

# HERALDRY

## OPTIONAL RULES

Nobles in *Hellfrost* use heraldry to differentiate their families from those within the same kingdom or other domain, but not in the same manner as the heraldic designs of Earth's Middle Ages. Even the Anari are a pre-Middle Age culture.

Heraldic designs are displayed on large, square flags or long, tapering banners. Both may be small, no matter than two feet a side, and are tethered to spears or lances, or large, sometimes measuring 20 feet or more. The latter are normally flown atop the lord's stronghold, be that a castle, manor, or mead hall. Medium-sized versions are carried by heralds and border patrols to identify themselves openly, and held aloft in battle so warriors have a rallying point. Smaller banners, called pennants, are carried by warriors escorting a noble while outside his territory.

While many nobles do sport their heraldic designs on their shields, there is no legal or traditional requirement for them to do so. Similarly, huscarls and other servants do not portray the design on their shields or clothes to show their allegiance.

Where as in Earth's Middle Ages heraldic designs would vary to show a son's birth position and/or merge as family's joined through marriage, this does not occur in *Hellfrost*. Instead, the family's banner is handed directly from father to son down the ages.

Within each domain there is either a college of heralds or a senior herald who task it is to ensure newly created noble families within the domain do not share the same design as another in that region. Little communication with fellow individuals or institutions occurs outside a domain's borders.

### MOTIF TABLE

Die	Animal	Weapon	Other	Tool
1	Bear	Axe	Arm with fist	Adze
2	Boar	Hammer	Clenched fist	Bellows
3	Stag	Spear	Knotwork	Horn
4	Bull	Sword	Human head	Horseshoe
5	Mammoth	Arrow	Sun disc	Spur or stirrup
6	Eagle	Bow	Crescent moon	Longship
7	Raven	Lance	Star or stars	
8	Goat	Pike		
9	Wolf			
10	Dragon			
11	Horse			
12	Ram			

In battle or when journeying through a region which is known to sport an identical banner, nobles fly the emblem of their liege above their own. For example, a Saxa hauld would fly the banner of his liege and his own together. The odds of encountering two such banners flown together elsewhere are minute.

## RANDOM HERALDIC DESIGNS

There are two types of heraldic design in *Hellfrost*.

**Color Only:** The first is merely one or more colors, divided into bands, with no specific symbol attached. To create this type of banner roll 1d4 times on the table below, using the color entry only. If multiple results of the same color are rolled, the GM can rearrange the results so the colors are split by other segments or combine them into a larger segment.

The Hearth Knights' main banner takes this form, comprising a large white segment, a small blue segment, and a smaller black segment. These divides represent the three sub-orders of knights and their comparative numbers.

**Symbolic:** The second type of motif comprises a specific heraldic design on a colored background. To create a heraldic design of this type, first roll on the table below. This determines the basic type of motif and the background color or colors. Once you know the base motif, either roll on the appropriate entry of the Motif table or pick a motif you like. The list entries should be viewed as examples, not the only motifs known.

Again, the Hearth Knights make use of this style in their individual banners. Shield Knights sport a stylized sun design, a circle with eight radial triangles protruding from it. The shield is white and the triangles yellow. Sword Knights sport the emblem of a sword with a fiery blade. Lance Knights carry the emblem of a fiery lance piercing a Hellfrost dragon's skull.

### RANDOM HERALDRY TABLE

d6	Motif	Color
1	Weapon	Black
2	Animal	Blue
3	Animal	Green
4	Animal	Red
5	Tool	White/Silver
6	Other	Yellow/Gold