

# Imperial Manual of Heraldry

Anno Imperium XV

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## **Introduction**

Greetings and welcome to the world of Heraldry.

In this manual I will concentrate on the basics of Heraldry, on the guidelines that are used by the Imperial Sovereign of Arms (SoA), and what is the Procedure for Acceptance/Rejection of Arms for the Empire of Chivalry and Steel, Inc.

I hope that this manual will give you enough information to get any novice Sovereign of Arms (SoA) started in blazoning and preparing devices for his or her territory, region and members. Just keep in mind this manual is only the basic framework about heraldry. I would strongly recommend the acquisition of a text on Heraldry to cover any additional problems that you may come across. I recommend all of the books that you will find in the bibliography at the back of this manual. They will go into more detail about Heraldry than we will cover in this manual.

If you are a new Sovereign of Arms congratulation, good luck and enjoy. If you just want to learn about Heraldry, I hope this helps.

Enjoy, have fun and I hope that you find the love of Heraldry as I have.

Don Sir Michel da Pietramala

Laurel King of Arms

KA, KC

## **A Brief History on Heraldry**

Heraldry is the science that studies armorial bearings, the coloured emblems pertaining to an individual, a family or community. Their composition is governed by the specific rules of blazon that distinguish the medieval European heraldic system from all other systems of emblems, whether earlier or later, military or civil. The first arms, which appeared on battlefields and tournaments, were made to be seen from a distance. This was due to the fact that the combatants, who had been unrecognizable because of their coat of mail (which nearly reached chin level), and the nosepiece of their helmet (which covered their face), developed bright and contrasting colours with very stylized devices to help identify each other on the battlefield. Thus the Herald was born, frequently hired by nobles and Kings and were to act as walking references of arms. On the continent of Europe, the use of armorial bearings has never been restricted to a particular social class as any time between the 12<sup>th</sup> century (when they first appeared) and up to modern time. In order to keep a relatively uniform method of description (and since pictures would vary according to the artist) a language

was developed to keep armorials (as these records were called) consistent. This language is called Blazon.

The system that we use is originally based on Medieval French, at least in the terminology. In order to use Blazon correctly, it is necessary to understand the definitions involved, as well as the directional use of blazon. To begin with, we'll start with the basic shape of all devices, the heater shield. This originated from flattening the top (originally rounder) of the Norman kite shield, widely used in the 12<sup>th</sup> century. This had the effect of creating a shield shaped like the bottom of the modern iron and was referred to as a "heater" shield when heraldry began to be truly catalogued in the 1800's. This became the basis for all arms and devices.

## **Heraldry in the Empire of Chivalry and Steel**

In our Bylaws it allows (almost requires) every member to design and submit a personal device. A personal device is one that identifies that person to other members of the club. A personal device is used to mark items and clothing as belonging to a particular person. An Estates device is one that identifies an Estate to the rest of the populace. When a member sees this device on an encampment, equipment, or even on the members, it identifies those members as belonging to that particular estate. For more information on what is required in the ECS see the section on Procedure for Acceptance/Rejection of Arms.

## **Tinctures**

We will be dividing Tinctures into five different kinds – Colours, Stains, Metals Furs, and Vair, so we can cover the in a bit more detail. These are the five main things that will be used as background on the shield for all arms.

## **Colours, Stains and Metals**

In general practice, there are few colours, and only five are commonly used. There are three stains that were rarely used. Stains were something that Heralds started to use after the 1500's to help with the growth of arms and liveries. There are only two metals. The main rule of Heraldry is that you can not place a colour/stain on a colour/stain and a metal on a metal known as the tincture convention.

Thus a Blue (Azure) star (mullet) could be placed on a gold (or), or ermine background. **BUT CAN NOT** be placed on a red (gules) background

A Gold (or) star (mullet) could be placed on a green (vert), or ermine background. **BUT CAN NOT** be placed on a silver (argent) background. We allow the use of all of the eight colours, stains and both metals that are listed here.

### **Metals**

Gold/Yellow – Or

Silver/White – Argent

### **Colour**

Red – Gules

Blue – Azure

Green – Vert

Black – Sable

Purple – Purpure

### **Stains**

Orange – Tenne'

Maroon/ Burgundy – Murrey

Blood-red – Sanguine

*\*\*\*Note: that there are no separate terms for lighter or darker versions of blue.*

One more area about colour that we should cover is the use of what is called *Proper*. This only applied to the Charge (Charges will be covered later) when it is in its natural colour. In other words how it would look like in real life. Like a red rose with a green stem or a sword being silver, gold, and brown, etc. The use of Proper should be use sparingly and is the only time that the Colour on Colour, Metal on Metal rule does not apply. One more thing to remember about Proper is that while you can place it on a colour or a metal is that you still need to be able to see it at a distance.

### **Furs**

There are several forms of Furs. Furs actually signify pre-arranged patterns of shapes or colours used to approximate real furs in a heraldic manner. Ermine is silver fur with black “tails” and is the most common. This can be seen as the background to the bows on the personal standers of HRM, the Queen Mother of Britain.

There are many forms of furs in Heraldry. The following is a list of the different varieties:

**ERMINE** – White fur with black ermine-tails, usually represented as vertical arrow head lines (similar to those used for trees on some maps) surmounted by three spots.

**ERMINES** - Black fur, white tails

**ERMINOIS** – Gold fur, white tails

**PEAN** – Black fur, gold tails

**ERMINITES** – White fur, black tails with red spots

## **Varieties of Vair**

Vair is an arrangement of bell-like shapes, derived from sewing of squirrel skins onto a shield. Because of the colour of squirrel fur, this is always represented as a blue and white pattern. There are numerous varieties of Vair, most of which are rarely seen. These include three sizes: **BEFFROI** (large) **VAIR** (most used), and **MENU-VAIR** (small).

**COUNTER-VAIR** – The same colour “bells” that are upright and inverted in adjacent row.

**VAIR IN PALE** – Vertical lines of bells of the same colour.

**VAIR EN POINTE** – This last effect has the colour of every second row reversed. Zigzag lines of white and blue occur.

**VAIR OF FOUR** – Occurs very rarely, with the pattern being not white and blue, but white, black, yellow, and red.

Four other rare variations I will include are:

**PLUMETE** – covered with feathers

**PAPELPNNE** – covered with fish-scales

**POTEN** and **COUNTER- POTENT** – instead of being composed of bell-shapes, it is composed of blocks shaped like letter T.

See *appendix A* for more about Colours, Stains, Metals, Furs, and Vair.

We have touched on the field (background) of a shield above but there are a lot more things that can be done.

## **Divisions**

### **Parted and Varied Fields**

A parted field is one that is divided by the principal lines of partition.

A varied fields is composed of a series of geometrical division; usually six in number.

One of the main things about parted and varied fields is that as long as the field is divided into an equal number of pieces it may be composed of two metals or two colours. The pieces all being equal and of equal number, they all are parts of the field lying in the same plane, none being charges. For examples of some of the main parted and varied fields *See appendix B.*

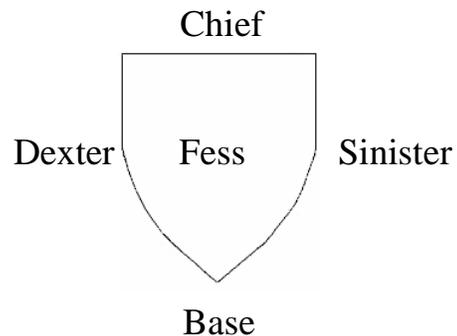
## **Lines of Partition**

The simplest way of creating new arms was to draw a line on the surface of the shield, dividing it into two parts. A line of partition does not have to be plain, it may be ornamental and thus the number of possibilities increases. Remember about equal number of pieces when applying lines of partitions. If you don't have them in equal parts they will become what is called Ordinaries and Sub-Ordinaries and must be blazoned differently. *See appendix C* for a list of Lines of Partitions. We will be covering Ordinaries and Sub-Ordinaries right after we cover the areas of the shield.

