VILLAGE BOOK 2
Judges Guild
Campaign Hexagon
Sub-System
APPROVED FOR USE WITH
DUNGEONS & DRAGONS™
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This booklet is intended to fill the need of any active campaign judge to populate a large area for his fantasy role players. The details are purposely left sparse so the judge can adjust the material to his campaign and thereby personalize it. Colored pencils or pens can be used to great advantage to code the buildings and other terrain features. The maps are printed in grey to facilitate the dropping out of different features. The various charts in this and the other books of the Campaign Hexagon System are guidelines only and require a flexible approach as some anomalies will develop if they are used without adjustment to reflect type and alignment.

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CREDITS

Maps: Bryan Hinnen, Mark Holner & Mitch Johnson
Heraldry Tables: Bob Bledsaw
Cover: Paul Jauways
Layout: Dave Sering
DISPLAY OF COATS-OF-ARMS

1. Banner
2. Parallelogram
3. Square
4. Circle
5. Oval or Cartouche (Clerical)
6. Shield
7. Riddling Paraphernalia
8. Sail
9. Lozenge (Female Only)
10. Tapestry

ARMORIAL ENSIGNS

1. Shield
2. Motto
3. Helmet (Inherited Only)
4. Mantling
5. Crest (Summits Helmet)
6. Supporters
7. Two Supporters
8. Three Supporters
9. Four Supporters
10. Two Helmets

SHIELDS

Shields display many meanings in their achievements or "grants of arms". A summary is arranged in tabular form below:

1. Augmentation of Honour Conferred by a Sovereign
2. Signs and Emblems of the House it Appertains (Often a Pun)
3. Quarters Inherited from Families Represented
4. Impalement of Marriage
5. Marks of Cadency of Members Within the House

To blazon means to depict in colour. Blazoned means "described according to rules of Heraldry. The upper portion of a field is referred to first. If quartered, the first and fourth quarter is mentioned first. Then any "in orle" is mentioned. "in orle" means "strewn with objects". After the field is described, the principal charge is described. Avoid using the name of the same colour a second time. The following table is oversimplified but useful.

1. Field First
2. Principal Charge
3. Ordinary
4. Charge of Chief Position
5. None (Not represented as charges)
6. "in orle" (Similar to "in orle" but spaced to fit within a border)
7. Charges "of the field" (Same colour as the field)
8. Animals
9. Uppermost Charge
10. Marks of Cadency (Rank within a house) Last

Some special terminology has been developed to divide a shield into sections. The following shield should aid in your "blazon". Most of it is as simple as "dexter" meaning on the right and "sinister" on the left. The few esoteric terms like "embowed" meaning depicted up to the elbow should not frighten off the meek... simply avoid using them. Animals are often mentioned depicted "proper" which means in the appropriate colours.

FIELD

1. Or (Gold)
2. Argent (Silver)
3. Gules (Red)
4. Azure (Blue)
5. Vert (Green)
6. Purpure (Purple)
7. Sable (Black)
8. White
9. Murrey (Red-Purple)
10. Tenne' (Orange-Tawny)
11. Brown
12. Blood-Red
13. Earth-Colour
15. Water-Colour
16. Flesh Colour (Carnation)
17. Ashen-Grey
18. Orange
19. Fur
20. No Field

FUR FIELD

1. Ermine (White W/Black Spots)
2. Vair (Bluey-Grey & White)
3. Ermines (Black W/White Spots)
4. Erminois (Gold W/Black Spots)
5. Pann (Black W/Gold Spots)
6. Other Type
### Principal Charges

1. None
2. Water (Barry wavy argent and azure)
3. Masonry
4. *Seme'-de-lis (lilies)
5. Seme' bezants (bezante')
6. Seme' plates (plate')
7. Seme' crosses
8. Goutte (Drops of Colours)
9. Engrailed (Semi-Circles Cojoined) Partition Lines
10. Embattled Partition Lines
11. Indented Partition Lines
12. Invested Partition Lines
13. Wavy Partition Lines
14. Nebuly Partition Lines
15. Dancetti Partition Lines
16. Raguly Partition Lines
17. Potente' Partition Lines
18. Dovetailed Partition Lines
19. Urdy Partition Lines
20. Seme' W/Partition Line (Roll Again)

