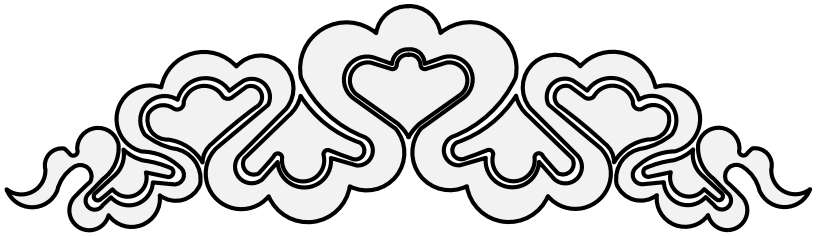
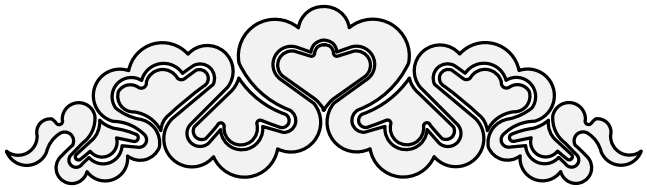
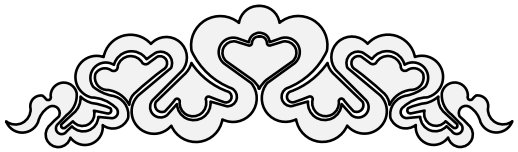
Book of Traceable Heraldic Art

Volume 6: The World & Heavens





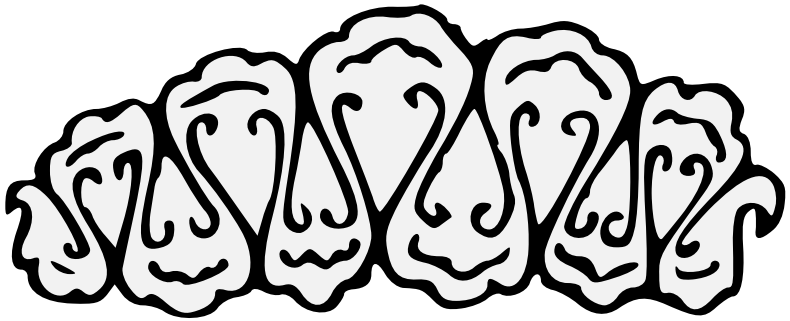


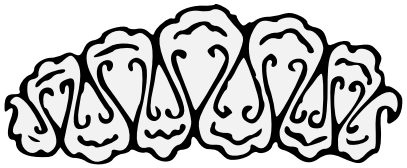
A clump of moisture in the sky.

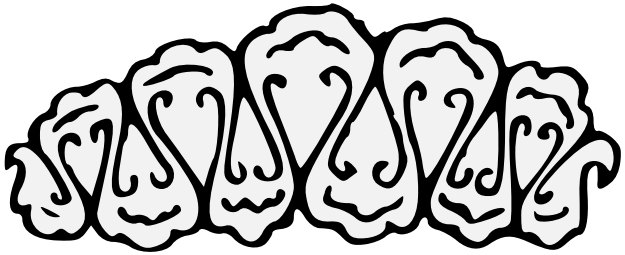
Default orientation: fesswise. No proper coloration.

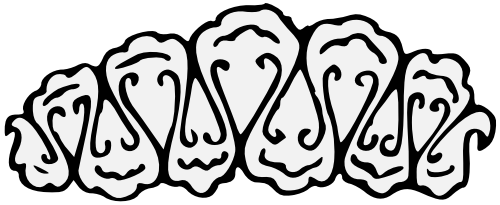
Source: Viking Answer Lady SVG Images For Heralds. Artist: Gunnvôr silfrahárr.

Cloud (1) ❧ 6.2







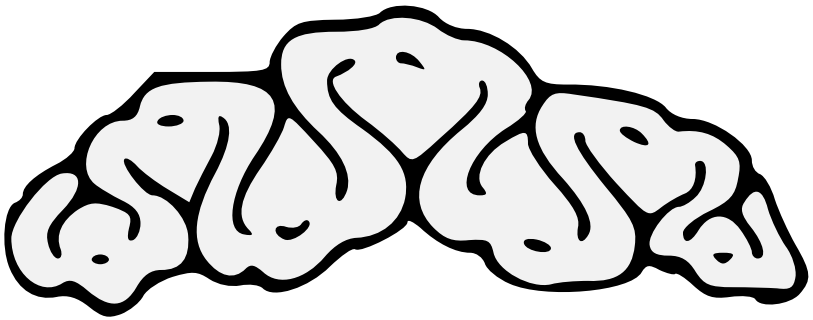


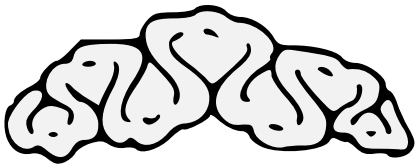
A clump of moisture in the sky.

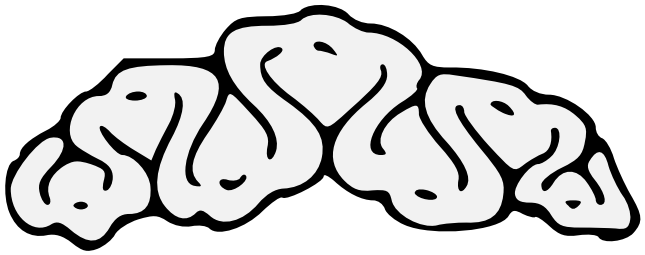
Default orientation: fesswise. No proper coloration.

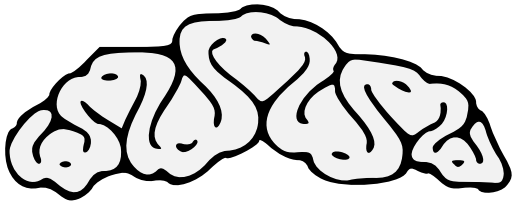
Source: Pennsic Traceable Art. Artist unknown.

Cloud (2) ❧ 6.3







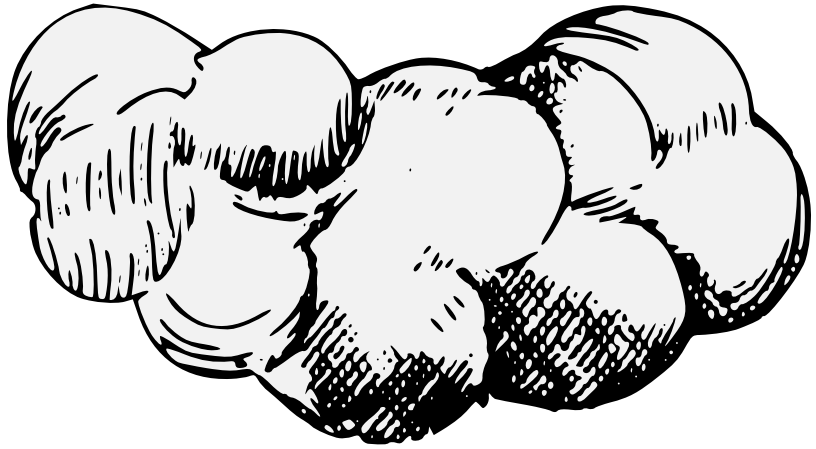


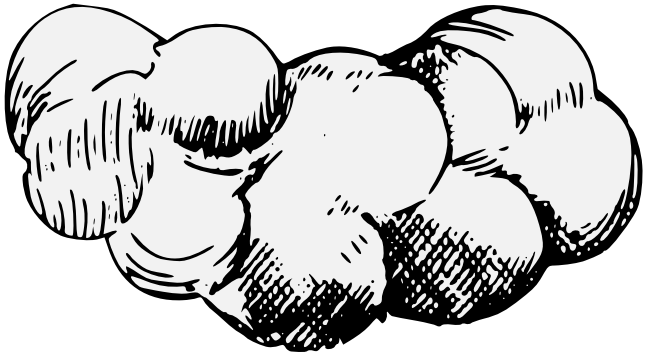
A clump of moisture in the sky.

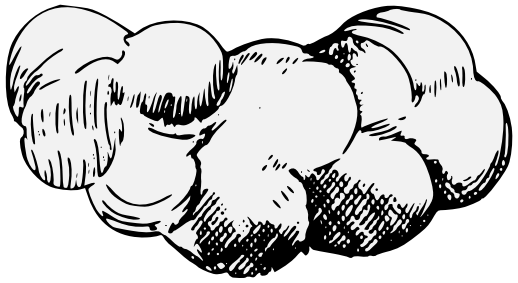
Default orientation: fesswise. No proper coloration.

Source: Pennsic Traceable Art. Artist unknown.

Cloud (3) ❧ 6.4





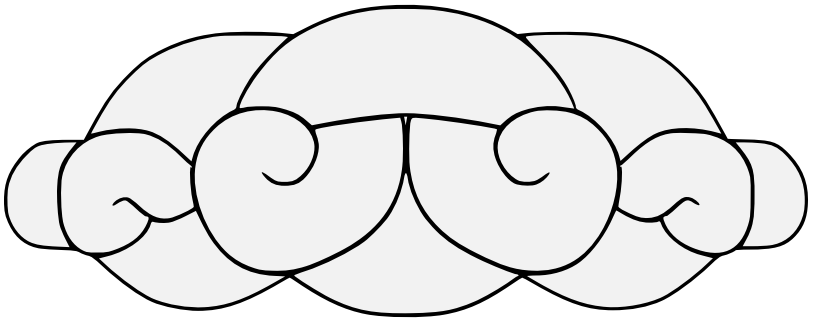


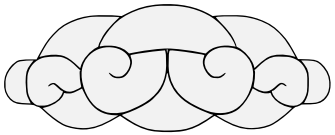
A clump of moisture in the sky.

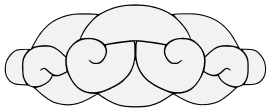
Default orientation: fesswise. No proper coloration.

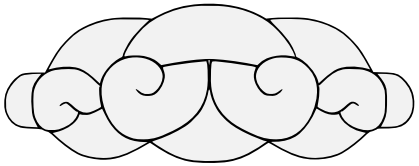
Source: Devises Heroiques et Emblemes.
Artist unknown. (Page 311.)

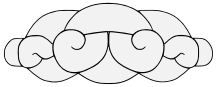
Cloud (4) • 6.5

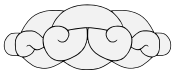


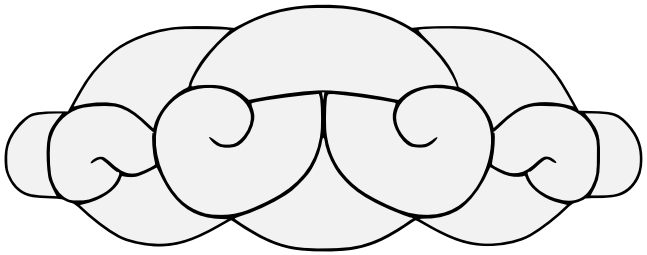


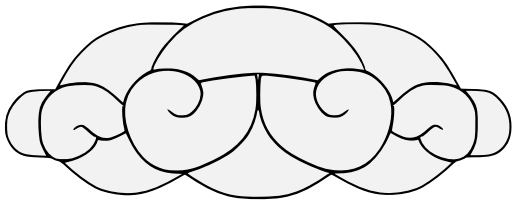










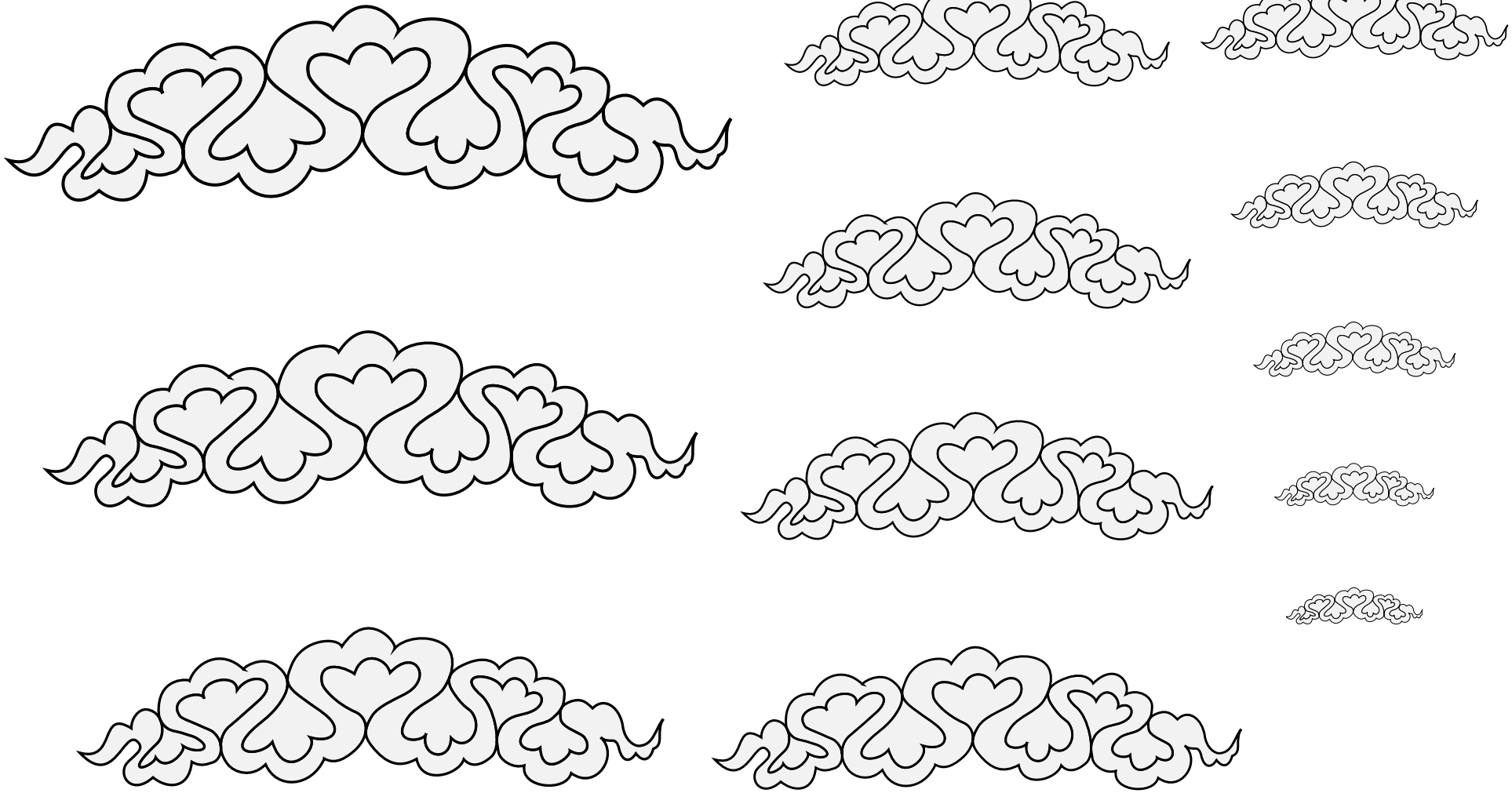


A clump of moisture in the sky.

Default orientation: fesswise. No proper coloration.

Adapted from a 16th century English nightcap, Cooper-Hewitt Museum.

Cloud (5) ❧ 6.6

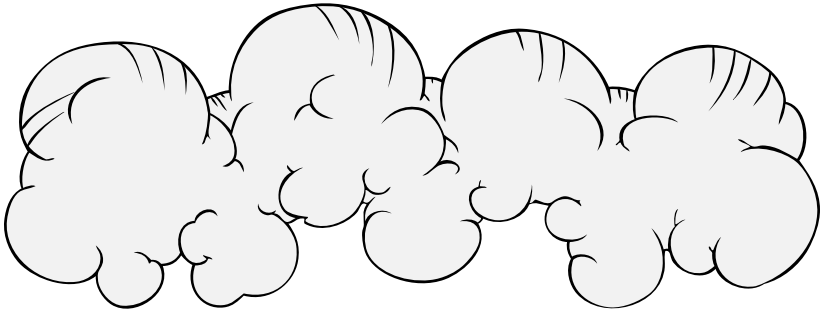


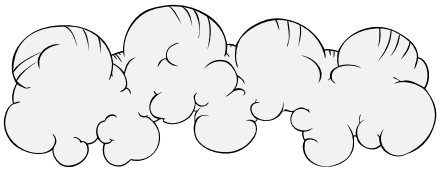
A clump of moisture in the sky.

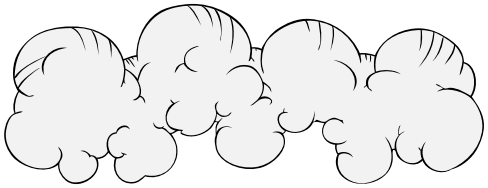
Default orientation: fesswise. No proper coloration.

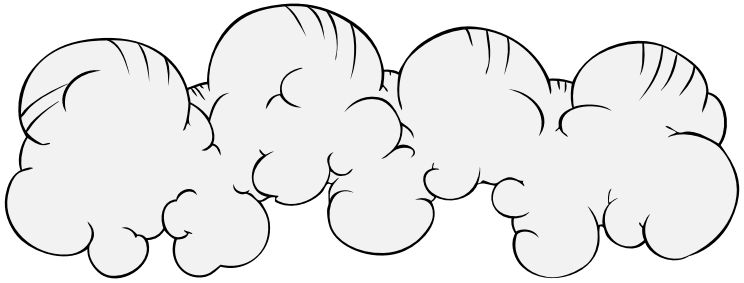
Source: Viking Answer Lady SVG Images For Heralds.
Artist: Gunnvôr silfrahárr. Adapted by Nicholas de Estleche.

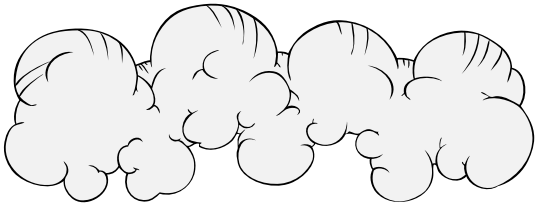
Cloud (6) ❧ 6.7

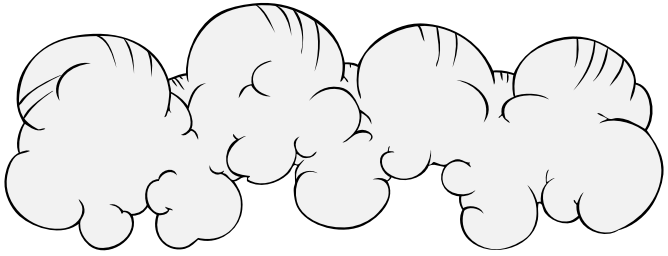


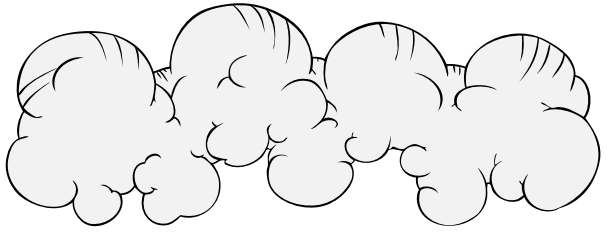










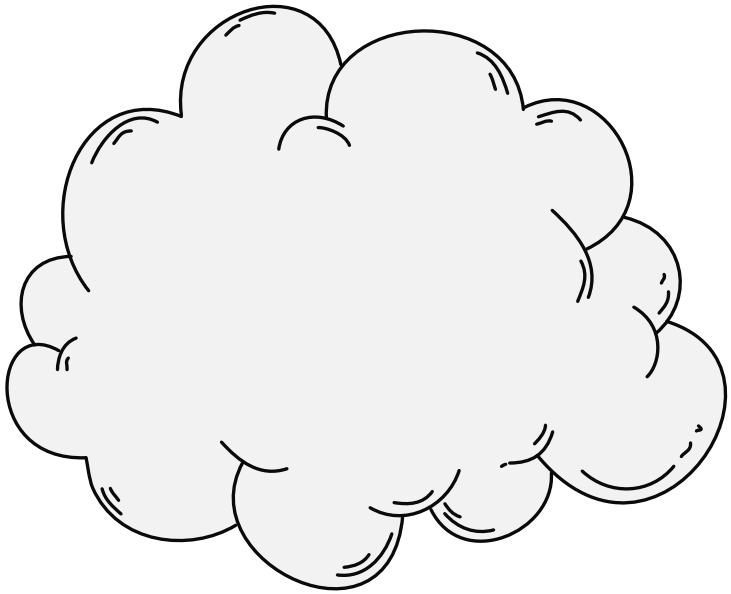


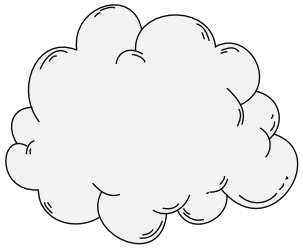
A clump of moisture in the sky.

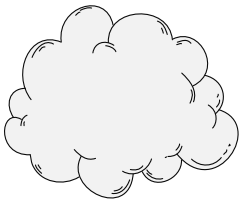
Default orientation: fesswise. No proper coloration.

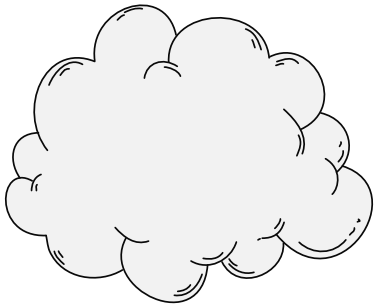
Source: Stammbuch Bernhard Stiber. Artist unknown. (Blatt 54.) Adapted by Saewynn aet Cnolle.