Areas of the Shield and what they are called by Heralds in Heraldic terms.

Chief – Top  
Fess - Middle  
Base – Bottom

Dexter - The viewer's left  
(The bearers right side)  
Sinister - The viewer's right  
(The bearers left side)



## **Seme'**

When you have a number of small charges distributed evenly over a field it is described as Seme'. When a field is Seme' of anything, it is to be taken as part of the field and not a representation of a number of Charges. An example of a devise that is Seme' look to the Royal Arms of France many of TRM arms such as Philip II, Philip IV, John II, were Azure, semy-de-lis or (Blue "powdered" with fleur-de-lis gold). Certain forms of Seme' have their own terms, though these may be found with a variety of spellings *see appendix D* for more about Seme'.

## **Ordinaries and Sub-Ordinaries**

A very simple and easily distinguished form that could be easily recognized at a distance was painted onto shields from the earliest days of Heraldry and became known as ordinaries. The Sub-Ordinaries are secondary devices of a simple character. An ordinary is most often the only or at least the predominant charge on the shield and the geometry of the ordinaries corresponds with the lines of partitions. For examples of Ordinaries and Sub-Ordinaries *see appendix E*.

They also follow the Colour/Stain on Colour/Stain and Metal on Metal rules as they are considered a type of Charge.

## **Charges**

A charge is any item that is used on a devise that is an actual picture of an animal, weapon, or any other item that would be the period of the person whose device it is. That means that you can use any animal that lived in Europe, North Africa, or the Middle East could be used as a charge. Also, mythological animals can be used such as unicorns, dragons, chimeras, etc. Flora was also used quite extensively, with flowers being a favorite.

Virtually all weapons of the period were used, so were common everyday items such as needles, wheels, feathers, ink wells, etc. Also used were astrological signs and Greek alphabet lettering.

All charges have their own needs that you must look at but animal charges require particular consideration, since an animal can be drawn in several positions. The four most common positions are:

**Rampant** – would show the animal in a very active, poised position.

**Statant** – would show the animal standing normally and yet still alert to the surroundings.

**Couchant** – would show the beast lying down but still awake and alert with head raised.

**Dormant** – would show the beast fully down sleeping.

There are many forms that animals can be drawn the ones above are just the main four. Listed below under Attitudes there will be more terms on how they can be placed and under Attributes we cover more terms about things positioned on the charge itself.

NOTE: That exactly how a tree, lion, needle, etc is drawn (as far as appearance) is irrelevant in Heraldry, as long as the charge fits into the blazon. Individual artistic flourishes are considered Artistic License and are

left up to individual artist or member. Heraldry only insists that the charge be recognizable by all as the animal or item that it is meant to portray.

Charges can be any single tincture, metal, or fur allowed in heraldry, as long as it is a different colour from the field. Sometimes a charge will be in its natural colour (as you would see it in real life) such as a red rose with a green stem, a sword being silver, gold, and brown, etc in which case the charge is referred to as **Proper**. You need to remember that while the colour/stain on colour/stain and metal on metal rule may not apply to Proper you do need to remember the rule of distance. You still need to be able to distinguish the charge at a minimum of ten (10) feet away from the viewer.

## **Attitudes**

Beast and chimerical creatures are depicted in a variety of ways. Here is some of the many ways that they can be depicted.

**Addorsed** – Back to back

**Affronty** – Facing the observer

**Caboshed** – A head Affronty but without a neck

**Close** – wings folded

**Combatant** – Rampant and facing each other

**Conjoined** – Joined together

**Contourne'** – Facing the sinister

**Courant** – Running

**Coward** – Tail between legs

**Displayed** – Wings expanded

**Enfiled** – Passing through

**Ensigned** – Having a charge placed above

**Forcing** – A rearing horse

**Guardant** – Looking at the observer

**Hairiest** – A fish, head upwards

**Nahant** - Swimming

**Mowed** – Knotted

**Reguardant** – Looking over the shoulder

**Segreant** – A griffin when rampant

**Trippant** – A walking stag

**Urinant** – Diving

**Volant** – Flying horizontally

## **Attributes**

In blazon, the attributes of heraldic charges are often self-evident such as beaked, bristled, chained, collared, etc some others include:

**Annelled** – ringed (e.g. a bull)

**Armed** – Of talons, claws, etc

**Attired** – Of Antlers

**Barbed** – Of the arrow head or sepals of a rose

**Couped** – Severed in a straight line

**Fructed** – Bearing fruit

**Gorged** – Encircled about the throat

**Habited** – Clothed

**Incensed** – Flames issuing from mouth and ears

**Jessant** – Issuing from

**Crined** – Of hair of a mane

**Doubled** – With the lining turned up

**Embattled** – Having crenellations

**Embrued** – Spattered or dripping with blood

**En Soleil** – Surrounded by rays of the sun

**Eradicated** – Uprooted

**Erased** – Torn or roughly

**Fourche'** - Forked

**Langued** – Of the Tongue

**Masoned** – Of the mortar of masonry

**Membered** – Of the legs of a bird

**Pierced** – With a circular hole

**Queued** – Tailed

**Unguled** – Of hoofs

**Vested** – Clothed

**Voided** – Depicting in outline

**Vulned** – Wounded

For some more ideas about Common and Miscellaneous Charges *see appendix F.*

Now that you have been introduced to the Colours, Stains, Metals, and Fur. You been taught about the Field and Lines of Divisions on the shield and you have learned about Ordinaries, Sub-Ordinaries, and Charges. You're probably asking yourself, OK, how do I put all of this into a Blazon?

## **Blazon**

Blazon is the technical language used to describe a device shield or coat of arms in such a way that a heraldic artist is able to visualize it and so paint it correctly. This means that a Blazon has to be clear and accurate and easily understandable to avoid mistakes. The Blazoning system that we use is based on the Medieval French style of blazoning.

Below are the three basic steps of Blazoning (for more detailed on Blazoning read *The Wordsworth Complete Guild to Heraldry by A.C. Fox-Davies*) this should be enough to get you started Blazoning Arms.

1. The field (background) is first described; this may be a single Tincture, Fur. It may be a comprised combination of Parted, Varied fields or a field of Seme'.
2. Once the field is described, you will need to describe the principle charge, which is often an Ordinary or Heraldic Beast, together with its attitudes and attributes. The Ordinary is to be talked about before any Heraldic Beast, if there is no Ordinary then talk about the Heraldic Beast, with its attitudes and attributes.
3. Now you move on to the Minor Charges, the Sub-Ordinaries. You will find that sometimes a device is surrounded by a Bordure or overlaid by a charge such as a Label, Baton or Canton. These should be blazoned last,

together with any charges placed upon them, the terms '*within*' or '*overall*' being used to describe their relationship to others devices on the shield.

In *appendix G* you will find examples of arms that have been blazon in the Empire by different SoA to help you understand blazoning a bit more.

## **Glossary of Terms**

**Armorial** – A collection of armorial bearings, painting or blazoned.

**Blazon** – The written description of armorial bearing, which describes in words its appearance,

**Device** – A unique design of armorial bearing and recorded to represent a person, family, country, place.

**Shield** – Main war item to display armorial bearings.

**Field** – The colour that a shield is painted before anything else is placed on it, or any divisions of this, if more than one colour is used.

**Colour** – A generic term which in blazon that refers only to Gules, Sable, Azure, Vert, Purpure (that is not the stains, metals or furs).

**Countercharge** - A charge placed upon a divided field with tinctures reversed of each other.

**Stains** – A generic term which in blazon that refers only to Murrey, Tenne', Sanguine (there are more stains but they are out of the period for use).