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## TABLE EIGHT


## TABLE NINE


## TABLE TEN


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<td>Inescutcheon Within</td>
<td>Inescutcheon Within</td>
</tr>
<tr>
<td>18</td>
<td>Tressure</td>
<td>Tressure</td>
</tr>
<tr>
<td>19</td>
<td>Tressure Floried</td>
<td>Tressure Floried</td>
</tr>
</tbody>
</table>

### SHAPE

<table>
<thead>
<tr>
<th>No.</th>
<th>Shape</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Kite-Long Narrow Curved</td>
</tr>
<tr>
<td>2</td>
<td>Kite-Same W/Curved Top</td>
</tr>
<tr>
<td>3</td>
<td>Heater-Shaped</td>
</tr>
<tr>
<td>4</td>
<td>Large Rectangular</td>
</tr>
<tr>
<td>5</td>
<td>Large Round</td>
</tr>
<tr>
<td>6</td>
<td>Special</td>
</tr>
</tbody>
</table>

### QUARTERING (Heiress in blood of another family)

<table>
<thead>
<tr>
<th>No.</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-3</td>
<td>None</td>
</tr>
<tr>
<td>4</td>
<td>Quartered (Onces)</td>
</tr>
<tr>
<td>5</td>
<td>Quartered (106 Times)</td>
</tr>
<tr>
<td>6</td>
<td>Quartered (206 Times)</td>
</tr>
</tbody>
</table>
### MOTTOES

Mottoes can often be traced to "slogans" or ancient war-cry of a family. Mottoes are not hereditary though the same motto can be adapted. Many mottoes have nothing to do with battle-cries and the real origin may relate to mythical or true events of the remote past. Some are puns on a family or clan name. Initial or Riddle Mottoes are sometimes used to indicate some mottoes such as VISO for "victory is silently obtained" while it could falsely be translated "vice is ostentatious" by the uninitiated. Mottoes are not necessarily registered with Heralds conferred by a sovereign.
MARKS OF CADENCY

Some means is needed to differentiate the armorial bearings of younger members of the family. The same arms are used with the addition of a label usually at or near the top of the shield. A "gules" or red label is used by the heir and any "strong" younger brother being distinguished by the label having more points. Argent labels (silver) are reserved for Royalty. Bordures are often added to indicate a cadet or younger brother to the heir. Methods vary with families and many ancient arms will show other methods of marking cadency.

1. Adding small charges to the field or to an ordinary.
2. Change of tincture.
3. The addition of a label.
4. Adding a canton or quarter.
5. Adding an inescutcheon.
6. Adding or changing an ordinary.
7. Changing the lines of partition enclosing an ordinary.
8. Diminishing the number of charges.
9. Change of some or all the minor charges.
10. Systematic use of label, bordure, or bend.
11. Additional quarterings.
13. Adding an escutcheon indicating territorial lordship.

The heir apparent will usually have a label of three points and although usually gules (red) the choice of colour is his. Metal is not placed upon metal and colour is not placed upon colour ordinarily. Heirship is a matter of blood descent and has no relation to inheritance. No woman can be an heir-apparent. A more recent method of cadency is as follows.

1. First son...a label of three points.
2. Second son...a crescent.
3. Third son...a mullet (five pointed star).
4. Fourth son...a martlet.
5. Fifth son...an annulet.
6. Sixth son...a fleur-de-lis.
7. Seventh son...a rose.
8. Eighth son...a cross moline.

The mark is placed in the centre chief point. The second son of the second son places a crescent upon a crescent, the third son a mullet on a crescent, and so forth. The mark of an illegitimate is the bend dexter superimposed over the shield. Sometimes bordures are used to mark bastardy although the bend is most prevalent. The bend sinister is the most recent mark of illegitimate members of a family.
HERALDIC HELMS

1. Leather Cap
2. Metal Conical Cap
3. Metal Conical Cap with Nasal
4. Chapelle-de-fer, Flat Top Cylindrical
5. Same Enlarged to Cover Whole Head
6. Same With Nasal
7. Tilting Heam With Slits
8. Pot Shaped With Extended Pointed Nasal
9. Hemispherical Metal Cap
10. Grid Iron Helm
11. Pageant Helm
12. Same With Sides Overlapping Cuirass
13. Ovoid Basinet With Chin Piece
14. Tournament Helm
15. Sallet
16. Shalleorn (Helm and Visor in One Piece)
17. Chapelle-de-fer, Cylindrical Cap With Broad Flat Brim
18. Fluted Helm
19. Close Helm
20. Casque (Cheek Pieces Meeting in Front)