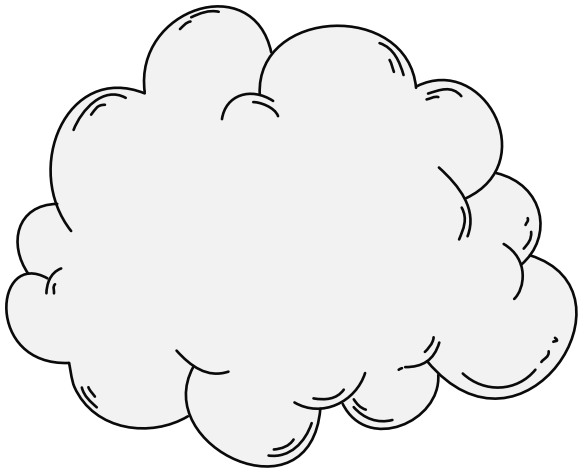
Cloud (7) ❧ 6.8

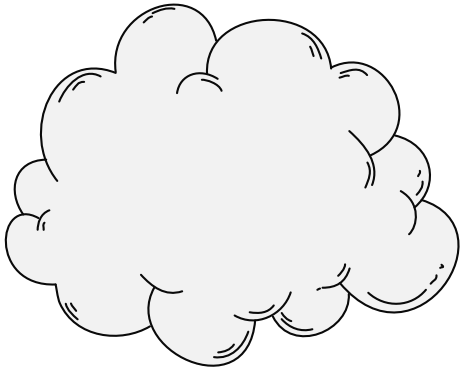










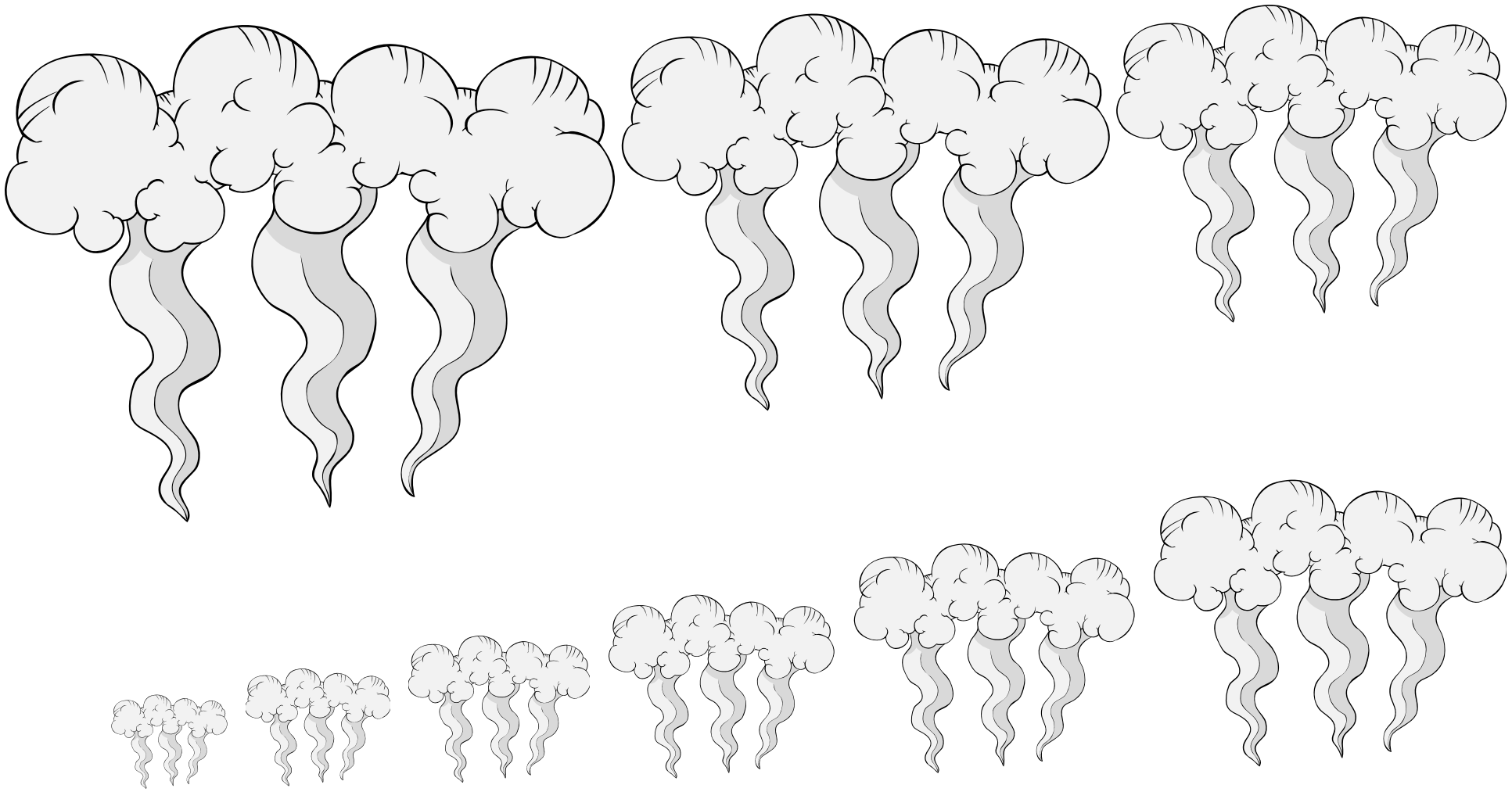


A clump of moisture in the sky.

Default orientation: fesswise. No proper coloration.

Artist: Wylet Fraser.

Cloud (8) ❧ 6.9

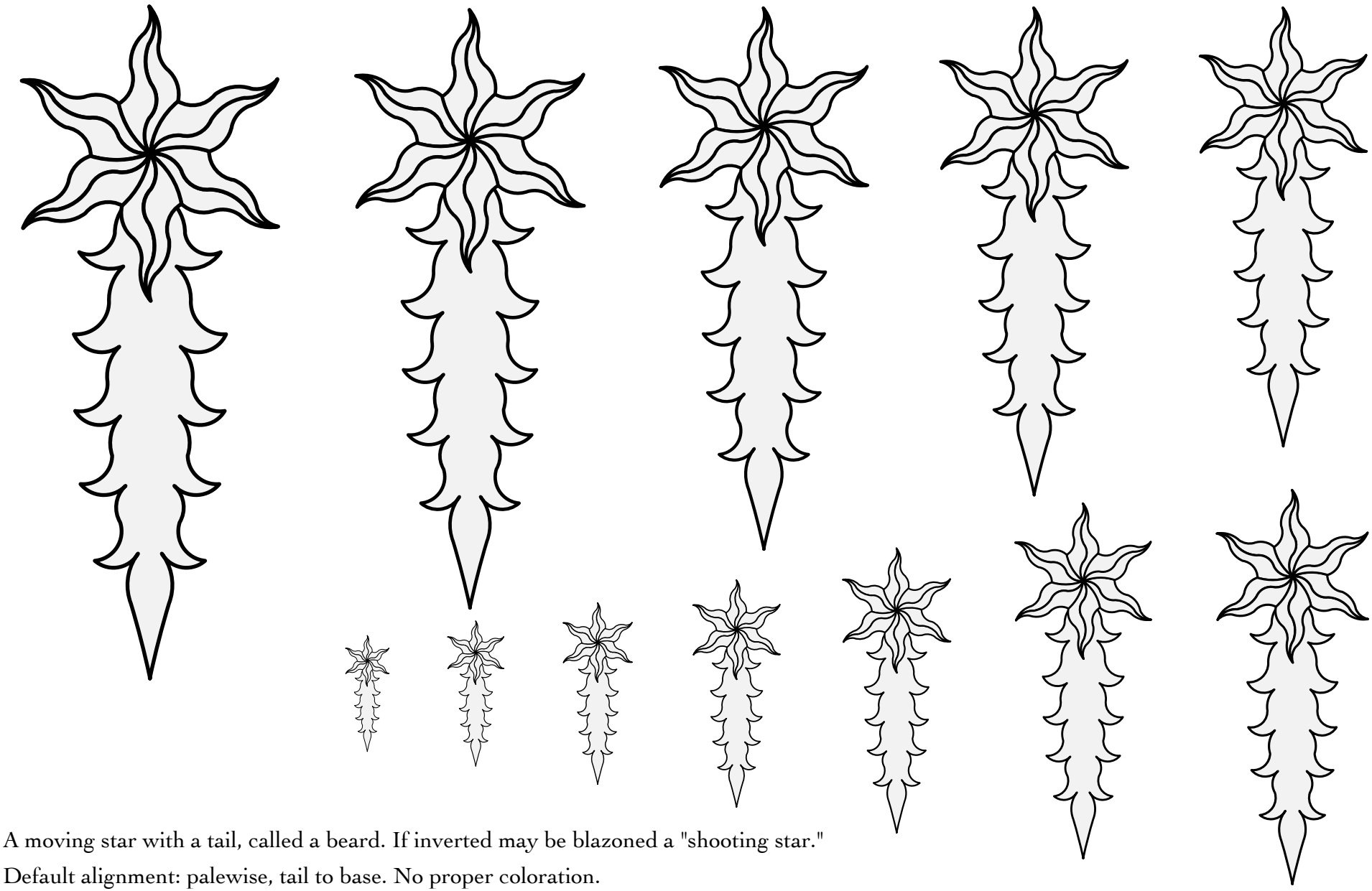


Rays emerging from behind a cloud.

Default orientation: rays to base. No proper coloration.

Source: Stammbuch Bernhard Stiber. Artist unknown.
(Blatt 54.) Adapted by Saewynn aet Cnolle.
(Said to be associated with the Donnersperg family.)

Cloud, Thunder- 6.10



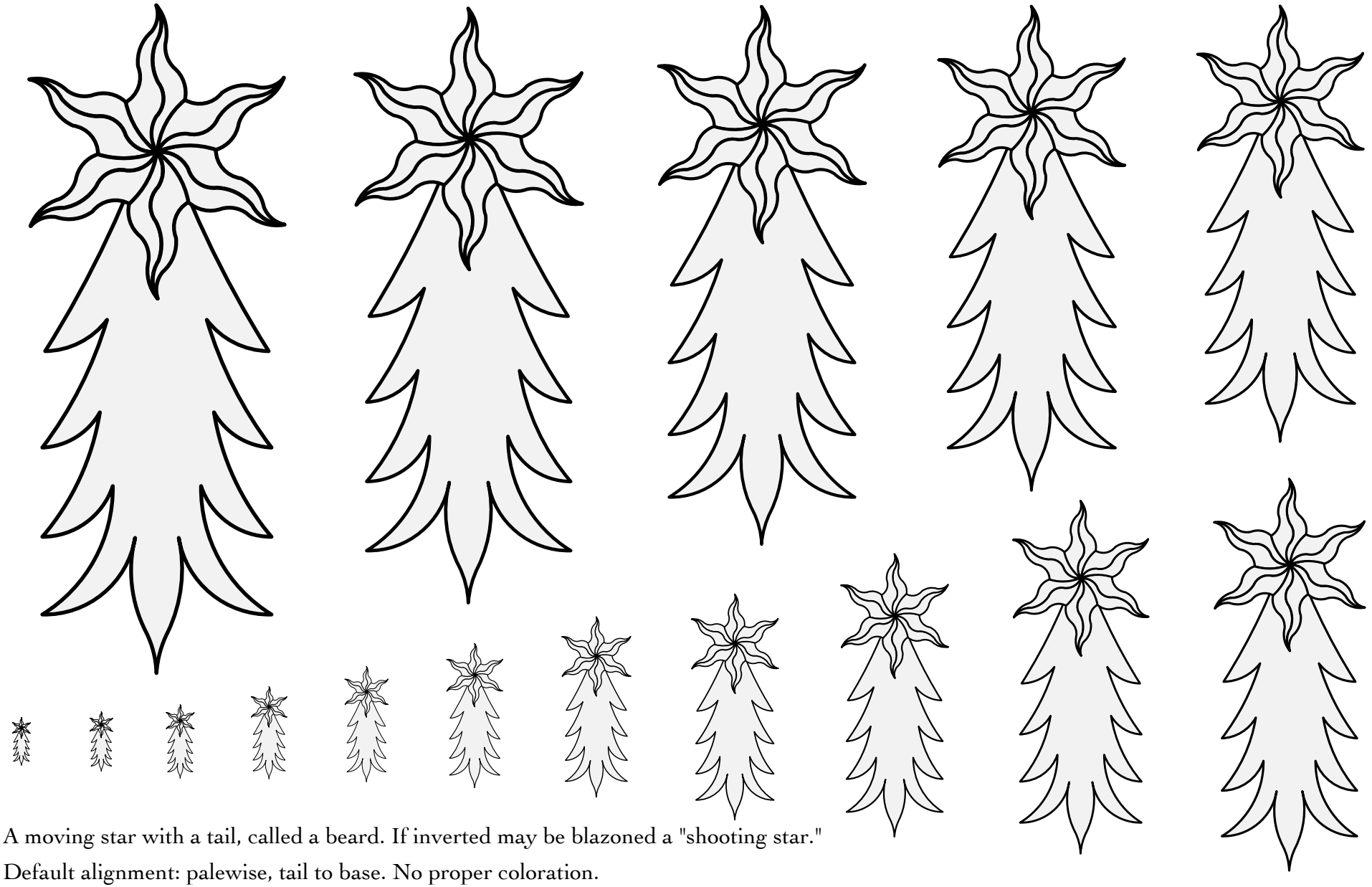
A moving star with a tail, called a beard. If inverted may be blazoned a "shooting star."

Default alignment: palewise, tail to base. No proper coloration.

The estoile may have a a different tincture than its beard but this would be considered a Step From Core Practice (SFCP).

Source: Viking Answer Lady SVG Images For Heralds. Artist: Gunnvôr silfrahárr.

Comet (1) ❧ 6.11



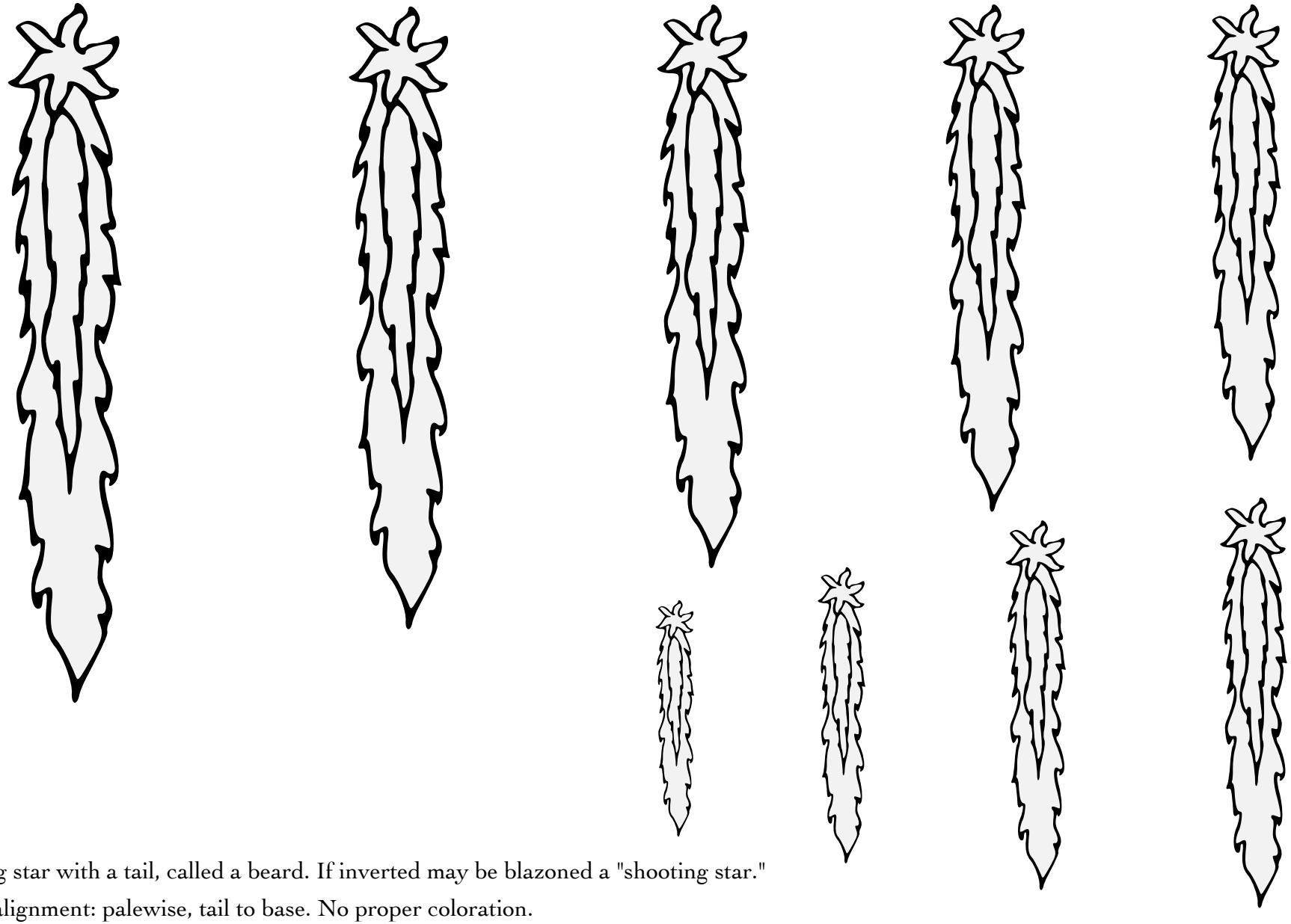
A moving star with a tail, called a beard. If inverted may be blazoned a "shooting star."

Default alignment: palewise, tail to base. No proper coloration.

The estoile may have a a different tincture than its beard but this would be considered a Step From Core Practice (SFCP).

Source: Viking Answer Lady SVG Images For Heralds. Artist: Gunnvôr silfrahárr.

Comet (2) ❧ 6.12



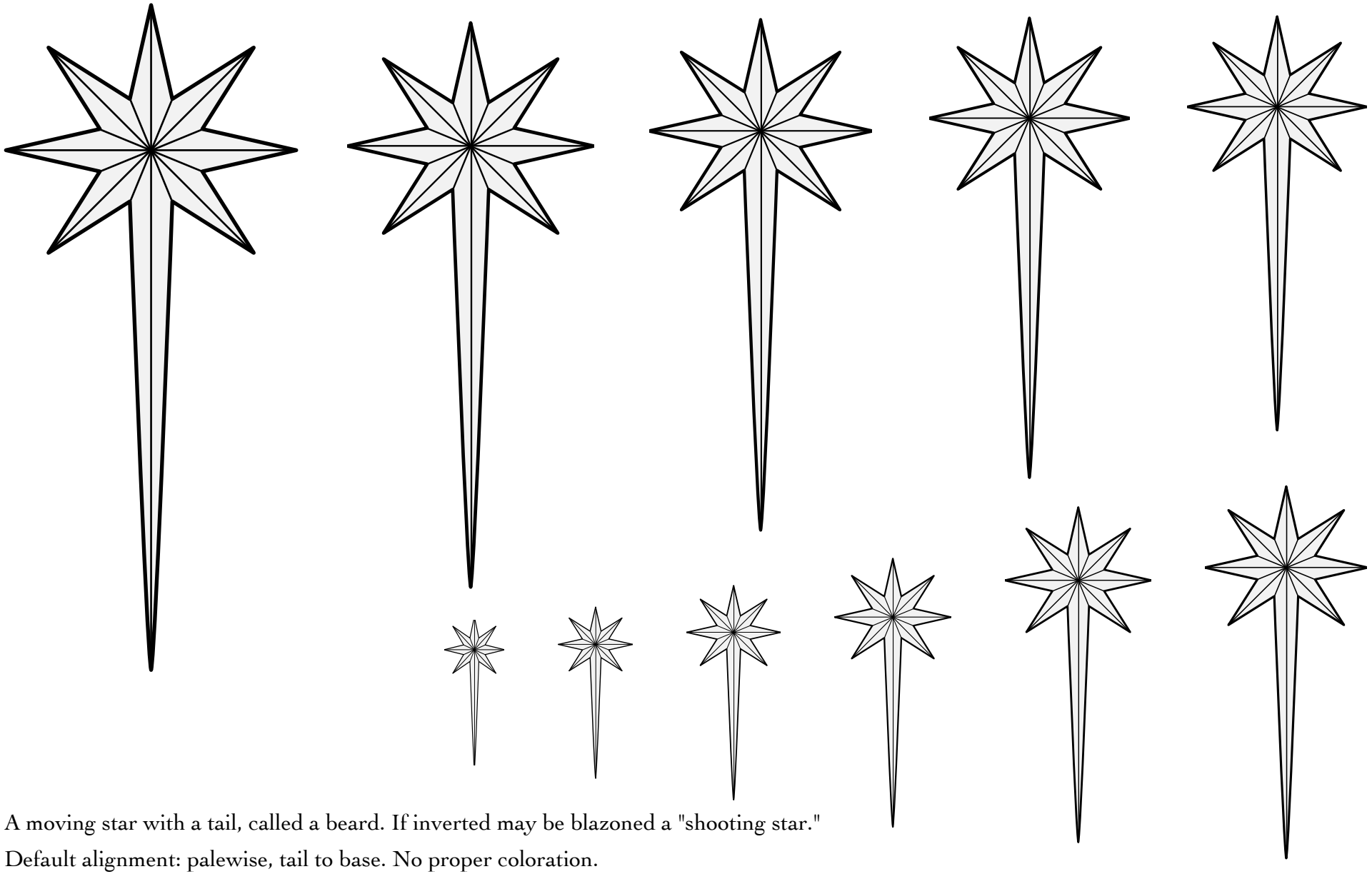
A moving star with a tail, called a beard. If inverted may be blazoned a "shooting star."