**Proper** – Describes charges shown in their natural colours rather than one of the ordinary blazon tinctures.

**Tinctures** – Term used for colour, stain, metals, and fur used on devices, with each specific one having its own name.

**Fur** – Tinctures in heraldry that represent animal fur.

**Metal** – A generic term in blazon that refers to gold/yellow and silver/white.

**Ordinaries** – Main groups of abstract and geometric shapes or strips in different combinations placed upon a shield usually taking up ½ of the area. An ordinary is NOT a division of field but is a charge.

**Sub-Ordinaries** – Are smaller geometric charges that employed for the purposes of augmentation, differencing, etc.

**Divisions** – A plain line that can divide a shield in a variety of ways and forms which are equal to each other.

**Fimbriation** – An ordinary when edged by a narrow band of metal, colour/stain is said to be fimbriated. The tincture of the fimbriation should always comply with the tincture convention. This enables a red cross to be combined with a blue field when fimbriated argent, for example.

## **Responsibilities and Duties of a Sovereign of Arms**

It will be your job as a Pursuivants or Crown Sovereign of Arms (SoA) to always help promote Heraldry and encourage the members of your chapter or Kingdom to create their own personal devices. As the SoA it will be your responsibility to check them to ensure they are correctly made and blazoned. You will also need to check them against your area's Armorial for any conflicts with arms that have already been passed. If a device is too similar to an already registered device, they are returned to the submitter with a description of the problem. There is more information on conflicts in *Procedure for Acceptance/Rejection of Arms*.

Once this is done, you need to forward them to the next higher officer to complete the approval procedures. Remember to always keep a copy for your area's Armorial. So if you are a Pursuivants Sovereign of Arms, you would send it to the Crown Sovereign of Arms. The Crown Sovereign of Arms would send it to the Imperial Sovereign of Arms.

A Crown and Imperial Sovereign of Arms shall have the added responsibilities of publishing an Armorial at a minimum of every two years and to ensure that it is sent to or made available to all the Kingdom and regional SoA. This will allow them to check devices at the start and perhaps avoid sending a conflicting device forward needlessly.

## **Procedure for Acceptance/Rejection of Arms**

In the Empire of Chivalry and Steel, it is important that devices be registered and reserved for the exclusive use of the member, estates, or territory. As in the medieval period we attempt to emulate, Pursuivants, Herald, and Sovereign of Arms (the College of Arms) must keep accurate Armorial in order to ensure such individual recognition and not to allow any duplication, or "conflict" to take place between devices. Conflicts are what allow any device to be mistaken for another causing confusion at all levels and may result in great misunderstandings. Therefore, it is the duty of the members of the College of Arms to insure that such conflicts be weeded out and corrected.

How does a SoA determine if a device has enough differences to ensure that there are no conflicts? The ECS uses a system called marks of conflict to determine whether or not two devices are different enough to allow passage. Essentially, any difference in the tincture, division, or charge could be called a mark of conflict. A difference in the field tincture is a mark, as is the tincture of a bordure. A difference in the division of a field is a mark as well. The tincture of a charge is a mark, as well as the location of the charge on

the device. As long as the conflict can be seen when viewed on the form from ten (10) feet away, this method of distance viewing attempts to simulate viewing the noble's banner on the field.

What are NOT to be considered as marks, are:

1. The position (attitudes) of an animal charge (rampant, Statant, etc.)
2. The shade of the colour Azure (blue). From a heraldic standpoint blue is blue, be it royal, navy, baby, etc.
3. Any marks that cannot be recognized on the form from ten (10) feet away.

The College of Arms requires at least two marks of conflicts (and no violations of #3, above) to allow passage of any device. If the above marks are not found, the device is sent back and suggestions on how to correct the problem. No device that does not allow for at least two (2) marks of conflict will be passed. Even if the two marks are found, if there is too great a visual similarity the device will be returned to the submitter.

Conflicts of Arms are not limited to the ECS registered arms. Care must be taken to check arms against the National, Attributable, and famous arms of the period and those currently in existence. Any reputable monograph on Heraldry will have a listing of these for ease of reference.

**Please Note:** As the College of Arms cannot dedicate itself to the full time occupation of armorial research. It is understood that if at any time arms are discovered to conflict with arms registered in any National College of Arms in the mundane world the arms will be rejected and must be resubmitted (even if the Imperial College of Arms has already accepted them). Also if your arms are Copyrighted, Trade Marked, or Published in any form of mundane publication they will be rejected and must be resubmitted.

The exceptions to the rules of conflict are for Estates, Territories, Orders, Guilds and Awards. The same rule will also apply to the Badges for a Ruler, Officers, and Estates Only one (1) mark of conflict is required.

Badges are defined as the sub-device of a Ruler, Officer, and Estates for the purpose of signifying their presence or to mark their items as belonging to them.

The standards for badges are as follows,

1. A Ruler – at a minimum shall depict the same field as the area they govern. Once it is registered it will be passed from Ruler to Ruler.

2. Officers – Maybe with a field or fieldless, but if it has a field it shall include the main field of the area that the Office is located.

3. Estates – Shall bear the main field and the main charge of the Estates.

The Imperial College of Arms shall deny any device that gives reference to any exclusion of “hate symbols”. Simply put, these are charges that carry unacceptable connotations in the modern world (i.e., the swastika, the inverted pentagram, etc.). These imply allegiance or acceptance of such beliefs as Nazism and Satanism and are NOT to be allowed on ECS Heraldry. However, such positive charges as Crosses and a balanced or upright Pentagram (the symbol of many Wiccans) are agreeable (upright pentagrams should be blazoned as a five pointed mullet. The actual display of the star as a pentagram by the member should be considered “artistic license”). Other religious symbols may apply, and should be researched and referenced accordingly.

While we do not currently regulate complexity of the device, we do highly encourage and recommend that you try and keep it simple. There were arms that are highly complex in period. Remember that it is you that will have to reproduce the device on a banner, tabard, pinot, etc.

Each device is to be submitted on a heater shield, but a member can display the device as they wish.

Each device shall be submitted with three color copies and three uncolored line drawings to their Pursuivants SoA. One copy of each is to be kept by the Pursuivants SoA if the device passes this level. The remaining copies shall be forwarded to the Crown SoA. If you're local SoA is the Crown SoA you only need to submit only two copies of each.

One copy of each is to be kept by the Crown SoA if the device passes this level. The remaining copies shall be forwarded to the Imperial SoA for review. If the device passes this level it will be kept for proper record keeping.

The Pursuivants/Crown/Imperial SoA system of review at each level for conflicts is hoped to insure adequate overall accounts for Armorial recognition for one and all throughout the Empire.

If a submitter finds that their device does not fit with the above standers, but is accurate to their persona's culture and time period, then the arms will be reviewed on this basis upon receipt of referenced documentation of said variation.

If the submitter feels that the device was unjustly refused, the submitter may petition the Imperial College of Arms to have the device reviewed. The Imperial College of Arms will meet to discuss the device in dispute. If the College of Arms feels that the refusal was unjust, then the device is submitted immediately to the Imperial SoA for final verification.

## **Acknowledgments**

I would like to say thank you to all of the members of the Imperial college of Arms for their help and input in this new Manual of Heraldry. I would also like to say thank you to HE Sir Siegfried von Lubeck, KP, for all of his hard work on the former Manual of Heraldry and his hard work over the years in helping to make Heraldry a part of the ECS.

