



Basilisk



Boar



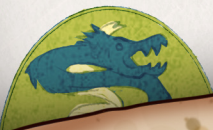
Bear



Bull



Lepus



Unicorn

Inspired by Heraldry

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LETTERS FROM THE FLAMING CRAB

INSPIRED BY HERALDRY

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Our deepest gratitude to the following honorary crew members of the UCS Flaming Crab

Aaron "Itchy" Tranes, Adam Matherly, Adventureaweek.com, AinvarG, Alex Coley, Alexander Canfield, amberkat, Andy Kwong, Anthony Guillote, C.J. Withers, Chad "Doomedpaladin" Middleton, Dagmar Wyrmin, Eric W Murray, FST, Harvey Howell, Hugo "Butterfrog" Solis, Imban, Iris Gehrmann, Jacqueline Vanni Shanks, Jason Leisemann, Jeremy Hunt, Jerry Britt, Jim Austerman, Joshua Hennington, Joshua Root, Kenny "Cash Flock" Richardson, Lauren M, Lewis Crown, Lindsey Shanks-Abel, Lukas Buergi, Margherita "Bardess" Tramontano, Massimo Gandola, Mathew Irizarry, Matt Roth, Melodie Provencher, Michael Dorn, Michael G Townsend, Murray K Dahm, Nate Swalve, Nick Pater, Oliver von Spreckelsen, Peter Francis Osborne, Rhel ná DecVandé, Robert H. Nichols, Russell Ventimeglia, Sasha Hall, Scott Maynard, Stephen-jon Thompson, Stereofm, TaLeah Wiseman, Tanya, Tobias Schmitt, Tom Johnson, Troy Daniels, Tyler Brenman, Veronica Ellis, Wright S. Johnson, Yuri Clovershid

Letters from the Flaming Crab is a monthly series of Pathfinder-compatible supplements. Each Letter focuses on exploring a different topic to give gamemasters and players new, exciting options that can be dropped into any campaign.

Coming in August: **Strange Weather**

Coming in September: **Dinosaur Companions**



Dear Ma,

I do not know when I will see you next. I worry I may never see you again. He tried to hide it but I noticed the pallor in Da's skin and the cough he could never quite conceal and I can't imagine you lasting long without him. Like two old shoes, you both are, battered and comfortable and always together. I do not know just what you were told about my absence but the Flaming Crab's mission might last for quite a long time. I pray to God every night that I can soon be home. I miss your cooking and especially your cookies.

Please do not worry about me, though. The fine gift you gave me, the O'Riley shield of arms etched in steel and painted with care, hangs above my bunk. I always look at it when I go to sleep. I always look at it when I wake up. I draw strength from knowing my ancestors have survived war and famine and disaster. I remember Grandda's stories about fleeing the old country to escape the Golem War. I remember laughing at his tales of killer potatoes and rampaging scarecrows but the things I've since seen on this deployment make them seem less funny and more real. I only hope I have his courage and strength. And Da's. And Ma's. And I think I do.

Because I am an O'Riley! That shield of arms reminds me daily of where it is I came from and the hand of a hundred generations of our family rests on mine. I will not fail and I will see you again.

Your loving boy,
Patrick O'Riley, midshipman of the U.C.S. Flaming Crab

Hello again! Welcome to another Letters from the Flaming Crab. Sometimes I feel bad sorting through and reading the correspondence from the U.C.S. Flaming Crab which has crashed into my yard. Sure, there's a lot of logs and reports and information for the Crab's commanders back home but there's also so many letters like this, from the crew to their loved ones. I can only hope us publishing like this somehow makes it more possible for the letters to get back home somehow.

Midshipman O'Riley mentioned the strength he draws from his family's coat of arms and the idea so captured my imagination the writing team and I created an entire book of feats, items, and a new alternate class which all touch into the legacy represented by heraldic symbolism. We also took the time to stat out six new creatures featured in coat of arms who weren't already covered in existing Bestiaries (and one who isn't... we just couldn't resist the Murder Bunnies).

Enjoy!
J Gray

BESTIARY

Being a collection of unusual and curious creatures often featured as decorations and symbols upon the shield of arms representing both organizations and noble families.

ALLOCAMELUS

This beast resembles a lean, shaggy camel with a much smaller hump situated between its shoulders. Upon its long neck is a donkey-like head topped with two long, tufted ears.

ALLOCAMELUS

CR 1

XP 400

N Large animal

Init +2; **Senses** low-light vision; Perception +6

DEFENSE

AC 13, touch 11, flat-footed 11 (+2 Dex, +2 natural, -1 size)

hp 13 (2d8+4)

Fort +5, **Ref** +5, **Will** +1; +2 vs. enchantment effects

Defensive Abilities stubbornness

OFFENSE

Speed 50 ft.

Melee bite +4 (1d3+3), 2 claws +4 (1d4+3)

Space 10 ft.; **Reach** 5 ft.

Special Attacks spit

STATISTICS

Str 17, **Dex** 15, **Con** 14, **Int** 2, **Wis** 13, **Cha** 10

Base Atk +1; **CMB** +6; **CMD** 18 (22 vs. trip)

Feats Endurance

Skills Perception +6

ECOLOGY

Environment temperate hills, mountains, and plains

Organization solitary, pair, or herd (3-30)

Treasure none

SPECIAL ABILITIES

Spit (Ex) Once per hour, an allocamelus can regurgitate the contents of its stomach and spit the foul material at a target within 10 feet. The target must make a successful DC 13 Fortitude save or be sickened for 1d4 rounds. The save DC is Constitution-based.

Stubbornness (Ex) Allocameli are challenging to domesticate and are even resistant to magic that makes creatures compliant. Add 5 to the DC of all Handle Animal checks made when working with an allocamelus, unless the skill user has befriended the animal (see below). Allocameli add a +2 racial bonus to all saving throws against enchantment spells and effects.

These animals are named for their resemblance to a cross between a camel and a donkey, though they are related to neither species. An average allocamelus stands 5 1/2 feet at

the shoulder and weighs about 1,200 pounds. Its feet end in two clawed toes, which it uses to dig up roots to eat.

Allocameli are known for their incredible bullheadedness and their intelligence. They can rarely be made to do anything they don't care to do, and are considered impossible to train. However, they can be befriended by those that treat them well. A creature that regularly brings them their favorite food, heals a grievous injury, or otherwise wins the animal's loyalty, can ignore the stubbornness trait when training the allocamelus.

BISCIONE

Each of this man-sized snake's scales are a deep, ocean blue and each curves gently outward to end in a slight barb.

