

**JON BRAZER ENTERPRISES**

# BOOK of the RIVER NATIONS

Feats Spells and Secret Societies



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## Chapter 4: Feats

### New Feat Types

Several of the feats described below are of a type that enhance the rules presented in Chapter 2: Kingdom Building and Chapter 3: Mass Combat.

#### Kingdom Feats

Kingdom feats either modify the effects or grant additional benefits someone in a leadership role may have on kingdom.

#### Mass Combat Feats

A character possessing one or more feats designated as a mass combat feat can use those feats in the mass combat system as long as the character is the leader of the mass combat unit. Should character with mass combat feats be a member of an army and not the leader, the mass combat feats do not grant any bonuses to the battle. Mass Combat feats are considered Combat feats for purposes of Fighter bonus feats.

### New Feats

While most feats used throughout the River Nations are similar to those throughout the world and the various planes, the region possesses its own specialized feats used more commonly here than elsewhere.

#### Aid Another Leader (Kingdom)

You help another leader to the detriment of your own office.

**Prerequisites:** Leadership Role Focus

**Benefit:** You grant half of ability score bonus (rounded down) to another office while you are assisting the leader occupying that leadership role with their duties for the month. This bonus is for all checks for the month. During that month, your own office suffers half of the normal Vacancy Penalty for no one occupying that role. If the Vacancy Penalty calls for Unrest to increase, Unrest does not increase. All other Vacancy Penalties (such as not being able to issue Edicts) are as normal.

**Special:** Rulers may not be assisted by this feat.

#### Armored Swimmer

You have practiced swimming with your armor on.

**Prerequisites:** Athletic, Swim 5 ranks.

**Benefit:** You can swim in light or medium armor without taking an armor check penalty.

**Normal:** You take an armor check penalty when swimming in any armor heavier than leather.

#### Expert Swimmer

You swim exceptionally fast.

**Prerequisites:** Improved Swimmer, Swim 10 ranks.

**Benefit:** You swim at your normal speed as a move action or double your normal speed as a

full-round action.

#### Improved Swimmer

You swim faster than most.

**Prerequisites:** Athletic, Swim 5 ranks.

**Benefit:** You swim at half of your speed as a move action or your normal speed as a full-round action.

**Normal:** You swim at quarter of your speed as a move action or half your speed as a full-round action.

#### Inspiring General (Mass Combat)

When you take this feat, choose one race.

**Prerequisites:** Leadership, Base attack bonus +10

**Benefit:** You gain a +1 Bonus to all Morale checks with you are in command of your selected race.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new race. For mounted units, the selected race must be the rider, not the mount.

#### Inspiring Ruler (Kingdom)

As the ruler of your land, you inspire those in other leadership positions to do their job better.

**Prerequisites:** Diplomacy 10 ranks, Cha 15, Leadership, must be a ruler of a nation

**Benefit:** You grant a +2 morale bonus to the relative ability scores of all the kingdom's Leadership positions while they are conducting the kingdom's business. This feat cannot be taken multiple times and this feat does not stack with other morale bonuses (including from a co-ruler, if the co-ruler possesses this feat as well). If you cease to be the ruler of a nation, you no longer grant this bonus to the leaders of the kingdom. When not in the kingdom phases (such as when in combat), this bonus does not apply.

#### Leadership Role Focus (Kingdom)

When you take this feat, choose one Leadership Role.

**Prerequisites:** Must occupy one of the leadership roles of a kingdom

**Benefit:** When you occupy your chosen Leadership Role, you grant an additional +1 bonus to the role's listed Benefit. This bonus is in addition to your ability modifier.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new Leadership Role.





Feat	Prerequisite	Benefit
Aid Another Leader	Leadership Role Focus	Grant a bonus to another Leadership Role while taking a penalty to your own Role
Armored Swimmer	Athletic, Swim 5 ranks	You can swim in light or medium armor
Expert Swimmer	Improved Swimmer, Swim 10 ranks	Swim at your normal movement speed
Improved Swimmer	Athletic, Swim 5 Ranks	Swim at half of your normal movement speed
Inspiring General *	Leadership, base attack bonus +10	Gain a +1 bonus to Morale checks when you command a mass combat unit.
Inspiring Ruler	Cha 15, Leadership, Diplomacy 10 ranks, must be a ruler of a nation	Grant a +2 morale bonus to all the kingdom's leaders when conducting the kingdom's business
Leadership Role Focus	Must fill a leadership roles of a kingdom	+1 bonus to your ability score modifier for your Kingdom Role
Mass Combat Focus *	Base attack bonus +5	+1 bonus to OM rolls with one race
Mass Combat Focus, Greater *	Mass Combat Focus, base attack bonus +10	+1 bonus to OM rolls with one race
Mountain Strike *	Dex 13, Point Blank Shot, Far Shot	+1 bonus on damage rolls for every 10 ft. your target is below you
Perceptive Explorer	Knowledge (geography) 3 ranks, Survival 3 ranks	Reduce the amount of time required to explore a hex
Sickening Strike *	Str 13, Power Attack, Improved Dirty Trick, base attack bonus +6	Make a free Dirty Trick check after attacking with a bludgeoning weapon.
Studied Strike *	Perception 5 ranks, base attack bonus +5	+1 insight bonus on creations you attacked
Survivalist	Knowledge (geography) 1 rank	+2 bonus to Knowledge (geography) and Survival checks
Tumble Strike *	Acrobatic, Acrobatics 5 ranks	Gain a +2 to an attack after moving through an opponent's square
Tumble Strike, Greater *	Tumble Strike, Acrobatics 10 ranks	Targets that you attack with your Tumble Strike are flat-footed
Turn Animals	Channel energy class feature, Animal domain	Panic animals and vermin within 30 ft.