All art work provided by Lady Emma inn Heithinn  
Update by Don Sir Michel da Pietramala KA, KP

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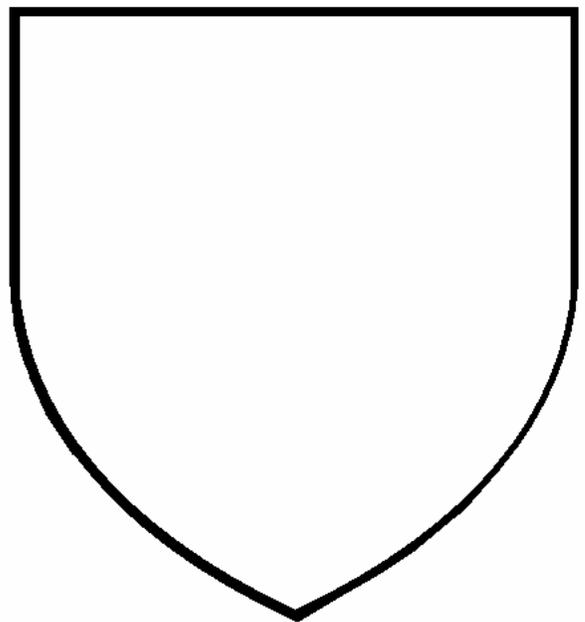
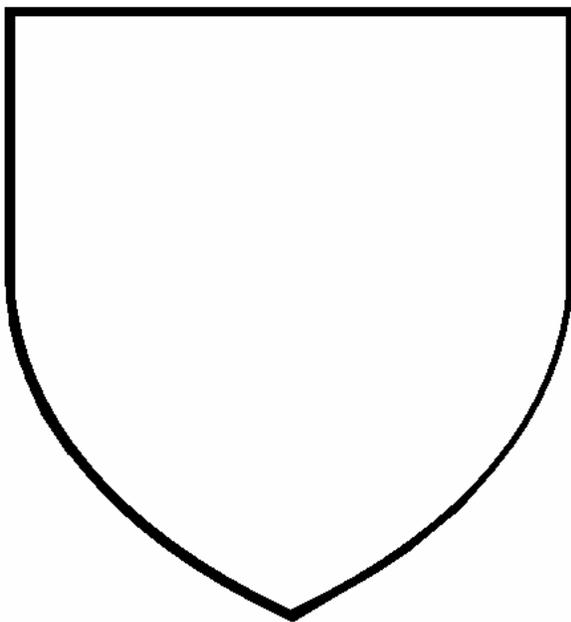
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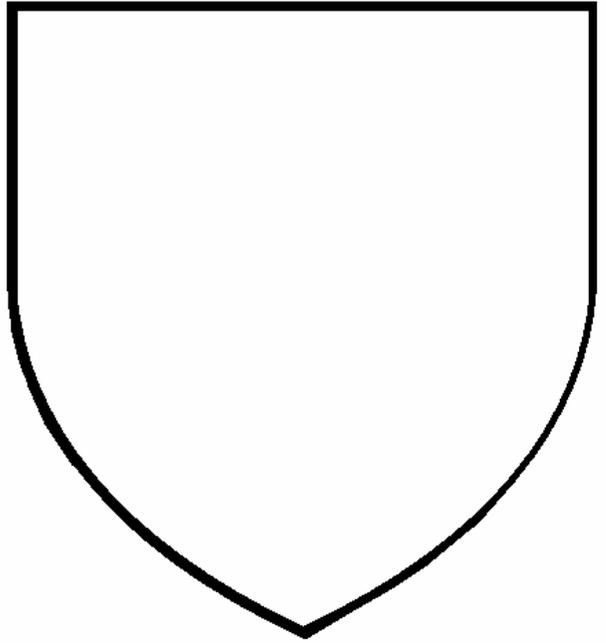
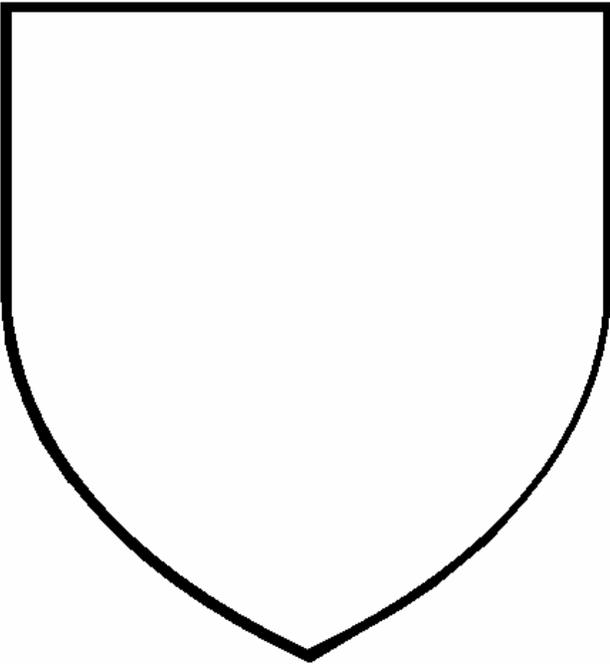
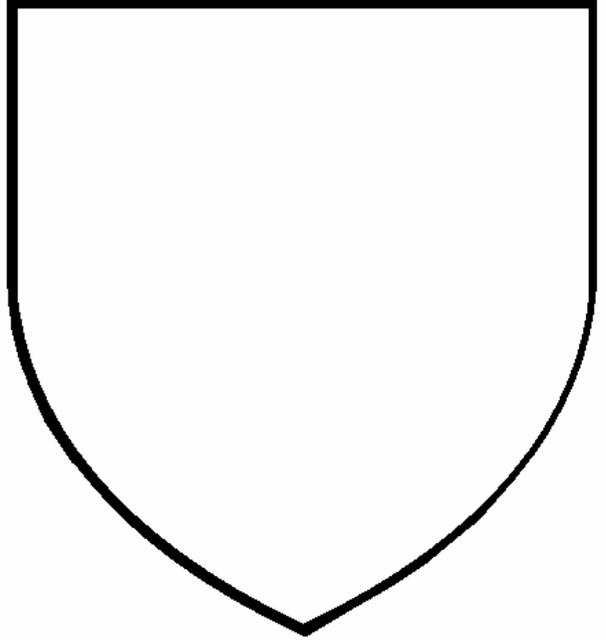
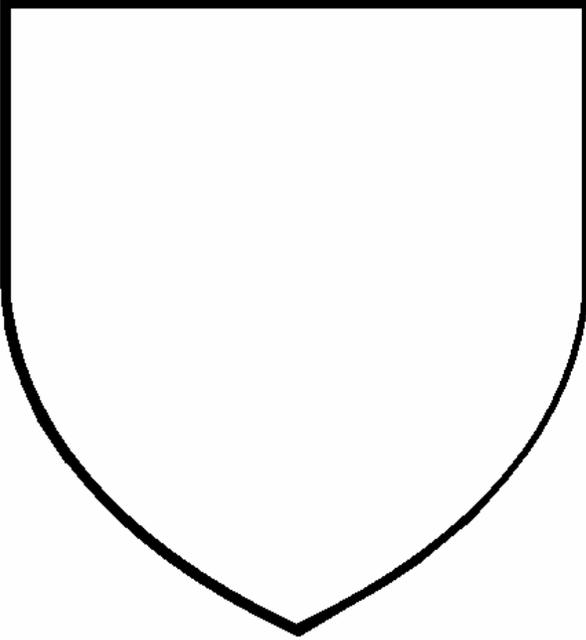
## Heraldry Worksheet

There are many different things that you can do in Heraldry in creating a device. These are just a few questions to ask yourself before you start.

1. How do I want the device to look?
2. What Colour do I want my device?
3. What kind of charge do I want to represent my persona?
4. What kind of extra things do I want to add?
5. Where and how do I want to place all of this on my device?

I recommend that you play with the shields on this worksheet first to get some idea of what you want. Then take the worksheet and get with your local Sovereign of Arms (SoA) to move forward in creating your device to the standers of the Imperial College of Arms, be it a device for personal, estate, guild, order, etc.

