

Realms of Avalon Heraldry Manual

Version 2.0



***Rules for Creating, Registering, and Displaying
Heraldic Designs in the Realms of Avalon, Inc.
and
Introduction to Historical Medieval Heraldry***

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INTRODUCTION:

Heraldry is one of the most obvious aspects of Medieval and Renaissance re-creation, since it adorns banners, shields, surcoats, and other prominently displayed items. Heraldry is useful for its decorative and "mood-setting" nature, and for its primary historical function -- identification.

Given the educational goals of Realms of Avalon, our organization promotes the use of Period heraldic style. In fact, heraldry may be the easiest Period item of all to acquire -- while building an accurate wardrobe takes time and money, Period designs are freely available.

The structure of the Avalon College of Arms, and Avalon's rules of heraldic design and usage, are modeled on Period English heraldry, since that is the form of heraldry most familiar to English speakers, and because it was (and is) one of the best-regulated and best-defined systems available. It is recognized that other systems did exist within our scope, but having a single universal system -- with allowances for "artistic license" as necessary -- will be the most efficient solution for Game play.

Every member of Avalon is considered automatically armigerous - that is, being of sufficient rank to display a heraldic device on a shield or banner. Other forms of heraldic display (addition of crest and supporters, use of badges/livery, etc.) are restricted to certain ranks and will be described in the "Heraldic usage" section of Part 1, and in Part 2.

Heraldic registration and usage are not mandatory. Members need not register or use heraldry of any kind, though all members do have the right to do so.

Heraldry as we know it (specific, inherited designs related to a particular family lineage) first appeared in the 12th Century, and, technically, personas from earlier time points would not have had heraldry, though they might have had decorated shields, banners, etc. However, for the purposes of Game play, people with early-Period personas may register and use heraldry if they wish; similarly, individuals are not required to register devices stylistically in keeping with the time and place of their persona, though doing so is recommended. As long as a device is within Period design boundaries, it is acceptable.

Keep in mind that the modern sense of design (and of what is "heraldic") is not necessarily the same as in Period - Medieval and Renaissance people had very specific views on symmetry, layout and "balance," which need to be followed for an accurate result. This may require changes to an initial idea for a heraldic design. Also, since we intend to keep heraldic devices and badges within the Realms unique, changes may be needed to avoid conflict with another, previously registered, design. Because of this, it is often best for registrants to focus on the tinctures and charges they want in a design, and be prepared to rearrange those elements as necessary. The number of designs possible with any given set of tinctures and charges almost guarantees that one will be able to successfully register some variation on a theme, even within the constraints of Period style and avoidance of conflict - and the College of Arms is here to help with that!

The following Rules describe the design, uses, and registration of Avalon heraldry, and the functions of the College of Arms.

PART 1 - RULES OF HERALDIC DESIGN AND USAGE.

Herein is set forth the manner in which devices and badges are to be designed, judged, and used.

I. THE RULE OF TINCTURE

The Rule of Tincture defines how the tinctures of heraldry are used, to provide the best visual contrast possible. The Rule says:

"Metal may not be placed on metal nor color be placed on color,"

which means a colored charge must be used on a metallic background, and vice versa.

Though Period heraldry contains occasional violations of the Rule, for Game purposes the Rule will be strictly enforced, in the interests of good heraldic style and good visual contrast.

A. ACCEPTABLE TINCTURES.

Acceptable tinctures are those used in Period heraldry, namely:

The "*metals*" - or (gold/yellow) and argent (silver/white).

The "*colors*" - sable (black), gules (red), azure (blue), vert (green), and purpure (purple).

The "*furs*" - the ermine and vair "families."

No other tinctures are allowed, even though other colors have since been accepted in Mundane heraldry (e.g. murrey, tenne, etc.). Exceptions will not be made for "proper" depictions of charges (e.g. charges depicted in their natural colors).

B. THE COLORS.

In practice, the colors may be depicted in any shade desired - an "azure" field may be depicted as sky blue, "true" blue, midnight blue, etc. There is no need to specify a shade of color in a device blazon - that is an artistic choice left up to the registrant. The only requirement is that tinctures be recognizable (blue should not be so dark as to look black, for example). Note that vert and purpure are rare in early Period heraldry, and are mostly found in later Period devices.

C. THE METALS.

The metals may be shown as either metallic gold and silver, or as the non-metallic

equivalents, yellow and white. A design may be displayed with either form of metal, so long as usage is consistent within a single depiction (e.g. all the metals in a single banner have to be either metallic or non-metallic - one cannot have or as metallic gold the same time one has argent as white, for example).

D. THE FURS.

"Furs" are regular patterns made up of one color and one metal. The major furs are the *ermine* family and the *vair* family.

Other "fur" types were used (more rarely) in Period; for our purposes, these will be considered field treatments rather than tinctures, and dealt with on a case-by-case basis.

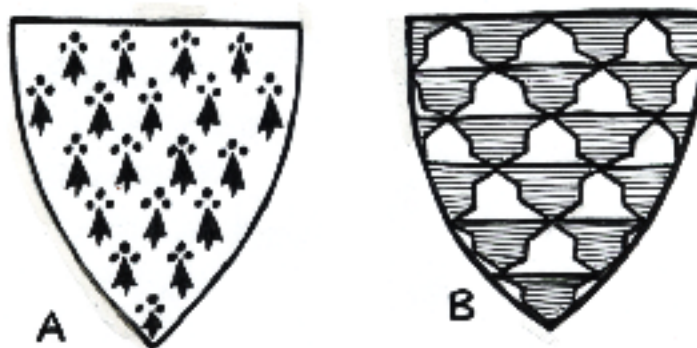


Figure 1. The basic furs. A. Ermine. B. Vair.

1. ERMINE.

The ermine family is made up of a field dotted with "spots" intended to resemble ermine tails on a fur garment. The four versions are:

Ermine - argent field, sable spots.

Counter-ermine or ermines ("er-min-ESS") - sable field, argent spots.

Erminois ("er-min-WAH")- or field, sable spots.

Paean ("PAY-on") - sable field, or spots.

Furs in the ermine family are considered equal to their background tincture for Rule purposes (e.g. ermine is considered to be argent, and cannot take a metallic charge), but are considered unique tinctures for purposes of conflict (see Part 1, sec. V).

2. VAIR.

The vair family consists of repeating geometric patterns, similar to checkerboard or tile patterns, alternating between a metal and a color. The main versions are vair, potent, and countervair, though there are many others. The

acceptable tincture combinations for these furs are:

Azure and argent (the "default" tincture combination)

Gules and or (needs to be specifically blazoned - e.g. "vairy gules and or").

Furs in the vair family are considered "neutral" by the Rule, as they are equally divided between color and metal (see Part 1, sec. I. F.); however, any charges placed on them must not repeat the vair's tinctures (e.g., an azure or argent lion may not be placed on a vair background).