### Mass Combat Focus (Mass Combat)

When you take this feat, choose one race.

**Prerequisites:** Base attack bonus +5

**Benefit:** You gain a +1 bonus to the OM you make when leading the selected race.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new race. For mounted units, the selected race must be the rider, not the mount.

### Mass Combat Focus, Greater (Mass Combat)

When you take this feat, choose one race from which you have already selected Mass Combat Focus. You are a master at leading this race into battle.

**Prerequisites:** Mass Combat Focus with selected race, base attack bonus +10

**Benefit:** You gain a +1 bonus to the OM you make when leading the selected race.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new race. For mounted units, the selected race must be the rider, not the mount.





### Mountain Strike (Combat)

You deal extra damage from high above your enemies.

**Prerequisites:** Dex 13, Point Blank Shot, Far Shot

**Benefit:** You gain a +1 bonus to all damage rolls for every 10 ft. your target is below you when you make a ranged attack with a weapon.

### Perceptive Explorer

You know how to find the best vantage points and know what signs to look for, allowing you to speed up your search of the local landscape.

**Prerequisites:** Knowledge (geography) 3 ranks, Survival 3 ranks

**Benefit:** You reduce the time required to explore a hex by 2 hours for every day your exploration speed would otherwise require, to a maximum of 8 hours.

**Special:** The effect of this gained only once, even if multiple characters in the same group possess this feat.

### Sickening Strike (Combat)

You attack your enemies with such fury they are sickened.

**Prerequisites:** Str 13, Power Attack, Improved Dirty Trick, base attack bonus +6

**Benefit:** After making a successful attack with a bludgeoning melee weapon and using Power Attack, you may make a free Dirty Trick check to see if your strike sickened the creature for 1 round. You gain the additional damage you dealt from the Power Attack as a bonus to your CMB.

### Studied Strike (Combat)

Once you strike your opponent, you know how to hit them again.

**Prerequisites:** Perception 5 ranks, base attack bonus +5.

**Benefit:** When you successfully attack a creature, you gain a +1 insight bonus to attack rolls against that creature the following round.

### Survivalist

You know your way around the terrain of the River Nations.

**Prerequisites:** Knowledge (geography) 1 rank

**Benefit:** You gain a +2 bonus to Knowledge (geography) and Survival checks.

### Tumble Strike (Combat)

After avoiding your opponent, you strike them back with greater precision.

**Prerequisites:** Acrobatic, Acrobatics 5 ranks

**Benefit:** If you successfully pass an Acrobatics check to move through an opponent's square, you gain a +2 to your next attack this turn against that opponent.

### Tumble Strike, Greater (Combat)

You are a master at striking nearby opponents who never expect it.

**Prerequisites:** Tumble Strike, Acrobatics 10 ranks

**Benefit:** Any opponent hit by your Tumble Strike is also considered flat-footed against your next attack.

### Turn Animals

The faith your deity grants you protects you from the animals of the world.

**Prerequisites:** Channel positive or negative energy class feature, Animal Domain

**Benefit:** As a standard action, you can call upon the powers of your deity to make all animals and vermin within 30 ft. of you to flee as if panicked. Animals and vermin receive a Will save to negate the effect. The DC for this Will save is equal to 10 + 1/2 your cleric level + your Charisma modifier. All animals and vermin that fail their save flee for 1 minute. Animals and vermin with an intelligence greater than 2 receive a new saving throw each round to end the effect. Any Handle Animal or Ride checks made to control the animals receive a -6 penalty. Magically summoned animals are immune from this ability. If you use channel energy in this way, it has no other effect (it does not heal or harm nearby creatures).



## Chapter 5: Spells

### New Descriptor: Mass Combat

The mass combat descriptor is placed on spells that must be cast as part of a group all casting the same spell at the same time. The spell may require a minimum army size (listed as Army Size). The DC of any Morale checks listed is 10 + the level of the spell cast.

#### ARMY OVERLAND TRAVEL

**School** transmutation [mass combat]; **Level** bard 2, cleric 2, sorcerer/wizard 2; **Army Size** Diminutive

**Casting Time** 10 minutes

**Components** V, S

**Range** medium (100 ft. + 10 ft / level)

**Target** 1 army

**Duration** 1 day (D)

**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

The target army increases their speed by 1. The army targeted by this spell must be of equal size or smaller than the casting army.

#### BATTLE SONG

**School** enchantment (charm) [mind-affecting, mass combat]; **Level** bard 1, sorcerer/wizard 1;

**Army Size** Diminutive

**Casting Time** 1 minute

**Components** V

**Range** medium (100 ft. + 10 ft / level)

**Target** 1 army

**Duration** 1 day

**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

The target army is filled with hope for the coming battle. For the rest of the day, the army gains a +1 morale bonus to all Morale checks. The army targeted by this spell must be of equal size or smaller than the casting army.