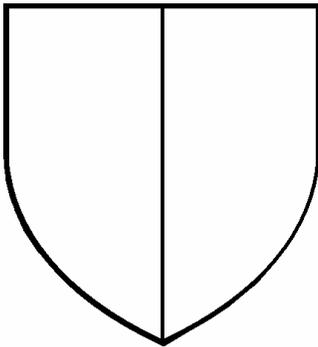




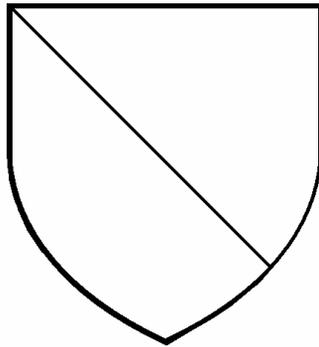
**Appendix A**  
Colours, Stains, Metals, Furs, and Vair

## Appendix B

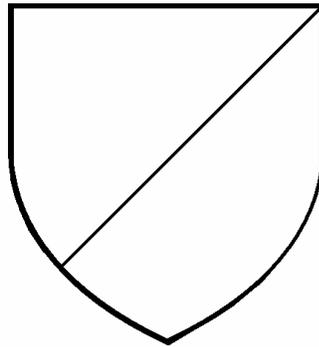
### Parted and varied fields



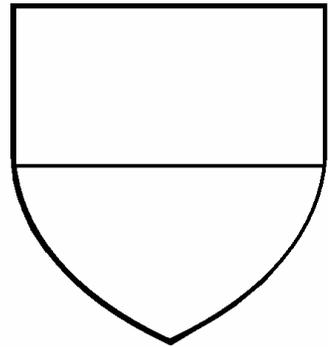
Per Pale



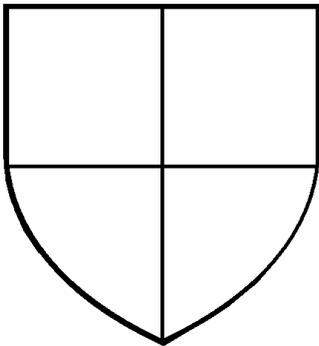
Per Bend



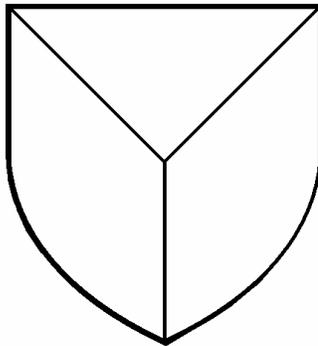
Per Bend Sinister



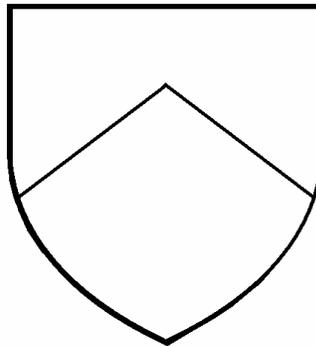
Per Fess



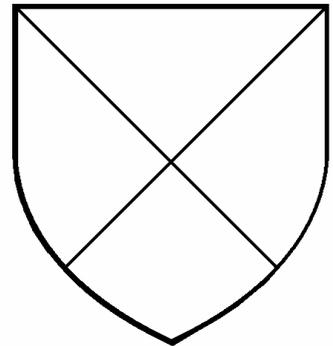
Quarterly



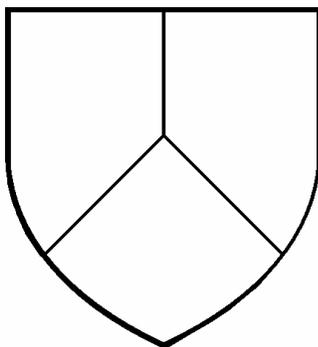
Tierced in Pairle



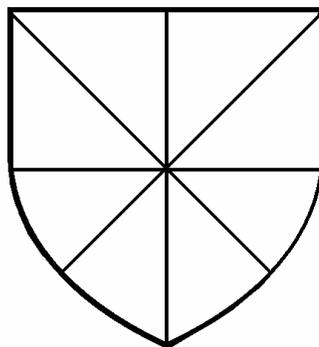
Per Chevron



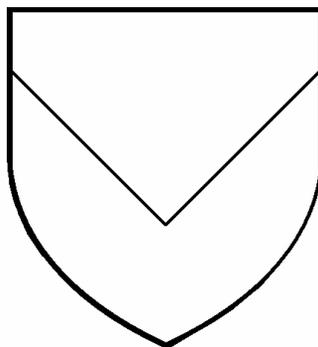
Per Saltire



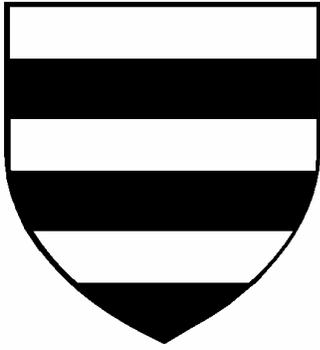
Tierced in Pairle  
Reversed



Gyronny



Per Chevron  
Reversed



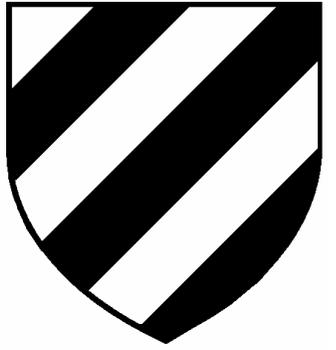
Barry



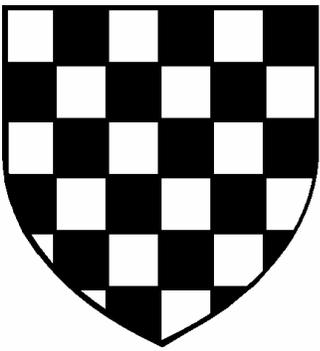
Paly



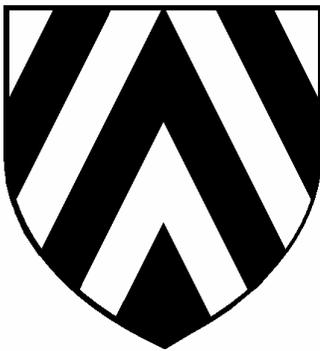
Bendy



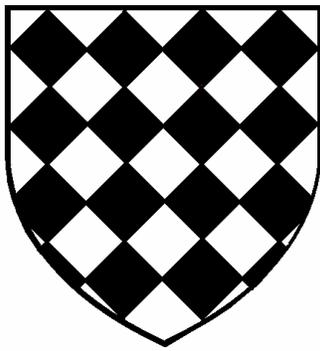
Bendy  
Sinister



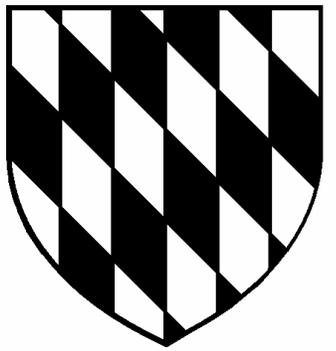
Chequy



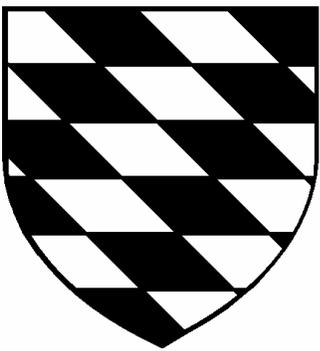
Chevronny



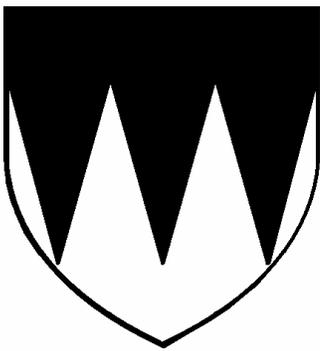
Lozengy



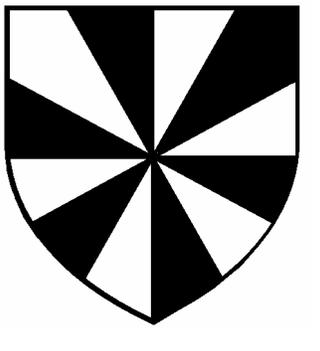
Paly  
Bendy



Barry Bendy

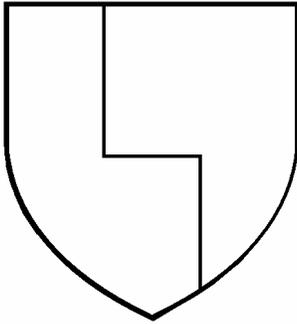


Pily

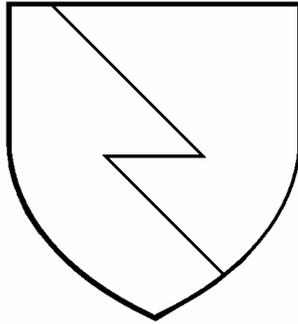


Gyronny of Twelve