Default alignment: palewise, tail to base. No proper coloration.

The estoile may have a a different tincture than its beard but this would be considered a Step From Core Practice (SFCP).

Source: Pennsic Traceable Art. Artist unknown.

Comet (3) · 6.13



A moving star with a tail, called a beard. If inverted may be blazoned a "shooting star."

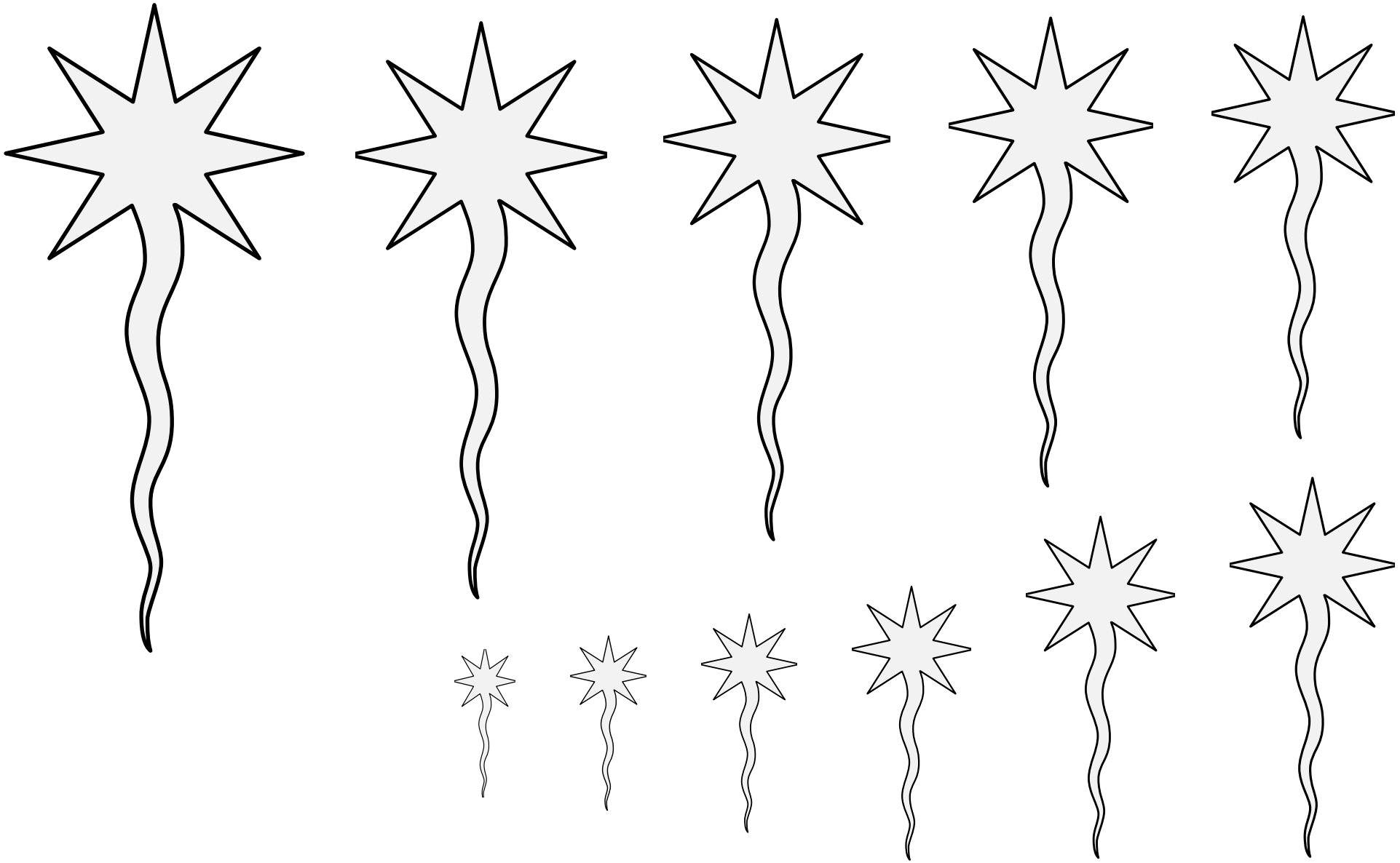
Default alignment: palewise, tail to base. No proper coloration.

The estoile may have a a different tincture than its beard but this would be considered a Step From Core Practice (SFCP).

This variety, with a straight tail, is found in Italian armory.

Source: Insignia Nobilium Patavinorum. Artist unknown. (Arms of Beneditti, folio 65r.)

Comet (4) ❧ 6.14

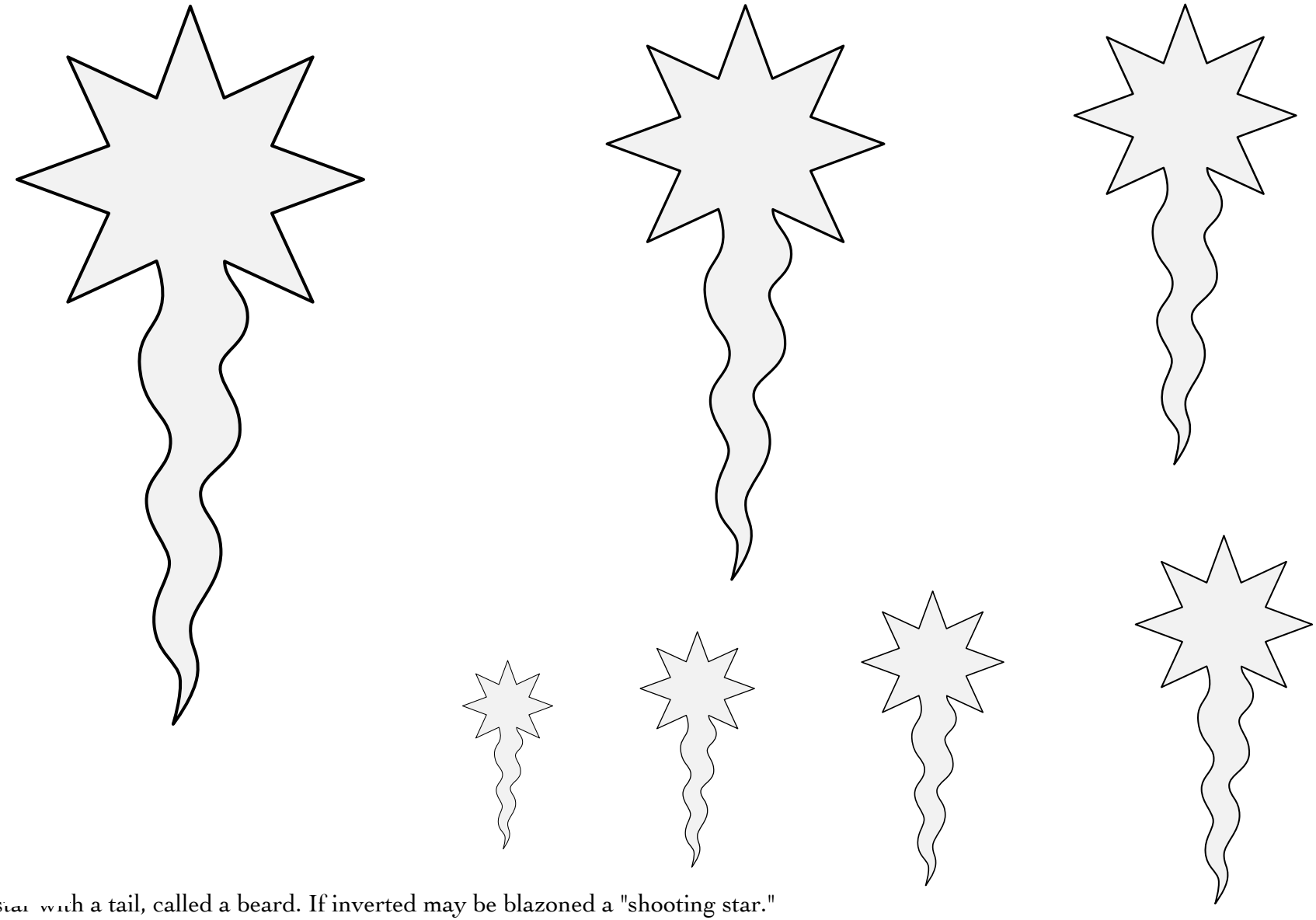


A moving star with a tail, called a beard. If inverted may be blazoned a "shooting star."

Default alignment: palewise, tail to base. No proper coloration.

The estoile may have a a different tincture than its beard but this would be considered a Step From Core Practice (SFCP).

Comet (5) ❧ 6.15



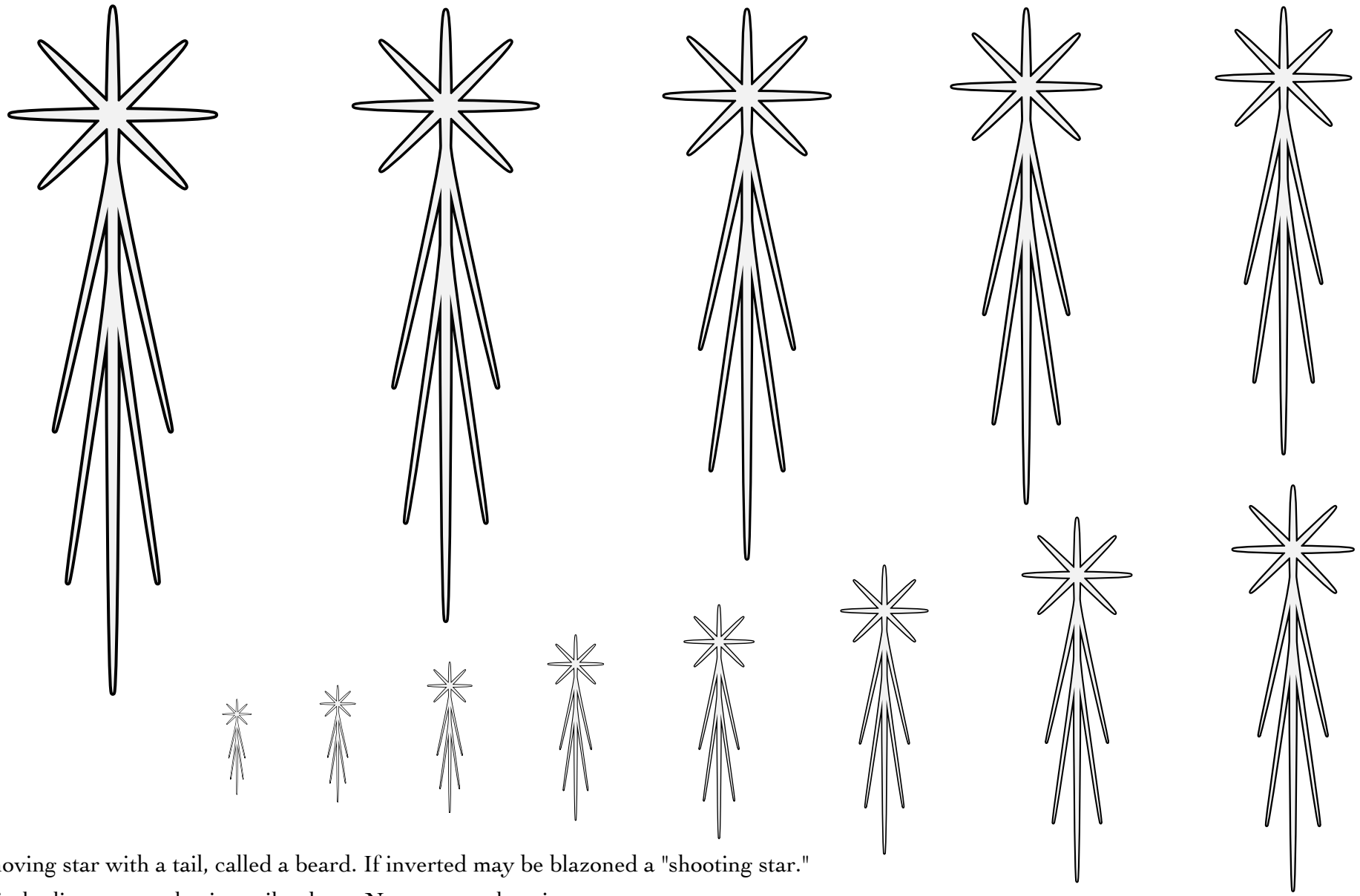
A moving star with a tail, called a beard. If inverted may be blazoned a "shooting star."

Default alignment: palewise, tail to base. No proper coloration.

The estoile may have a a different tincture than its beard but this would be considered a Step From Core Practice (SFCP).

Source: Korjenić-Neorić Armorial. Artist unknown. (Page 30, arms of Ximracovich.)

Comet (6) ❧ 6.16



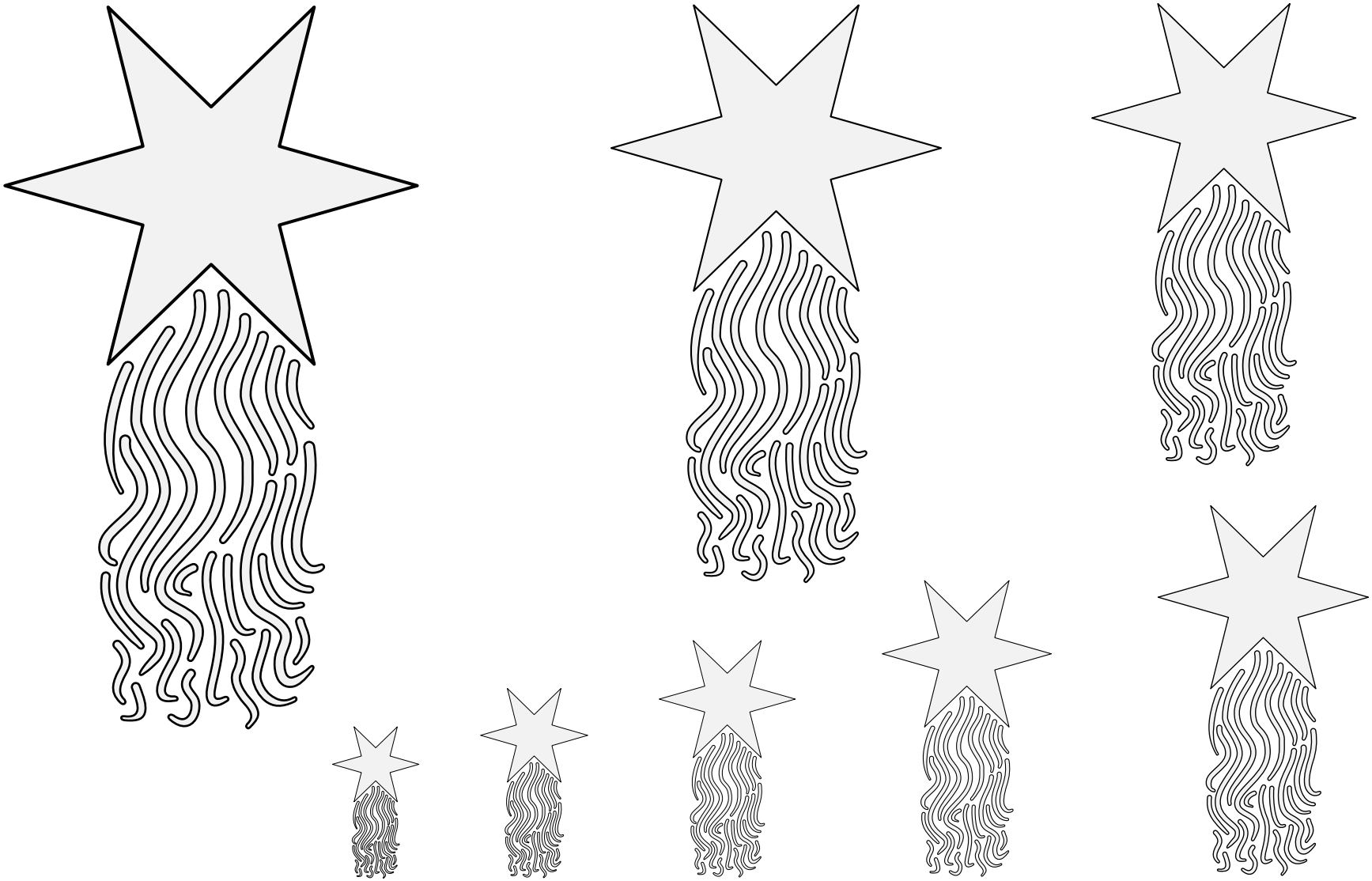
A moving star with a tail, called a beard. If inverted may be blazoned a "shooting star."

Default alignment: palewise, tail to base. No proper coloration.

The estoile may have a a different tincture than its beard but this would be considered a Step From Core Practice (SFCP).

Source: Stemmario Trivulziano. (Arms of da Comma.)

Comet (7) ❧ 6.17



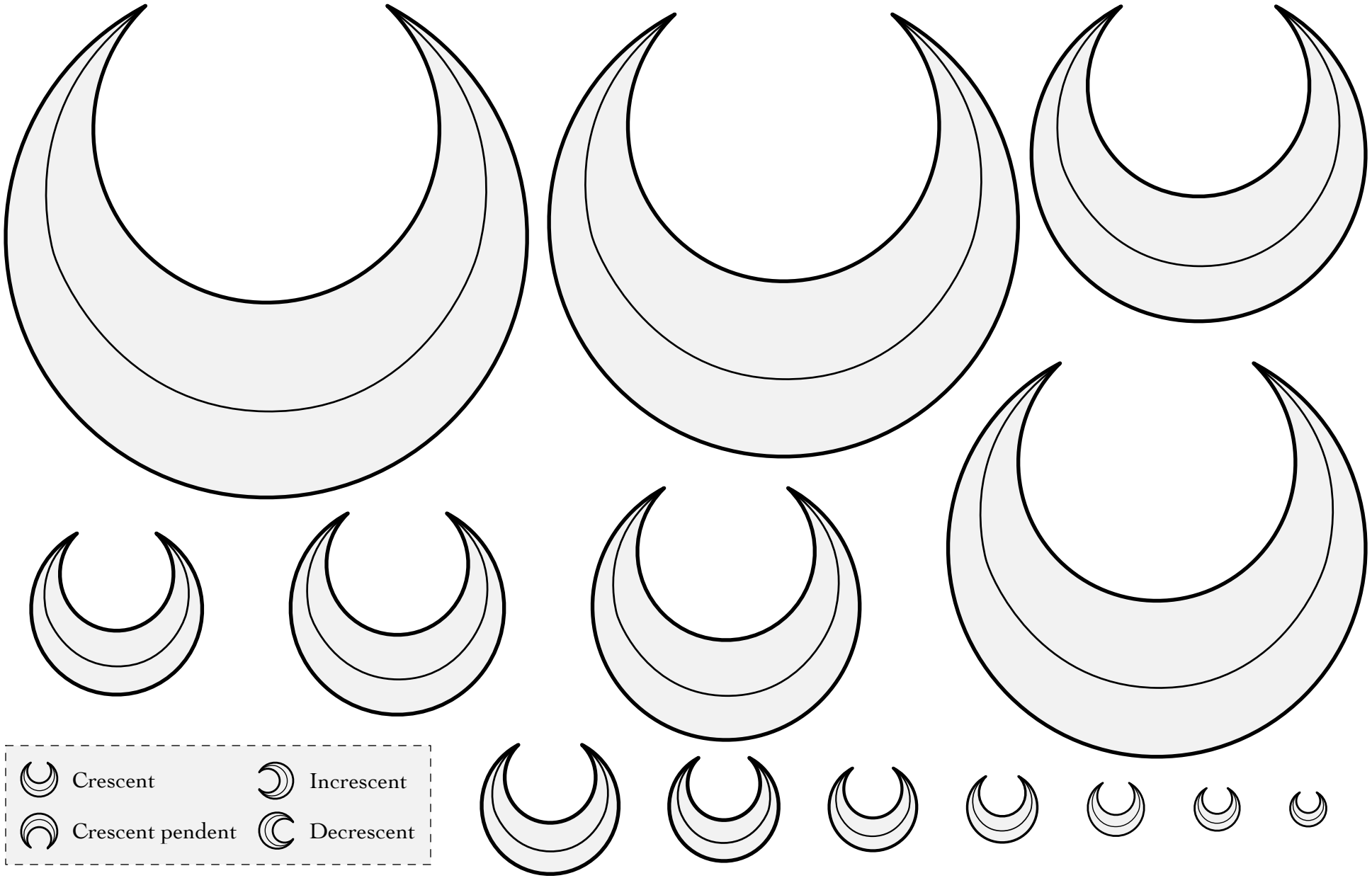
A moving star with a tail, called a beard. If inverted may be blazoned a "shooting star."

Default alignment: palewise, tail to base. No proper coloration.

The estoile may have a a different tincture than its beard but this would be considered a Step From Core Practice (SFCP).

Source: Le second volume de la premiere partye du blason d'armoiries. Artist unknown.