#### BATTLE SONG, GREATER

**School** enchantment (charm) [mind-affecting, mass combat]; **Level** bard 3, sorcerer/wizard 4;

**Army Size** Diminutive

**Casting Time** 1 minute

**Components** V

**Range** medium (100 ft. + 10 ft / level)

**Target** 1 army

**Duration** 1 day

**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

The target army is filled with hope for the coming battle. For the rest of the day, the army gains a +1 morale bonus to all Morale checks per 3 caster levels. The army targeted by this spell can be two size categories larger than the casting army or any size smaller.

#### COVER SCENT

**School** abjuration; **Level** bard 1, druid 1, ranger 1, sorcerer/wizard 1, summoner 1, witch 1

**Casting Time** 1 standard action

**Components** V, S, M (three pine needles)

**Range** touch

**Target** one touched creature

**Duration** 10 minutes (D)

**Saving Throw** Fort negates (harmless) or Fort partial (see text); **Spell Resistance** yes

The natural scent of the touched creature mildly covered, making it difficult for creatures with the scent ability to locate their target. The targeted creature can only be detected by the scent ability at half the normal distance. The DC to follow the tracks of a creature targeted by this spell using the scent ability is increased by 4.

Additionally, if this spell is cast upon a creature with an odor-based special attack and the creature fails the Fortitude save, the touched creature receive a -2 penalty to the DC for that special attack.

#### COVER SCENT, GREATER

**School** abjuration; **Level** druid 3, ranger 2, sorcerer/wizard 3, summoner 2, witch 3

**Casting Time** 1 standard action

**Components** V, S, M (a dried flower)

**Range** touch

**Target** one touched creature/level

**Duration** 10 minutes / level (D)

**Saving Throw** Fort negates (harmless) or Fort partial (see text); **Spell Resistance** yes

This spell functions like cover scent except it renders creatures without an odor-based special attack to be impossible to detect with the scent ability. Additionally, creatures with an odor-based special attack that fail the Fortitude save find that special attack negated for the duration of the spell

#### Using Magic to Increase a Kingdom's Statistics

Magic can be used in a number of ways to increase a kingdom's statistics. The most obvious is for a leader to wear a magic item that increases the ability score contributed to one of the kingdom's statistics. Another method is for a spellcaster to cast a buff spell such as *bull's strength* or *owl's wisdom* on a leader. The spell only need be cast once per day every day for the week the leader is in the capital. If the leader does not receive the benefit of the spell at least once everyday, the leader does not gain the bonus for that month.



and now follow the normal scent rules.

#### MAGIC WALL

**School** transmutation; **Level** bard 2, cleric 2, paladin 2, sorcerer/wizard 2

**Casting Time** 1 minute

**Range** touch

**Target** 1 touched wall up to 10 ft./level or touched door

**Duration** 1 hour per level (D)

You increase the Break DC of the target wall or door by 10 and the Hardness by 5. This counts as an enchantment bonus and does not stack with other enchantment bonuses.

This spell can be made permanent with a *permanency* spell.

#### MASSIVE ARMY OVERLAND TRAVEL

**School** transmutation [mass combat]; **Level** bard 4, cleric 4, sorcerer/wizard 4; **Army Size** Diminutive

**Casting Time** 10 minutes

**Components** V, S

**Range** medium (100 ft. + 10 ft / level)

**Target** 1 army

**Duration** 1 day / 2 levels (D)

**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

The target army increases their speed by 1 per 3 caster levels. The army targeted by this spell can be two size categories larger than the casting army or any size smaller.

#### Overland Travel

**School** transmutation; **Level** bard 2, sorcerer/wizard 2

**Components:** V, S

**Range** touch

**Target** 1 creature

**Duration** 1 hour / 2 levels (D)

**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

This spell functions like an *expeditious retreat* spell, except you can cast it on another creature, and the speed increase is 10 feet. When using this spell for long-distance movement, you can hustle without taking nonlethal damage (a forced march still requires Constitution checks).

#### OVERLAND TRAVEL, MASS

**School** transmutation; **Level** bard 4, sorcerer/wizard 4

**Range** close (25 ft. + 5 ft./level)

**Target** 1 creature / level

**Duration** 1 day (D)

This spell functions like an *overland travel* spell, except as noted above.

#### SUMMON ARMY I

**School** conjuration (summoning) [mass combat]; **Level** bard 1, cleric 1, sorcerer/wizard 1,

summoner 1, witch 1; **Army Size** Small

**Casting Time** 10 minutes

**Components** V, S, F (several grains of sand)

**Range** close (25 ft. + 5 ft./2 levels)

**Effect** one summoned Medium army

**Duration** 1 minute/level (D)

**Saving Throw** none; **Spell Resistance** no

This spell summons an army of extraplanar creatures to fight for you. The army appears as soon as the spellcasting ends and acts immediately on your turn. These creatures comprise a single mass combat unit. The CR and OM of the army is 1 + 1 for every size category the casting army is larger than Small (to a maximum of CR 3). The DV is the summoned army's CR + 10. The summoned army has hit points equal to its CR x 5.5 (rounded down). The alignment of the army is the same as the casting army. The army possesses no Tactic, Resources nor Special Abilities. The army's Morale is +0.

#### SUMMON ARMY II

**School** conjuration (summoning) [mass combat];

**Level** bard 2, cleric 2, sorcerer/wizard 2, summoner 2, witch 2; **Army Size** Small

This spell functions as *summon army I*, except The CR and OM of the army is 2 + 1 for every size category the casting army is larger than Small (to a maximum of CR 4). The army possesses 1 Tactic of your choice.