BISCIONE

CR 8

XP 4,800

LE Medium dragon

Init +4; **Senses** darkvision 60 ft., low-light vision, detect chaos; Perception +16

DEFENSE

AC 21, touch 14, flat-footed 17 (+4 Dex, +7 natural)

hp 103 (9d12+45)

Fort +11, **Ref** +10, **Will** +10

Defensive Abilities barbed scales; **Immune** sleep, paralysis

OFFENSE

Speed 30 ft.

Melee bite +15 (1d8+6 plus grab), tail slap +10 (1d8+6)

Special Attacks coiled leap, swallow whole (4d6+12 bludgeoning, AC 13, 11 hp)

Spell-Like Abilities (CL 8th; concentration +12)
Constant—*detect chaos*

STATISTICS

Str 23, **Dex** 19, **Con** 20, **Int** 10, **Wis** 19, **Cha** 8

Base Atk +9; **CMB** +15 (+21 grapple); **CMD** 28 (34 versus grapple, can't be tripped)

Feats Improved Grapple, Lunge, Power Attack, Stealthy, Vital Strike

Skills Appraise +12, Climb +16, Perception +16, Sense Motive +16, Spellcraft +12, Stealth +18

Languages Common (cannot speak)

SQ unhinge jaw

ECOLOGY

Environment temperate grasslands

Organization solitary or pair

Treasure double

SPECIAL ABILITIES

Barbed Scales (Ex) Any creature who strikes a biscione with a natural attack or unarmed strike must make a successful DC 12 Reflex save or cut themselves on its barbed scales, taking 2d6 points of slashing damage.

Coiled Leap (Ex) As a full-round action, a biscione can



coil itself up, and leap up to 120 feet at its prey. At the end of this movement, it makes a single bite attack against the target of its coiled leap.

Unhinge Jaw (Ex) A biscione can unhinge its jaw to swallow creatures up Medium in size. A creature swallowed whole by a biscione is pinned. Any time a biscione takes bludgeoning, slashing, or piercing damage while it has swallowed a Small or larger creature in this way, the swallowed creature also takes half that amount of damage.

Biscione resemble enormous snakes, as long as a man, with rich, blue scales that vary in hue with the creature's mood. Though not dangerous to typical adventurers or even peasants, biscione are almost exclusively man-eaters, subsisting on law-breakers of all kinds who find themselves in the grassy plains that biscione call home.

How biscione know whether a creature is a lawbreaker or not is unknown. They are intelligent enough to understand speech, and most suspect that the massive snakes spy on their targets for long enough to assure their guilt before striking.

As they are incredibly long-lived, surviving as long as a thousand years, biscione often become seen as protectors of particular ruling families. However, they have thus far proved impossible to tame - and attempts to do so invariably end in the biscione or its supposed tamer being killed in the process.

ENFIELD

This curious-seeming creature has the head of a fox and the body of a wolf. Instead of front paws, its legs end in bird-like talons.

ENFIELD

CR 2

XP 600

LN Small magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, sense allegiance; **Perception** +6

DEFENSE

AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)

hp 18 (3d10+6)

Fort +5, **Ref** +5, **Will** +0

OFFENSE

Speed 40 ft.

Melee bite +4 (1d4), 2 claws +4 (1d3)

Special Attacks pack tactics

Spell-Like Abilities (CL 2nd; concentration +3)
3/day—gentle repose

STATISTICS

Str 10, **Dex** 14, **Con** 14, **Int** 12, **Wis** 8, **Cha** 8

Base Atk +3; **CMB** +2; **CMD** 14
Feats Lookout, Skill Focus (Sense Motive)
Skills Perception +6, Sense Motive +10, Stealth +13
Languages Common

ECOLOGY

Environment warm grasslands or hills
Organization hunting group (3-7) or pack (20+)
Treasure half

SPECIAL ABILITIES

Pack Tactics (Ex) An enfield is considered to be flanking a creature if at least one of its allies is adjacent to it.

Sense Allegiance (Su) An enfield can always tell how a creature is disposed towards other nearby creatures. This magical sense cannot be misled by mundane means, such as attempting to lie to the enfield, but is entirely blocked by any magical or supernatural means that would hide one's alignment.

Enfields are notoriously rare creatures, even in comparison to other magical beasts. Some suspect there is exactly one pack of enfields in the world, comprising precisely a hundred such creatures and lead by a majestic pack leader with the body of a lion instead of that of a wolf.

Enfields have a peculiar rivalry with fey creatures, and will aggressively attack any that they discover within their territory. Outside of their territory, however, they typically treat such creatures with respect, suggesting that some ancient agreement with one of the fey courts grants them particular tracts of lands - though as a pack of enfield's tends to move over time, the details of this supposed agreement are entirely unknown outside of the pack.

Enfields also have an incredible respect for humanoid dead - and should one discover a corpse, they will guard it from disrespectful humanoids or hungry animals until it can be buried - even going so far as to digging a shallow grave themselves, if no other option is available. The undead are seen as the greatest possible desecration of the humanoid form. Knowing that most undead are incredibly powerful compared to themselves, they will attempt to catch the attention of a nearby village or band of adventurers and lead them to the beasts they seek to destroy.

LEPUS HOSTILI

This humanoid resembles nothing more than an oversized rabbit standing upright. It clutches a wicked looking axe and blinks wide, bloodshot eyes over a constantly twitching nose.

LEPUS HOSTILI

CR 2

XP 600

CN Small monstrous humanoid

Init +2; **Senses** darkvision 60 ft., scent; Perception +8

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)
hp 22 (3d10+6)

Fort +3, **Ref** +5, **Will** +3

OFFENSE

Speed 40 ft., burrow 5 ft.

Melee battle axe +5 (1d8+4/x3) and bite +0 (1d3+1)
or unarmed strike +5 (1d3+3) and bite +0 (1d3+1)

Ranged javelin +5 (1d6+3)

Special Attacks leaping kick

STATISTICS

Str 15, **Dex** 14, **Con** 14, **Int** 9, **Wis** 11, **Cha** 10

Base Atk +3; **CMB** +4; **CMD** 16

Feats Improved Unarmed Strike, Power Attack

Skills Intimidate +6, Perception +8, Stealth +10, Survival +6; **Racial Modifiers** +2 Perception, +2 Stealth

Languages Common

SQ aptitude for violence

ECOLOGY

Environment temperate forests and plains

Organization solitary, pair, husk (3-6), or warren (7-12, plus twice as many non-combatants, 2 warriors of 1st level, and a chief of 3rd-5th level)

Treasure standard (battle axe, 4 javelins, 50 ft. hemp rope, other NPC gear)

SPECIAL ABILITIES

Aptitude for Violence (Ex) A lepus hostili can wield Medium-sized weapons without penalty. If a lepus hostili wields a weapon with which it is not proficient, or when attempting to use a lethal weapon to deal non-lethal damage (or vice versa), the penalty to attack rolls is reduced to -2.