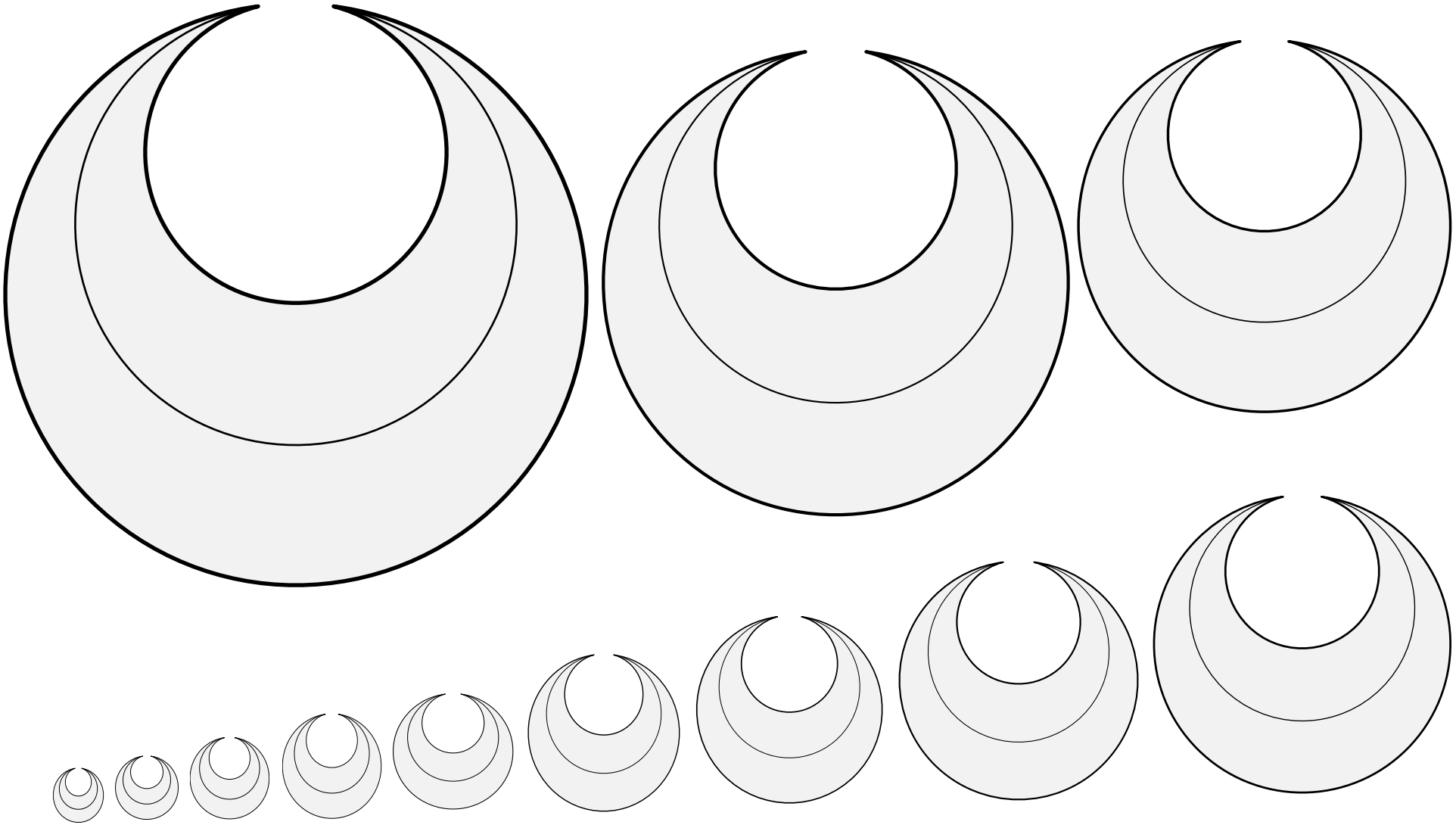
Comet (8) ❧ 6.18



A quarter moon. Default alignment: horns open to chief. With horns to base, it is blazoned a "crescent pendent"; an "increscent" has horns to dexter, while a "decrescent" has horns to sinister.

Use of a crescent gules on an argent field is restricted for conflict with the Red Crescent.

Crescent (1) ❧ 6.19

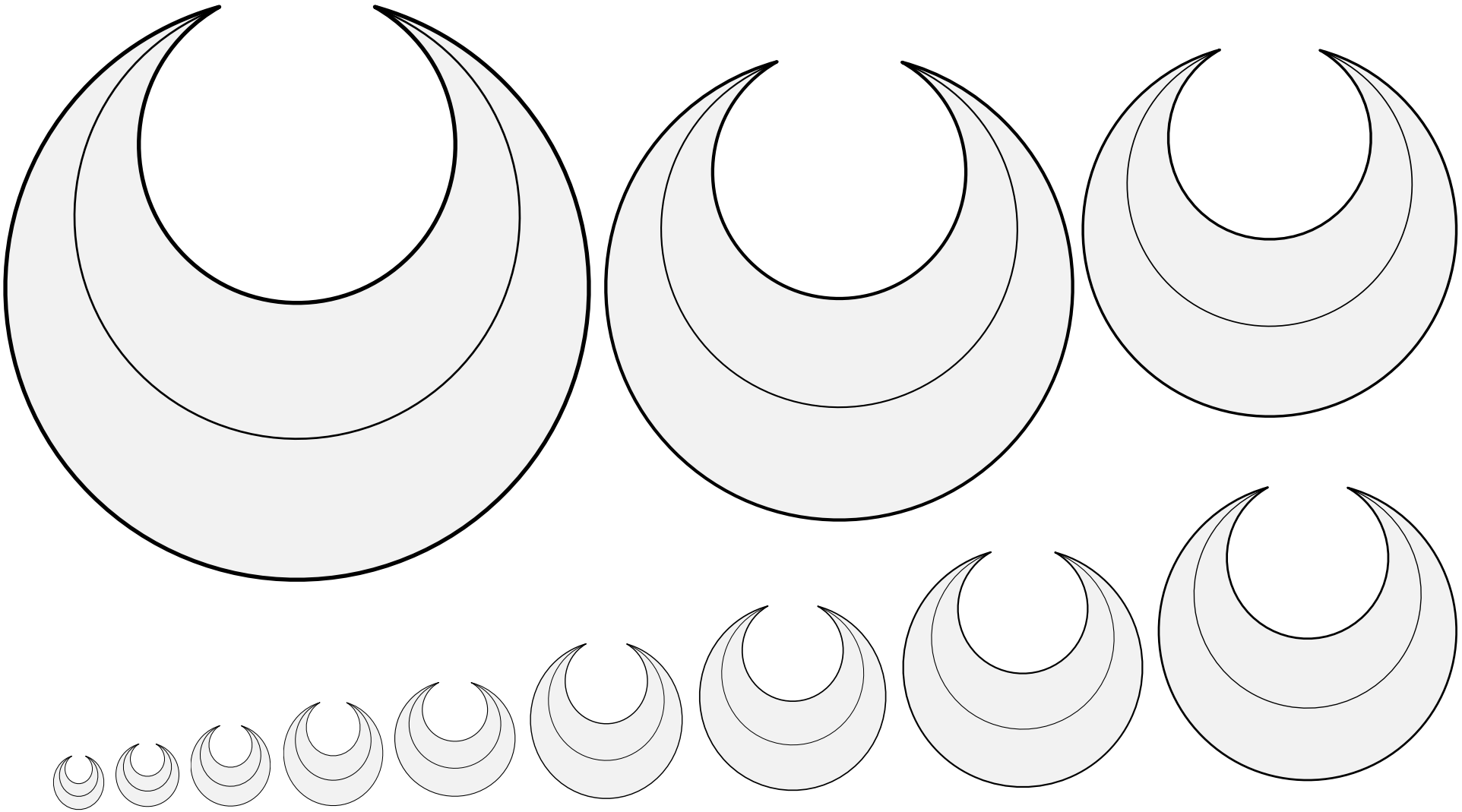


A quarter moon.

Default alignment: horns open to chief. With horns to base, it is blazoned a “crescent pendent”; an “increscent” has horns to dexter, while a “decrescent” has horns to sinister.

Use of a crescent gules on an argent field is restricted for conflict with the Red Crescent.

Crescent (2) ❧ 6.20



A quarter moon.

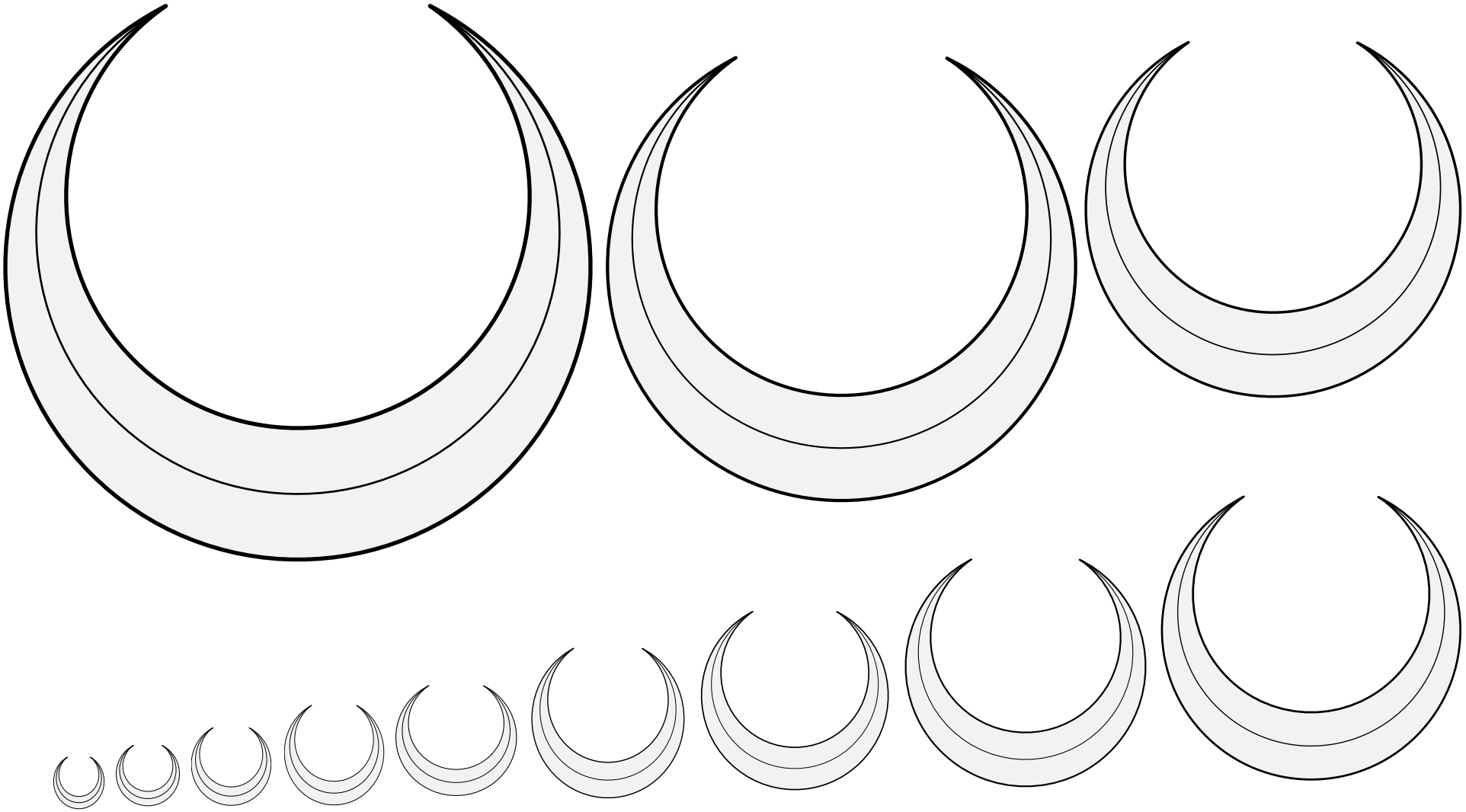
Default alignment: horns open to chief. With horns to base, it is blazoned a “crescent pendent”; an “increscent” has horns to dexter, while a “decrescent” has horns to sinister.

Use of a crescent gules on an argent field is restricted for conflict with the Red Crescent.

This is a thick crescent.

Source: Pennsic Traceable Art. Artist: Roana d’Evreux. Adapted by Mathghamhain Ua Ruadháin.

Crescent (3) ❧ 6.21



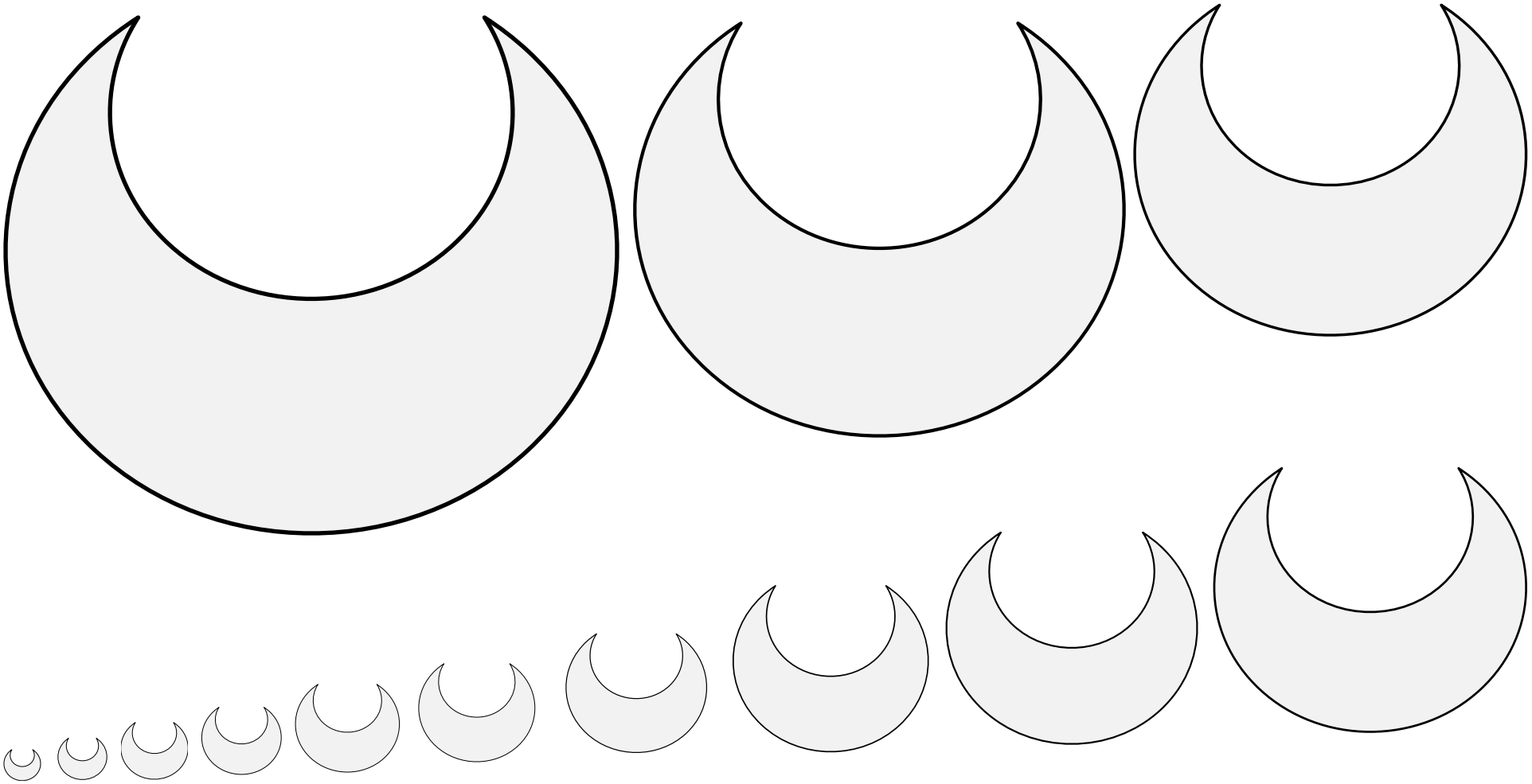
A quarter moon.

Default alignment: horns open to chief. With horns to base, it is blazoned a “crescent pendent”; an “increscent” has horns to dexter, while a “decrescent” has horns to sinister.

Use of a crescent gules on an argent field is restricted for conflict with the Red Crescent.

This is a skinny crescent.

Crescent (4) · 6.22



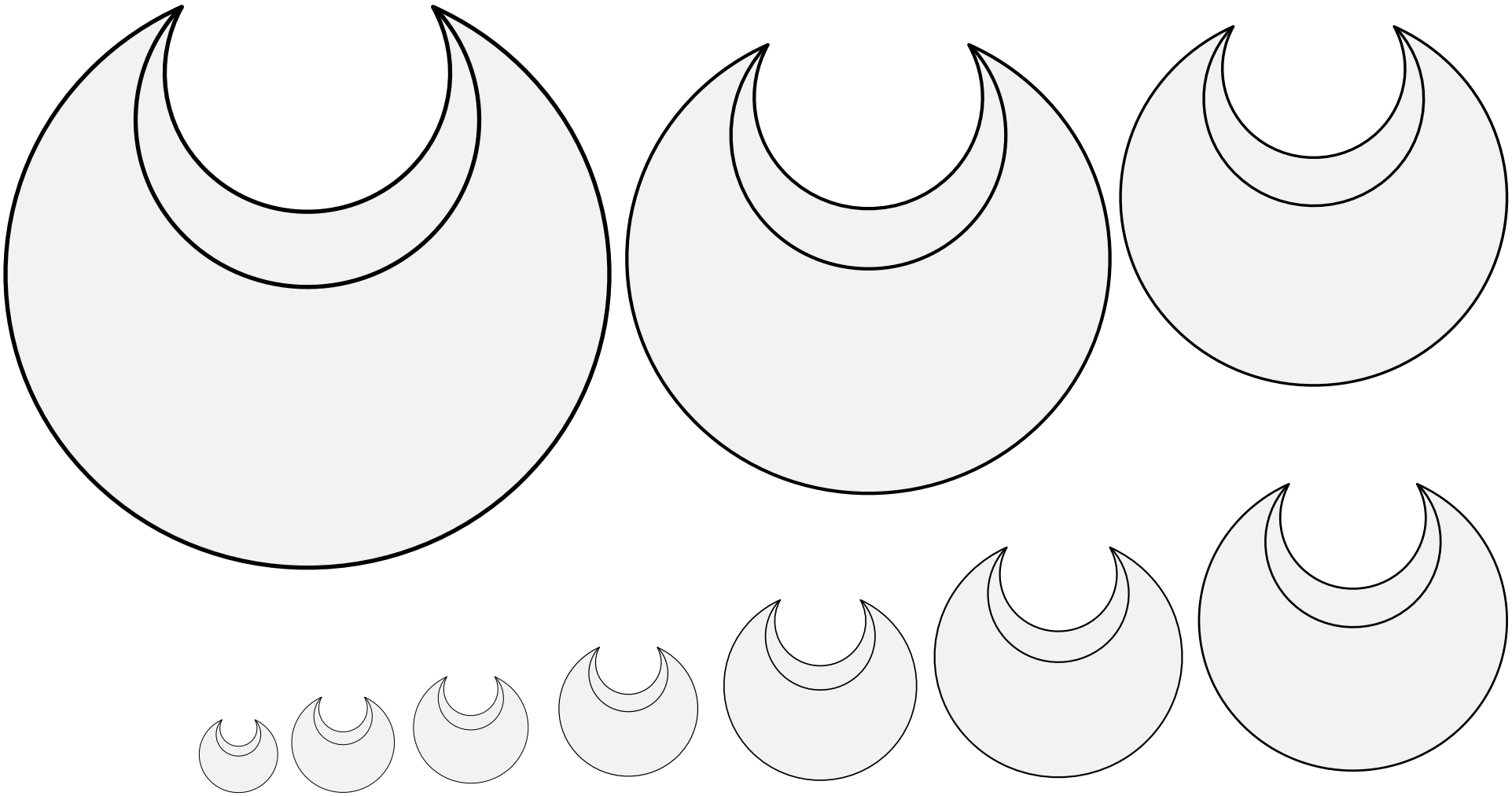
A quarter moon.

Default alignment: horns open to chief. With horns to base, it is blazoned a “crescent pendent”; an “increscent” has horns to dexter, while a “decrescent” has horns to sinister.

Use of a crescent gules on an argent field is restricted for conflict with the Red Crescent.

Source: Beyeren Armorial. Artist: Claes Heinenzoon.