#### SUMMON ARMY III

**School** conjuration (summoning) [mass combat];

**Level** bard 3, cleric 3, sorcerer/wizard 3, witch 3; **Army Size** Small

This spell functions as *summon army I*, except The CR and OM of the army is 3 + 1 for every size category the casting army is larger than Small (to a maximum of CR 6). The army possesses 2 Tactics of your choice.

#### SUMMON ARMY IV

**School** conjuration (summoning) [mass combat];

**Level** bard 4, cleric 4, sorcerer/wizard 4, summoner 3, witch 4; **Army Size** Small

This spell functions as *summon army I*, except The CR and OM of the army is 4 + 1 for every size category the casting army is larger than Small (to a maximum of CR 7). The army possesses 2 Tactics of your choice and the mobility advantage (either burrowing or climbing, your choice) special ability.

#### SUMMON ARMY V

**School** conjuration (summoning) [mass combat];


**Level** bard 5, cleric 5, sorcerer/wizard 5, summoner 4, witch 5; **Army Size** Small

**Effect** one summoned Large army

This spell functions as *summon army I*, except The CR and OM of the army is 6 + 1 for every size category the casting army is larger than Small (to a maximum of CR 10). The army







possesses 2 Tactics of your choice, either the bleed or the mobility advantage (either burrowing, climbing, or flight) special ability and is treated as if it as the improved armor (masterwork) resource.

#### SUMMON ARMY VI

**School** conjuration (summoning) [mass combat];  
**Level** bard 6, cleric 6, sorcerer/wizard 6, witch 6; **Army Size** Tiny

**Effect** one summoned Large army

This spell functions as *summon army I*, except The CR and OM of the army is 6 + 1 for every size category the casting army is larger than Tiny (to a maximum of CR 11). The army possesses 2 Tactics of your choice, either the bleed, the mobility advantage (either burrowing, climbing, or flight) special ability and is treated as if it as the improved armor (masterwork) and improved weapons (masterwork) resource.

#### SUMMON ARMY VII

**School** conjuration (summoning) [mass combat];  
**Level** cleric 7, sorcerer/wizard 7, summoner 5, witch 7; **Army Size** Tiny

**Effect** one summoned Large army

This spell functions as *summon army I*, except The CR and OM of the army is 7 + 1 for every size category the casting army is larger than Tiny (to a maximum of CR 12). The army possesses 2 Tactics of your choice, 2 special abilities (bleed, energy drain, fear, mobility advantage (any), poison, spell resistance, or spellcasting) of your choice and is treated as if it as the improved armor (magic) and improved weapons (masterwork) resource.

#### SUMMON ARMY VIII

**School** conjuration (summoning) [mass combat];  
**Level** cleric 8, sorcerer/wizard 8, witch 8; **Army Size** Tiny

**Effect** one summoned Large army

This spell functions as *summon army I*, except The CR and OM of the army is 8 + 1 for every size category the casting army is larger than Tiny (to a maximum of CR 13). The army possesses 2 Tactics of your choice, 2 special abilities (bleed, energy drain, fear, mobility advantage (any), poison, spell resistance, or spellcasting), and is treated as if it as the improved armor (magic) and improved weapons (magic) resource.

#### SUMMON ARMY IX

**School** conjuration (summoning) [mass combat];  
**Level** cleric 9, sorcerer/wizard 9, summoner 6, witch 9; **Army Size** Diminutive

**Effect** one summoned Huge army

This spell functions as *summon army I*, except The CR and OM of the army is 9 + 1 for every size category the casting army is larger than Tiny (to a maximum of CR 16). The army possesses 3 Tactics of your choice, 3 special abilities (bleed,

energy drain, fear, mobility advantage (any), poison, significant defense, spell resistance, or spellcasting), is treated as if it as the improved armor (magic) and improved weapons (magic) resource.

#### SUMMON NATURE'S ARMY I

**School** conjuration (summoning) [mass combat];  
**Level** druid 1, ranger 1; **Army Size** Small

**Casting Time** 10 minutes

**Components** V, S, F (several grains of sand)

**Range** close (25 ft. + 5 ft./2 levels)

**Effect** one summoned Medium army

**Duration** 1 minute/level (D)

**Saving Throw** none; **Spell Resistance** no

This spell summons an army of animals to fight for you. The army appears as soon as the spellcasting ends and acts immediately on your turn. These creatures comprise a single mass combat unit. The CR and OM of the army is 1 + 1 for every size category the casting army is larger than Small (to a maximum of CR 3). The DV is the summoned army's CR + 10. The summoned army has hit points equal to its CR x 4.5 (rounded down). The alignment of the army is neutral. The army possesses no Tactic, Resources nor Special Abilities. The army's Morale is +1.

#### SUMMON NATURE'S ARMY II

**School** conjuration (summoning) [mass combat];  
**Level** druid 2, ranger 2; **Army Size** Small

This spell functions as *summon nature's army I*, except The CR and OM of the army is 2 + 1 for every size category the casting army is larger than Small (to a maximum of CR 4). The army possesses 1 Tactics of your choice.

#### SUMMON NATURE'S ARMY III

**School** conjuration (summoning) [mass combat];  
**Level** druid 3, ranger 3; **Army Size** Small

This spell functions as *summon nature's army I*, except The CR and OM of the army is 3 + 1 for every size category the casting army is larger than Small (to a maximum of CR 6). The army possesses 2 Tactics of your choice.