Leaping Kick (Ex) As a standard action, or as part of a charge attack, a lepus hostili can attempt to strike an opponent with its feet as an unarmed strike. If the attack hits, the lepus hostili can make a free trip combat maneuver against the opponent in addition to the damage dealt.

Lepus hostili are humanoid rabbits, standing some three to four feet in height. Though herbivores, they are an incredibly violent species, prone to ambushing humans and other humanoid races. They beat, rob, and even kill lone travelers, woodsmen, or others that venture too close to their domains. A lepus hostili needs little compulsion to attack another humanoid if it thinks it can win. They are quiet and perceptive creatures, but prone to bloodcurdling screams when attacking.



TALBOT HOUND

This snow-white hound stands as tall as a man's waist. Its hair is short and bristly, and its eyes are keen and alert.

TALBOT HOUND

CR 1/2

XP 200

N Small animal

Init +1; **Senses** low-light vision, scent; Perception +5

DEFENSE

AC 12, touch 12, flat-footed 11 (+1 Dex, +1 size)

hp 7 (1d8+2)

Fort +4, **Ref** +3, **Will** +1

OFFENSE

Speed 40 ft.

Melee bite +1 (1d2+1)

STATISTICS

Str 12, **Dex** 13, **Con** 15, **Int** 2, **Wis** 13, **Cha** 8

Base Atk +0; **CMB** +0; **CMD** 11 (13 vs trip)

Feats Run

Skills Perception +5, Survival +5 (+9 when tracking by scent); **Racial Modifiers** +4 Perception, +4 Survival when tracking by scent

SQ master attunement, monster hunter

ECOLOGY

Environment temperate, urban

Organization solitary or hunting pack (2-6) plus master

Treasure none

SPECIAL ABILITIES

Master Attunement (Ex) A talbot hound is a highly specialized hunting dogs. It is considered to have any one teamwork feat known by the creature who trained it for purposes of activating the effects of that feat. In addition, talbot hounds can be trained to 'know' up to two additional teamwork feats as a trick. Talbot hounds do not gain benefits from these feats, but grant benefits as though they had them.

Monster Hunter (Ex) Talbot hounds are bred specifically to hunt supernatural creatures. A talbot hound with the attack trick willingly attack constructs, fey, magical beasts, and plants. It still requires a second attack trick to willingly attack more unnatural creatures such as aberrations or undead.



These snowy-white dogs seem similar a lean hunters bred to chase down fey and other supernatural creatures. Much like any hunting dogs, their most dominant traits are speed and stamina, but talbot hounds, when carefully trained, can push, harry, and otherwise move in such a way that allows their master to take advantage of specialized combat maneuvers that rely on a partner.

YALE

This beast bears resemblance to both goat and antelope, but is the size of a warhorse. It has boar-like tusks, and two great, sweeping horns.

YALE

CR 4

XP 1,200

N Large magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +7

DEFENSE

AC 17, touch 11, flat-footed 15 (+2 Dex, +5 natural, +1 shield, -1 size)

hp 37 (5d10+10)

Fort +6, **Ref** +6, **Will** +2

Defensive Abilities block attacks;

Immune petrification

OFFENSE

Speed 50 ft.

Melee gore +9 (1d8+6) or 2 gores +7/+7 (1d8+6)

Space 10 ft.; **Reach** 5 ft.

Special Attacks powerful charge (2d8+6), swiveling horns

STATISTICS

Str 18, **Dex** 14, **Con** 15, **Int** 3, **Wis** 13, **Cha** 11

Base Atk +5; **CMB** +10; **CMD** 22 (26 vs. trip)

Feats Lunge, Two-Weapon Defense, Weapon Focus (gore)

Skills Acrobatics +7, Perception +7

Languages Common (cannot speak)

ECOLOGY

Environment temperate forest and plains

Organization solitary, pair, or herd (3-24)

Treasure none

SPECIAL ABILITIES

Swiveling Horns (Ex) The horns of a yale can rotate independently of one another, positioned by powerful muscles in the yale's neck and shoulders. As a full round action, the yale may make a gore attack at two separate targets using a single horn for each opponent, taking a -2 penalty to each attack. This ability counts as the Two-Weapon Fighting feat for purposes of prerequisites for feats, and the yale's horns count as separate melee weapons for using feats from the Two-Weapon Fighting feat chain.

The yale, or centicore, is size of a draft horse. Yale coloration varies from sand-colored to black, with specimens often sporting patterns of stripes or spots. Yale have some base sentience, can understand the Common tongue, and can occasionally be enticed to serve as guardians, so long as they are still free to roam a large area. Basilisks are the natural enemies of the yale, and the latter will kill the former whenever possible.

HERALDIC FEATS

Being a listing of feats for use by such characters as draw power from their noble bloodline, familial history, and the spiritual patron of their clan. Masters of the Game seeking the creation of new such feats incorporating heraldic beasts not listed within need only use those presented below as a humble guide.

Heraldic feats tie characters to the spiritual essence of their noble house, clan, or fraternal organization. They are set up in trees of three feats (Coat, Crest, and Achievement), each building off the last, and exclusive. A character can't have heraldic feats from two different trees. The heraldic feats presented below are named after the creatures likely to appear on a shield of arms (also known as a coat of arms) but can easily be renamed to reflect a clan or organization name. For example, Bear Coat, Bear Crest, and Bear Achievement can be renamed as O'Riley Coat, O'Riley Crest, and O'Riley Achievement to reflect clan O'Riley, which has a bear on its shield of arms.

As an optional rule, GMs can rule heraldic feats receive bonuses to interacting with and leading members of their own family, house, clan, or organization. The suggested bonuses are as follows.

- **Coat:** +2 racial bonus when using Diplomacy to interact with fellow members.
- **Crest:** +4 racial bonus when using Diplomacy to interact with fellow members.
- **Achievement:** +2 modifier to the character's Leadership score when attracting cohorts using the Leadership feat.

Allocamelus Coat

Like the allocamelus, you are difficult to compel.

Prerequisite: Iron Will

Benefit: Once per day, when targeted with a mind-affecting effect, you can add a bonus equal to half your level (minimum 1) to your saving throw against that effect.

Allocamelus Crest

You punish those that attempt to control you.