Crescent (5) ❧ 6.23



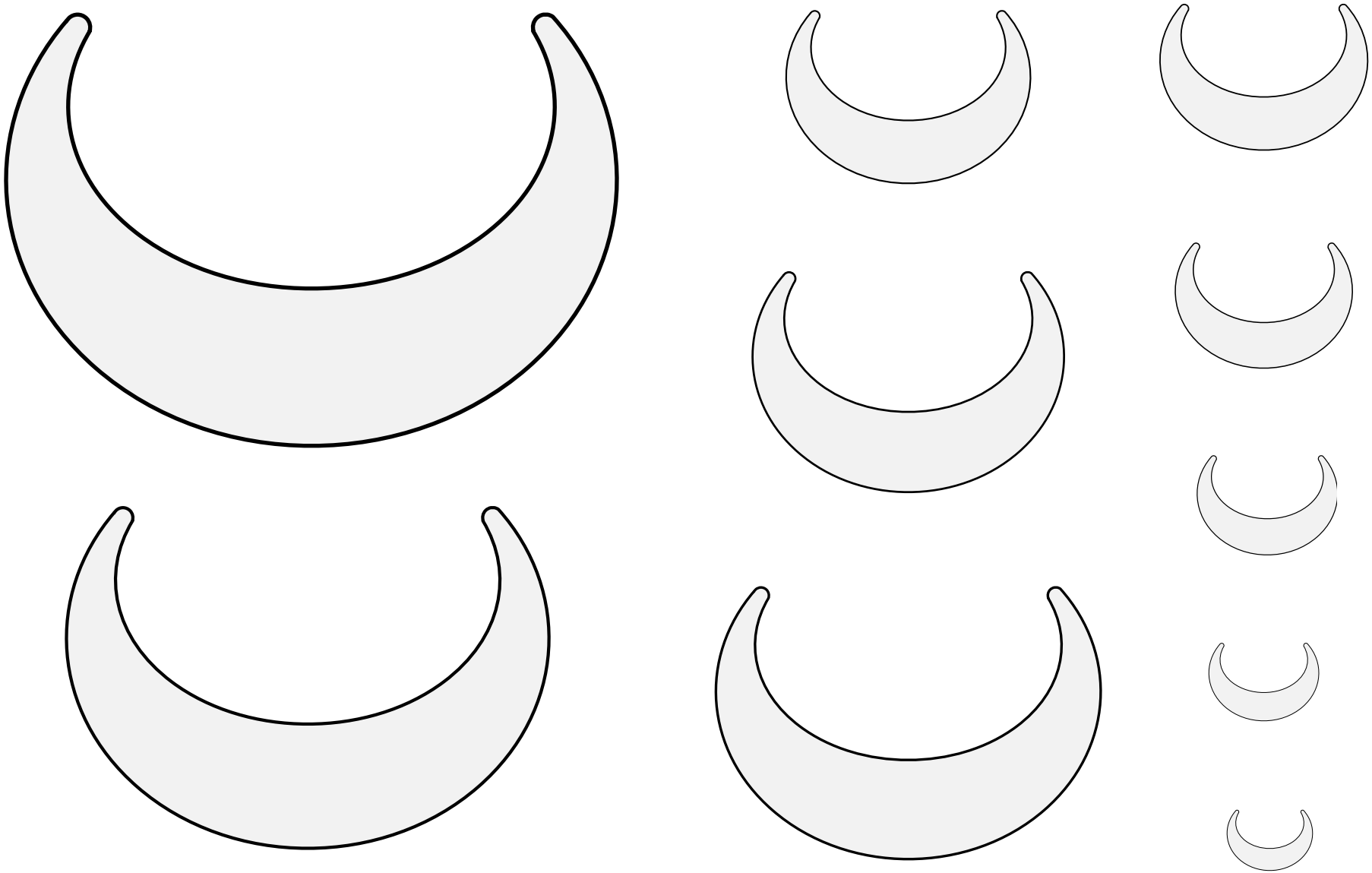
A quarter moon.

Default alignment: horns open to chief. With horns to base, it is blazoned a “crescent pendent”; an “increscent” has horns to dexter, while a “decrescent” has horns to sinister.

Use of a crescent gules on an argent field is restricted for conflict with the Red Crescent.

Source: Banners, Standards, and Badges. Artist: Thomas Willement.
(From the banner of Frogmorton, p.134.)

Crescent (6) ❧ 6.24



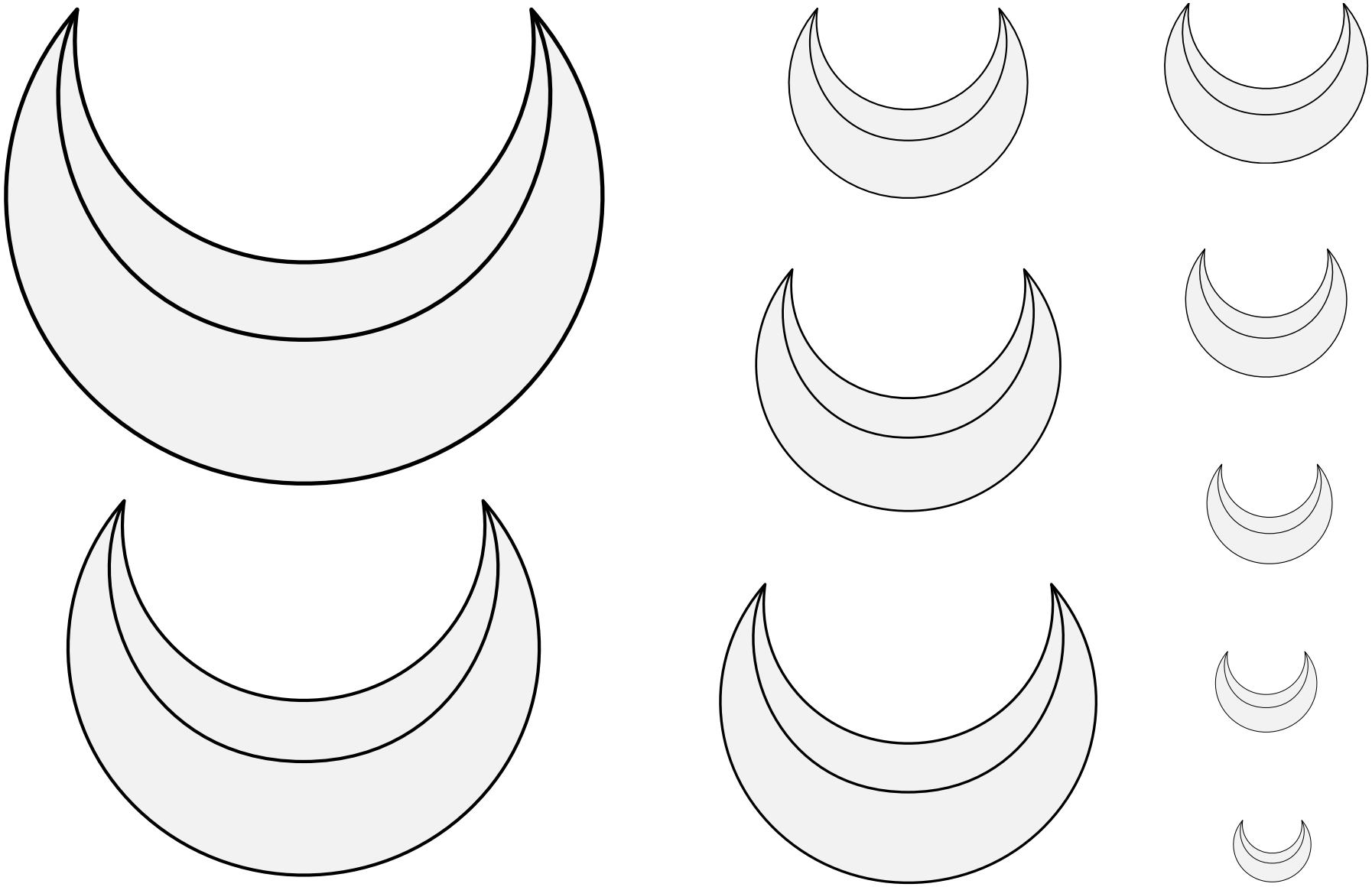
A quarter moon.

Default alignment: horns open to chief. With horns to base, it is blazoned a “crescent pendent”; an “increscent” has horns to dexter, while a “decrescent” has horns to sinister.

Use of a crescent gules on an argent field is restricted for conflict with the Red Crescent.

Source: Livro de Nobreza. Artist: António Godinho. (Folio 25r.)

Crescent (7) ❧ 6.25

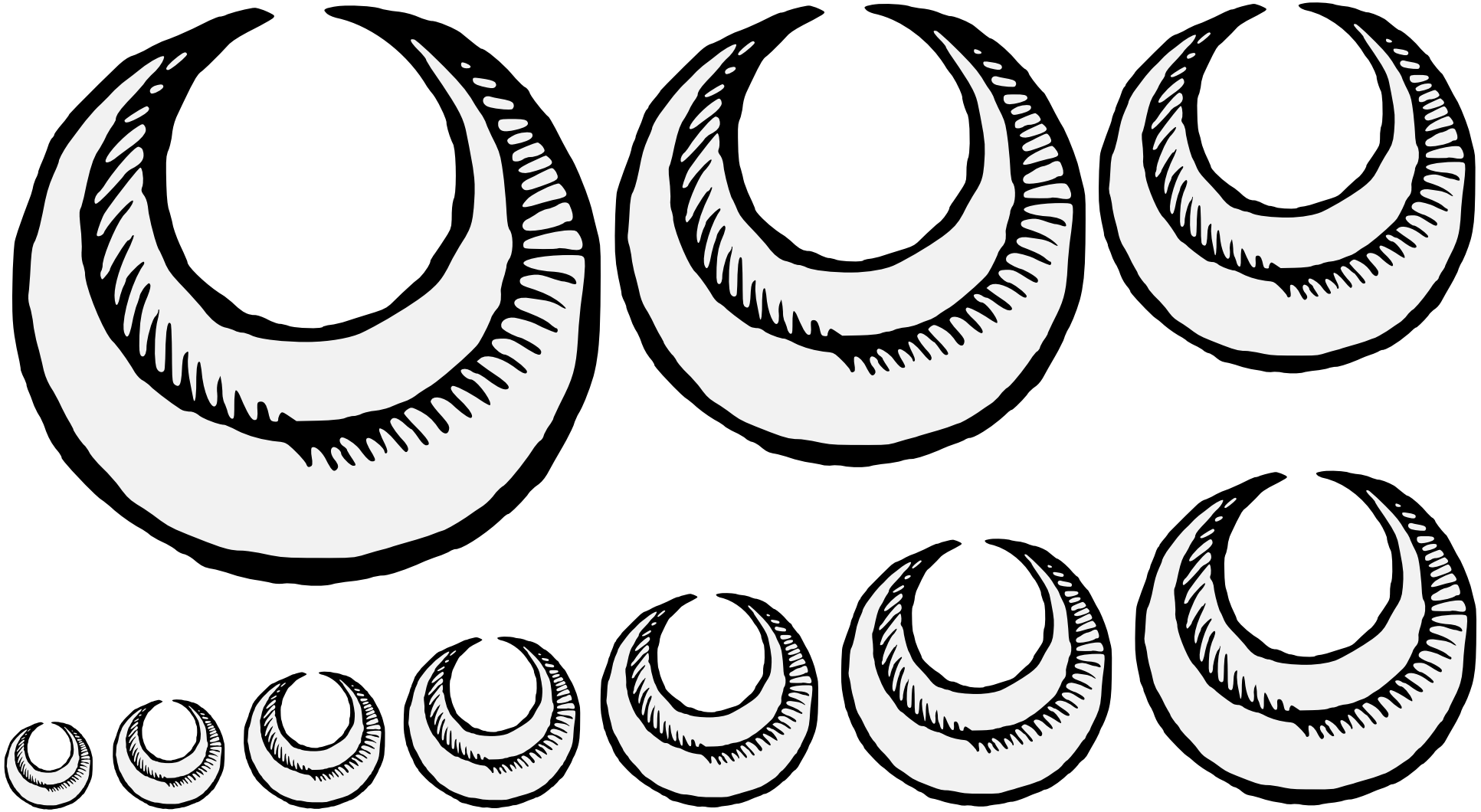


A quarter moon.

Default alignment: horns open to chief. With horns to base, it is blazoned a “crescent pendent”; an “increscent” has horns to dexter, while a “decrescent” has horns to sinister.

Use of a crescent gules on an argent field is restricted for conflict with the Red Crescent.

Crescent (8) ❧ 6.26



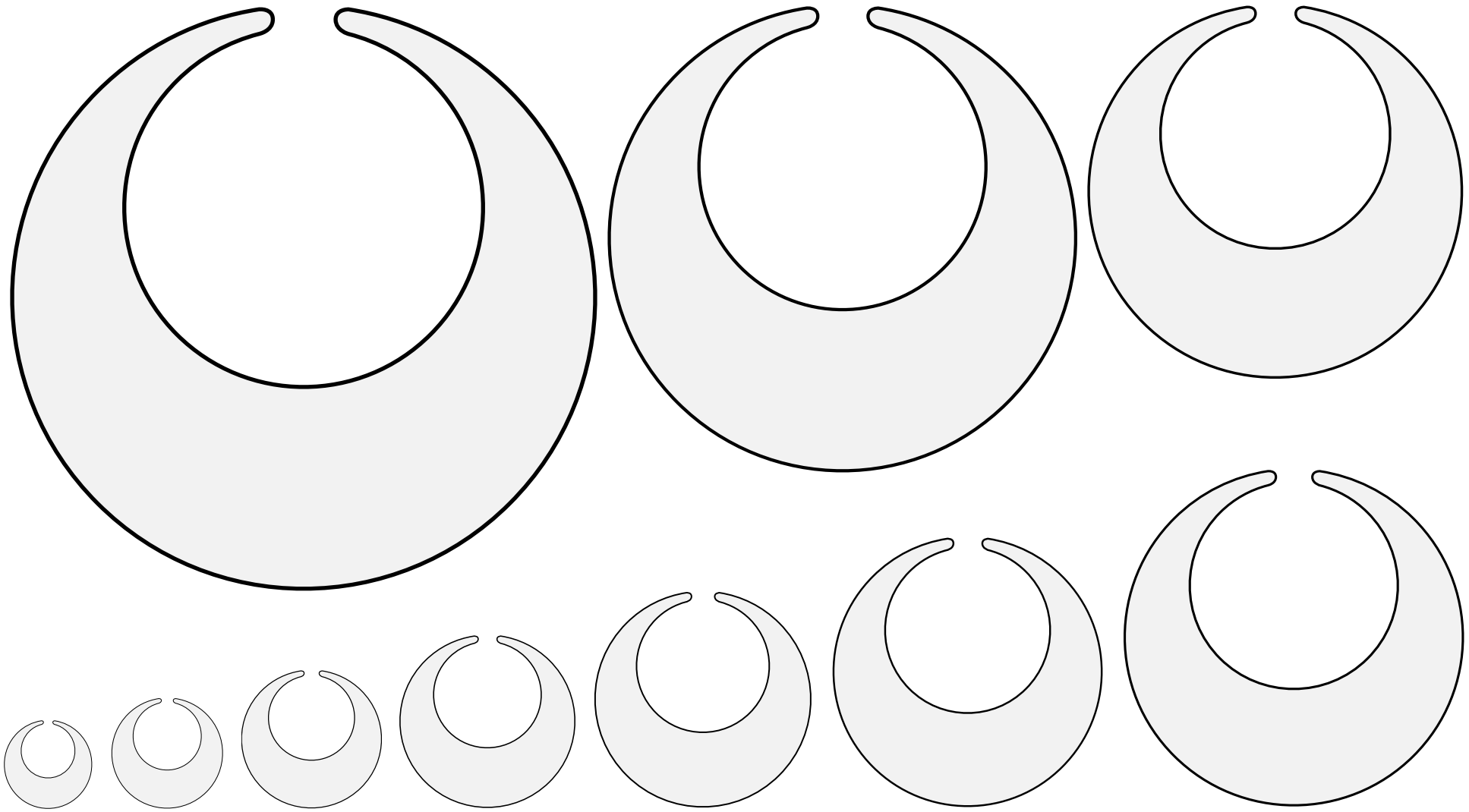
A quarter moon.

Default alignment: horns open to chief. With horns to base, it is blazoned a “crescent pendent”; an “increscent” has horns to dexter, while a “decrescent” has horns to sinister.

Use of a crescent gules on an argent field is restricted for conflict with the Red Crescent.

Source: Le Blason Des Armoiries. Artist: Jérôme de Bara. (Page 56.)

Crescent (9) ❧ 6.27



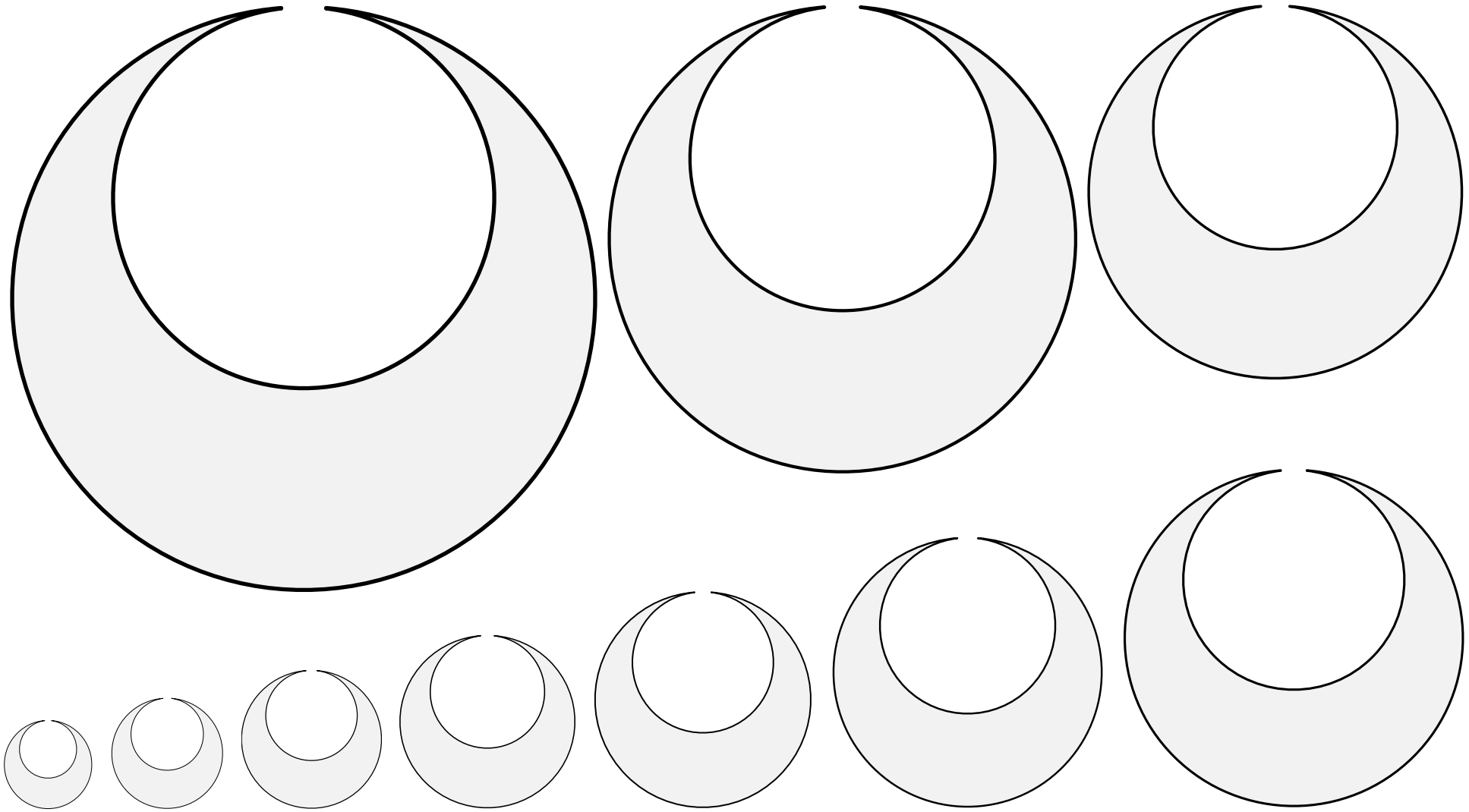
A quarter moon.

Default alignment: horns open to chief. With horns to base, it is blazoned a “crescent pendent”; an “increscent” has horns to dexter, while a “decrescent” has horns to sinister.

Use of a crescent gules on an argent field is restricted for conflict with the Red Crescent.

Source: Priorista di Giuliano de' Ricci. Artist unknown.
(Vol. I, folio 80v, arms of Pazzi.)