E. FIELD DIVISIONS.

Fields may be divided into 2 colors or 2 metals. These are considered colors "next to" colors or metals "next to" metals, rather than tinctures placed on top of one another, and thus allowed under the Rule. The restrictions are:

The field division must use straight lines only - complex lines of division (embattled, engrailed, etc.) require the field be divided into color and metal, so the line of division may be clearly seen.

The field may be divided into no more than 4 parts (e.g., quarterly). Fields divided into more than 4 parts (gyronny, checky, etc.) must be divided into a color and a metal, for contrast.

A 3-part field division (e.g. tierced in parle) must consist of 2 colors and a metal, or 2 metals and a color.

Note that color/color and metal/metal field divisions are mostly found in late Period. Early-Period heraldry has color/metal divisions almost exclusively.

F. CHARGES ON DIVIDED FIELDS.

As long as at least one-half a charge is backed by the appropriate "opposite" (color or metal, as the case may be), it is considered to have sufficient contrast for the Rule. Hence, fields divided into a metal and a color may be charged with any tincture, other than one of the 2 field tinctures, so long as the charge(s) involved are backed by enough of an "opposite" tincture. For example, a field divided in half between gules and or may be charged with an argent, azure, vert, sable, or purpure lion, so long as the lion is placed on the central dividing line.

Finely divided fields (e.g. checky) are considered "neutral," and may be charged with any tinctures in any combinations, so long as the field tinctures are not repeated.

G. CHARGES OVERLYING ORDINARIES.

Similarly, if a charge is superimposed upon an ordinary (fess, pale, chevron, etc.) of

the appropriate "opposite" so that at least half the charge is on top of the ordinary, a colored charge may overlap a colored field, and a metal charge overlap a metal field. For example, on a gules field charged with an argent pale, an azure lion may be superimposed overall without violating the Rule.

H. DIVIDED CHARGES.

Charges evenly divided between a color and a metal (e.g. a bend checky vert and argent, a lion vair, etc.) may be placed on either a color or metal, so long as the field tincture is different from the tinctures used in the charge.

I. SMALL DETAILS.

Small details of a charge (eyes, teeth, hooves, etc.) are exempt from the Rule.

J. SYMBOLS OF AUGMENTATION AND CADENCY

(see Part I, sec. VI. E.) are exempt from the Rule, and may be used in a manner violating the Rule to differentiate them from regular charges.

K. DIAPERING/DAMASCENING.

These terms refer to a Period decorative technique of patterning tinctures with either a lighter or darker shade of the same tincture. For example, an azure field might be decorated with a floral pattern in a paler shade of azure, to add texture. This decoration is strictly an artistic choice, and does not violate the Rule in any way, nor does it need to be registered as part of the device blazon.

II. FIELDLESS HERALDRY

In fieldless heraldry, charges stand alone, without a specified field tincture.

Only badges may be fieldless. For the sake of determining conflict, fieldlessness is considered to be a field "tincture" of its own.

In fieldless heraldry composed of multiple charges, all charges must be touching in some manner to create a single, cohesive unit.

III. ARMORIAL STYLE

A. PERIOD STYLE.

A device must conform to Period design standards in order to be registered. Inappropriately modern symmetry or style will not be accepted.

B. MODERNISMS AND TRADEMARKS.

A device may not contain modern charges or references (motorcycles), trademarks (a Nike "swoosh"), or Mundane animals or plants not known in Europe during our Period (kangaroos).

C. "LANDSCAPE" HERALDRY.

Landscape heraldry, in which the design forms an overall picture or illustration, rather than an abstract heraldic design, is not acceptable.

D. OFFENSIVE HERALDRY.

Heraldry deemed offensive by reasonable standards for scatological, sexual, racial, or other reasons will not be registered. Note that some Period charges (e.g. swastikas, Moor's heads, etc.) fall into this category, and will not be accepted even though they can be documented.

E. PRESUMPTUOUS HERALDRY.

Presumptuous heraldry claims ranks, honors, or other distinctions that an individual does not possess, and will not be registered.

F. COMPLEXITY.

Designs are assigned a complexity score as follows: 1 point for each type of charge in a design (multiples of the same charge score 1 point altogether), and 1 point for each tincture.

Scores above 8 are discouraged, and may be refused for registration. Scores of 6 and below are recommended. Example: "sable, 3 lions or" scores 3 points (lions + sable + or = 3 points); "per pale vert and azure, a lion or between 3 stars argent" scores 6 (lion + stars + vert + azure + or + argent = 6).

G. LAYERING.

Excessive layering of charges on top of other charges is discouraged, as it makes designs hard to identify. Acceptable instances of layering are:

A single main charge over an ordinary (pale, fess, etc.)

A single main charge over a field semy (covered with a repeating pattern) of smaller charges.

An ordinary charged with 1 or more smaller charges (a fess or charged with 3 anchors gules, for example).

Other instances of layering will be judged on a case-by-case basis, as need be.

H. FIMBRIATION AND VOIDING.

Fimbriation is the outlining of a charge with a different tincture. Voiding is the "erasing" of the inner portion of a charge, so only its outline remains. Fimbriation and voiding are only acceptable in the case of ordinaries with straight edges and simple geometric charges.

I. "MAINTAINED" CHARGES.

A charge is "maintained" by another charge when it is held in some way (e.g., a lion "maintaining" a sword). While this is a popular motif in modern re-creation heraldry, it is very rare in Period device designs, and usually involves disembodied limbs maintaining swords or annulets, rather than entire animals or people maintaining objects.

Because it is not common Period practice, and because it confuses the outline of

charges, use of maintained charges is strongly discouraged in device designs. Devices with inappropriate use of maintained charges will not be registered.

However, some Period charges traditionally "maintain" certain objects (e.g., an ostrich holding a key or horseshoe in its beak); in such cases the maintained charge may be considered "artistic license" in depicting the central charge (see Part 1, sec. III. K. below), and is not mentioned in the blazon.

The situation is very different for crests (Part 2, sec. IV.), where maintained charges are common and acceptable. This should be kept in mind by both heraldic officers and registrants - if an individual wishes to register a device design involving a lion holding a sword in one forepaw and a tankard in another (which would be rejected), they should consider registering a "plain" lion for their device, and the lion/tankard/sword combination as their crest (which is perfectly acceptable).

J. MARSHALING AND CADENCY.

Marshaling is a method of combining devices to indicate marriage, descent, or offices held, through impalement or quartering of more than one device.

Cadency is a system by which specific charges are added a device to indicate one's order in the line of descent.

Because Avalon allows both marshaling and cadency in usage (see Part 1 sec. VI. D. and E.), individual devices that resemble marshaled heraldry or use charges in a manner implying cadency will not be registered, to avoid confusion with genuinely marshaled/cadenced arms.

