

On Heraldry

ALL scrolls are heraldic documents, whether they bestow Arms or not. Heralds are the people who keep track of precedence, and scrolls are documents recording the bestowal of precedence. You can make your illumination, showier and more authentic by slathering it with heraldry, especially if the recipient has registered Arms. You should also use Order Badges, the Royal Arms or badge, Baronial and Shire Arms, Household devices, or whatever is appropriate to the recipient.

Blazon

The verbal description of Arms or badges as registered with the College of Heralds. When a scroll bestows Arms, the description, or Blazon of the recipient's Arms, must be included. If the recipient does not have registered Arms, leave three or four blank lines so that the blazon may be added when his or her Arms become official.

Emblazon

The drawing or picture of the Arms in question, usually displayed on a shield. For those awards bestowing Arms, a depiction of the Arms must be included. If the recipient does not have registered Arms, include a blank space either in the illumination or within the text so that the emblazon of the Arms may be added later. These are usually displayed on shields, but there are exceptions. Many people with Japanese personae have Mons rather than Arms, which are displayed on roundels instead of shields. Although the lozenge shape was sometimes used in period for the display of ladies' Arms, you should only use it if the recipient has shown a preference for it. When in doubt, assume the shield shape is correct.

For Grants and Patents of Arms, you may wish to include a full or partial "Achievement" of Arms, which can include: a helm, wreath and mantling, crest, supporters, compartment, and motto. For more information on Achievements, see the diagram at the back of this booklet, or the bibliography for recommended heraldic source books.

If the recipient does not have registered Arms, lightly pencil in a shield shape to add the emblazon later.

Interpreting Blazons

This topic could be a complete book of its own, and quite honestly the only way to get good at figuring out what a heraldic description looks like is to study with a herald. If your local herald receives the East Kingdom Internal Letters of Intent, ask to see them. Compare the blazons with the emblazons. If you don't have a local herald with whom you can work, look at some of the heraldic source books listed in the bibliography of these Standards. You will need them as regular

references anyway. Learn how to blazon, and you will be able to design emblazons.

If all this heraldry sounds like more than you're interested in doing, there's another option. Get friendly with your local pursuivants, especially the "book" heralds, and ask them to sketch the more complicated devices as you receive your assignments.

Whether you decide to learn heraldry or not, you should get a reference book with pictures for some of the more esoteric charges. To get you started, here is some very basic information:

Colors:

Gules = red

Azure = blue

Sable = black

Vert = green

Purpure=purple

Metals:

Or = gold/yellow

Argent = silver/white

Furs:

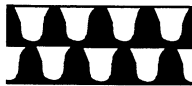
Ermine = white with black spots

Ermines (aka Counter Ermine) = black with white spots

Erminois = gold with black spots

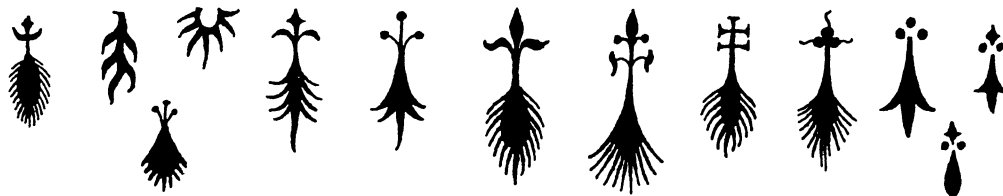
Pean = black with gold spots

Vair = alternating pattern of blue and white bullet shapes



VAIR

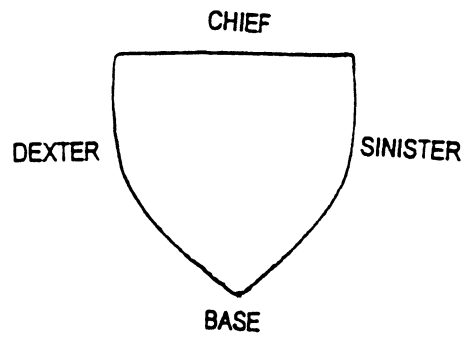
STYLES OF ERMINE SPOTS



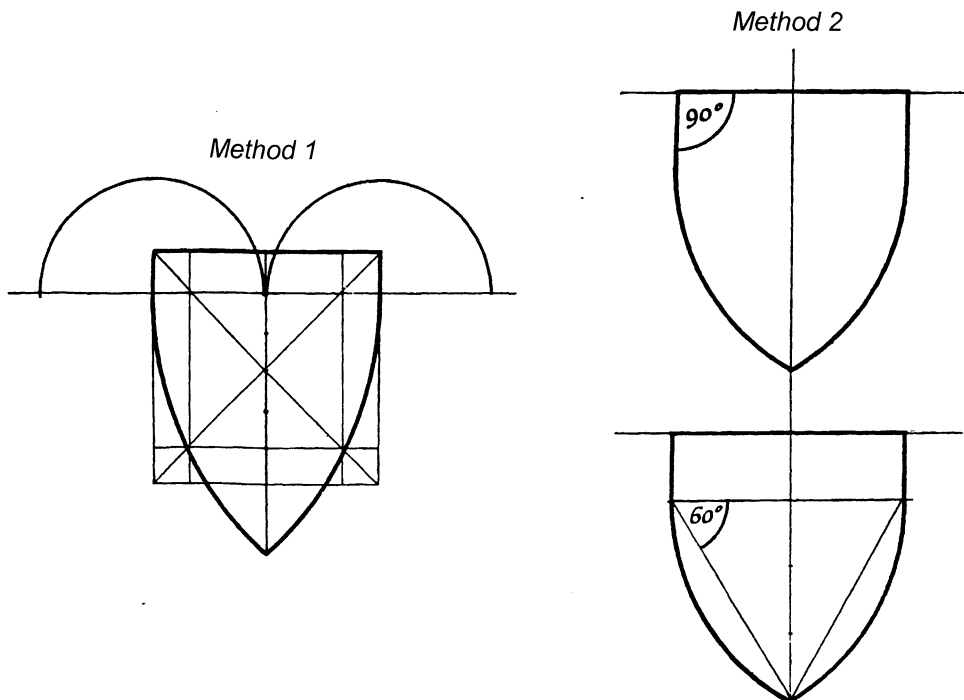
Parts of the Shield:

Charges may face to Dexter and to Sinister.

See default position sheet,



Methods for drawing a shield:

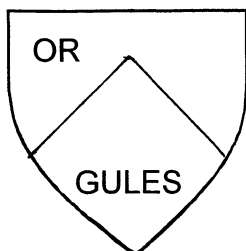


Conventions:

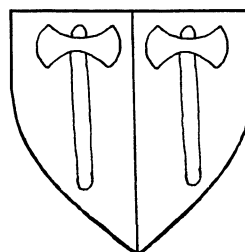
The following assumptions are made in heraldry:

The field is always blazoned first.

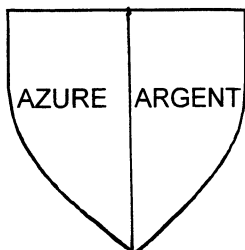
Field divisions are blazoned from upper left to bottom right. "Per chevron Or and gules" is gold on top and red on bottom.



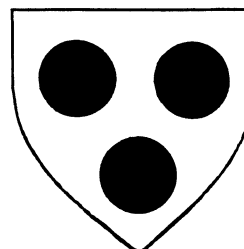
Two of any charge default to the position of being stacked vertically, except where a field division makes another position more artistically reasonable: "Per pale azure and gules, two battle axes Or" has the axes placed horizontally on either side of the palewise division.



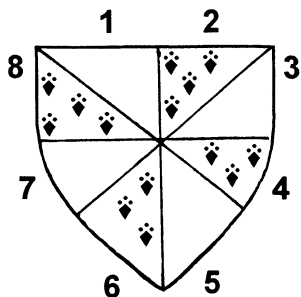
"Per pale azure and argent" is blue on the left and white on the right.