Crescent (10) ❧ 6.28



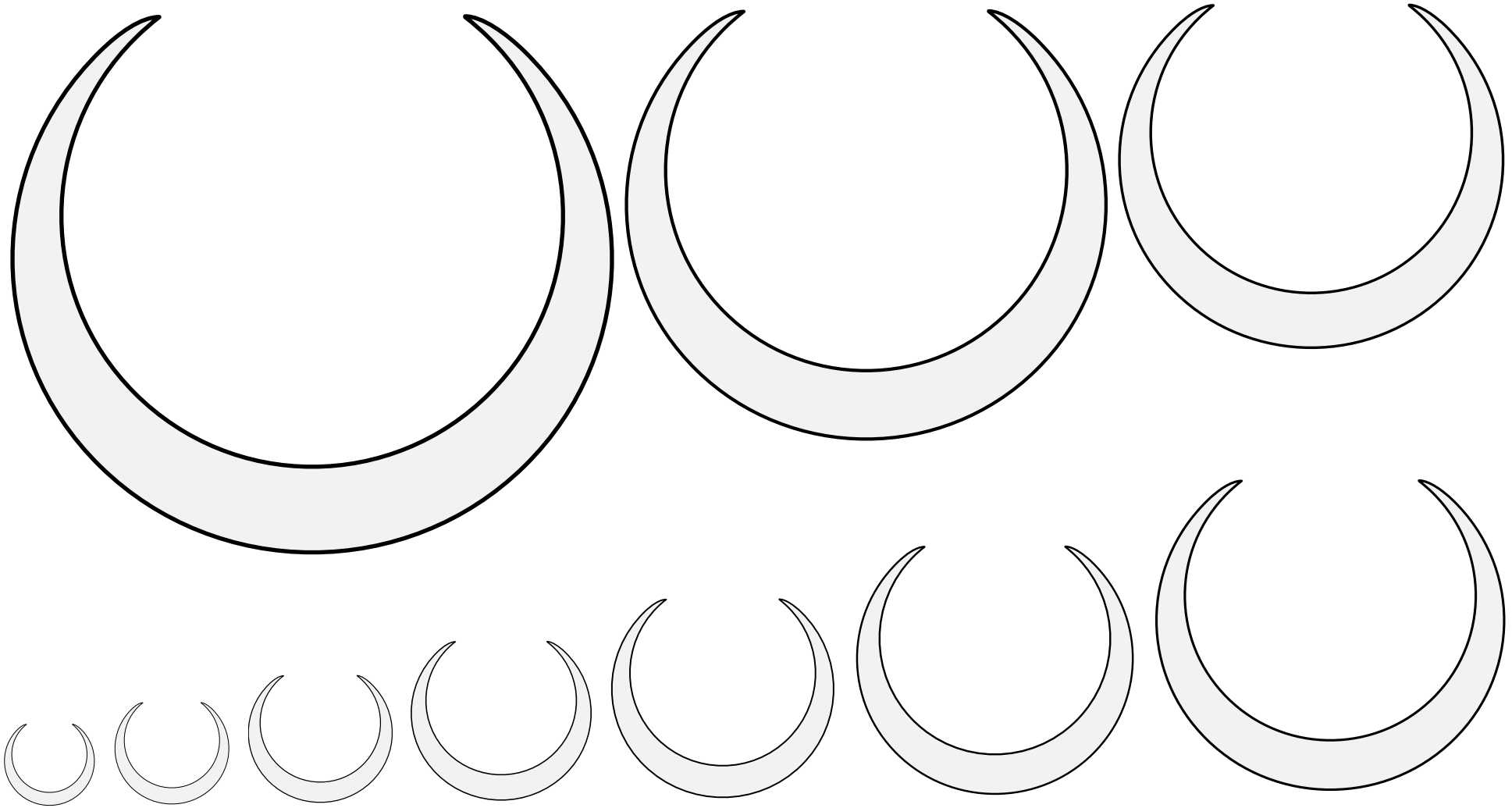
A quarter moon.

Default alignment: horns open to chief. With horns to base, it is blazoned a “crescent pendent”; an “increscent” has horns to dexter, while a “decrescent” has horns to sinister.

Use of a crescent gules on an argent field is restricted for conflict with the Red Crescent.

Source: Priorista di Giuliano de' Ricci. Artist unknown.
(Vol. I, folio 80v, arms of Pazzi.)

Crescent (11) ❧ 6.29



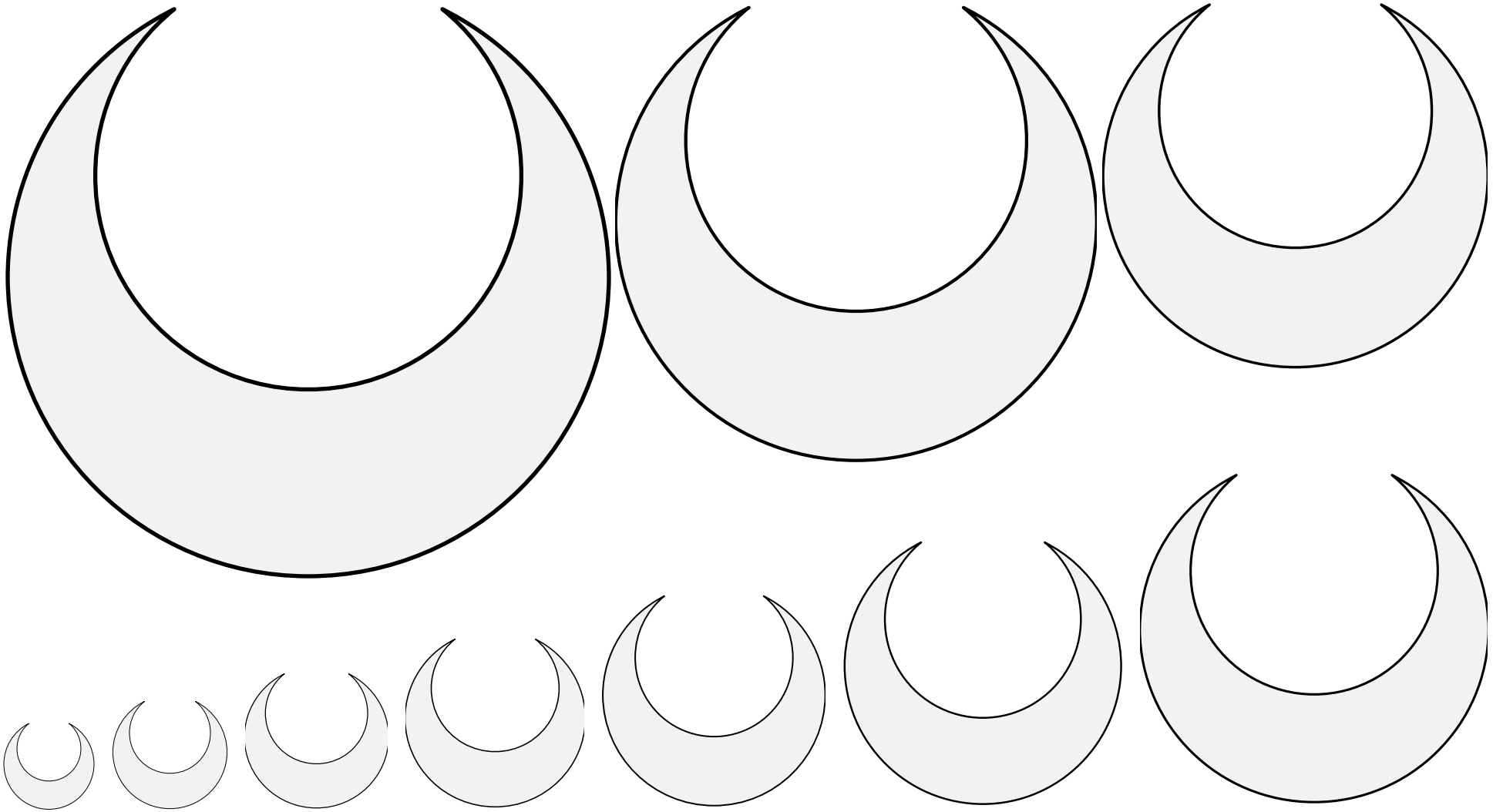
A quarter moon.

Default alignment: horns open to chief. With horns to base, it is blazoned a “crescent pendent”; an “increscent” has horns to dexter, while a “decrescent” has horns to sinister.

Use of a crescent gules on an argent field is restricted for conflict with the Red Crescent.

Source: Korjenić-Neorić Armorial. Artist unknown.
(Page 7, arms of Yllyriæ.)

Crescent (12) · 6.30



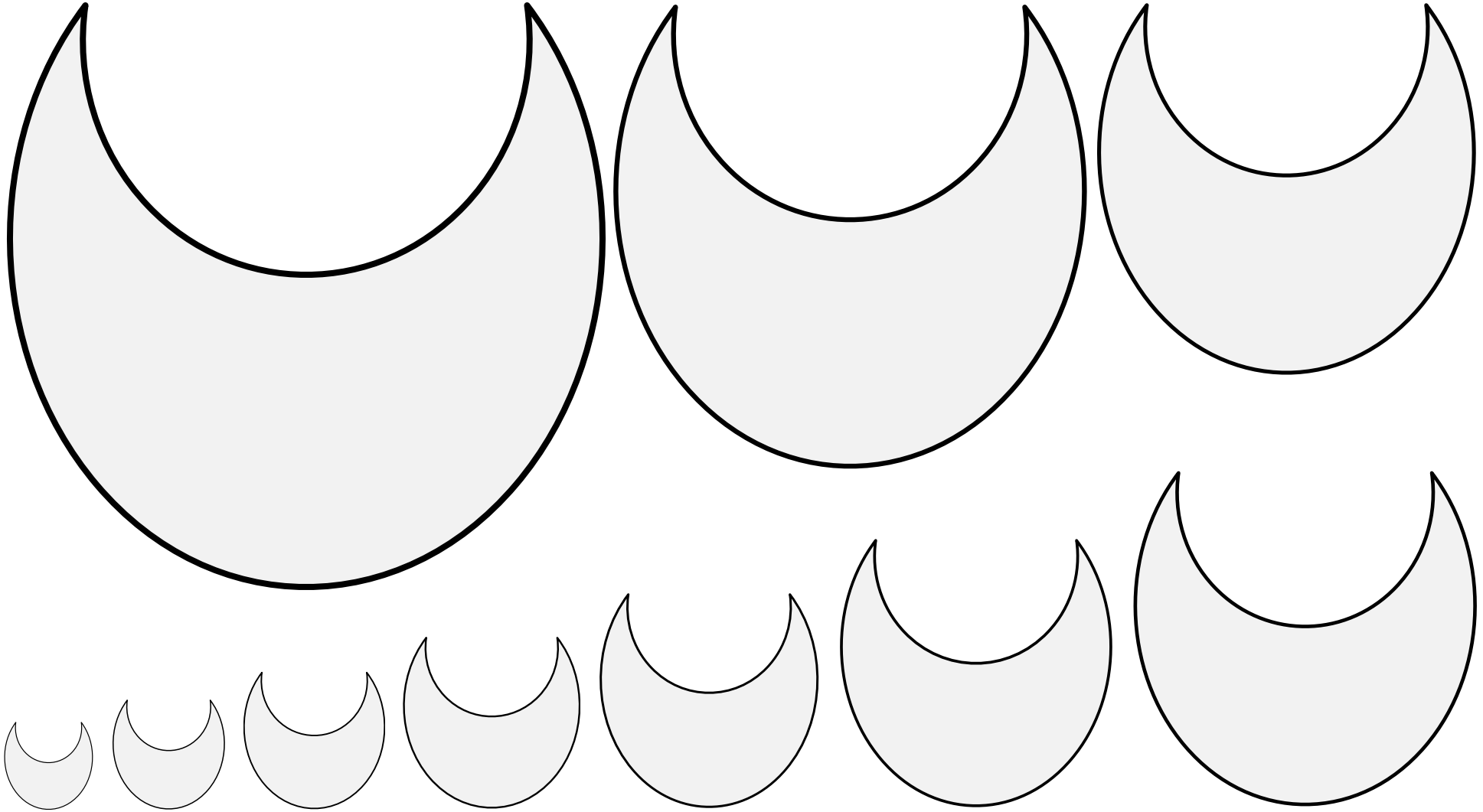
A quarter moon.

Default alignment: horns open to chief. With horns to base, it is blazoned a “crescent pendent”; an “increscent” has horns to dexter, while a “decrescent” has horns to sinister.

Use of a crescent gules on an argent field is restricted for conflict with the Red Crescent.

Source: Viking Answer Lady SVG Images For Heralds. Artist: Gunnvôr silfrahárr.

Crescent (13) ❧ 6.31



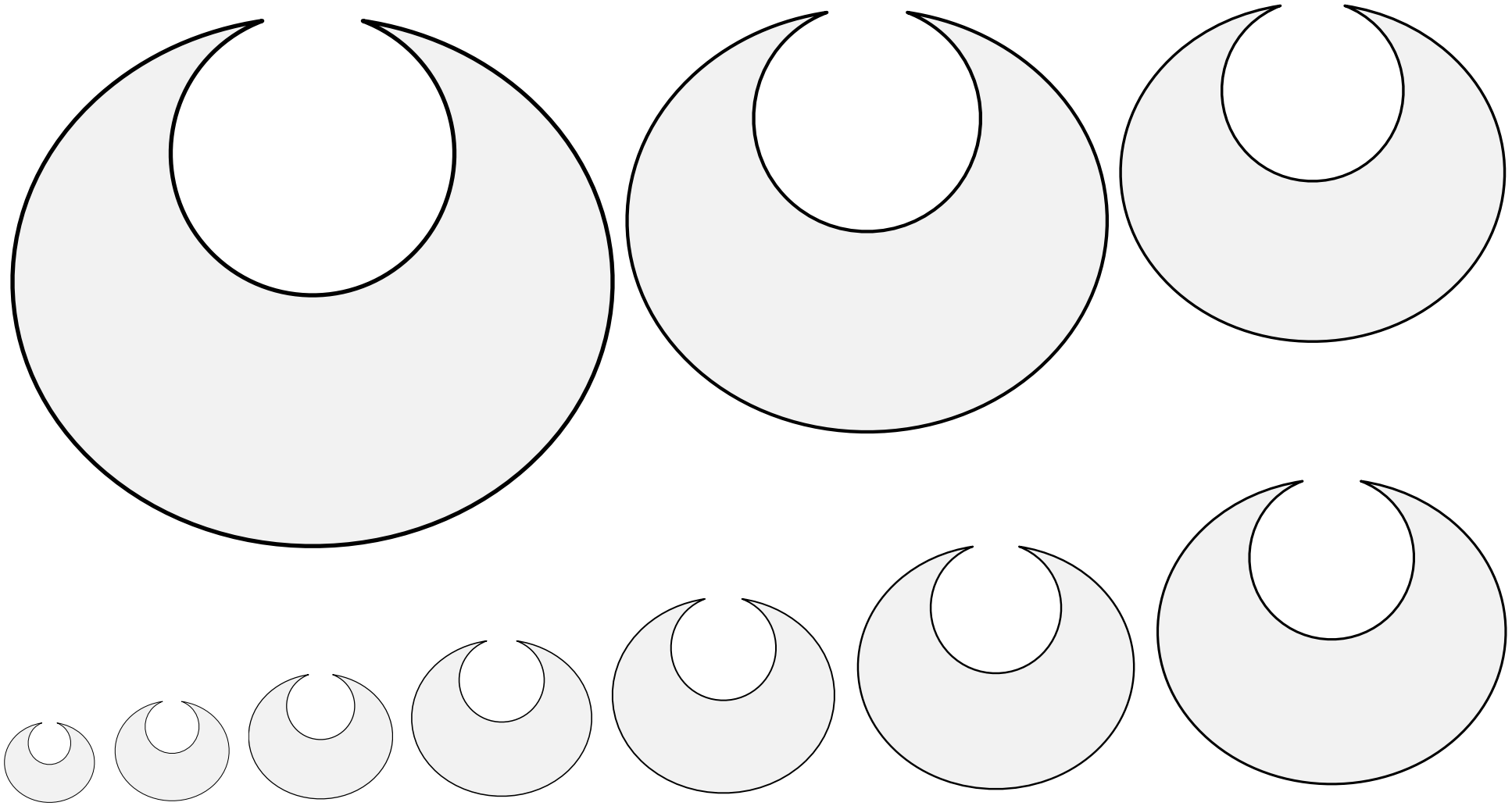
A quarter moon.

Default alignment: horns open to chief. With horns to base, it is blazoned a “crescent pendent”; an “increscent” has horns to dexter, while a “decrescent” has horns to sinister.

Use of a crescent gules on an argent field is restricted for conflict with the Red Crescent.

Source: Powell Roll. Artist unknown. (Folio 3v, arms of Edmund Thorpe.)

Crescent (14) · 6.32



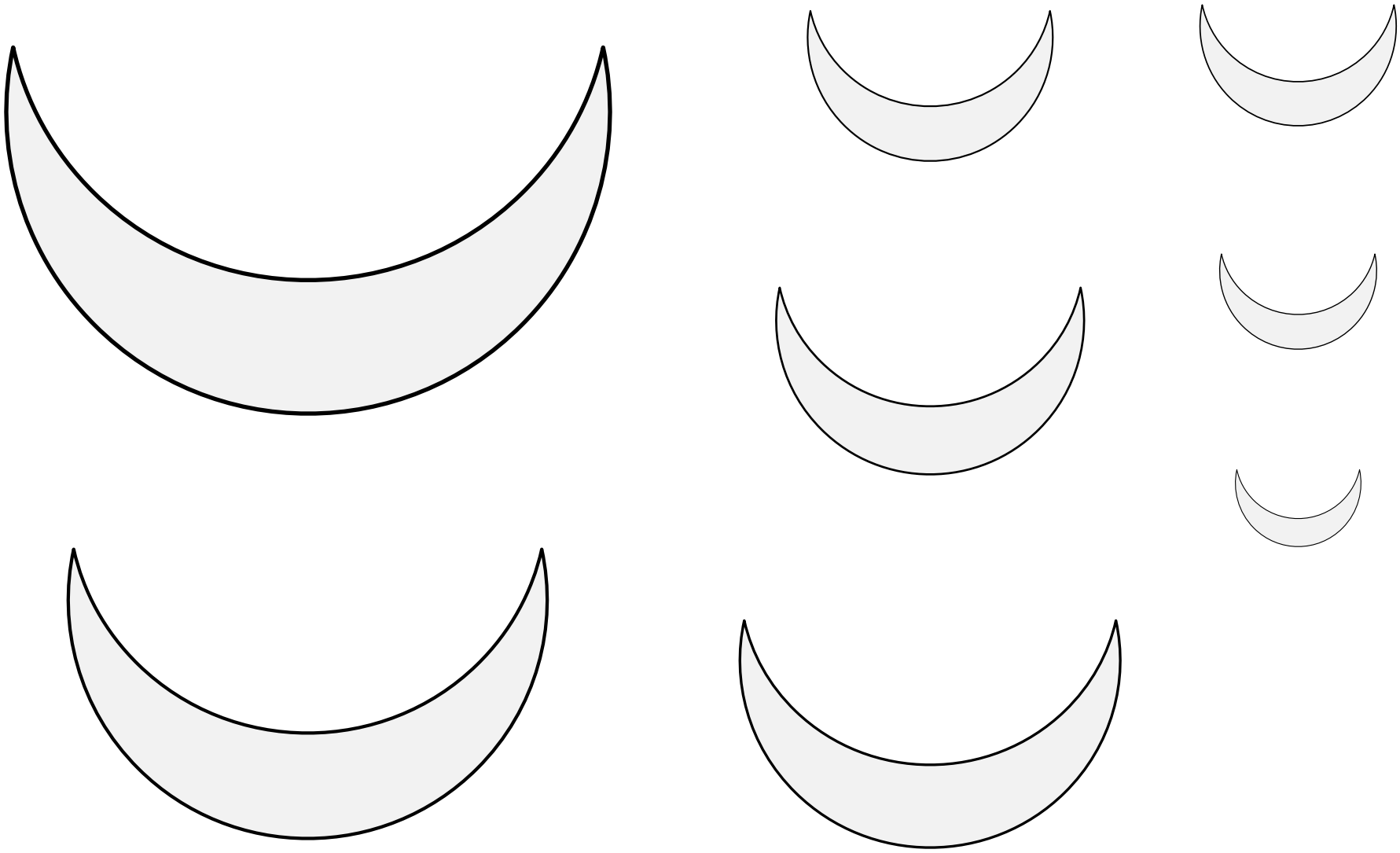
A quarter moon.

Default alignment: horns open to chief. With horns to base, it is blazoned a “crescent pendent”; an “increscent” has horns to dexter, while a “decrescent” has horns to sinister.

Use of a crescent gules on an argent field is restricted for conflict with the Red Crescent.

Source: English Arms A. Artist unknown. (Page 85.)

Crescent (15) ❧ 6.33



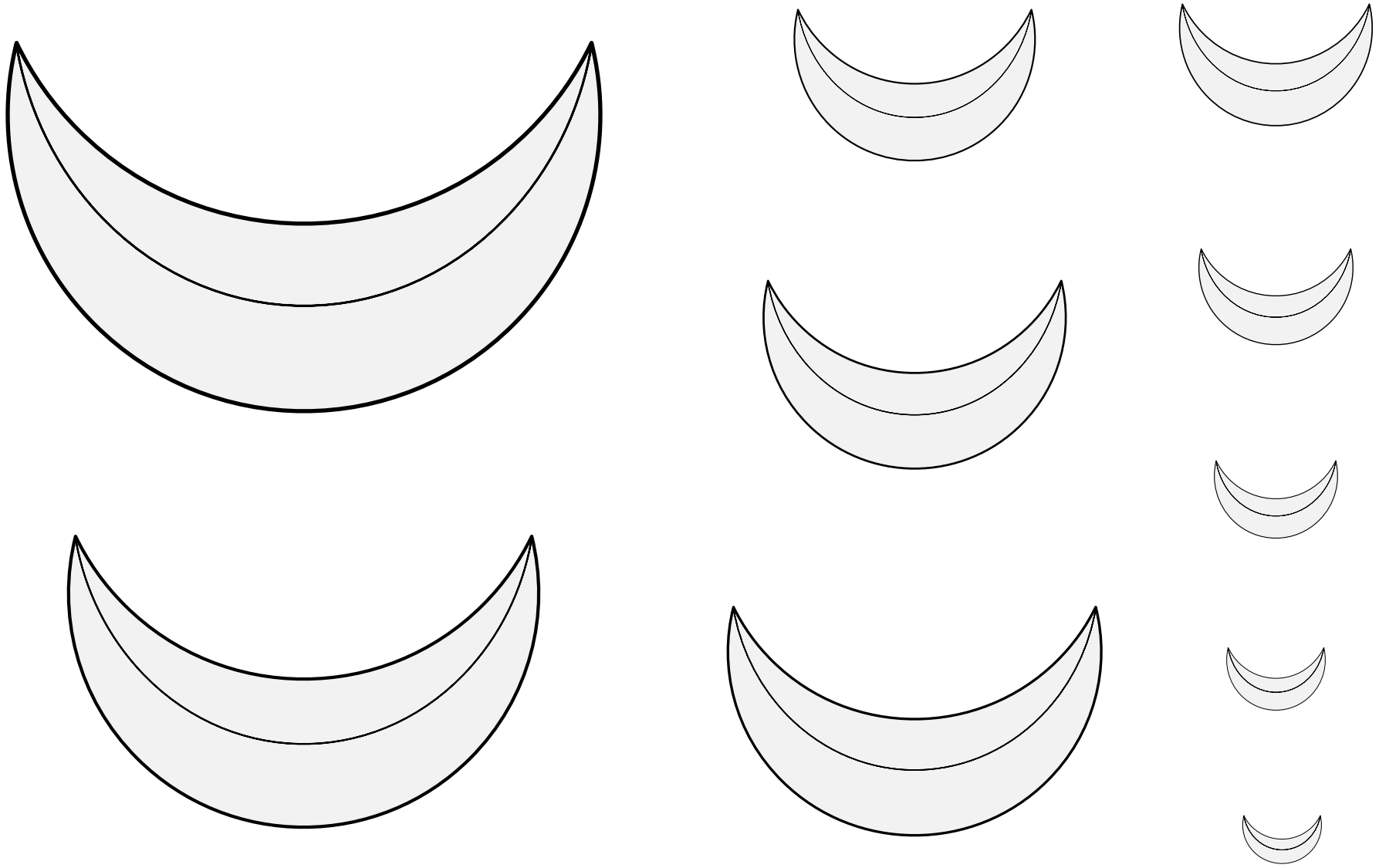
A quarter moon.