K. ARTISTIC LICENSE.

Individuals are allowed significant artistic license in the depiction of their device. By registering "azure, a dragon rampant argent," one gains the right to use any shade of azure, any variation of argent (white or metallic silver), and to depict the dragon in any style one wishes. This frees registrants to choose the style of depiction they feel best reflects the time and culture of their persona.

L. BURDEN OF PROOF.

If an individual wishes to appeal the rejection of a device on stylistic grounds, it is up to the registrant to re-present the device for consideration, along with documentation describing Period usage of the contested style.

IV. RESTRICTED CHARGES

A. CROWNS.

Crowns as charges are restricted to use by the Empire, the Realms, the Subdivisions, and the Houses. Use by individuals would fall under presumption (Part 1 sec. III. E.), since Crown positions in Avalon are offices, and no individual may claim intrinsic "royalty."

Note that this does not restrict crowns from other uses in an individual's heraldic achievement by those so entitled - see (Part 2, sec. V.) below.

B. CANTON AND INESTUCHEON.

The canton (a small square in the upper right-hand corner of a heraldic shield) and the inestucheon (a small shield shape used as a charge upon the larger heraldic shield) are both reserved in Avalon heraldry for the display of augmentations (marks indicating receipt of a special honor or award). See Part 1 sec. VI. F.

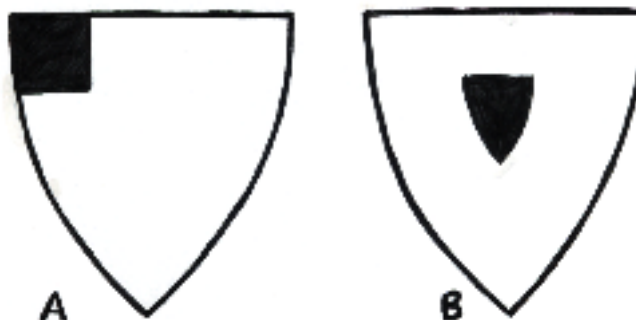


Figure 2. Canton and Inestucheon. A. Canton. B. Inestucheon.

C. SYMBOLS OF MUNDANE ROYALTY.

Some heraldic charges are particularly associated with Mundane royalty, and are restricted in their usage. Examples include, but are not limited to, Scotland's tressure flory-counter-flory, the Tudor rose of England, etc. Such charges are not allowed in individual heraldry under presumption (Part 1 sec. III. E.), but may be used by the Empire, Realms, Subdivisions, and Houses which are Avalon's equivalent of "royalty." When in doubt, consult your local herald or another member of the College of Arms.

V. CONFLICT**A. DEFINITION OF CONFLICT.**

Because heraldry in Avalon is used for identification, all devices should be unique. Devices too similar in appearance are considered to be "in conflict."

B. METHODS OF REMOVING CONFLICT.

Designs will generally be considered to be free of conflict if there are 2 major differences between them, with the following being the most usual forms of difference.

1. ADDITION OR REMOVAL OF CHARGES.

Addition or removal of a central charge or group of charges, or of a group of peripheral charges, counts as 1 major difference.

2. FIELD DIFFERENCES.

Changing one-half or more of a field in some way (change of tincture, change of

division, etc.) is considered 1 major difference.

3. TINCTURE CHANGES.

Changing the tincture of at least one-half of a charge or group of charges counts as 1 major difference.

4. CHANGES OF CHARGE TYPE.

Changing the type of a charge or group of charges counts as 1 major difference (e.g. changing 3 lions into 3 wolves).

5. CHANGE OF POSTURE OR ORIENTATION.

Changing the posture or orientation of a charge or group of charges counts as 1 major difference (e.g. changing a bend to a bend sinister, changing 3 lions rampant to 3 lions passant, etc.).

6. CHANGE OF ARRANGEMENT.

Changing the arrangement of a group of charges counts as 1 major difference (e.g. 3 stars arranged 2-and-1 changed to 3 stars in bend).

C. DISTANCE/VISUAL TEST.

If two devices are overwhelmingly visually similar or dissimilar (especially at a distance), the rule of 2 major differences may be altered.

D. SIMPLE HERALDRY.

Note that in cases of simple heraldry (single charge or group of charges) in which the central charge(s) are of different types, conflict is automatically considered to be resolved. For example, "vert, a lion rampant or" is automatically considered different from "vert, a unicorn rampant or." Likewise, "vert, 3 lions rampant or," is different from "vert, 3 unicorns rampant or."

VI. HERALDIC USAGE.

A. PERSONAL HERALDRY. Personal heraldry is that registered by individuals. Individuals may register a single device, and up to 6 different badges.

1. DEVICE.

One's personal device is used to indicate one's presence (e.g. on a banner hung at an event), on one's shield and tournament gear, and on one's person (e.g. on a surcoat, dress, or other article of clothing). It is a unique identifying symbol for a single individual. It may be used in impaled form to indicate marriage, and in quartered or cadenced form to indicate one's heirs (children). It may also be used to mark personal belongings (mug, chair, etc.), in which function it somewhat overlaps the use of badges (see next section below).

While in Period men depicted their devices on shield shapes (e.g. in the

achievement of arms, see Part 2 below), and women displayed their devices on lozenge (diamond) shapes, Avalon does not regulate this aspect of heraldry. A shield shape will be the default in all registration, cataloging, etc., and individuals may display their device on the background shape desired.

Avalon does not regulate the size, shape, height of display, or other aspects of individuals' heraldic banners, except to restrict the use of standards (a specific type of banner involving one's national flag and badges, but not one's personal device) to those of Knight Banneret rank and above.

Individuals may, if desired, use their device design as a seal (e.g. wax seal) for letters, documents and the like, in accordance with Period practice.

2. BADGE.

A badge is a design separate from (though often similar to) one's personal device, and is used to indicate a non-familial relationship of some sort.

As "livery," badges are worn - on surcoats, tabards, or clothing -- by retainers (Pages, Squires, etc.) to indicate they are members of a person's household, though not blood relatives. The Right of Livery, which is the right to have other people wear your badge to show such a relationship, is reserved for those of Knight Bachelor rank and above.

Badges may be used by persons of any rank to mark personal belongings. Badges usually indicate less "personal" items than devices, though usage is up to individual preference.

Badges are also used on battle standards, a particular type of banner used to rally one's forces during battle. Battle standards are restricted to those of Knight Banneret rank and above.

Badges are typically "fieldless" - consisting of a charge or charges without a specified background tincture (see Part 1, sec. II.). However, background tinctures may be specified if desired.

A badge needs only one point of difference from a registrant's personal device - an exception given because both designs will be used by the same individual.

Finally, badges may be used as "devices" for alternate personas (e.g. for your main persona's "evil twin," for your Viking persona that only comes out at wars, etc.), should you not wish to use your regular personal device when playing a different role.