#### SUMMON NATURE'S ARMY IV

**School** conjuration (summoning) [mass combat];  
**Level** druid 4, ranger 4; **Army Size** Small

This spell functions as *summon nature's army I*, except The CR and OM of the army is 4 + 1 for every size category the casting army is larger than Small (to a maximum of CR 7). The army possesses 2 Tactics of your choice and the mobility advantage (either burrowing, climbing, or flight) special ability.

#### SUMMON NATURE'S ARMY V

**School** conjuration (summoning) [mass combat];  
**Level** druid 5; **Army Size** Small

**Effect** one summoned Large army

This spell functions as *summon nature's army*



I, except The CR and OM of the army is 6 + 1 for every size category the casting army is larger than Small (to a maximum of CR 10). The army possesses 2 Tactics of your choice, either the bleed or the mobility advantage (either burrowing, climbing, or flight) special ability and is treated as if it as the improved armor (masterwork) resource.

#### SUMMON NATURE'S ARMY VI

**School** conjuration (summoning) [mass combat];

**Level** druid 6; **Army Size** Tiny

**Effect** one summoned Large army

This spell functions as *summon nature's army* I, except The CR and OM of the army is 6 + 1 for every size category the casting army is larger than Tiny (to a maximum of CR 11). The army possesses 2 Tactics of your choice, the bleed and the mobility advantage (either burrowing, climbing, or flight) special abilities and is treated as if it as the improved armor (masterwork) and improved weapons (masterwork) resource.

#### SUMMON NATURE'S ARMY VII

**School** conjuration (summoning) [mass combat];

**Level** druid 7; **Army Size** Tiny

**Effect** one summoned Large army

This spell functions as *summon nature's army* I, except The CR and OM of the army is 7 + 1 for every size category the casting army is larger than Tiny (to a maximum of CR 12). The army possesses 2 Tactics of your choice, 2 special abilities (bleed, mobility advantage (either burrowing, climbing, or flight), fast healing 3 or poison) of your choice and is treated as if it as the improved armor (magic) and improved weapons (masterwork) resource. The army is always treated as mounted.

#### SUMMON NATURE'S ARMY VIII

**School** conjuration (summoning) [mass combat];

**Level** druid 8; **Army Size** Tiny

**Effect** one summoned Large army

This spell functions as *summon nature's army* I, except The CR and OM of the army is 8 + 1 for every size category the casting army is larger than Tiny (to a maximum of CR 13). The army possesses 2 Tactics of your choice, 3 special abilities (bleed, mobility advantage (either burrowing, climbing, or flight), fast healing 4 or poison), and is treated as if it as the improved armor (magic) and improved weapons (magic) resource. The army is always treated as mounted.

#### SUMMON NATURE'S ARMY IX

**School** conjuration (summoning) [mass combat];

**Level** druid 9; **Army Size** Diminutive

**Effect** one summoned Huge army

This spell functions as *summon nature's army* I, except The CR and OM of the army is 9 + 1 for every size category the casting army is larger

than Tiny (to a maximum of CR 16). The army possesses 3 Tactics of your choice, the bleed, mobility advantage (any), fast healing 5 and poison special abilities, is treated as if it as the improved armor (magic) and improved weapons (magic) resource. The army is always treated as mounted.

#### TERROR TROOPS

**School** illusion (glamer) [mass combat]; **Level**

bard 2, sorcerer/wizard 3, summoner 3, witch 4;

**Army Size:** Tiny

**Casting Time** 10 minutes

**Components** V, S, F (a hideous mask)

**Range** close (25 ft. + 5 ft./2 levels)

**Effect** one army appears more terrifying

**Duration** 1 minute per level (D)

**Saving Throw** see text; **Spell Resistance** no

This spell makes a single army appear stronger, monstrous and terrifying. All armies that engage the targeted army in melee combat must make a Morale check. Armies that fail increase the difficulty of all future Morale checks by +2 while in melee combat with this army. An army that succeeds the initial Morale check is immune to this spell for 24 hours. The army targeted by this spell must be of equal size or smaller than the casting army.

#### WALL OF TENTACLES

**School** conjuration (creation); **Level** sorcerer/wizard 5, summoner 5

**Casting Time** 1 standard action

**Components** V, S, M (three worms twisted together)

**Range** medium (100 ft. + 10 ft./level)

**Effect** a wall of black tentacles up to 10 ft. long/level and 20 ft high

**Duration** 1 round per level (D)

**Saving Throw** none; **Spell Resistance** no

This spell causes a wall of rubbery black tentacles to appear, burrowing up from the floor and reaching for any enemy near the wall. Every enemy within 10 ft. of the wall is the target of a combat maneuver check made to grapple each round at the beginning of your turn, including the round that black tentacles is cast. Creatures that come within 10 ft. of the wall are also automatically attacked. The tentacles do not provoke attacks of opportunity. When determining the tentacles' CMB, the tentacles use your caster level as their base attack bonus + your ability modifier used to cast the spell and a +1 size bonus/20 ft. of wall. Roll only once for the entire spell effect each round and apply the result to all creatures in the area of effect.

If the tentacles succeed in grappling a foe, that foe takes 1d6+ (the ability modifier used to cast the spell) points of damage and gains the grappled condition. Grappled opponents cannot





move without first breaking the grapple. All other movement is prohibited unless the creature breaks the grapple first. The black tentacles spell receives a +5 bonus on grapple checks made against opponents it is already grappling, but cannot move foes or pin foes. Each round that wall of tentacles succeeds on a grapple check, it deals an additional 1d6+ (the ability modifier used to cast the spell) points of damage. The CMD of black tentacles, for the purposes of escaping the grapple, is equal to 10 + its CMB.