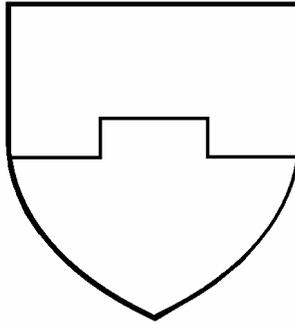
**Appendix C**  
Lines of Partition



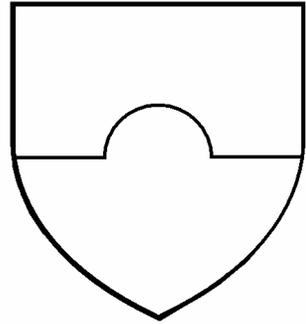
Angled



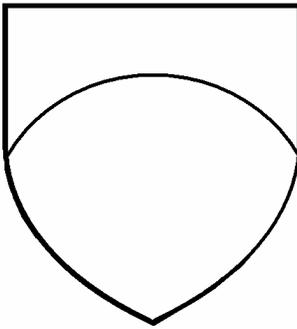
Bevilled



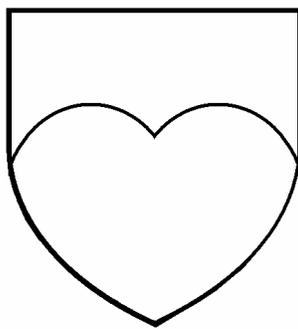
Ecartelle'



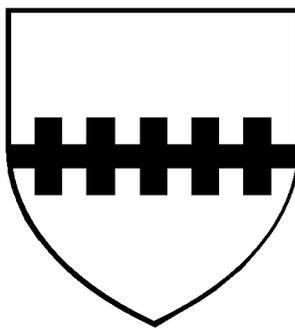
Nowy



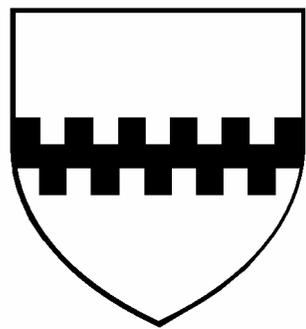
Arched or  
Enarched



Double Arched

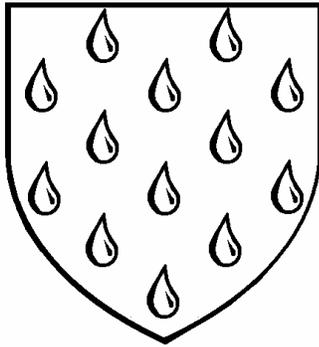


Bretesse' or  
Bretessed



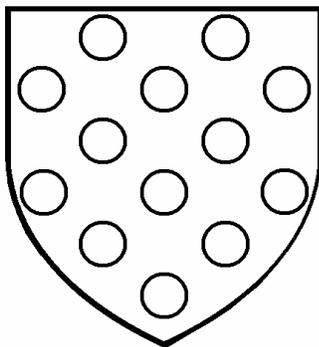
Embattled Counter-  
Embattled

**Appendix D**  
Seme'



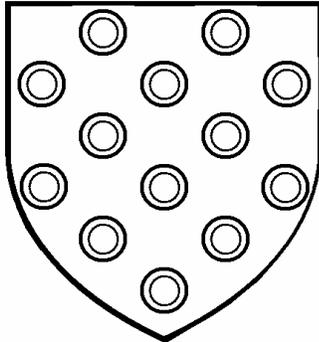
**Drops**

- Goutty d'or (Gold Drops)
- Goutty d'eau (Silver Drops)
- Goutty de Sang (Red Drops)
- Goutty des Larmes (Blue Drops)
- Goutty d'huile (Green Drops)
- Goutty de Poix (Black Drops)

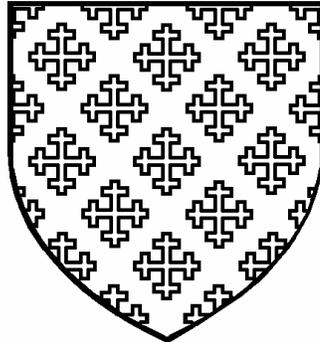


**Roundels**

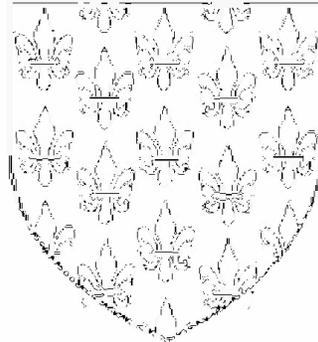
- Bezanty (Gold Roundels)
- Platy (Silver or White Roundels)
- Semy of Tourteaux (Red Roundels)
- Hurty (Blue Roundels)
- Pommety (Green Roundels)
- Pelley (Black Roundels)



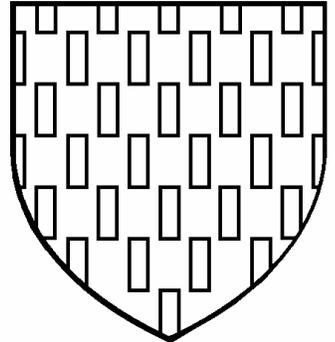
**Annuletty**



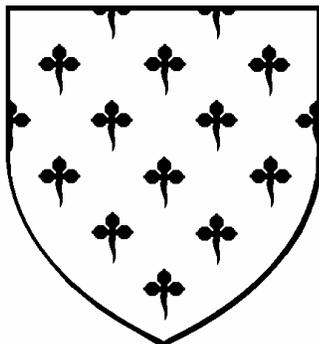
**Crusity**



**Fleuretty or  
Semy-de-lis**



**Billey**

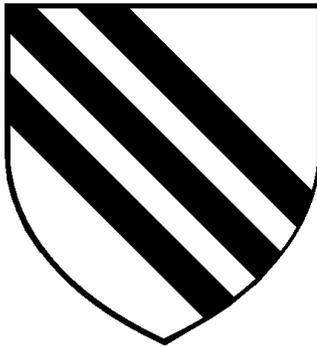


**Trefle'**

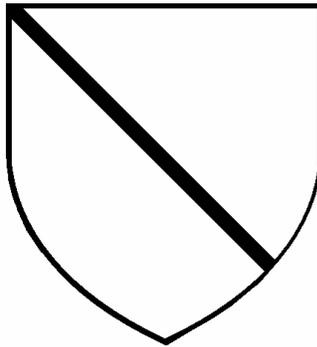
**Appendix E**  
Ordinaries, Sub-Ordinaries