Prerequisite: Allocamelus Coat

Benefit: Once per encounter, when you successfully save against a mind-affecting effect, you gain a +1 bonus to attack and damage rolls against the creature that attempted the effect against you. This bonus lasts until the end of the encounter.

Allocamelus Achievement

You ensure that those who attempt to control you never do so again.

Prerequisite: Allocamelus Crest

Benefit: If you threaten a critical threat on the target of your bonus from the Allocamelus Coat feat, you gain a bonus on your confirmation roll equal to half your level.

Basilisk Coat

The basilisk is a creature of dread, and those who wear it on their heraldry gain some of the beast's serpentine stealth.

Benefits: Gain Stealth and Perception as class skills. You also gain a +2 circumstance bonus on Stealth and Perception checks.

Basilisk Crest

Those from a house watched over by the basilisk find it simpler to fascinate those who see them.

Prerequisites: Character level 3rd, Basilisk Coat

Benefits: Add +1 to the DC for all saving throws against spells or effects you cast which create the fascinated condition. Once per day, when a target has successfully saved against such an effect, you can force them to re-roll their save. The target must use the second result.

Basilisk Achievement

Those who have accepted the symbolic power of the basilisk find they can entrance others with little more than their gaze.

Prerequisites: Character level 5th, Basilisk Crest

Benefits: Once per day you may cast *hypnotism* as a spell-like ability on a single creature. This creature must have fewer hit dice than you, and the spell effect only lasts for 1 round.

Bear Coat

Bears are symbols of power and endurance. They are fearless and intimidating, and so are those who wear their device.

Benefit: You gain a +2 circumstance bonus on saves against fear effects and Intimidate skill checks.

Bear Crest

A bear is too tough to succumb to most diseases, and even poison-tipped spears are rarely enough to do them real harm. Your heraldry proclaims you share these traits.

Prerequisites: Character level 5th, Bear Coat

Benefit: You gain a +4 bonus on saves against poison and disease, including magical diseases.

Bear Achievement

Bears can shrug off all but the most brutal punishment.

Prerequisites: Character level 7th, Bear Crest

Benefit: You gain DR 2/piercing

Biscione Coat

Biscione are feared man-eaters, known for their lack of mercy as much as anything.

Benefits: You gain a +4 bonus on checks made to demoralize a creature during combat.

Biscione Crest

Like the biscione your skin damages those who dare to strike you with bare flesh.

Prerequisites: Character level 5th, Biscione Coat

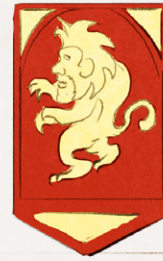
Benefits: You can spend a full-round action to grow barbs from your skin. These barbs last for a number of rounds per day equal to your character level but the rounds



Allocamelus



Enfield



Manticore



Basilisk



Boar



Griffin



Bear



Bull



Lepus Hostili



Biscione



Dragon



Phoenix



Unicorn



Toad



Talbot Hound



Serpent



Yale

need not be consecutive and can be dismissed as a free action. Any creature who successfully hits you with an unarmed strike or natural attack must succeed at a Reflex save (DC equal to 10 + 1/2 your character level) or take 1d6 points of damage.

Biscione Achievement

Biscione have the ability to sense lawbreakers. Drawing upon their power you can do the same.

Prerequisites: Character level 7th, Biscione Crest

Benefits: You gain the ability to cast *detect chaos* at-will as a spell-like ability. While concentrating on this abil-

ity, you can tell not only if a creature is chaotic, but also whether the creature has knowingly broken any local laws within the local region in the last month.

Boar Coat

A boar on your coat of arms lets everyone know you are ferocious. Enemies who come too close might end up biting off more than they can chew.

Benefit: As a standard action, you can grow a pair of tusks. These tusks give you a gore attack which deals 1d6 points of damage (1d4 for Small size characters). This gore is a primary natural attack. The tusks can be dismissed as a move action.

Boar Crest

Boars never hesitate. They rush into the challenge, counting on speed and strength to catch their opponents unawares.

Prerequisites: Character level 5th, Boar Coat

Benefits: When you charge, and make a natural attack at the end of that charge, you deal double the damage dice for that natural attack. You may use this ability a number of times per day equal to your Strength modifier.

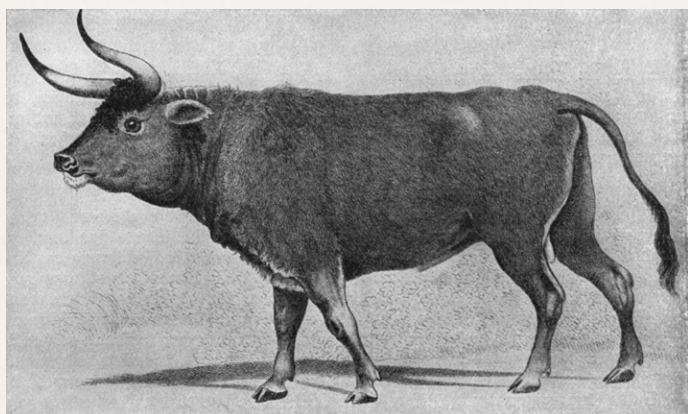
Special: If the character has pounce, this feat only applies to the first attack made as part of a pounce.

Boar Achievement

A wounded boar is a far greater threat than most people know. Your foes have learned this lesson well.

Prerequisites: Character level 7th, Boar Crest

Benefits: Once per day, when you take damage, you can choose to fly into a frenzy for 1 minute. You gain a +2 racial bonus to your Constitution and Strength, and a -2 penalty to AC.



Bull Coat

Bulls are symbols of strength, and those who wear them on their coat of arms find they can draw on that strength.

Benefits: You gain a +4 racial bonus to any combat maneuver which attempts to move an opponent while you, and your opponent, are both standing on the ground.

Bull Crest

Bulls are known for their great strength of will, as well as their physical power. A bull crest conveys some of that power onto those who bear it.

Prerequisites: Character level 5th, Bull Coat

Benefits: You gain a +2 racial bonus on Will saves against spells and spell-like abilities of the Charm and Compulsion sub-schools. Additionally, if you fail a save against a spell from these sub-schools, and it lasts for more than 1 round, you receive a second Will save 1 round later at the original DC.

Special: If you have a similar ability from another source (like the rogue ability slippery mind), you may only use one at a time, though if you fail with one ability, you can use the other on the next round.

Bull Achievement

There is nothing more powerful than a bull in battle.

Prerequisites: Character level 7th, Bull Crest

Benefits: You gain *bull's strength* as a spell-like ability. You may use this ability once per day, treating your character level as your caster level.