The tentacles created by this spell cannot be damaged, but they can be dispelled as normal. The entire area of effect is considered difficult terrain while the tentacles last. Creatures grappled by the wall of tentacles or on the opposite side of the wall

## Existing Spells in Mass Combat

While most damage dealing spells such as *fireball* and protection spells such as *mage armor* are already factored into the mass combat system, some can be used in mass combat are not currently taken into account. . Normal spells can be cast by a mass combat army. When they do, they have slightly different effects. The effects of these spells are as follows:

**Banishment/dismissal:** If the target extraplanar army fails the Morale save, the army returns to their plane. Targeted army must be of equal or smaller size.

**Control weather:** All armies take a -1 penalty per 2 caster levels to melee attacks and -2 penalty per caster level to ranged attacks.

**Control winds:** one targeted army cannot use ranged attacks with missile weapons.

**Cure critical wounds:** Targeted army heals four times the casting army's CR in hit points.

**Cure light wounds:** Targeted army heals the casting army's CR in hit points.

**Cure moderate wounds:** Targeted army heals twice the casting army's CR in hit points.

**Cure serious wounds:** Targeted army heals triple the casting army's CR in hit points.

**Hallucinatory Terrain:** If the target army fails fails their Morale check, they lose their

Battlefield Advantage bonus. Targeted army can be up to 2 size categories larger.

**Magic fang/weapon:** targeted army possesses the magic weapon resource. Targeted army must be of equal or smaller size.

**Protection from chaos/evil/good/law:** Target army receives a +2 bonus to their DV against appropriate aligned armies and are immune to attacks from appropriate aligned outsider armies.

**Waves of exhaustion:** If they fail their Morale check, the targeted army reduces their DV and OM by 3 and their speed by half. Targeted army can be up to 1 size category larger.

**Waves of fatigue:** If they fail their Morale check, the targeted army reduces their DV and OM by 1. Targeted army can be up to 1 size category larger.





## Chapter 6: Organizations and Secret Societies

Every kingdom and nation sponsors organizations and secret societies that supports their goals and ideals. These groups teach their members a specific set of skills and abilities that are not frequently taught elsewhere. This chapter details a sampling of those groups and their abilities (taking the form of archetypes and prestige classes) that you can use in the River Nations in your home game and in your kingdom.

All \* indicate that the feats or archetype referenced can be found in the Pathfinder® Roleplaying Game: Advanced Player's Guide™.

### Devout Healers

Any nation that endured a bloody war, plague or similar period of great distress knows the value of every last healer in the kingdom. Some nations organize their healers into a group that can be called upon when an emergency arises. This group of dedicated spellcasters risk their lives to help others in their time of need, pledging to use their gifts to help all the kingdom's loyal subjects.

A members, known as devout healers, are typically welcome wherever they go, being given special treatment by the nation's citizens, knowing that their life may someday rest in their hands. While some do not choose to heal the nation's enemies nor the monstrous races, others feel it is their calling to preserve all life whether it be friend or foe, humanoid or not.

**Role:** A devoted healer serves to ensure the safety and survival of their party members, healing them from the damage they take in battle.

**Alignment:** A devout healer must be of any non-evil alignment, as the call to preserve life must be a greater force in the character's life than all others, save perhaps the devotion to the deity that grants the power to heal.

**Hit Dice:** d8

#### Requirements

To qualify to become a devout healer, a character must fulfill all the following criteria.

**Alignment:** Any non-evil.

**Skills:** Heal 5 ranks.

**Table 6-1 Devout Healer**

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+1	Exceptional Healer, Practiced Healer	+1 level of existing class
2nd	+1	+1	+1	+1	Bonus Feat, Touch of Health	+1 level of existing class
3rd	+2	+1	+1	+2	Heal Paralysis	+1 level of existing class
4th	+3	+1	+1	+2	Heal Disease and Poison	+1 level of existing class
5th	+3	+2	+2	+3	Empower Healing, Exceptional Healer x2, Paragon Healer	+1 level of existing class

**Spellcasting:** Ability to cast *cure moderate wounds*.

#### Class Skills

The healer's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (local), Knowledge (nature) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Survival (Wis).

**Skill Ranks at Each Level:** 4 + Int modifier.

#### Class Features

All of the following are class features of the devout healer prestige class.

**Weapon and Armor Proficiency:** Healers gain no proficiency with any weapon or armor.

**Spells per Day:** At the indicated levels, a healer gains new spells per day as if he had also gained a level in their spellcasting class he belonged to before adding the prestige class. He does not however, gain any other benefits a character of that class would have gained, except for additional spells per day, spells known (if he is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one spellcasting class before taking a level in devout healer, he must decide to which class he adds the new level for purposes of determining spells per day.

**Exceptional Healer (Su):** At 1st level, whenever the healer casts a spell of the healing subschool, they add their level of healer to the amount of damage healed. 0-level spells (such as *stabilize*) receive no additional points of damage cured. This bonus is doubled at 5th level. This bonus does not apply when damaging undead.

**Practiced Healer (Ex):** A character's frequent use of the heal skill shows in their work. At 1st level, the healer adds their devout healer level to all heal checks they make as a competence bonus.