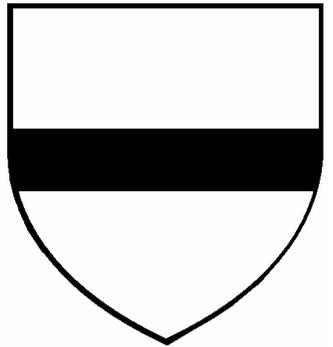
Bend



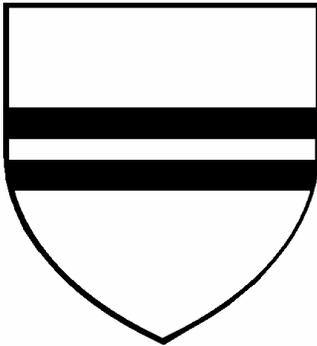
Bendlets



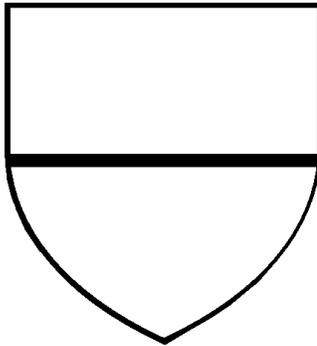
Riband



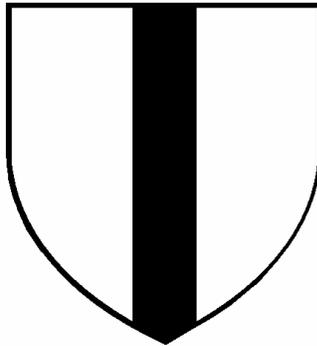
Fess



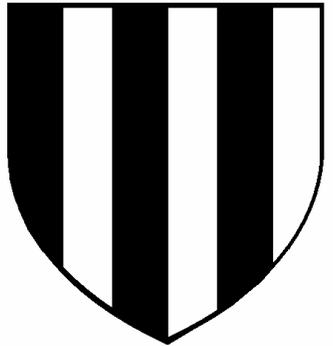
Bars



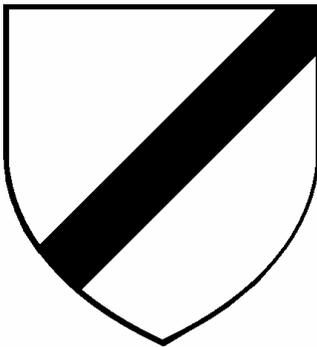
Barrulet



Pale



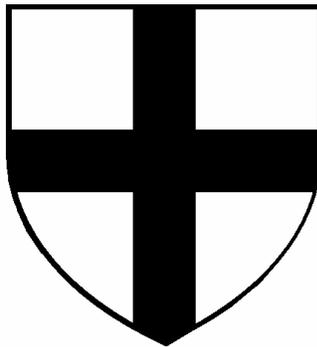
Pallets



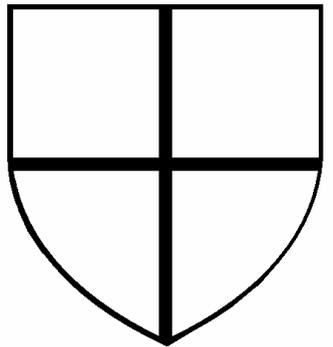
Bend Sinister



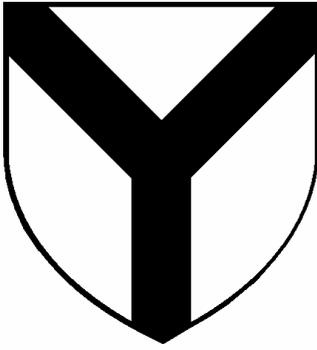
Bendlets Sinister



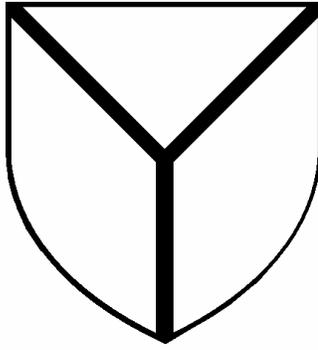
Cross



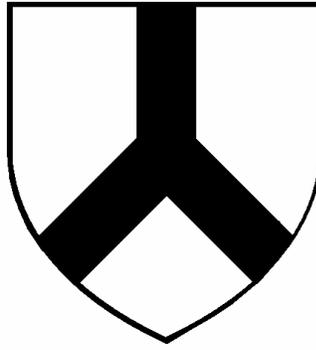
Fillet Cross



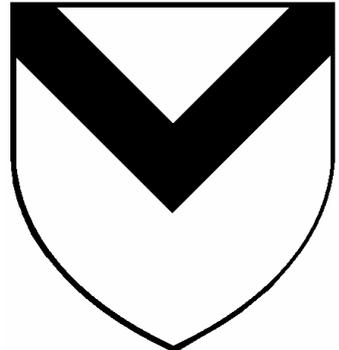
Pall



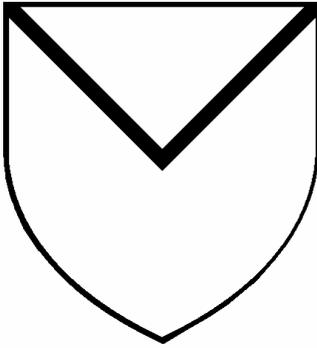
Fillet Pall



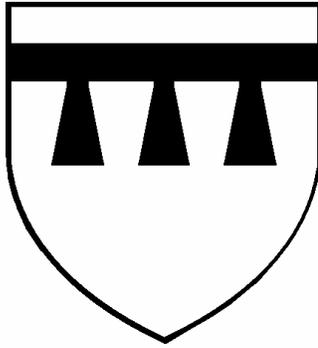
Pall Reversed



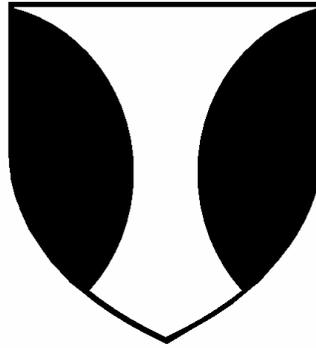
Chevron Reversed



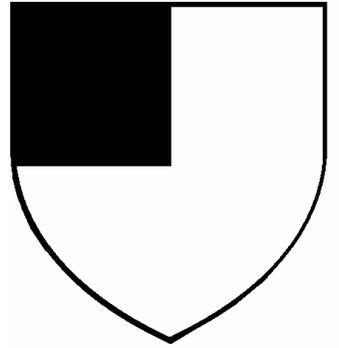
Chevronel Reversed



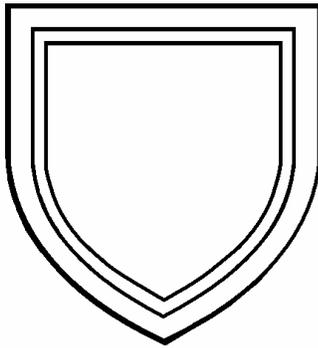
Label



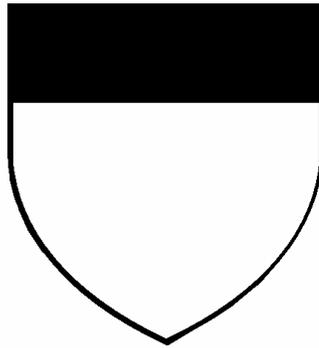
Flanches



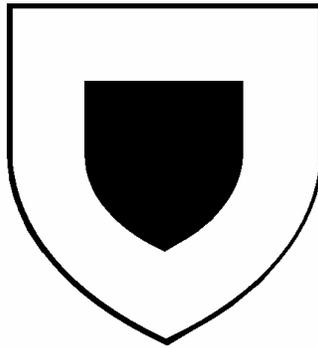
Quarter



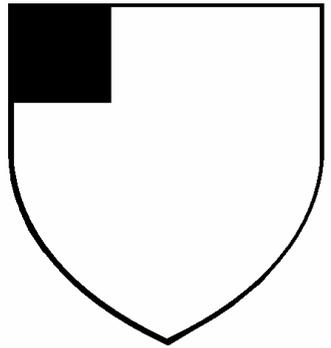
Double Tressure



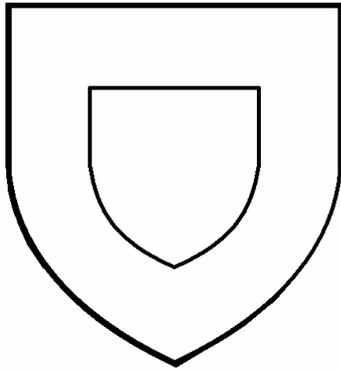
Chief



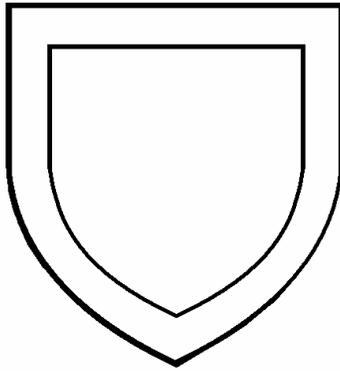
Inescucheon



Canton



Orle



Tressure

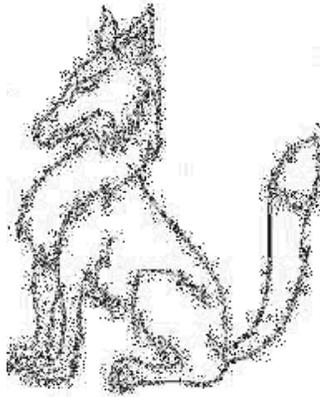


Bordure

**Appendix F**  
Common and Miscellaneous Charges



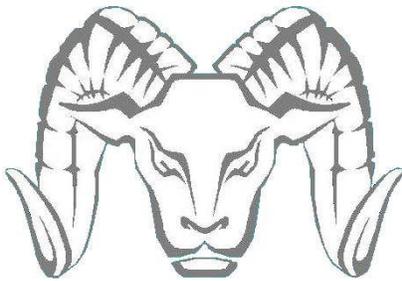
**Gryphon Segreant**



**Fox Sejant**

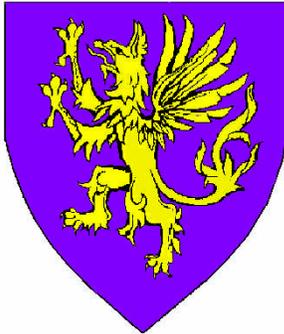


**Owl Affronte'**



**Ram's Head Caboshed**

**Appendix G**  
Blazoning  
Simple



Arms of Lady Dame Satianna Lefebvre, KA, KMn

Field – Purpure  
Charge – A Griffin segreant or

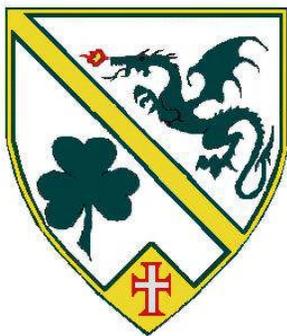
Medium



Arms of Contessa Dame Isabeau des Pegases, KP

Field – Sable  
Charge – a bend voided or  
Secondary charge – a Pegasus rampant to the sinister argent, between a compass star or in dexter chief and an oak leaf proper in sinister base

Difficult



Arms of Baron Sir Coranata MacMurin, KB, KA

Field – Argent  
Charge – a bend or fimbriated vert  
Secondary charge - a dragon incensed vert sinister, a clover vert dexter  
Sub-ordinary - a lozenge in base or  
Charged with - a long cross argent fimbriated gules

## **Appendix H** **Symbolisms**

One of the many things I get asked is “What does this and that mean or symbolize?” So I thought I would add a few of the meanings of some of the many things in Heraldry that I have found. They are from *The Symbolisms of Heraldry or a Treatise on the Meanings and Derivations of Armorial Bearings* by Cecil Wade published in London in 1898.

### **Tinctures**

**Or** – Generosity

**Argent** – Peace and sincerity

**Sable** – Constancy, sometimes grief

**Azure** – Loyalty and truth

**Gules** – Military fortitude and magnanimity

**Vert** – Hope, joy and sometimes loyalty in love

**Purpure** – Royal majesty, sovereignty and justice

**Tenne'** – Worthy ambition

**Murray** – Not hasty in battle, and yet a victor

**Sanguine** – Same as Murray

### **Heraldic Lines**

**Nebulee or Nebuly** – The sea or water

**Engrailed and Invecled** – Earth or land

**Indented** – Fire

**Dancette** – Water

**Ragulee or Raguly** – Difficulties which have been encountered

**Embattled** – Fire or the walls of a fortress or town

### **Ordinaries**

**Bar** - For "one who sets the bar of conscience, religion and honor against angry passions

**Bend** - Defense or protection

**Bordure or Border** - Frequently adopted as a "difference" between relatives bearing the same arms

**Canton** - Bearing of honor. When borne charged, it often contains some special symbols granted by the sovereign in reward for the performance of eminent service

**Chief** - Dominion and authority.