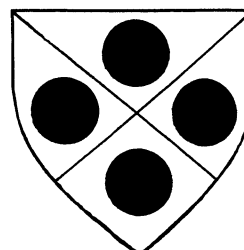
Three of any charge default to the position of two on top and one on the bottom unless otherwise stated.



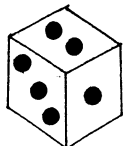
Up takes precedence over left, so in "Gyronny Vert and Ermine" the green (vert) starts at #1 and goes around the shield thus:



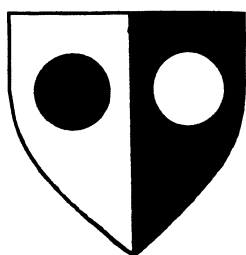
Four of any charge default to two on top and two on bottom unless the field is divided per saltire (X-shaped), in which case there is one in each quadrant.



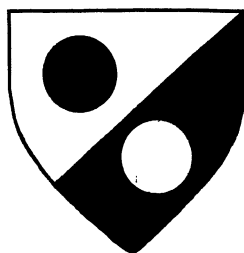
There is no perspective in heraldry. Charges are drawn flat and mostly two-dimensional. Three-quarter view is specifically forbidden, except for dice, which are always shown 3/4 view.



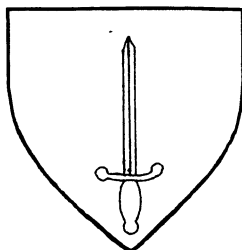
"Counterchanged" means of opposite colors.



"Per bend Or and sable, two roundels counterchanged" has a gold upper half with a black circle and black lower half with a gold circle.



Swords, axes, needles, knives and other sharp implements have a default position of points to chief handles to base. Default position for arrows, darts and bolts is point down (base). Think "Death from above".



Creatures always face to Dexter (left as you look at the page) unless otherwise stated. This way, when they are painted on a fighter's shield, they are going INTO battle, not running away from it.



Heraldic creatures are very stylized, and often do not resemble the natural animal whose name they bear. For example, a heraldic tyger looks somewhat like a cross between a wolf and a lion.



Look at one of the source books for pictures. Heraldic beasts are also generally drawn very very wasp-waisted and big chested, like superman.



Warning! This is not enough heraldic information! GET A BOOK! TALK TO YOUR LOCAL PURSUIVANT!

Rampant, Sejant, and Sejant Erect are the most common animal positions. If you do not find what you need, please consult your local Herald, or check with the Sylvan Signet.