B. IMPERIAL, REALM, SUBDIVISION, HOUSE, AND COLLEGE HERALDRY

Because the heraldry of these various categories is handled in the same manner, a single description is given, using the term "group" to refer to any of the above entities (Empire, Realm, Subdivision, College, or Household/Manor/Fief), and "leader" to refer to the corresponding Crown, Leader, or Lord/Lady, as the case may be.

1. DEVICE.

The device of a group is used in three ways - first, to indicate the presence of the

group at an event (on a banner, etc.), second, to indicate the official "government" of a group (if applicable), and third, to indicate the leader(s) of the group.

The group's leader has two choices in how to use a group's device. First, for the duration of their term in office, leaders may substitute the group's device for their own. This reflects the Mundane heraldic situation, in which a King's device is the same as his country's device - no distinction is made between the King's "office" and his person. While this is the most accurate method of using a group's device, individuals serving as leaders will usually have their own personal devices as well, and may not want to give them up entirely.

In that case, the following compromise works well: whenever acting in an official capacity (in Court, taking Ministers' Oaths of Fealty, leading the group in a war in which the group fights as a unit, presiding at a formal feast, etc.), the leader wears/displays the group's device, and when acting in a "personal" capacity (in a combat tournament, at one's own encampment, taking personal oaths of fealty etc.), the leader uses his/her personal device.

In its role as an indicator of the group's "government," the device may be used on correspondence (including as a wax seal), websites, etc.

However, it is not usual for members of the group who are not in a position of leadership, or involved in the "government," to use a group device (on clothing, shields, banners, etc.). Instead, they should use the group's badge or flag (see below)

2. FLAG.

A flag is a special type of badge designed for general use by members of a group. It is not fieldless, and is usually related in design/tincture to the group's device. The flag is freely available for use by any member of the group, in any fashion - as a banner, on clothing, for marking the group's equipment, decorating their campsite(s), etc. In terms of usage, it may help to consider the United States' own heraldry. The device of the US is displayed on the reverse side of the Great Seal, as part of a full achievement of arms (see Part 2). It, and variations of it, are used by the Federal government - the Post Office, the President, the Treasury (check out the back of a \$1 bill) - for official purposes. The flag of the US, however, is used by average citizens in just about every way imaginable (some more appropriate than others, one must admit) as a symbol of their "membership" in the nation. Device/flag use by Mundane countries provides an excellent guideline for their use in Avalon.

Note that flags are often simple and geometric in design - this encourages their use, as they are easy to paint, sew, draw, etc.

3. BADGES.

Groups may register as many badges as they wish - as symbols of Ministries unique to the group, as symbols of orders or awards given to members, for use as livery (all of the above groups automatically have the Right of Livery, by their very nature), etc. As noted above (Part 1, Sec. VI. A. 2.), badges are typically, though not always, fieldless.

C. GUILD HERALDRY.

Guilds may, if desired, register a device. In this instance, since there are often many chapters of a Guild, and many "leaders," a Guild device functions both as a normal "group" device, and as a badge for individual members, with no particular restrictions on usage. In this respect, Guild heraldry (for Avalon's purposes) is unique.

D. MARSHALING.

Marshaling is a manner of combining 2 (or more) heraldic devices to indicate special relationships. Avalon devices may be displayed in appropriately marshaled format as desired by individuals; the marshaled format need not be registered as a separate "device," since it is a matter of usage. The main types of marshaled devices are *impaled* and *quartered* devices.



Figure 3. Marshaling. A. *Impaled device.* Note how the bordure of the sinister (right-hand) device has been "cropped" along the line of impalement, allowing more room for the "body" of the device. This is standard practice with impaled bordures. B. *Dimidation.* An early form of impalement with the two devices cut in half. Rare because of potential confusion when only half a device is shown. C. *Quartered device.*

1. IMPALED DEVICES.

In *impalement*, a shield is divided vertically in half, and an entire device design (usually much compressed) is placed in each half. Impaled devices are most commonly used to indicate marriage, with the husband's device placed in the dexter (right-hand) half and the wife's in the sinister (left-hand) half. *Dimidation*, in which only half of each design is used is an early-Period form of impalement, but was quickly replaced with "full" impalement because of the confusing designs it generated.

Less commonly, impalement is used to combine the devices of an individual and an office - a Ministry or Church position, etc. In this instance, the device or badge of the office is placed in the dexter half, and the individual's device in the sinister half. This was done in Period by Bishops of the Church, and is Mundanely used in modern heraldry by corporate officers (assuming both the corporation and individual officer are armigerous!).

2. QUARTERED DEVICES.

In *quartering*, a shield is divided into four quarters, numbered 1 (starting in the upper dexter, or right-hand, corner) to 4 (ending in the lower sinister, or left-hand, corner). A miniature of one device is placed in quarters 1 and 4, and a miniature of another device is placed in quarters 2 and 3, so that the two quarters with the same device are diagonal to each other.

Quartered devices usually indicate descent from two armigerous parents. In this case, the father's device is borne in quarters 1 and 4, and the mother's in 2 and 3.

For Avalon purposes, children who have not yet chosen heraldry of their own may use the quartered devices of their parents. In the case of multiple children in the same family, quartered devices may be created for each child by adding cadency marks to the basic design (see next section).



Figure 4. The cadency charges.
Label, crescent, mullet, martlet, annulet, fleur-de-lis, rose.

E. CADENCY.

Marks of cadency are used to indicate siblings in the same family, based on their order of descent (and inheritance), by adding a distinctive charge to either the father's device, or the parents' quartered devices. In Period, cadency marks (aka "brisures") were only used by sons, since a daughter's placement in the line of descent was not important for inheritance. In Avalon, cadency marks may be used by children of either gender.

Because cadenced arms represent a form of usage, rather than creation of a new device, they are not registered in themselves.

1. CADENCY CHARGES.

There were many systems of cadency used through our Period - the system chosen for Avalon is a well-known English version, which works well for 1 or 2 generations, before it becomes impractical - which shouldn't be a problem in Avalon, at least for a while . . .

Charges used to indicate the order of descent are:

First (oldest) child - a label (a horizontal bar with 3 - 5 short vertical bars attached to its lower edge).

Second child - a crescent (both points up)

Third child - a mullet (5-pointed star)

Fourth child - a martlet (bird)

Fifth child - an annulet (open ring)

Sixth child - a fleur-de-lis

Seventh child - a rose

2. PLACEMENT OF CADENCY CHARGES.

A cadency charge is placed either on the device of a parent, or the quartered device of both parents, as desired. In order to be an obvious cadency mark, and not a

potential charge, marks are usually smaller than a "regular" charge would be, and are typically placed at either the center or center top of the shield. They may be superimposed over one of the "regular" charges in a device, and they may violate the Rule of Tincture as an added way of indicating their nature (though, for the sake of visibility, the Rule is often followed anyway). Choice of cadency mark tincture in Avalon is left entirely up to the individual(s) involved.