**Bonus Feat (Ex):** The devout healers have a vested interest in making sure that magic items that can heal are readily available. At 2nd level,



the healer gains an item creation feat as a bonus feat. The healer must still meet all prerequisites for the item creation feat, including caster level minimums.

**Touch of Health (Su):** The healer can give a creature a better chance at resisting diseases and poisons. As a standard action the healer can touch a willing creature as a standard action, granting it a bonus to all Fortitude saving throws against disease and poisons equal to the devout healer level for one minute.

**Heal Paralysis (Sp):** The healer learns to heal without spells. At 3rd level, the healer can make a Heal check upon any creature with the paralyzed, staggered, or stunned condition. If the healer takes a standard action to feel the appropriate pressure points of a creature's body, the creature may make another saving throw at the original DC with a +4 circumstance bonus. The healer must be able to touch the affected creature. This action may draw an attack of opportunity.

**Heal Disease and Poison (Sp):** At 4th level, the healer's ability to heal maladies becomes refined. Upon a successful Heal check to Treat Disease or Poison the healer neutralizes the poison or cures the disease. This action requires as the Heal check otherwise would require.

**Maximize Healing:** At 5th level, the healer can spontaneously maximize healing spells. Three times per day, the healer can apply the Maximize Spell feat to any spell of the healing subschool the healer casts without preparing ahead of time. The healer does not require the Maximize Spell feat to use this ability. This ability does not increase the casting time for spontaneous casters. This ability does not stack with the

Maximize Spell feat, the Empower Spell feat or the Healing Domain's Healer's Blessing ability. This ability does not increase the damage dealt to undead.

**Paragon Healer (Su):** At 5th level, the healer sees his ability to heal become truly exceptional. Whenever the healer casts any spell of the healing subschool that is not empowered with the Empower Healing ability the healer treats every 1, 2 and 3 rolled as if the healer had rolled a 4 instead. This ability does not apply when damaging undead.

## Hidden Sniper

Some Rangers just lie in wait for their prey to come to them. Few see the hidden sniper when he does not want to be seen. He does not interact with others if he does not have to. Instead, he moves through the terrain unseen or unheard waiting for the perfect opportunity.

**Sneak Attack (Ex):** This ability is exactly like the rogue ability of the same name. At 1st level, the extra damage dealt is 1d6. At 5th level and every five levels thereafter (10th, 15th, and 20th level), the hidden sniper increases this damage by 1d6. If the hidden sniper gets a sneak attack bonus from another source, the bonuses on damage stack. This replaces Favored Enemy.

**Aim (Ex):** At 2nd level, the hidden sniper may choose to aim at a target as a move action, granting a +2 circumstance bonus to the first attack made against the target before the end of the following round. Additionally, the hidden sniper may choose to take a full round action aiming at the target and looking for vulnerabilities in their defenses. This denies the target its Dex bonus to the first attack made before the end of the hidden sniper's next turn. If the hidden sniper takes any action after aiming except attacking the targeted creature, the bonus is lost. The circumstance bonus increases to +4 at 8th level and to +6 at 16th level. This ability replaces Wild Empathy.

**Combat Style Feat (Ex):** A hidden sniper may select only from the following combat styles: archery, or crossbow\*.

**Poison Use (Ex):** Hidden snipers are trained in the use of poison and starting at 4th level, cannot accidentally poison themselves when applying poison to a weapon. At 10th level, a hidden sniper can apply a dose of poison to a weapon as a swift action. This ability replaces Hunter's Bond.

## King's Eye

The head of any nation needs information to make informed decisions. As a member of the king's eye network, it is your duty to ensure the safety of the nation and the crown. Armed with solid dedication and loyalty, these spies are at the forefront in rooting out descent and danger.

The most mysterious aspect of the king's eye is that it can be anyone. Whether it be a private in





the military, a tavern owner, or an adventurer that travels from nation to nation, that person could potentially be a spy for the crown. These individuals make their ways into all walks of life, insuring loyalty and stability throughout the land.

To be apart of the king's eye network, first you must be invited and then undergoing a loyalty test. Afterwards you must swear the Oath of the King's Eye to the ruler of the nation. In the oath, you swear undying loyalty and to seek out information about activities that may affect their nation. While oaths change between nations, most include conditions of only working as a spy for their nation and no other. More powerful nations or nations ruled by spellcasters typically require these spies to be placed under the *geas* spell or undergo *zone of truth* examinations.

**Role:** A king's eye is typically a scout or diplomat of an adventuring party. Their honeyed tongue and ability to get past any lock makes him ideal at information gathering.

**Alignment:** A king's eye comes from all walks of life and can be of any alignment. Whether the king's eye is a law-abiding farm hand or an underworld thief, the crown can use these talents to serve the nation.

**Hit Dice:** d8

## Requirements

To qualify to become a king's eye, a character must fulfill all the following criteria.

**Abilities:** Cha 15+

**Skills:** Diplomacy 5 ranks, Perception 5 ranks

**Special:** Must be invited and have sworn the Oath of the King's Eye to the ruler.

## Class Skills

The king's eye class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Slight of Hand (Dex), and Stealth (Dex).

**Skill Ranks at Each Level:** 6 + Int modifier.

## Class Features

All of the following are class features of the king's eye prestige class.

**Weapon and Armor Proficiency:** King's eyes are proficient with all simple weapons. They are proficient with light armor, but not with shields.

