive situations through sheer fortune.

Please see *Age of Mortals* p. 51 for the details of how this feat works.

Mimic

You possess a natural talent for impersonation.

Benefit: You get a +2 bonus on all Disguise and Perform skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Nightstalker

You courageously pursue a life in the shadowy world of spirits to gain the service of a like-minded ghostly companion.

Prerequisite: Mystic of Spiritualism, base attack bonus +3.

Benefit: You may choose a cohort as per the rules for the Leadership feat, but your cohort has the ghost template per the *Bestiary*. You do not gain any of the other benefits of the Leadership feat.

Quick Thinking

You react quickly to danger.

Benefit: You receive a +2 bonus on initiative checks and a +2 bonus to all Perception skill checks.

Resist Dragonfear

You are able to show courage in the presence of dragons.

Prerequisites: Iron Will, base attack bonus +3.

Benefit: You receive a +4 bonus on Will saves against the frightful presence of dragons.

Spear of Doom (Combat)

Few can avoid death when you brace against their attack.

Prerequisite: Base attack bonus +1

Benefit: When you ready an action to set a brace weapon against a charge, you deal triple damage on a successful hit against a charging opponent.

Normal: If you use a readied action to set a brace weapon against a charge, you deal double damage on a successful hit against a charging opponent.

Strafing Breath

You can sustain your breath weapon while in the air, covering a larger ground area.

Prerequisites: Fly speed, breath weapon, Flyby Attack, Flyby Breath.

Benefit: When you use your breath weapon while flying you can extend it to an area on the ground equal to half your fly speed. This ability must be used in a straight line, extending your normal area of affect by the desired distance.

For example, an adult blue dragon may extend his 100-ft. line breath weapon to cover a 5-foot-by-5-foot area on the ground. Different breath weapons account for different lines of effect. For instance, an ancient red dragon's breath weapon affects a 60-ft. cone, which is a 40-foot radius on the ground in a 125-foot line.

Street Smart

You have learned how to interact with the underworld: Be just as fast on your tongue as you are on your feet.

Benefit: You receive a +2 bonus on all Bluff skill checks and a +2 bonus on all Reflex saving throws.

Strengthen Spell (Metamagic)

You can cast spells at a higher power level than normal.

Benefit: Casting a strengthened spell is a full-round action. You may increase the caster level of the spell up to three effective levels. To do so, you sacrifice a 1st, 2nd or 3rd level spell slot to temporarily increase your effective caster level by the equivalent spell level. This feat allows the caster to exceed normal fixed level limits of spells. For instance, a 10th level wizard could sacrifice a 3rd level spell to cast a fireball that does 13d6 damage.

Stubborn

You are exceptionally headstrong and bull-headed. It is difficult to sway you from your intended course of action.

Benefit: You receive a +2 bonus on all Intimidate skill checks and a +2 bonus to all Will saving throws.

Tremendous Charge (Combat)

You know how to use your mount's power to make your mounted attack more dangerous.

Prerequisites: Ride 1 rank, Mounted Combat

Benefit: When you make a charge attack while mounted, you double the critical threat range of your weapon. This also doubles the critical threat range of keen weapons and the benefits of the Improved Critical feat. However a non-magical weapon used for this kind of attack is

automatically destroyed. A magic weapon gains the broken condition if it fails a saving throw.

MAGIC ITEMS

All magical items listed in the *Dragonlance Campaign Setting* function as is in Pathfinder with the following exceptions:

Blue Crystal Staff

Replace cure minor wounds with stabilize.

The Ghost Blade

Replace the fourth sentence of the write-up with the following: "This aura causes the wielder to appear shadowy and indistinct, as well as muffling surrounding sound, granting the wielder a +10 circumstance bonus on Stealth checks as long as the blade is unsheathed."

Hammer of Kharas

The Hammer of Kharas is a +4 courageous defending disruption warhammer. The owner of the Hammer of Kharas gains a +10 bonus to all Craft (weapons) checks, and gains the Craft Magic Arms and Armor feat without having to meet any of the prerequisites. A dwarf who holds the Hammer of Kharas is immune to fear. They also receive a +8 to all Charisma-based skill checks involving dwarves, and a +8 bonus to their Leadership score when attracting a dwarven cohort and followers.

Statistics

Alignment LG; **Ego** 28

Senses darkvision 120 ft., blind-sense, hearing

Int 11, **Wis** 17, **Cha** 20

Communication speech, telepathy

Languages Common, Dwarven

Greater Powers cure critical wounds on wielder 1/day, 10 ranks in Craft (weapons)

Lesser Powers detect evil 3/day, bull's strength on wielder 1/day, prayer 1/day, protection from arrows 1/day

Special Purpose *Defend all Dwarves;* **Dedicated Power Spell**
Turning (CL 17th)

Destruction

If the Hammer of Kharas is ever used to forge a darklance, it will permanently melt into a puddle of metal that once hardened, cannot be melted down again.