F. AUGMENTATIONS.

Augmentations of honor are charges that may be added to one's device design as a result of winning some honor, title, order, or award. The exact form of the augmentation will depend on the particular honor, but usual forms are a charge displayed on a canton or small inestuchon, superimposed upon the main design (see Part 1. sec. IV. B.), or a small charge placed directly on the field in the manner of a cadency mark (see above section).

Augmentations may violate the Rule of Tincture for easier recognition, as with cadency marks.



Figure 5. Augmentations of honor. *The illustrated device in this achievement shows two separate augmentations of honor – a badge of the British Crown on a canton, and the Red Hand of a Baronet on an inestuchon.*

G. MUNDANE HERALDRY.

In the case of individuals who are Mundanely armigerous, the Mundane device does not transfer over to game play. This is in accordance with general Avalon practice, in which Mundane titles, ranks, etc. are not recognized in Game play. Personas are separate from Mundane identities, and should be treated as such.

However, individuals are welcome to incorporate elements of Mundane devices (charges, tinctures, etc.) in their Avalon heraldry, provided they create a new unique design.

PART 2 - THE ACHIEVEMENT OF ARMS

The *achievement of arms* (sometimes referred to as the "coat of arms") refers to the total heraldic display allowed for a particular individual. The most basic achievement is a shield bearing a heraldic device - but there are many other components that can be added around a shield to form the overall achievement, as described below.

I. COMPONENTS.

As noted above the first and most basic component is the shield bearing the heraldic device. In addition, one may also have the right to add a:

- * *A Knightly belt*
- * *A crest and torse (wreath)*
- * *A crown and/or helm*
- * *Supporters.*

Mundanelly, a motto is also part of the achievement, but since sources are vague about when mottos came into official use and registration (some place it during our Period, some after), mottos are not registered or regulated by Avalon, and are left to the individual's discretion.

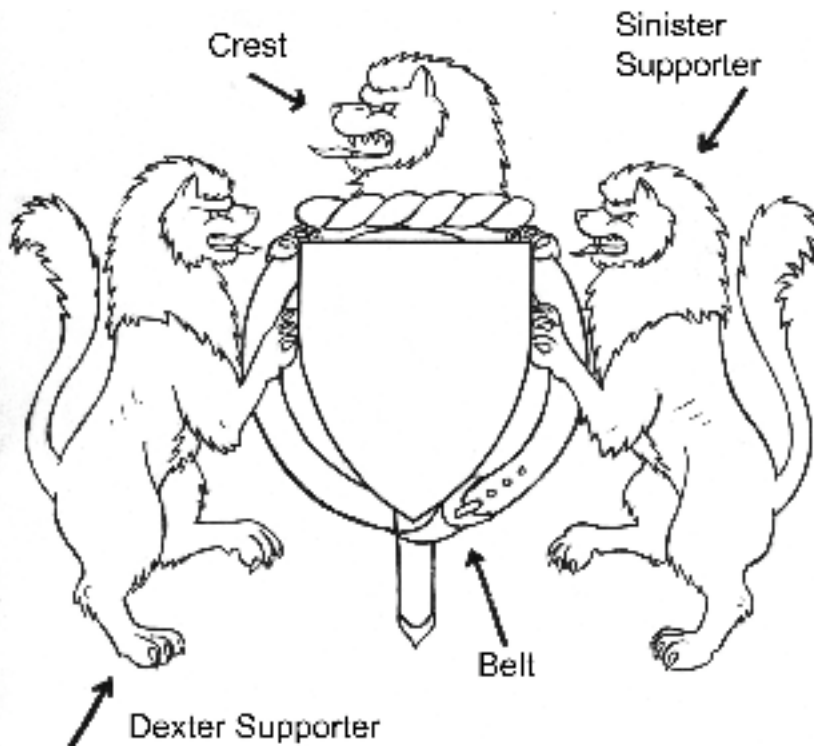
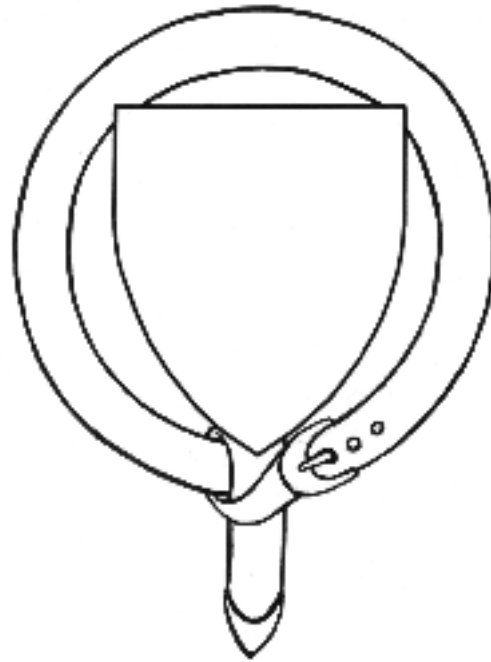


Figure 6. The Achievement of Arms. *A hypothetical personal achievement of arms, displaying the belt, crest and torse, and supporters around the central shield. An armiger might also be eligible to use a crown and/or helm, and mantling, as detailed below.*

II. THE BELT.

Individuals of Knight Bachelor rank and above may display their shield encircled by a knotted blue or white belt (color left to individual's choice). The Knightly belt used in such a manner is an Avalon adaptation of Mundane practice, based on the Mundane tradition of encircling shields with the collar of a Knightly Order, or the knotted garter (which resembles a knotted belt) of the English Order of the Garter.

Figure 7. The Belt.
A Knightly belt shown encircling a shield.



III. THE CREST.

The word "crest" is often incorrectly used in modern Mundane English to refer to either the heraldic device, or to the entire achievement of arms - usually in the phrase "family crest."

In reality, the crest is based on a three-dimensional decoration worn on a Knight's helm for tournament and identification purposes, and in "paper heraldry" is depicted sitting above the shield in the achievement of arms. It is also a symbol of distinguished rank, as not all armigers are entitled to a crest in addition to a device. When individuals are entitled to add a helm and mantling to their achievement (see Part 2, Sec. IV below), the crest is shown atop the helm, as it would be displayed in a tournament. In Avalon, crests are reserved for individuals of Knight Banneret rank and above, though individuals of any rank may register a crest for future use.

Early-Period crests were usually variations on an individual's device design (e.g., someone with a lion device might have a lion's head as a crest), though later in Period crests were often based on badge designs, inherited from a different branch of the family than one's device (and hence unrelated in nature), or chosen to refer to professions, make puns on family names, etc. While devices remained fairly conservative in design, crests were often quite fanciful.