Dragon Coat

Dragons are known for their hoards, and like a dragon you make sure you are surrounded with only the finest treasures.

Benefits: You gain a +2 racial bonus on Appraise skill checks and can always take 20 on them.

Dragon Crest

A dragon's scales can turn the fury of the elements. Your skin is not so hearty, but it can shed some of the damage done by certain powers.

Prerequisites: Character level 5th, Dragon Coat

Benefits: Choose one type of chromatic or metallic dragon, represented by your heraldry. You gain energy resistance 5 to the element associated with that dragon. This does not stack with other forms of energy resistance.

Dragon Achievement

Fire and storm are a danger to others, but to those who bear the dragon's mark, they can be a soothing balm.

Prerequisites: Character level 7th, Dragon Crest

Benefits: Any time you take damage associated with your dragon's element, you gain fast healing 2 for one round. This damage need not overcome your energy resistance. This ability functions for a number of rounds equal to your character level every day, and then ceases to function.

Enfield Coat

Enfields are loyal, and cunning - a mixture of traits embodied by those who wear their coat.

Benefits: You gain a +4 racial bonus to Sense Motive checks made to determine a creature's allegiances. You receive a check to notice if a creature is misleading you to believe it is an ally, even if they have given you no reason not to trust them.

Enfield Crest

Enfields are guardians of the dead, and those who bear their crest take up the same mantle.

Prerequisites: Character level 5th, Enfield Coat

Benefits: You can cast *gentle repose* as a spell-like ability once per day, with a caster level equal to your character level. Additionally, once per corpse, you can ask the body you are preserving a single question regarding its killer, as though the creature were under the effects of *speak with dead*.

Enfield Achievement

Enfields are pack creatures above all else, and few coordinate as fiercely in battle.

Prerequisites: Character level 7th, Enfield Crest

Benefits: You are considered to be flanking an opponent so long as at least one ally is also within 5 feet and threatening that opponent.

Griffin Coat

The griffin is a noble beast, both brave and ferocious. It is also the king of the sky, and lord of the mountains, which gives its followers certain skills.

Benefits: You are immune to altitude sickness, and do not lose your Dexterity bonus to your armor class when making Climb checks, or Acrobatics checks to cross narrow ledges.

Griffin Crest

Griffins soar. Even in full armor, those who wear the griffin can make prodigious leaps.

Prerequisites: Griffin Coat

Benefits: You are always considered to have a running start when you make an Acrobatics check to jump. Reduce your armor check penalty by 2 when jumping.

Griffin Achievement

Not all griffins soar. Some of them can only fall with grace.

Prerequisites: Character level 5th, Griffin Crest

Benefits: You never take falling damage, as if you were under a constant *feather fall* spell. While in mid-air you may shift 5 feet in any horizontal direction for every 1 foot you fall, allowing you to glide. You cannot gain height with this ability unless subjected to a strong wind or updraft, which only increases the distance you can glide. You must be wearing a cloak, or possess some kind of wings, to use this ability.

Lepus Coat

You can deliver a powerful kick that knocks opponents down.

Prerequisite: Improved Unarmed Strike.

Benefit: As a standard action, you deliver an unarmed strike with your foot or feet. If the attack hits, you make a free trip maneuver against the opponent.

Special: This feat can be used in conjunction with a charge attack. The +2 bonus is also applied to the combat maneuver roll.

Lepus Crest

Like the lepus hostili, you know how to hurt people.

Prerequisite: Lepus Coat, Weapon Focus

Benefit: As a standard action, you strike an opponent with

your focus weapon. If the attack hits and deals damage, the target must succeed at a Fortitude saving throw (DC = 10 + 1/2 your level + your Strength modifier) or be sickened for 1 round.

Lepus Achievement

You emulate lepus hostili brutality.

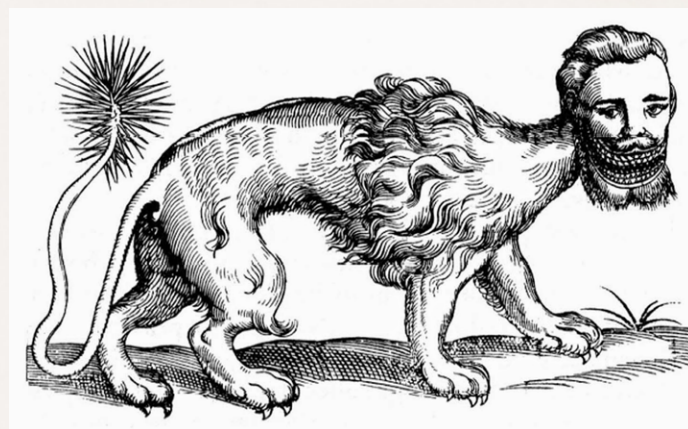
Prerequisite: Lepus Crest, Weapon Specialization.

Benefit: When wielding the melee weapon subject to your Weapon Specialization feat, you deal damage as if the weapon were one size category larger.

Manticore Coat

The manticore is one of the deadliest magical beasts on the material plane. Renowned for its sting, those who wear its heraldry often imitate the creature's deadly venom.

Benefits: You are skilled in the use of poisons, and cannot accidentally poison yourself when applying poison to a weapon.



Manticore Crest

One of the most feared aspects of the manticore is its refusal to die. Warriors who wear its mark share this trait.

Prerequisites: Character level 3rd, Manticore Coat

Benefits: Once per day, when you are reduced to 0 or fewer hit points without dying, you may choose to act as if you were disabled for 1 additional round. If not brought to above 0 hit points by the beginning of the next turn, you fall unconscious and begin dying. This ability is identical to orc ferocity.

Manticore Achievement

Venom means little to a manticore. Those who truly embody the creature aren't immune to poison's effects, but they are impossible to catch off-guard with it.

Prerequisites: Character level 5th, Manticore Crest

Benefits: Gain *detect poison* as a constant spell-like ability. The caster level for this ability is equal to your character level.

Phoenix Coat

The phoenix's greatest weapon is the fire that engulfs it. The same is true for those who wear it as part of their heraldry.

Benefits: Once per day as a swift action you can wreath your arms in fire. Any unarmed strikes made with

your hands or elbows, or with melee weapons held in your hands, deal an additional 1d3 points of fire damage. This ability lasts a number of rounds equal to your character level.

Phoenix Crest

Even the brightest day is little more than a candle to the phoenix.

Prerequisites: Character level 3rd, Phoenix Coat
Benefits: You are immune to light-based blindness and dazzle effects, even those caused by magic. Treat your caster level as one higher when casting spells or using spell-like abilities with the light descriptor. If you have an intelligence of 10 or higher, you may use *light* as an a spell-like ability at will.