Default alignment: horns open to chief. With horns to base, it is blazoned a “crescent pendent”; an “increscent” has horns to dexter, while a “decrescent” has horns to sinister.

Use of a crescent gules on an argent field is restricted for conflict with the Red Crescent.

Source: BnF MS Allemand 304. Artist unknown. (Folio 166v.)

Crescent (16) ❧ 6.34



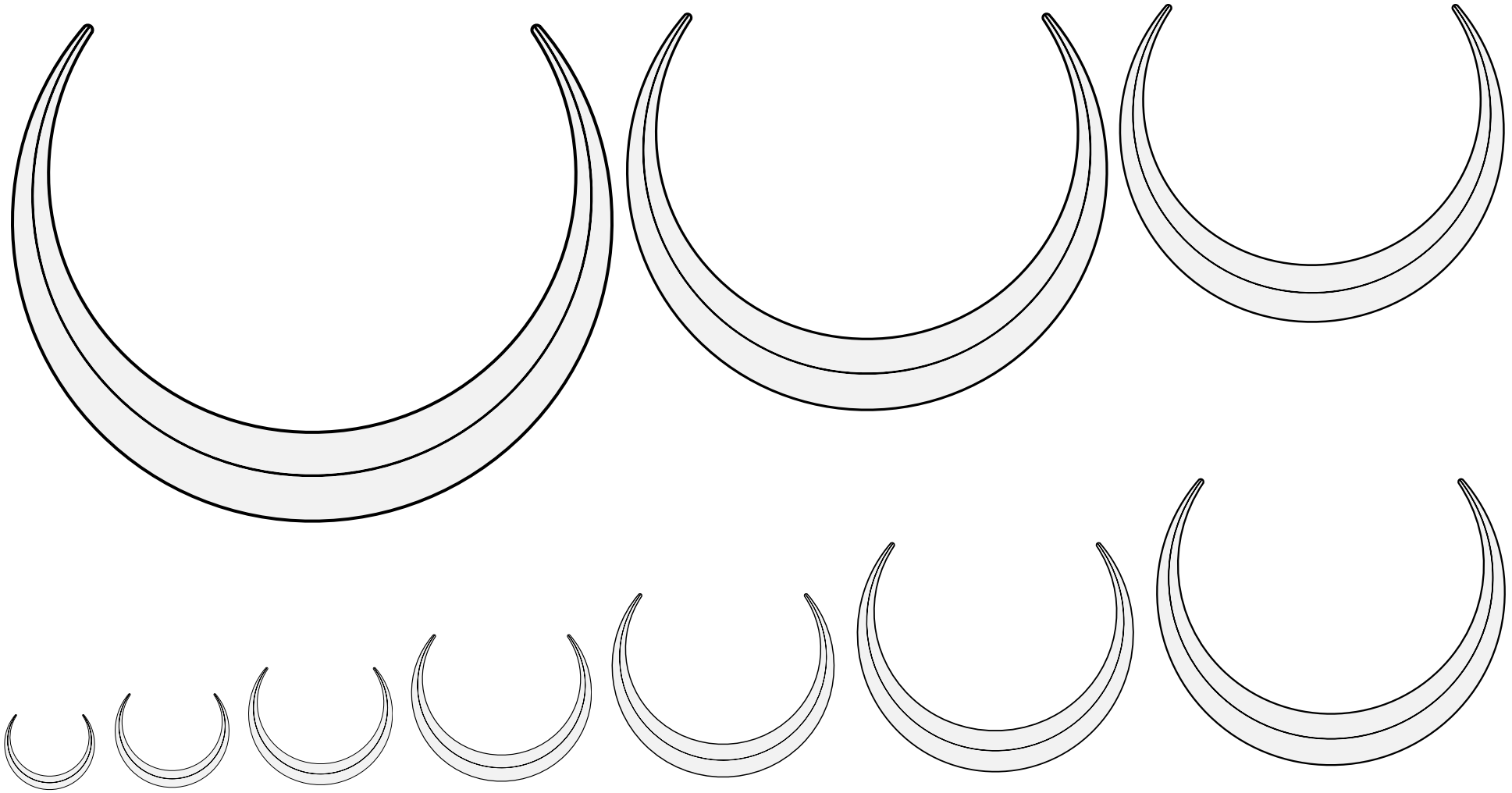
A quarter moon.

Default alignment: horns open to chief. With horns to base, it is blazoned a “crescent pendent”; an “increscent” has horns to dexter, while a “decrescent” has horns to sinister.

Use of a crescent gules on an argent field is restricted for conflict with the Red Crescent.

Source: BnF MS Allemand 304. Artist unknown. (Page 444.)

Crescent (17) ❧ 6.35



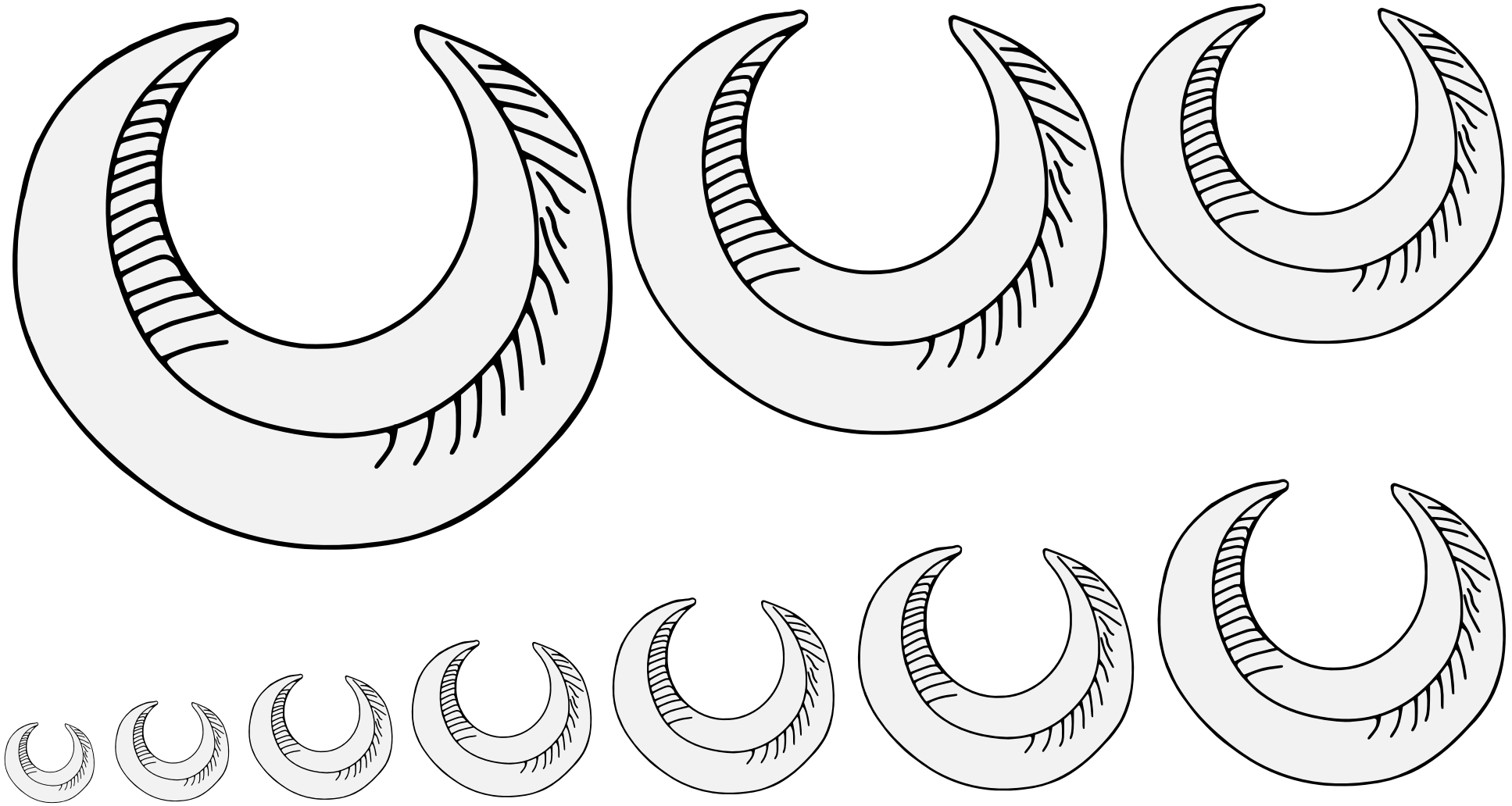
A quarter moon.

Default alignment: horns open to chief. With horns to base, it is blazoned a “crescent pendent”; an “increscent” has horns to dexter, while a “decrescent” has horns to sinister.

Use of a crescent gules on an argent field is restricted for conflict with the Red Crescent.

Source: BnF MS Allemand 304. Artist unknown. (Page 690.)

Crescent (18) · 6.36



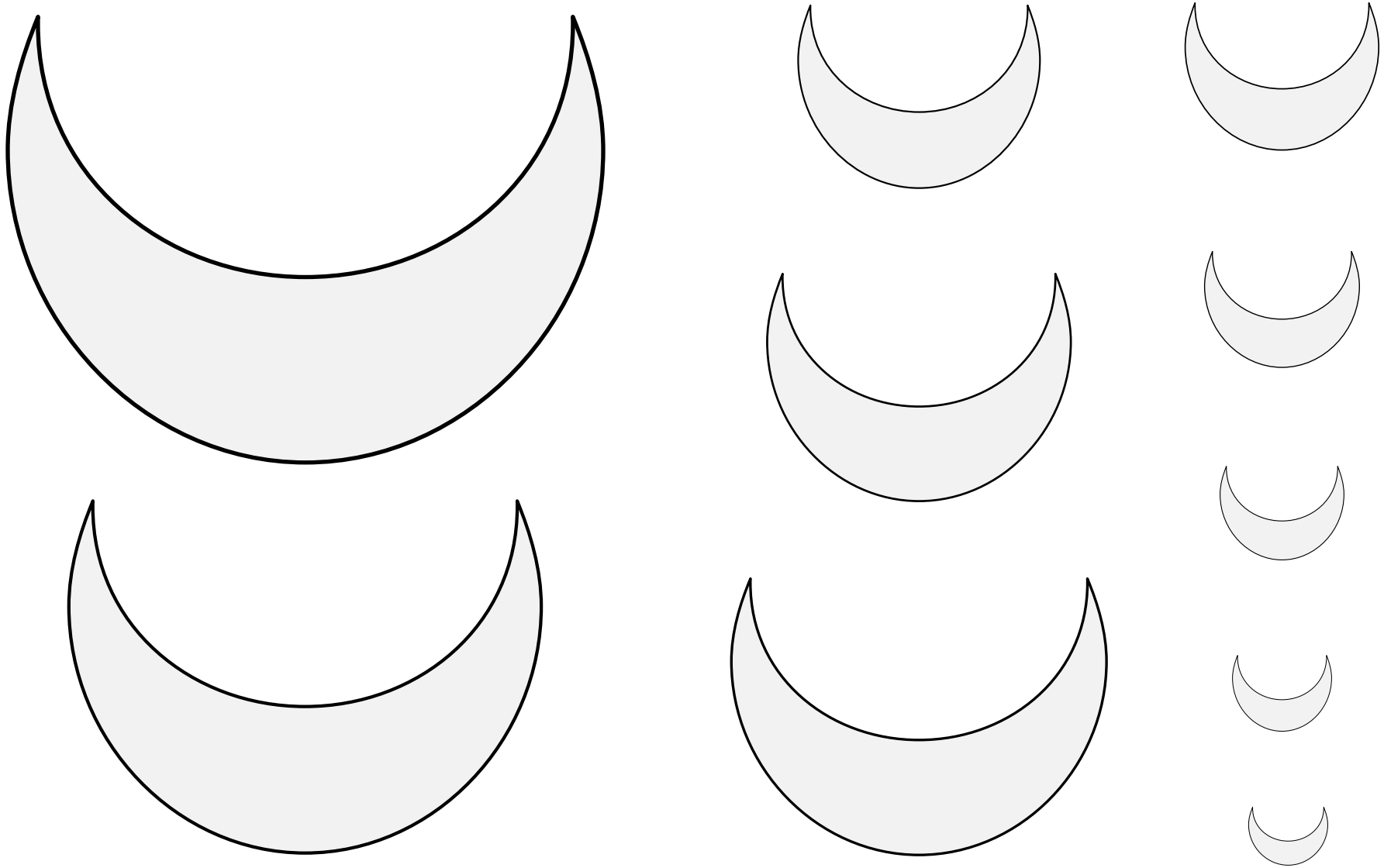
A quarter moon.

Default alignment: horns open to chief. With horns to base, it is blazoned a “crescent pendent”; an “increscent” has horns to dexter, while a “decrescent” has horns to sinister.

Use of a crescent gules on an argent field is restricted for conflict with the Red Crescent.

Source: Confréries de la Cour Amoureuse. Artist unknown.
Adapted by Jessimond of Emerickeskepe. (Folio 52.)

Crescent (19) ❧ 6.37



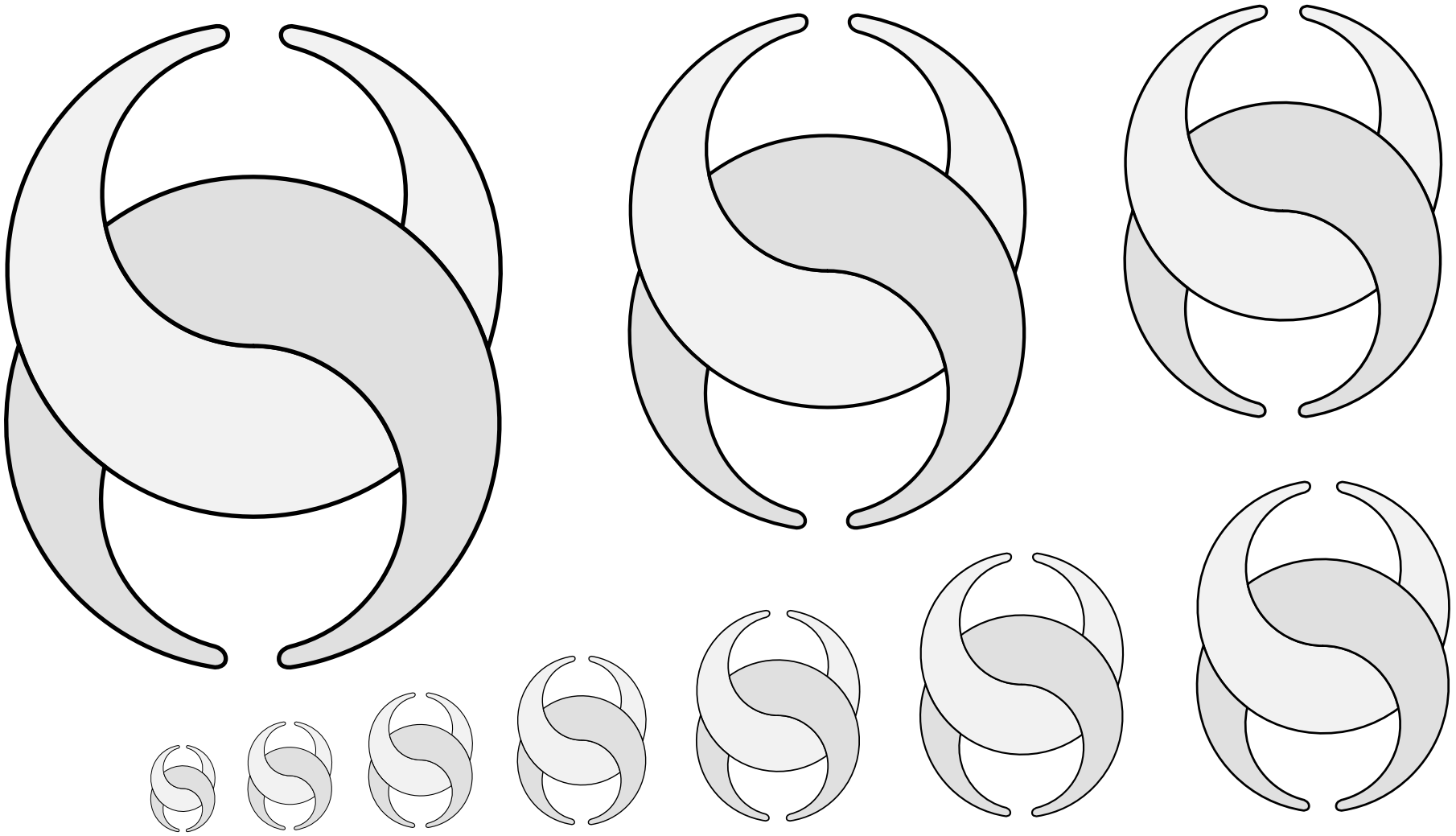
A quarter moon.

Default alignment: horns open to chief. With horns to base, it is blazoned a “crescent pendent”; an “increscent” has horns to dexter, while a “decrescent” has horns to sinister.

Use of a crescent gules on an argent field is restricted for conflict with the Red Crescent.

Source: WappenWiki. Artist: Joakim Spuller.

Crescent (20) ❧ 6.38



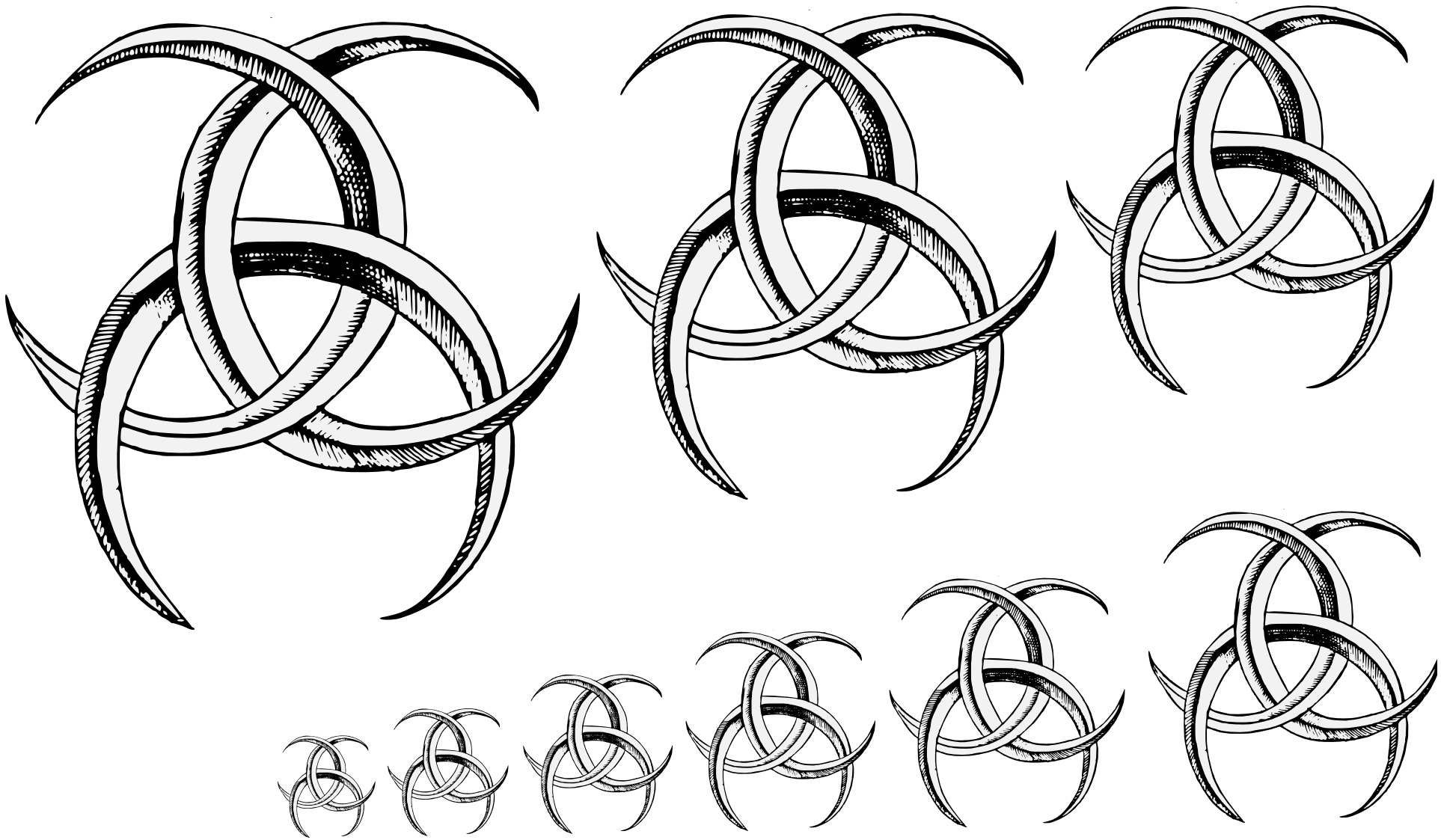
A quarter moon.