**Spy Training (Ex):** The king's eye is trained to be deceptive, observant and stealthy. At 1st level, the king's eye adds his king's eye level to all Bluff, Perception and Stealth checks he makes as a competence bonus.

**Spyscript (Ex):** All of the king's eyes need a way to communicate with each other without others knowing its meaning. The king's eye gains the language Spyscript. Spyscript is not a language unto itself but is rather a secret code inside any language. It consists of a series of code words to communicate a hidden meaning to another spy. Creatures without the language Spyscript may make a opposed Linguistics check to determine the hidden meaning, if they know there is a hidden meaning to the king's spy's communication. A king's eye may choose to make the Linguistics DC check harder by an amount equal to their king's eye level. Increasing the DC does not require any additional time. Creatures that know Spyscript must still possess at least one other language in common in order to communicate their hidden meaning.

**Trusting Face (Ex):** Creatures that look at the king's eye can't help but see someone they can confide in. At first level, the king's eye receives a +5 competence bonus to Diplomacy checks to change a creature's attitude. Also the creature's attitude towards the king's eye no longer decreases by 1 step if the king's eye fails the check by 5 or more.

**Network (Ex):** At 2nd level, the king's eye has built up enough of a network of informants and trusted contacts that he knows who the best sources to gain the desired information. The king's eye can use Diplomacy to gather information, but it only requires them 10 minutes of canvassing the local area for the appropriate contact.

**Sneak Attack (Ex):** This ability is exactly like the rogue ability of the same name. At 2nd level, the extra damage dealt is 1d6. This bonus damage increases to 2d6 at 5th level. If the king's eye gets a sneak attack bonus from another source, the bonuses on damage stack.

**Table 6-2 King's Eye**

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1st	+0	+0	+1	+1	Spy Training, Spyscript, Trusting Face
2nd	+1	+1	+1	+1	Network, Sneak Attack +1d6, Unwavering Loyalty +2
3rd	+2	+1	+2	+2	Master Lock Pick, Spell Like Abilities
4th	+3	+1	+2	+2	Knowledgeable Network, Unwavering Loyalty +4
5th	+3	+2	+3	+3	Scrying, Sneak Attack +2d6







**Unwavering Loyalty (Ex):** The loyalty of the king's eye is one of his greatest assets. At 2nd level he gains a +2 bonus to Will saves against mind-affecting spells and spell-like abilities. This bonus increases to +4 at 4th level.

**Master Lock Pick (Ex):** The king's eye is highly adept at opening locks. At 3rd level, the king's eye takes no penalty for improvised tools and gains an additional competence bonus equal to his king's eye level when using thieves' tools (masterwork or mundane). Additionally, the king's eye can open a lock or disable a simple device as a swift action while a tricky or difficult device requires a full-round action.

**Spell-Like Abilities (Sp):** At 3rd level, the king's eye can cast the following spells as a spell-like abilities once per day: *clairaudience*, *clairvoyance*, *comprehend languages*, *detect thoughts*, *locate object*. At 5th level these spell like abilities can be used three times per day. The caster level for these abilities is equal to the king's eye level.

**Knowledgeable Network (Ex):** At 4th level, a king's eye's network has grown to include highly skilled and knowledgeable individuals. The king's eye can use Diplomacy to gain information normally attainable with a Knowledge check. This check still requires the 10 minutes of canvassing the local area for the appropriate contact.

**Scrying:** At 5th level, the king's eye can cast *scrying* as a sorcerer spell-like ability once per day. The caster level for this ability is equal to the king eye level.

## Monks of the Green Leaf

Every monastery finds enlightenment in different aspects and areas of life. The monks of the Green Leaf Monastery see enlightenment in nature, in the seasons and the plants and animals that exist in harmony with their environment. River Nation governments typically encourage these monasteries to exist within their borders as long as they help patrol the roadways and wild areas within their borders.

A typical monk of the green leaf find cities to be confusing and farms to be out of balance with nature. These monks seek their food from natural growing plants and bushes wherever they can find them. They use weapons scavenged from fallen trees or animals.

**Class Skills:** Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Handle Animals (Cha), Intimidate (Cha), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), and Swim (Str).

**Weapon and Armor Proficiency:** A monk of the green leaf are proficient with the club, javelin, nunchaku, quarterstaff, siangham, and sling.

**Elemental Fist (Su):** At 1st level, a monk of the green leaf gains Elemental Fist as a bonus feat, even if he does not meet the prerequisites. At the start of every day, the monk can change the energy type after 8 hours of rest or meditation. A monk of the green leaf may attempt an Elemental Fist attack a number of times per day equal to his monk level, plus one more time per day for every four levels he has in classes other than monk. Starting at 4th level, a monk may spend 1 point from *ki* pool to make one additional Elemental Fist attack. This ability replaces Stunning Fist.

**Bonus Feats:** A monk of the green leaf adds the following feats to his list of bonus feats at 6th level: Bloody Assault\*, Improved Overrun, and Improvised Weapon Mastery

**Locate Creature (Sp):** A monk of the green leaf feels the force of all life flow from one creature to another. By concentrating on that force, the monk can find creatures a considerable distance away as if using the spell *locate creature*. Using this ability is a standard action that consumes 2 points from his *ki* pool and it lasts as long as the monk of the green leaf takes a standard action every round to continue concentrating. His caster level for this effect is equal to his monk level. This ability replaces Abundant Step.



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