Phoenix Achievement

The phoenix's ability to renew itself is legendary. Its followers gain a touch of that impossible resurrection.

Prerequisites: Character level 7th, Phoenix Crest

Benefits: Once per day you may cast *cure serious wounds* as a spell-like ability, using your character level as your caster level. This ability can only be used on a dying creature. If you are brought below 0 hit points, and have not used this ability for the day, it automatically activates with yourself as the target.



Serpent Coat

Serpents use fear, intimidation, and venom to destroy even powerful enemies. Those with a serpent woven through their coat of arms know that words can sometimes be deadlier than weapons.

Benefits: When you attempt to shift a creature's attitude with Diplomacy, and fail by 5 or more, you can attempt to influence that creature a second time before 24 hours have passed.

Serpent Crest

Serpents of legend hiss honey into their enemies' ears. More often than not, that sweet taste is poison.

Prerequisites: Character level 3rd, Serpent Coat

Benefits: Gain a +1 racial bonus on Bluff and Diplomacy checks. Additionally, every time you put 1 new rank

into Linguistics, you learn two new languages instead of just one.

Serpent Achievement

Even those who swear enmity against serpents find it hard not to treat them as friends.

Prerequisites: Character level 5th, Serpent Crest

Benefits: The bonus on Bluff and Diplomacy checks increases to +2. Additionally, when using Diplomacy to shift a creature's starting attitude, it's possible for you to move them 3 steps up, rather than 2.

Talbot Coat

Talbot hounds are excellent hunters, able to track nearly any foe by scent. Those who wear the talbot on their coat develop a keen sense of smell themselves.

Benefits: When making a Survival check to track, you may follow a foe by scent. The typical DC to follow a scent trail is 10, increasing or decreasing depending on how strong the quarry's odor is, the number of creatures, and the age of the trail, as a typical Survival check. For each hour that the trail is cold, the DC to track by scent increases by 2. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Talbot Crest

Talbot hounds are uncowed by supernatural beasts, fighting all but the most obscene monsters without flinching. Those who bear their crest are no less brave.

Prerequisites: Character level 5th, Talbot Coat

Benefits: Three times per day as a free action, you can choose to face down one creature. You are immune to all fear effects originating from that creature until the beginning of your next turn.

Talbot Achievement

Talbot hounds are always in perfect synch with their master and their allies.

Prerequisites: Character level 7th, Talbot Crest

Benefits: Your allies may treat you as though you had access to any teamwork feat they have, for purposes of gaining the benefits of that feat. You do not gain any benefits from that teamwork feat unless you also have that feat.

Toad Coat

Toads aren't the most noble of beasts, but they always have a surprise tucked under their lily pads.

Benefits: You are always considered to have a running start when you make an Acrobatics check to jump.

Toad Crest

Toads are at-home in the water, which gives them an advantage over land-bound enemies.

Prerequisites: Character level 5th, Toad Coat

Benefits: You gain a 30-foot Swim speed, and the +8 bonus granted by having a Swim speed.

Toad Achievement

When a toad calls his war cry, even the lions tuck tail and

run.

Prerequisites: Character level 7th, Toad Crest

Benefits: Once per hour you can emit a bellowing croak. Any creature not of your type or subtype (if humanoid) must make a Will save with a DC equal to $10 + 1/2$ your character level + your Charisma modifier, or be shaken for 1d4 rounds. Creatures who successfully save against this ability are immune for 24 hours. Creatures who are already shaken who fail their saves become frightened for 1d4 rounds instead.

Unicorn Coat

Unicorns are universal symbols of goodness and hope. Wearing this coat is a statement that the bearer champions everything these majestic beasts stand for.

Benefits: Gain a +2 racial bonus on saves against fear effects. Anyone attempting to lie to you suffers a -2 penalty to their Bluff skill check.

Unicorn Crest

Nothing can suppress the spirit and valor of the unicorn, and its bearers are able to tap into some of that resilience.

Prerequisites: Character level 3rd, Unicorn Coat

Benefits: Your racial bonus against fear effects increases from +2 to +4. Additionally, once per day, after you roll a natural 1 on any d20 roll, you may reroll the check and use the second result.

Unicorn Achievement

Unicorns are gentle to their allies, and unforgiving to their foes. Those who stand against evil under the unicorn banner may find they share this creature's protection.

Prerequisites: Character level 5th, Unicorn Crest

Benefits: You gain spell resistance equal to $6 +$ your character level against spells and spell-like abilities with the evil descriptor, as well as any spells or spell-like abilities cast by evil outsiders.

Yale Coat

The power of your charge can fell your opponents.

Prerequisite: Base attack bonus +1

Benefit: When you successfully hit an opponent with a charge attack, you may immediately make a trip combat maneuver against that opponent.

Yale Crest

You gain bonuses against flanking opponents.

Prerequisite: Yale Coat, base attack bonus +3

Benefit: When an opponent gains a flanking bonus against you, you gain a +2 circumstance bonus to attack that opponent in melee. The bonus applies to all opponents who gain a flanking bonus against you.

Yale Achievement

You thrive in situations where you are outnumbered.

Prerequisite: Yale Crest, base attack bonus +5

Benefit: For each opponent beyond the first that threatens you, you gain a +1 morale bonus on damage rolls made with melee attacks against threatening opponents.



HERALDIC KNIGHT

Being an alternate class for the cavalier drawing inspiration from lineage, blood, and the patron beast given dominion and guardianship over one's clan.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Coat of arms, heraldic challenge 1/day, mount
2nd	+2	+3	+0	+0	Heraldic talent
3rd	+3	+3	+1	+1	Knight's charge
4th	+4	+4	+1	+1	Heraldic challenge 2/day, heraldic talent
5th	+5	+4	+1	+1	Banner
6th	+6/+1	+5	+2	+2	Heraldic talent
7th	+7/+2	+5	+2	+2	Heraldic challenge 3/day
8th	+8/+3	+6	+2	+2	Heraldic talent
9th	+9/+4	+6	+3	+3	Heraldic skill
10th	+10/+5	+7	+3	+3	Heraldic challenge 4/day, heraldic talent
11th	+11/+6/+1	+7	+3	+3	Mighty charge
12th	+12/+7/+2	+8	+4	+4	Heraldic talent
13th	+13/+8/+3	+8	+4	+4	Heraldic challenge 5/day
14th	+14/+9/+4	+9	+4	+4	Greater banner, heraldic talent
15th	+15/+10/+5	+9	+5	+5	Heraldic skill
16th	+16/+11/+6/+1	+10	+5	+5	Heraldic challenge 6/day, heraldic talent
17th	+17/+12/+7/+2	+10	+5	+5	Heraldic skill
18th	+18/+13/+8/+3	+11	+6	+6	Heraldic talent
19th	+19/+14/+9/+4	+11	+6	+6	Heraldic challenge 7/day
20th	+20/+15/+10/+5	+12	+6	+6	Command the battalion

Although many riders charge into battle under the banner of their cause, the heraldic knight is a mounted warrior fighting under his family crest. These swift warriors have inherited many talents via their family lineage that they can invoke through their family's crest to aid them in turning the tide of battle. Heraldic knights are skilled leaders who marshall their allies under their banner with incredible zeal.