CRESTS

NUMBER OF CREST GRANTS-POSITION

1-2 One-Center
3 Two Dexter Inner
4 Three-Sinister Inner
5 Four-Dexter Outer
6 Five-Sinister Outer

ATTACHED ORNAMENTS

1. Metal Leaves (306)
2. Tiny Bells (206)
3. Buffalo Horns (1-6)
4. Feathers (1010)
5. Pieces of Wood (106)
6. Plumes (1010)

CRESTS*
Modelled Full Figure Tournament

1. Lion
2. Dragon
3. Demi-Lion
4. Wolf
5. Goat
6. Talbot (Dog)
7. Sea-Dog
8. Eagle
9. Falcon
10. Ship
11. Octopus
12. Human
13. Boar
14. Crocodile
15. Beaver
16. Dolphin
17. Bear
18. Leopard
19. Horse
20. Pegasus

* Grant of Crests are never given to clerics.

COMPOSITION

1. Pastebard
2. Cloth
3. Leather Shell
4. Wood
5. Basket-Work Strips
6. Metal (Fan Only)

POSITION

MISCELLANEOUS

1. Clutched
2. Crossed
3. Piercing
4. Chained
5. Stood Upon
6. Covering
7. Held in Mouth
8. Lying Upon
9. Fleeding
10. Leaping Over

DETAChABLE PIECES

1. Mailed Mouth Guard
2. Nose Plate
3. High Collar (Gorget)
4. Chin Piece (Bavier)
5. Neck Guard
6. Crest
7. Bart (Beaver)
8. Rounded (Disc)
9. Bavier (Cheek Pieces)
10. Buckler
11. Lattice-Work Visor
12. Armet (Forehead & Visor)
13. Beaked Basinet
14. Wings
15. Horns
16. Linden-Leaves
17. Coff of Mail
18. Quilted Hood
19. Mall Hood
20. Visor

MINIATURE ITEMS

1. Rings
2. Chains
3. Dagger
4. Arrow
5. Spear
6. Bough
7. Fox
8. Leaves
9. Axe
10. Sword

MINIATURE ITEMS

1. Torch
2. Lantern
3. Banner
4. Crown
5. Scepter
6. Symbol
7. Chains
8. Sphere
9. Flower
10. Lance

11
LAMBREQUIN

The mantling represents the "capeline" covering worn upon a helmet. A Lambrequin represents the adaptation of textile fabrics to deaden a sword-cut, entangle weapons, and protect against ill-weather (primarily heat). Ragged or slashed lambrequins or mantlings are often depicted cut and torn as if after combat. Lambrequin is the older terms. The colours should agree with the crest.

COMPOSITION

1. Bear Skin 6. Cloth (Gules) 
2. Boar Skin 7. Cloth (Solid Colour) 
3. Lion's Mane 8. Gold Yeined Cloth 
4. Feathers 9. Gold Cloth 
5. Ermine 10. Crimson Cloth

LINED


TORSE

Where the mantling is not a continuation of the crest, a wreath, ribbon, or torse is used to join the mantling covering to the helm. The twining of a lady's favor in a sleeve in a manner suggesting an oriental turban is the theory advanced for the torse. It isn't necessary to make the torse conform to the "livery colours" of the arms.

CROWNS

CROWN SHAPE


POINTS


FILLET


DIADEM

1. Leather Bronze Silver Silver

CIRCLET

2. Studded Leather Bronze&Gold Silver Silver & Gold

CORONET

3. Bronze Silver Silver&Gold Gold

CROWN

4. Silver Silver&Gold Silver&Gold Gold

5. Gold Gold Gold Gold

6. Bronze&Gold Gold Gold Gold

SUPPORTERS

Only the highest ranking arms may have supporters. The number of supporters will vary between one and three on any display of arms so permitted but one grant of arms may be entitled to display more than one "set" of supporters on other displays of the same arms. Grants of Supporters are not inherited. The right of barony and chieftainship are often the occasion of such grants. Limited by the imagination alone, supporters will be dealt with very simply-1-2 Humans, 3-4 Animals, 5 Birds, 6 Monsters and Gods
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