**Chevron** - Protection

**Fess** - Military belt or girdle of honor

**Gyronny** - Unity

**Orle or Tressure** - Preservation or protection

**Pale, Palet and Pile** - Military strength and fortitude

**Quarter** - Bearing of honor. Similar to the Canton

## **Common Charges**

**Heart** – Charity, sincerity

**Flaming Heart** – Ardent affection

**Hand** – Faith, sincerity and justice

**Wings** – Celebrity, sometimes protection or coverture

**Feathers** (usually ostrich) – Willing obedience and serenity

**Dolphin** – Charity and a kind affection towards children

**Unicorn** – Extreme courage

**Pegasus** – Exceeding activity and energy of mind whereby one may mount to honour

**Sun** – Glory and splendor

**Crescent** – Signifies one who has been enlightened and honored by the gracious aspect of his sovereign

**Moon** – Serene power over mundane actions

**Lightning** – The effecting of some weighty business with great clarity and force

**Falcon or Hawk** - One eager or hot in the pursuit of an object much desired

**Griffin** - Sets forth the property of a valorous soldier whose magnanimity is such that he will dare all dangers, and even death itself, rather than become captive.

**Lamb** - Gentleness and patience under suffering

**Lion** - Deathless courage

**Wolf** - Denotes valiant captains that do in the end gain their attempts after long sieges and hard enterprises. One whom it is dangerous to assail or thwart

**Bridge** - Signifies a governor or magistrate

**Bear** - Ferocity in the protection of kindred

**Boar** - A fierce combatant when at bay, and ceases fighting only with its life, and therefore

may be properly applied as the armorial bearing of a warrior

**Tower or Castle** - Grandeur and solidity. Sometimes granted to one who has held one for

his king, or who has captured one by force or stratagem

**Tiger** - Great fierceness and valor when enraged to combat; one whose resentment will be dangerous if aroused

**Sword** - Indicates the bearer to a just and generous pursuit of honor and virtue in warlike deeds

**Ram** - Authority

**Peacock** - Beauty and pride of carriage

**Mullet** - Denotes some Divine quality bestowed from above

**Panther** - As a lion may be said to signify a brave man, so may a panther a beautiful

woman, which, though fierce, is very tender and loving to her young, and will defend it

with the hazard of her life

**Hawks or Falcons Bells** - One who feared not to signal his approach in either peace or war

**Dragon** - A most valiant defender of treasure

**Griffin** - Sets forth the property of a valorous soldier whose magnanimity is such that he will dare all dangers, and even death itself, rather than become captive

**Portcullis** - Effectual protection in emergency

**Owl** - One who is vigilant and of acute wit