The base of the crest is encircled by a wreath, or "torse," of twisted fabric. In the case of physical crests, the torse covers the join between the crest and tournament helm; the heraldic torse is traditionally made up of the primary color and metal of the device twisted together. In illustrations, the torse is typically shown with 6 twists (3 color, 3 metal).

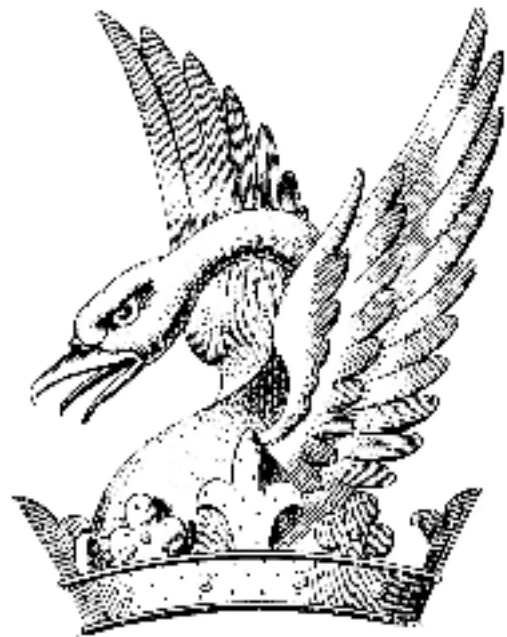


Figure 8. A crest and torse (wreath). Note the different design elements of the crest (antlers, crescent, and arrow) are combined into a single unit that could be built as a three-dimensional crest on a combatant's helm. The torse is in the standard heraldic format of 6 twists of fabric, alternating in tincture between metal and color, starting with the metal (in this case argent) on the left-hand side.

Individuals of particular ranks may earn the right to place their crest and torse atop a helm in their achievement of arms, and/or to replace the torse with a crown, as detailed in Part 2, sec. IV. , and see Fig. 9. below.

Realms, subdivisions, and free association groups automatically have a right to a crest, with the torse replaced by a crown of appropriate type. Realms have the additional right to a helm and mantling (see Part 2, sec. IV.).

Figure 9. Crest and crown. An example in which the torse has been replaced by a crown of rank.



A. CREST DESIGN.

Because a crest is theoretically a three-dimensional free-standing sculpture for display atop a

tournament helm, it must meet the following criteria:

- 1. COHERENT DESIGN:** All elements of a crest design must be in contact with one another, and form a single whole. Note that, while "maintained" charges are rare in the context of heraldic devices, they are common in crest designs, as a result of needing all elements in contact with one another (see Part 1 sec. III. I.)
- 2. PLAUSIBILITY.** Though crest designs may be elaborate, they must be at least theoretically constructible as a physical three-dimensional helm crest.
- 3. HERALDIC STYLE.** Crest designs must follow basic heraldic design principles (tinctures, subject matter, etc.) as described for devices in Part 1 above.

B. CREST BLAZONING.

Crests are blazoned in the same manner as heraldic devices, with the omission of a field description. Because the tinctures of the torse are specified by tradition (and petty much by default), they need not be included in the crest blazon.

C. USE AS A SECONDARY “BADGE.”

Crests were sometimes used as independent designs for marking property, clothing of retainers, etc., in the same way badges were used for these purposes (see Part 1, sec. VI, A, 2). In fact, as time progressed, crests largely replaced badges in this function, later in Period. Note, however, that badges and crests may in fact be identical designs, which can blur the line between the two when used in such a context.

IV. CROWN, HELMET & MANTLING

As noted above, some individuals, by virtue of their titles, may have the right to replace the torse supporting their crest with a crown appropriate to their rank.

Realms, Subdivisions, and free association units also have the right to support their crest with a crown.

Individuals of Knight Commander rank and above may depict their crest and torse set upon an armored helm in their achievement of arms, and add *mantling*, a draped piece of fabric that hangs from the back of the torse behind and to the sides of the device shield -- supposedly derived from actual fabric drapes worn by knights to shade the backs of their helms in sunny weather. The mantling is often shown elaborately dagged along the edges. Typically, the outside of a mantling will be the same color as the main device color, and the lining (inner side) will be of the main device metal.

Realms also have the right to a helm and mantling. Again, the outside color typically reflects the main color of the device; however, to show the sovereign status of a Realm, the lining should be either ermine (if the main metal of the device is argent) or erminois (if the main metal of the device is or).

Crowns, helms, and mantling need not be registered as part of an achievement, as they represent traditional items of usage, not registered heraldic designs.

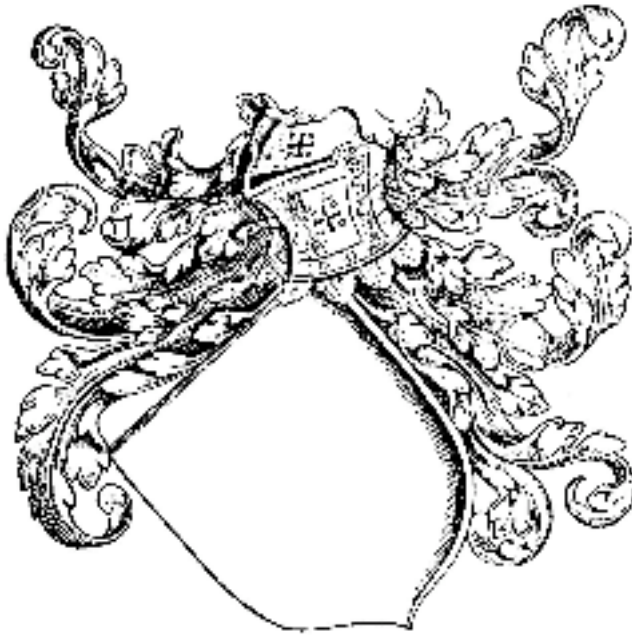


Figure 10. Helm and mantling. *In this design template, the helm and mantling are shown adorning a blank shield, with the top of the helm erased to accommodate a crest. In some eras, it was popular to display the shield tilted to one side, as shown here. Mantlings may be simple, or, as in this case, quite elaborate. Helms could also vary widely in style – this example shows a tournament helm designed for jousting with lances.*

V. SUPPORTERS.

Supporters are human or animal figures, placed to either side of the shield in the achievement of arms, to "support" (hold up) the shield.

A. DESIGN OF SUPPORTERS.

As with crests, the supporters should be heraldically acceptable in terms of design and tincture.

Supporters usually relate to the crest and/or badges of the individual or group.

Supporters are not shown maintaining charges, as they are already "maintaining" the shield.

Supporters are blazoned as if they were charges (e.g. "a unicorn argent crined, armed, and unglued or").

B. USE OF SUPPORTERS.

In early Period designs, both supporters were usually identical; by late Period the dexter (right hand) and sinister (left hand) supporters were often different.