Role: On the battlefield, the heraldic knight combines mounted prowess with various talents of cunning and aptitude. Outside of battle, a heraldic knight advocates for the cause of his noble family while training in new skills passed down through his family line.

Alignment: Any.

Hit Dice: d10.

Class Skills

The heraldic knight's class skills are Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Knowledge (history) (Int), Knowledge (nobility) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), and Sense Motive (Wis). In

addition, heraldic knights receive additional class skills depending upon their family crest.

Skill Ranks per Level: 4 + Int modifier.

Class Features

The following are the class features of the heraldic knight.

Weapon and Armor Proficiency: Heraldic knights are proficient with all simple and martial weapons, with all types of armor (heavy, light, and medium) and with shields (except tower shields).

Coat of Arms: At 1st level, a heraldic knight chooses a coat of arms representing the family line he inherits his training from. The coat of arms not only reflects the heraldic knight's training, but the values of his family lineage. A heraldic knight's coat of arms grants an additional class skill and bonus feat, even if the heraldic knight does not meet the prerequisites for that bonus feat. It also determines what vigilante talents he can take as his heraldic talents.

Once made, this choice cannot be changed.

Heraldry	Values	Bonus Feat	Class Skill	Vigilante Talents
Allocamelus	Tenacity, Will	Resolve of the Allocamelus	Acrobatics	Another Day, Armor Skin, Evasive, Heavy Training, Nothing Can Stop Me, Un- killable
Basilisk	Death, Fire	Basilisk Coat	Bluff	Cunning Feint, Evasive, Expose Weakness, leave An Opening, Perfect Vulner- ability
Bat	Awareness, Darkness	Skill Focus (Perception)	Perception	Expose Weakness, Leave An Opening, Pull Into The Shadows, Shadow's Sight, Strike The Unseen
Bear	Strength, Protection	Bear Coat	Survival	Armor Skin, Favored Maneuver, Heavy Training, Mad Rush, Shield Of Fury, Unkillable
Biscione	Readiness, Surveillance	Go Unnoticed	Stealth	Blind Spot, Hide In Plain Sight, Mighty Ambush, Rooftop Infiltrator, Sniper
Boar	Courage, Hospitality	Boar Coat	Heal	Chase Master, Close The Gap, Mad Rush, Nothing Can Stop Me, Shield Of Blades
Bull	Bravery, Generosity	Bull Coat	Heal	Chase Master, Close The Gap, Mad Rush, Nothing Can Stop Me, Shield Of Blades
Cock	Battle, Heroism	Antagonize	Intimidate	Another Day, Close The Gap, Mad Rush, Shield Of Blades, Signature Weapon
Dog or Talbot Hound	Fidelity, Vigilance	Saving Shield	Perception	Armor Skin, Close The Gap, Heavy Training, Shadow's Sight, Shield Of Fury
Dolphin	Diligence, Swiftiness	Spring Attack	Acrobatics	Chase Master, Close The Gap, Evasive, Shadow's Speed, Sure-footed
Dove	Peace, Purity	Touch of Serenity*	Heal	Evasive, Favored Maneuver, Fist Of The Avenger, Living Shield, Unkillable
Dragon	Bravery, Treasure	Dragon Coat	Appraise	Another Day, Close The Gap, Mad Rush, Shield Of Blades, Signature Weapon
Eagle, Rook, or Raven	Ingenuity, Intellect	Noble Scion (Lore)	Choice of Knowledge skill	Cunning Feint, Environ- ment Weapon, Expose Weakness, Inspired Vigi- lante, Rogue Talent
Enfield	Cunning, Subtlety	Voice of the Sibyl	Bluff	Blind Spot, Cunning Feint, Evasive, Hide In Plain Sight, Rogue Talent
Griffin	Tenacity, Will	Griffin Coat	Climb	Another Day, Armor Skin, Evasive, Heavy Training, Nothing Can Stop Me, Un- killable

Harpy	Ferocity, Tenacity	Minotaur's Charge	Intimidate	Armor Skin, Favored Maneuver, Heavy Training, Mad Rush, Shield Of Fury, Unkillable
Leopard, Salamander, or Wyvern	Hardiness, Valiance	Great Fortitude	Survival	Another Day, Armor Skin, Evasive, Stalker Sense, Unkillable
Lion	Battle, Courage	Battle Cry	Perception	Another Day, Close The Gap, Mad Rush, Shield Of Blades, Signature Weapon
Manticore	Misfortune, Poison	Manticore Coat	Knowledge (arcana)	Cunning Feint, Expose Weakness, Shadow's Sight, Stalker Sense, Vital Punish- ment
Mermaid or Seahorse	Eloquence, Seaworthiness	Sea Legs	Swim	Blind Spot, Cunning Feint, Evasive, Hide In Plain Sight, Rogue Talent
Pegasus	Inspiration, Poetry	Charming Performance	Choice of Perform skill	Cunning Feint, Evasive, In- spired Vigilante, Returning Weapon, Rogue Talent
Phoenix	Healing, Fire	Phoenix Coat	Heal	Another Day, Evasive, Perfect Fall, Stalker Sense, Unkillable
Serpent	Defiance, Wisdom	Serpent Coat	Bluff	Blind Spot, Cunning Feint, Evasive, Hide In Plain Sight, Rogue Talent
Stag	Harmony, Peace	Noble Scion (Peace)	Survival	Another Day, Armor Skin, Evasive, Stalker Sense, Unkillable
Unicorn	Purity, Virtue	Unicorn Coat	Knowledge (arcana)	Evasive, Favored Maneu- ver, Evasive, Living Shield, Unkillable
Wolf	Guardianship, Lack of Mercy	Swift Aid	Intimidate	Armor Skin, Favored Maneuver, Heavy Training, Mad Rush, Shield Of Fury, Unkillable
Yale	Defense. Pride	Yale Coat	Bluff	Another Day, Armor Skin, Evasive, Stalker Sense, Unkillable

*The DC of this feat uses the heraldic knight's Charisma modifier in place of Wisdom modifier.