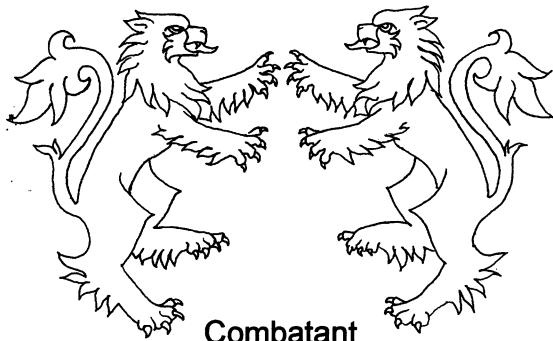
Rampant



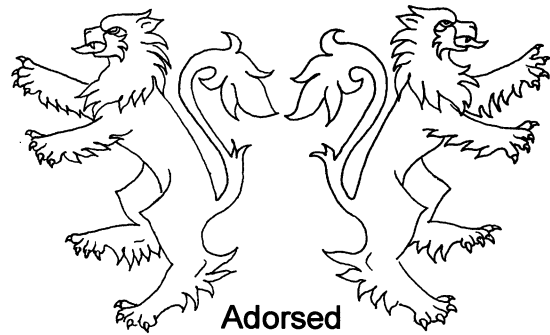
Sejant



Sejant Erect



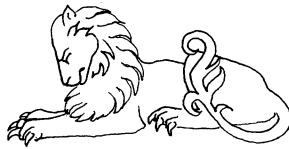
Combatant



Adorsed



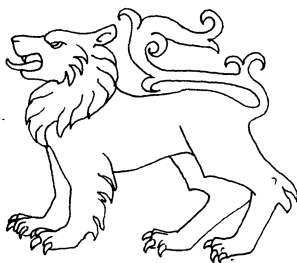
Couched



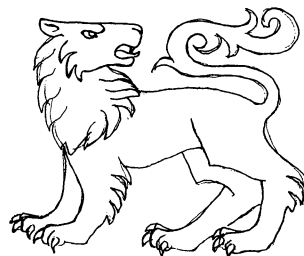
Dormant



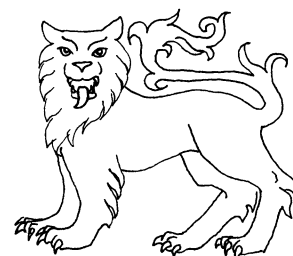
Passant



Stant



Reguardant



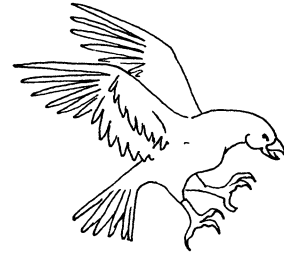
Ardant



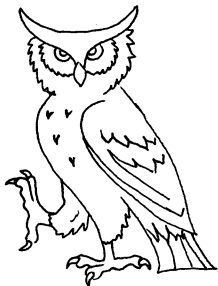
Salient



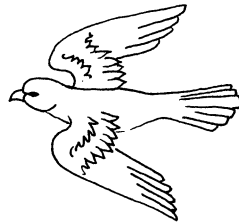
**Displayed
(eagle)**



Diving



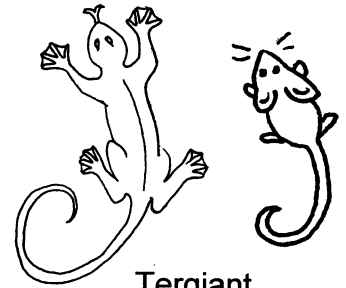
Closed



Volent



**Volant
(specific
to insects)**



**Tergiant
(back view)**



**Naiant
(dolphin)**



Hauriant



**Urinant
(diving)**



Embowed

Descriptions for heads NOT attached to bodies:



Erased

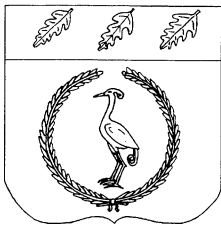


Couped

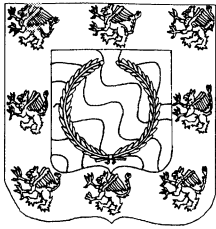


Cabossed

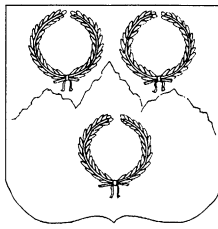
Abhainn Ciach Ghlais



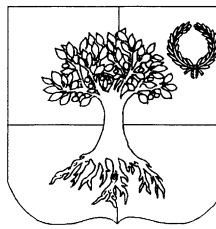
Beau Fleuve



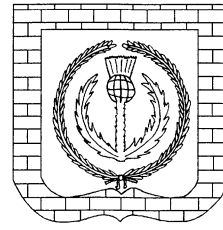
Blackstone Mountain



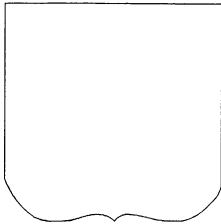
Coppertree



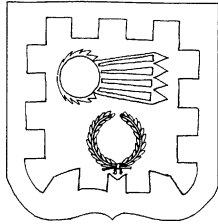
Cor d'Or



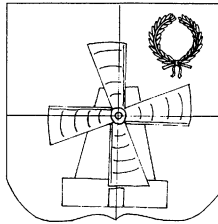
Courtlandslot



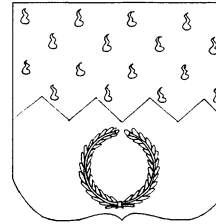
Debatable Lands



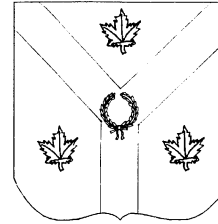
Delftwood



Endless Hills



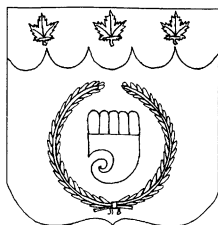
Hartstone



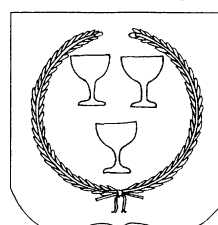
Heronter



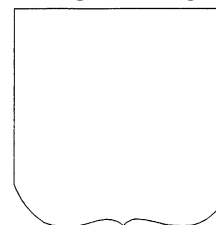
Hornwood



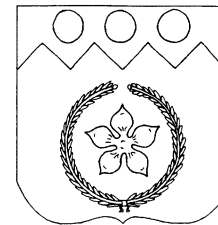
Hunters Home



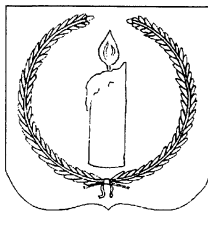
Kings Crossing



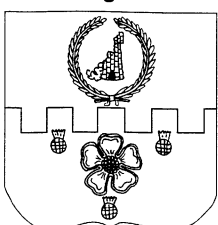
Misty Highlands



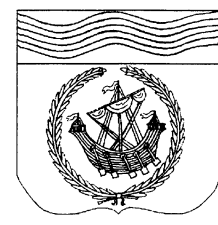
Myrkaelinn



Nithgaard



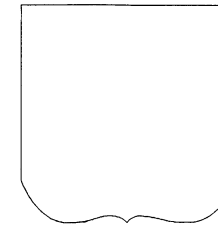
Port Oasis



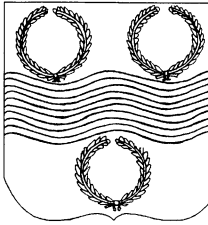
Rhydderich Hael



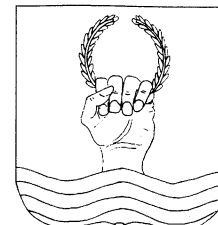
Riverrouge



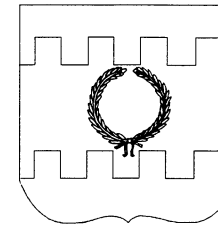
Riversmeet



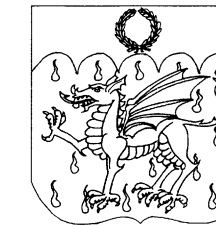
St. Swithins Bog



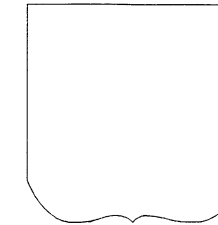
Stelton Wald



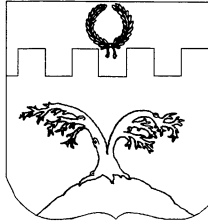
Sterlynge Vayle



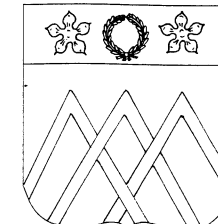
Stormsport



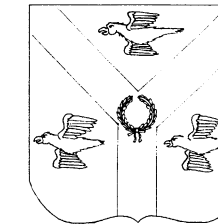
Sunderoak



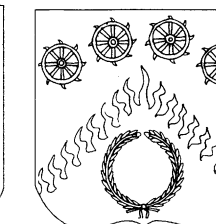
Sylvan Glen



Thescorre



Winter's Edge



Wyntersett