Realms, and individuals of Knight Commander rank and above, may add supporters to their achievements of arms. As with crests, any individual of any rank may register supporters for future use in display.

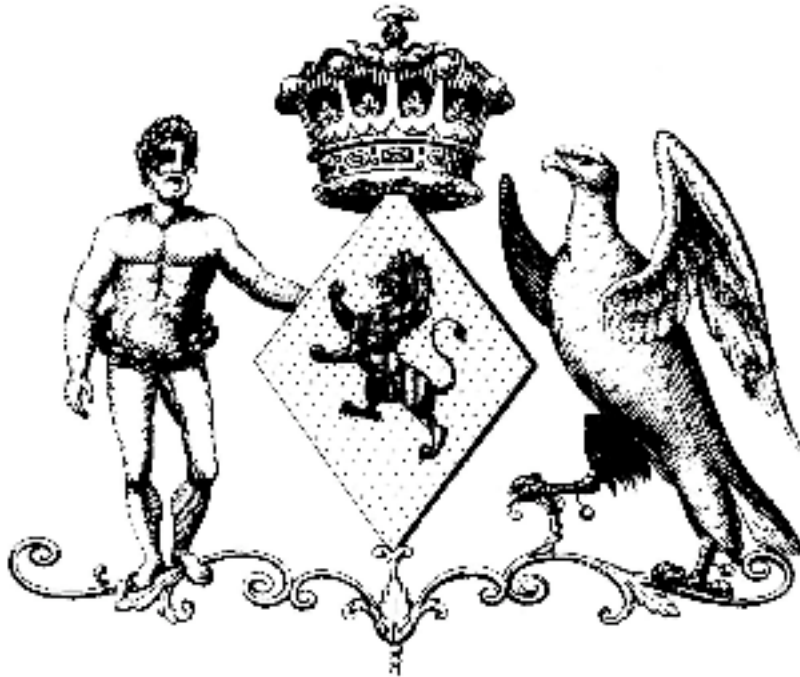


Figure 11. Supporters. *An achievement showing two different supporters: a “wild man” to dexter and an eagle to sinister. Note the lozenge-shaped “shield,” indicating a woman’s achievement of arms, as described in Part 2, section II above.*

VII. CONFLICT AND ACHIEVEMENTS

A person’s crest and supporter combination shall be considered unique if, between them, they contain one (1) major difference from any other registered crest/supporter combination. For this purpose, major differences include, for example: change of tincture (a red lion supporter into a blue one), change of type (a lion supporter into a unicorn), change of maintained charge(s) (as in a crest) , etc.

A Charge Ordinary of crests and supporters will be maintained to facilitate checking of conflicts for these elements of achievements. Said Ordinary will be separate from the badge and device Charge Ordinary, but crests and supporters will be listed with devices and badges in the main Ordinary, under the individual’s persona name.

PART 3 - STRUCTURE OF THE COLLEGE OF ARMS

I. SUBDIVISION LEVEL.

The heraldic officer of a subdivision is called a *Pursuivant* ("pur-SWEE-vant" or "pur-SWAY-vant"), and is responsible for:

- * **Approving individuals' heraldic designs at the subdivision level.**
- * **Collecting device, badge, and crest/supporter registration forms from the local populace and sending them on to the Realm Herald.**
- * **Helping individuals fill out forms correctly, and checking forms turned in to them for completeness.**
- * **Helping individuals with heraldic design and basic conflict checks.**
- * **Educating the local populace about heraldry, through workshops, activities, contests, etc.**
- * **Answering heraldic questions put to them by populace.**
- * **Running Courts and other ceremonial activities for the subdivision.**
- * **Helping the subdivision and its populace in choosing/finding/designing appropriate ceremonies.**
- * **Making announcements as necessary at subdivision events and Courts.**

The Pursuivant may appoint assistants/deputies as necessary (runners, announcers, etc.). These assistants/deputies may or may not receive Ministry credit for their work, at the discretion of the subdivision's leader and Rolls Minister. The Pursuivant may also, if desired, appoint an individual to act as Court Herald (with the consent of the subdivision's leader). The Court Herald will handle the ceremonial and announcement functions of the Pursuivant's office, though the Pursuivant remains in charge of paperwork, heraldic advising, etc. Court Herald is a separate Ministry position, under the authority of the Pursuivant, and earns points as such.

Pursuivants report to the Herald of their Realm on a monthly basis, indicating what activities of a heraldic nature have taken place in their subdivision - namely heraldic advising, workshops, Courts, awards and honors given, ceremonies and Knightings that have taken place, etc.

The Pursuivant's office in each subdivision shall have a unique title, usually based in some way on the device or name of their subdivision (e.g., Red Lion Pursuivant, etc.).

II. REALM LEVEL.

The heraldic officer of a Realm is called a Herald, and is responsible for:

- A. Approving individuals' heraldic designs at the Realm level.
- B. Collecting device, badge, and crest/supporter registration forms from the Pursuivants and sending them on to the Imperial herald.
- C. Helping individuals fill out forms correctly, and checking forms turned in to them for completeness.
- D. Helping individuals with heraldic design and detailed conflict checks.
- E. Educating the Realm's populace about heraldry, through workshops, activities, etc.
- F. Answering heraldic questions put to them by the other members of the College, and by the populace.
- G. Assisting and guiding the Pursuivants of the Realm in their subdivision duties.
- H. Maintaining a file of all heraldic device, badge, and crest/supporter forms sent in to the Imperial herald.
- I. Mediating as necessary in issues of conflicting heraldic display (see Part 4, sec. IV.).
- J. Running Courts and other ceremonial activities for the Realm.
- K. Helping the Realm and its populace in choosing/finding/designing appropriate ceremonies.
- L. Making announcements as necessary at Realm events and Courts.

As in the case of Pursuivants, Heralds may appoint assistants/deputies as necessary, and may appoint a Court Herald for the Realm with the approval of the Crown.

Heralds report to the Imperial herald every month, using the Pursuivants' reports to compile a rundown of all heraldic activity within their Realm since their last report.

The Herald's office of each Realm shall also have a unique title, as described above for Pursuivants (e.g. Azure Star Herald, Griffin Herald, etc.).