Heraldic Challenge (Ex): Once per day, a heraldic knight can challenge a foe to combat. As a swift action, the heraldic knight chooses one target within sight to challenge. The heraldic knight's melee attacks deal extra damage whenever the attacks are made against the target of his challenge. This extra damage is equal to the cavalier's level. The heraldic knight can use this ability once per day at 1st level, plus one additional time per day for every three levels beyond 1st, to a maximum of seven times per day at 19th level.

Challenging a foe requires much of the heraldic knight's concentration. The cavalier takes a –2 penalty to his Armor Class, except against attacks made by the target of his challenge.

The challenge remains in effect until the target is dead or unconscious or until the combat ends.

Mount (Ex): A heraldic knight gains the service of a loyal and trusty steed to carry him into battle. This mount functions as a druid's animal companion, using the heraldic knight's level as his effective druid level. The creature must be one that he is capable of riding and is suitable as a mount. A Medium heraldic knight can select a camel or a horse. A Small heraldic knight can select a pony or wolf, but can also select a boar or a dog if he is at least 4th level. The GM might approve other animals as suitable mounts.

A heraldic knight does not take an armor check penalty on Ride checks while riding his mount. The mount is always considered combat trained and begins play with Light Armor Proficiency as a bonus feat.

A heraldic knight's bond with his mount is strong, with the pair learning to anticipate each other's moods and moves. Should a heraldic knight's mount die, the heraldic

knight may find another mount to serve him after 1 week of mourning. This new mount does not gain the link, evasion, devotion, or improved evasion special abilities until the next time the heraldic knight gains a level.

Heraldic Talent: At 2nd level and every other level thereafter, a heraldic knight gains additional training passed down from his family lineage. A heraldic knight can select any vigilante social talents, or one of the five non-social vigilante talents that his coat of arms grants access to (See the above table). Regardless of the heraldry of his coat of arms, a heraldic knight can select the combat skill vigilante talent, and counts as both an avenger and a stalker for the purposes of benefiting from vigilante talents and social talents.

Vigilante talents that affect the vigilante's hidden strike ability instead affect melee attacks, and ranged attacks within 30 ft., that the heraldic knight makes against the target of his challenge.

A heraldic knight does not have a dual identity, and is always treated as using his social identity for the purposes of benefits from social talents. The heraldic knight cannot benefit from bonuses that affect the vigilante identity (such as circumstance bonuses to Intimidate from the renown social talent) or talents that modify changes in identity (such as the quick change social talent). The heraldic knight counts as both a stalker and avenger for the purposes of qualifying for vigilante talents.

Knight's Charge (Ex): At 3rd level, a heraldic knight learns to make more accurate charge attacks while mounted. The heraldic knight receives a +4 bonus on melee attack rolls on a charge while mounted (instead of the normal +2). In addition, the heraldic knight does not suffer any penalty to his AC after making a charge attack while mounted.

Heraldic Banner (Ex): At 5th level, a heraldic knight's banner becomes a symbol of inspiration to his allies and companions, but becomes particularly inspiring to members of his house. As long as the heraldic knight's banner is clearly visible, all allies within 60 feet receive a +1 morale bonus on saving throws against fear effects and a +1 morale bonus on damage rolls made as part of a charge. At 10th level, and every five levels thereafter, these bonuses increase by +1. The banner must be at least Small or larger and must be carried or displayed by the heraldic knight or his mount to function.

If any affected allies are members of the heraldic knight's house, the morale bonus also applies to all emotion-based effects, attack rolls, and damage rolls.

Heraldic Skill (Ex): At 9th level, a heraldic knight gains a competence bonus to the class skill granted to him by his Coat of Arms equal to 1/2 his class level. At 15th level, he can always take 10 when using the skill, no matter the circumstances. At 17th level, whenever he uses the skill he can roll twice and take the highest roll.

Mighty Charge (Ex): At 11th level, a heraldic knight

learns to make devastating charge attacks while mounted. Double the threat range of any weapons wielded during a charge while mounted. This increase does not stack with other effects that increase the threat range of the weapon. In addition, the heraldic knight can make a free bull rush, disarm, sunder, or trip combat maneuver if his charge attack is successful. This free combat maneuver does not provoke an attack of opportunity.

Greater Banner (Ex): At 14th level, the heraldic knight's banner becomes a rallying call to his allies. All allies within 60 feet receive a +2 morale bonus on saving throws against charm and compulsion spells and effects. In addition, while his banner is displayed, the heraldic knight can spend a standard action to wave the banner through the air, granting all allies within 60 feet an additional saving throw against any one spell or effect that is targeting them. This save is made at the original DC. Spells and effects that do not allow saving throws are unaffected by this ability. An ally cannot benefit from this ability more than once per day.

Command the Battalion (Ex): The heraldic knight gains Leadership as a bonus feat, and if he already has the Leadership feat, he can choose another feat that he meets the prerequisites for. Either way, the heraldic knight's Leadership score is always treated as 25 or higher, regardless of the heraldic knight's reputation, Charisma modifier, or character level. All cohorts and followers under the heraldic knight's Leadership are considered members of the heraldic knight's house for the purposes of benefiting from the heraldic banner's additional effects.

If the heraldic knight does not already have a cohort when gaining this ability, he gains command of a masked lord (**Pathfinder Roleplaying Game NPC Codex**) as a cohort. Additionally, he gains command of a maximum number of cavalry (**Pathfinder Roleplaying Game Gamemastery Guide**), mounted archers (**Pathfinder Roleplaying Game NPC Codex**), guard officers (**Pathfinder Roleplaying Game Gamemastery Guide**), battle mages (**Pathfinder Roleplaying Game NPC Codex**), caravan guards (**Pathfinder Roleplaying Game Gamemastery Guide**), and foot soldiers (**Pathfinder Roleplaying Game Gamemastery Guide**) that the Leadership feat allows as followers, counting any followers that the heraldic knight might have before gaining this ability. At the GM's discretion, other NPCs can be substituted for the ones listed above.

Once per day, while mounted and displaying his heraldic banner, the heraldic knight can spend an uninterrupted minute giving a heroic speech to everyone under his Leadership. At the end of his speech, the heraldic knight chooses one of the following spells: *align weapon*, *displacement*, *freedom of movement*, *haste*, *magic vestment*, *mind blank*, *protection from energy*, *true seeing*, or *versatile weapon*; all cohorts and followers that have heard the speech in its entirety gain the benefit of that spell, as if it were cast by a 20th level caster with the heraldic knight's Charisma score.

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