III. IMPERIAL LEVEL.

The office of the Imperial herald has the title of Three Crowns King/Queen of Arms, based on the device of Avalon. The King/Queen of Arms has the following responsibilities:

- A.** Collecting device, badge, and crest/supporter registration forms from the Realms and making the final decision on what heraldry is approved and registered, and what is returned for further work.
- B.** Provide an explanation for all returned designs.
- C.** Provide suggestions for "fixing" returned designs (how best to remove conflict or rules violations, etc.), so that prospective registrants may have assistance in removing problems.
- D.** Reporting regularly to the other members of the College of Arms, and to the populace in general, the status of heraldry sent in for approval.
- E.** Educating the general populace about heraldry, through workshops, activities, etc.
- F.** Answering heraldic questions put to them by the other members of the College, and by the populace.
- G.** Assisting and guiding the Heralds of the Empire in their duties.
- H.** Maintaining a file of all heraldic device, badge, and crest/supporter forms received.
- I.** Mediating as necessary in issues of conflicting heraldic display (see Part 4, sec. IV.).
- J.** Running Courts and other ceremonial activities for the Empire.
- K.** Maintaining a library of ceremonies and ceremonial guidelines for the Empire.
- M.** Helping the populace in choosing/finding/designing appropriate ceremonies.
- N.** Making announcements as necessary at Imperial events and Courts.

As with the Pursuivants and Heralds, the King/Queen of Arms may appoint assistants/deputies, and a Court Herald, as necessary.

PART 4 - REGISTRATION OF HERALDRY

I. REGISTRATION PROCESS.

When, after consultation with the local Pursuivant, and any other desired members of the College or Arms, an individual or group has decided upon a device, badge, or crest/supporter design, they should submit the proper forms to their Pursuivant, who will forward them to the Realm Herald, who will then send them to the Three Crowns King/Queen of Arms for final approval or return.

At each step of the way, the officers of the College of Arms should check each design for its compliance with the design rules in Part 1 above, and should check to make sure the design is not in conflict with another, before passing it on to the next level.

II. REGISTRATION FORMS.

When an individual or group has chosen a design for some form of heraldry (device, badge, etc.), they should:

- A.** Fill out the appropriate form (assisted by the College of Arms as necessary) with the required information. Groups should have their leader/representative fill in the form.
- B.** Registrants should also supply a line-art (no tinctures filled in, not even black/sable) illustration of their design in the appropriate place on the form. While the College of Arms may provide assistance with the artwork it desires, the artwork is the final responsibility of the registrant. Hand-drawn art, computer-drawn art, or clip art are all acceptable, as long as they accurately represent the design.
- C.** The registrant needs to make four (4) copies of the form - two to remain uncolored, and 2 to be colored in the appropriate tinctures. Computer coloring is not acceptable for this step, but art markers, colored pencils, etc. are, so long as they give a clear representation of the tinctures. Metals should be depicted as white or yellow, rather than in their metallic versions. A good coloring medium is Crayola Washable Markers (Classic Colors pack), as they provide bright, primary colors with good coverage. Again, while the College of Arms may provide assistance as it sees fit, the final responsibility for coloring forms resides with the registrant.
- D.** The two uncolored and two colored forms are given to the Pursuivant, who checks them for accuracy, and then sends them to the Realm Herald.
- E.** The Realm Herald will check the forms, and if approved, will keep one of each type for

the Realm files, and will send the remaining 1 uncolored and 1 colored form to the Imperial herald. The mailing address for the Imperial Herald is:

Herald
c/o Realms of Avalon
PO Box 3232
Moscow, ID 83843-1908

F. The Imperial herald will keep these 2 copies in the national file.

G. Designs will be processed in the order in which they are received. In the case of conflicting designs, the one received first will have precedence.

III. EMBLAZON VS. BLAZON.

Heraldry is registered on the basis of the "emblazon" (actual design) rather than the blazon (heraldic verbal description) that is used to describe it. This is because different blazons can describe the same emblazon. "Per cross sable and argent, a horse forcene or" describes the same emblazon as "quarterly sable and argent, a horse rampant or." The difference in blazoning makes no difference to the actual design.

IV. REGISTRATION RIGHTS.

Once an individual has registered a design, it is considered "copyrighted." This means if anyone else displays a design in conflict with the registrant's, the registrant may inform the Realm Herald, who may request that a conflicting design be removed from display until sufficiently altered to remove conflict. If, for any reason, the Realm Herald is unable to successfully mediate this process, the Imperial herald may be consulted. Note that this process **MUST** go through the College of Arms, which will verify registration and conflict - a registrant may not, on his own, cause heraldry to be removed from display.

V. DISPLAY OF UNREGISTERED HERALDRY.

Because all groups and individuals in Avalon are considered automatically entitled to display a device, they do not necessarily have to go through the registration process in order to have a banner, paint a shield, etc. However, it is strongly encouraged that devices (and other heraldry) be registered, to help avoid confusion and "copyright" problems from use of the same design(s) by different individuals. Those who display unregistered devices should be aware they might, in the future, be requested to change them by the College of Arms.

Likewise, it is often good practice to wait until a design has completed the registration process before using it, to be certain that no changes in the design will be necessary for registration. Waiting can save much time (and money) on wasted painting, sewing, etc.

VI. RELEASED HERALDRY.

All registered heraldry of an individual or group (device, crest, etc.) that ceases to be an active part of Avalon (membership lapse, leaves the organization, etc.) shall be kept on file at the Imperial and Realm levels for three years. At any time within this period, the heraldry may be "reclaimed" by its owner (by renewing membership, etc.). At the end of the period, the heraldry is "released," and removed from the official records.

If desired, a registrant may request that his/her own design be released immediately, as in the case of someone changing to a new design, etc.

PART 5 - CONVERSION OF HERALDRY FROM OTHER ORGANIZATIONS.

It is recognized that individuals coming to Avalon from other re-creation organizations may already have personal heraldry from these other groups, by which they are already well-known. It is further recognized that individuals may wish to keep the right to use this heraldry (and any associated banners, shields, surcoats, etc. decorated with it). Finally, it is recognized that other organizations may have different guidelines for heraldic design than Avalon, and thus may have devices that will not transfer directly over in terms of style.

After much thought, the following solution has been chosen. Individuals may, of course, always register "directly" any heraldry from another organization that is in keeping with our standards of design, and which does not conflict with any heraldry currently registered in Avalon.

Those whose devices are of different styles and/or fall in conflict with a currently registered Avalon device should register the nearest possible design equivalent acceptable by Avalon that is not in conflict with any Avalon design. However, they may display their heraldry as it is used in the other organization(s) under the auspices of Artistic License (see Part 1 sec. III. K.), except in the case of conflicting designs, in which case the transferred design should be modified in some way to avoid confusion.

While this may seem a roundabout method, it achieves the following purposes:

Satisfies Avalon's wish to only register Period-acceptable heraldry.

Maintains an Avalon Ordinary and Armorial that are in keeping with the desired design principles.

Serves to further the College's goal of heraldic education, by instructing in the differences between Period heraldry and other systems ("If you were registering your heraldry in Period, it would probably look like this instead.").

But, at the same time, it does not automatically remove an individual's previous heraldry, nor does it require individuals to completely rework their kit and belongings upon joining Avalon.

The only exception is in the case of genuine heraldic conflict, in which case the individual *first* registering with Avalon receives precedence.