Default alignment: horns open to chief. With horns to base, it is blazoned a “crescent pendent”; an “increscent” has horns to dexter, while a “decrescent” has horns to sinister.

Use of a crescent gules on an argent field is restricted for conflict with the Red Crescent.

Source: Priorista di Giuliano de' Ricci. Artist unknown.
(Vol. I, folio 80v, arms of Pazzi.)

Crescents, Two, Braced ❧ 6.39

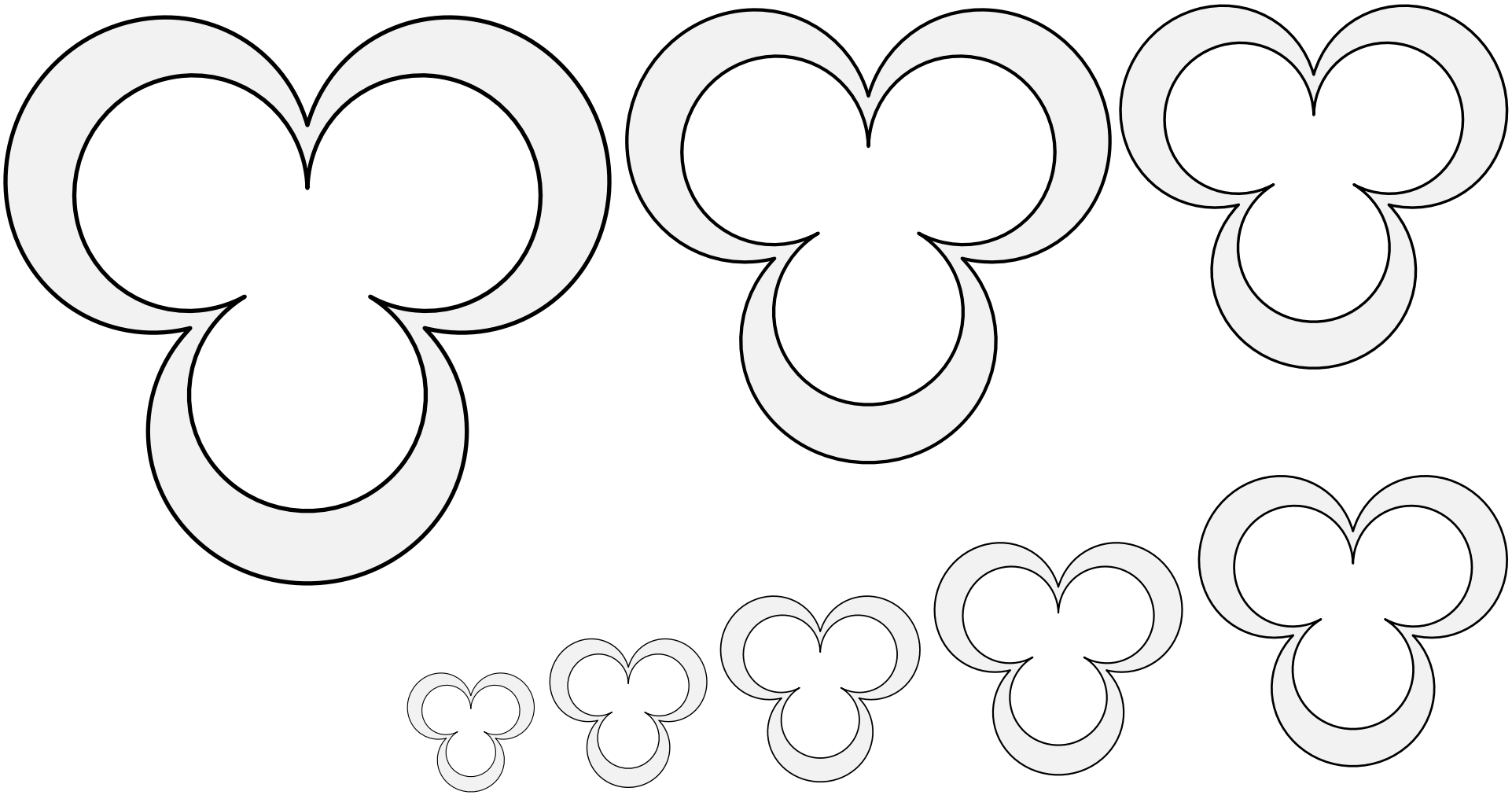


A quarter moon.

Default alignment: horns open to chief.

Source: Devises Heroiques et Emblemes.
Artist unknown. (Page 18.)

Crescents, Three, Fretted ❧ 6.40



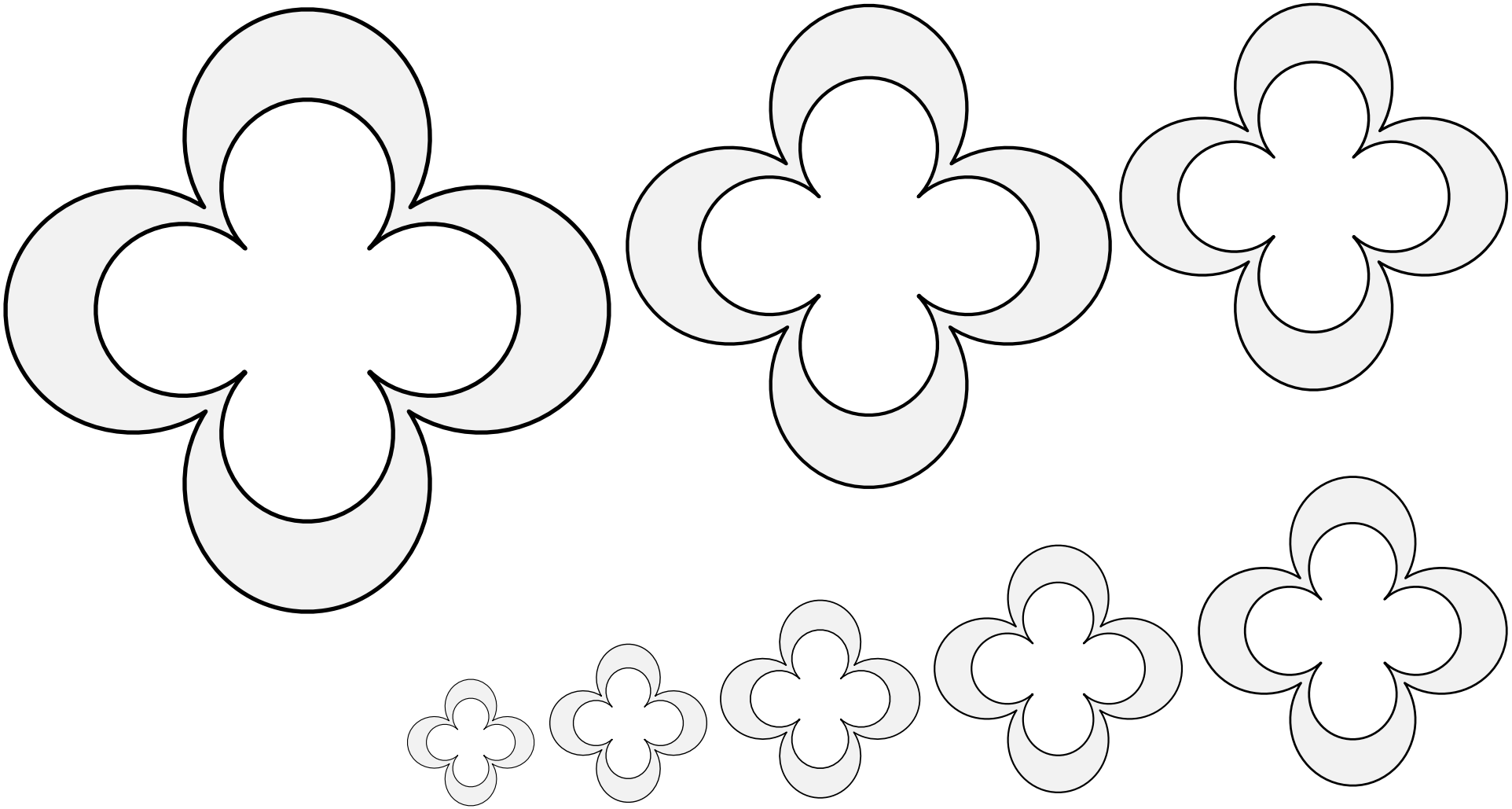
A quarter moon.

Default alignment: horns open to chief.

Conjoined crescents are found in Iberian armory, where they are blazoned "a lunel."

Source: Livro do Armeiro-Mor. Artist: Jean Du Cros. (Arms of Fróis, folio 125r.)

Crescents, Three, Conjoined In Pall At The Points · 6.41



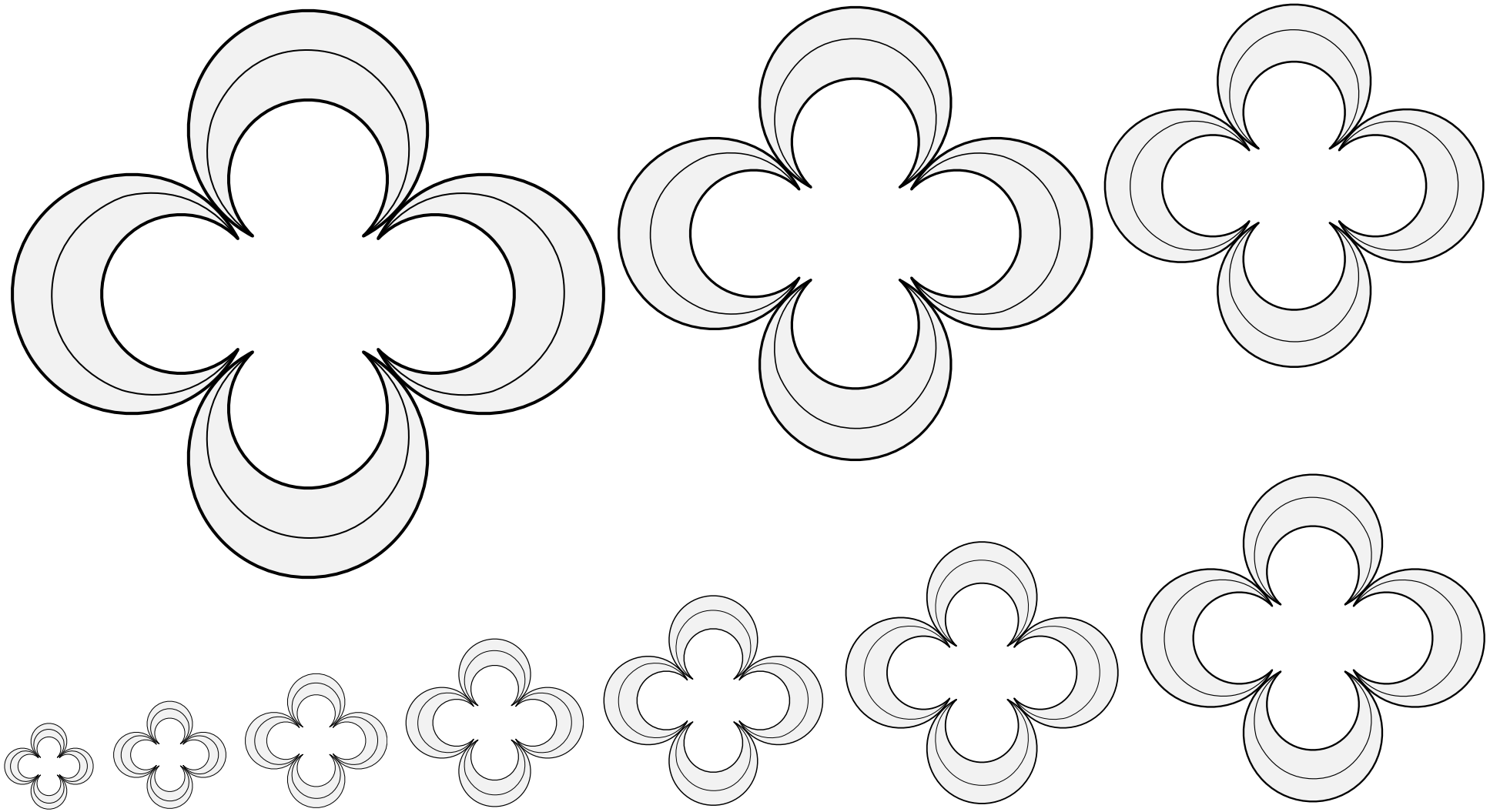
A quarter moon.

Default alignment: horns open to chief.

Conjoined crescents are found in Iberian armory, where they are blazoned "a lunel."

Source: Livro do Armeiro-Mor. Artist: Jean Du Cros. (Arms of Lemos, folio 65v.)

Crescents, Four, Conjoined In Cross At The Points (1) ❧ 6.42



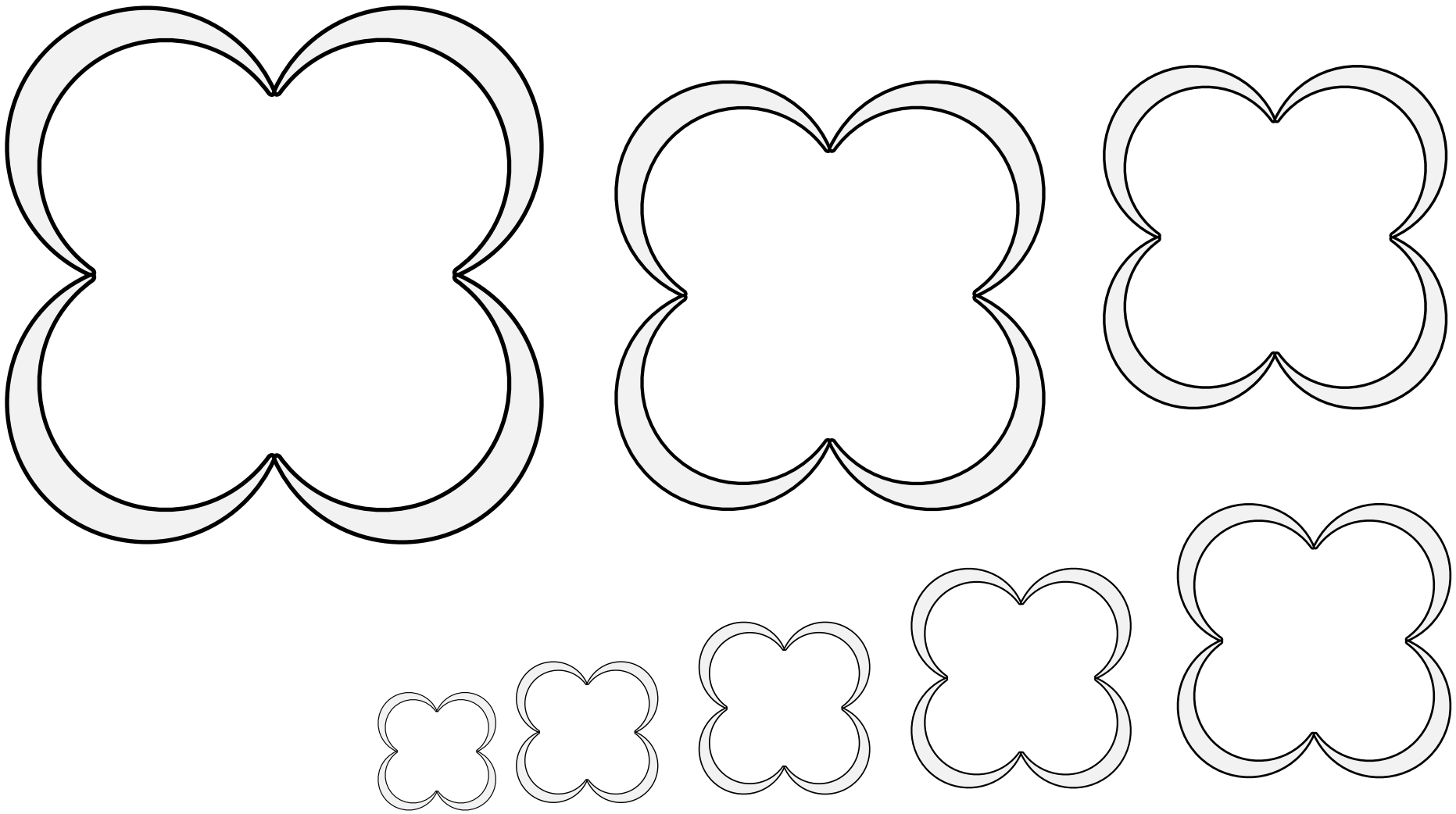
A quarter moon.

Default alignment: horns open to chief.

Conjoined crescents are found in Iberian armory, where they are blazoned "a lunel."

Artist: Vémundr Syvursson.

Crescents, Four, Conjoined In Cross At The Points (2) · 6.43



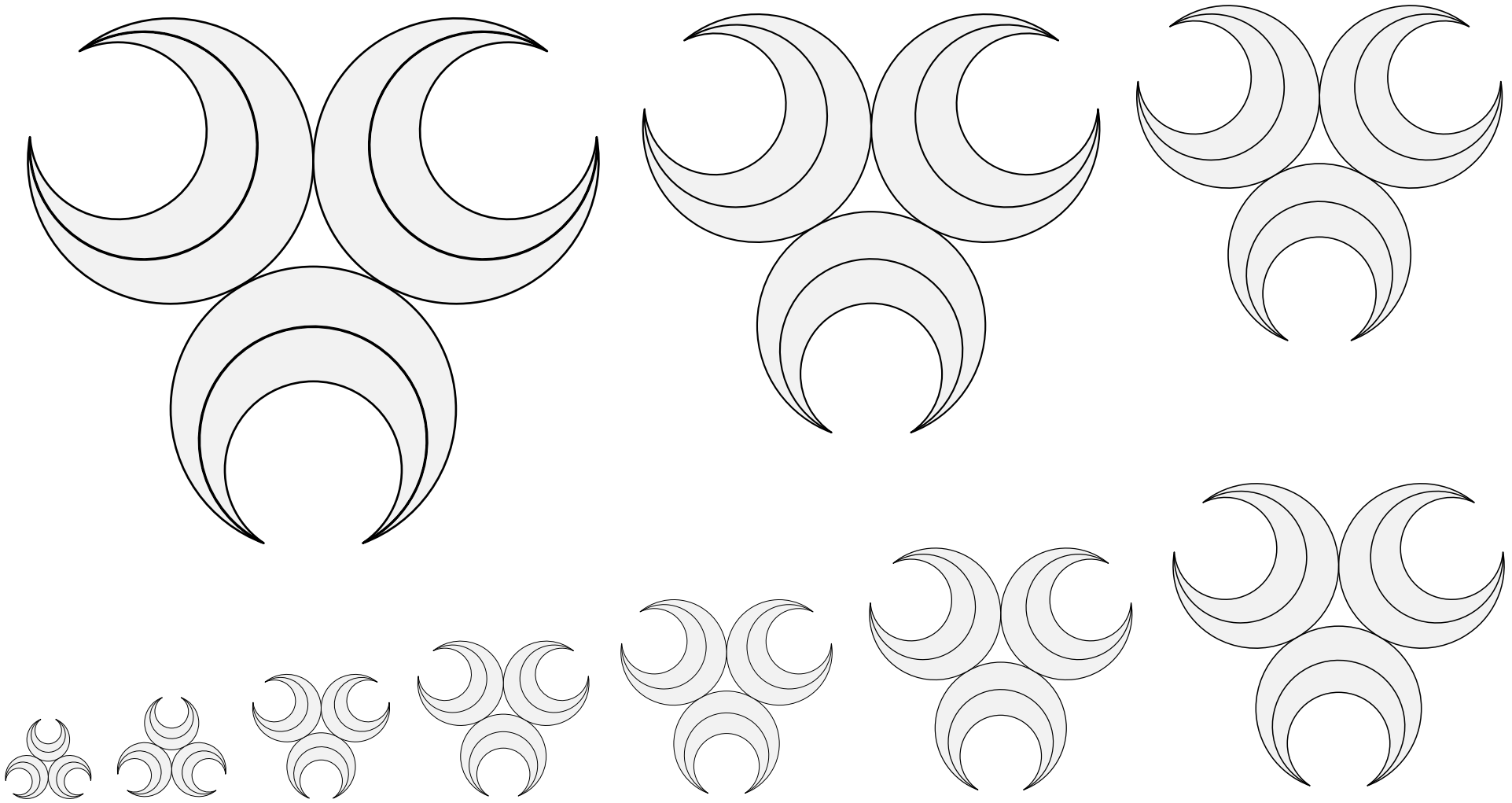
A quarter moon.

Default alignment: horns open to chief.

Conjoined crescents are found in Iberian armory, where they are blazoned "a lunel."

Source: Pennsic Traceable Art. Artist: Roana d'Evreux.

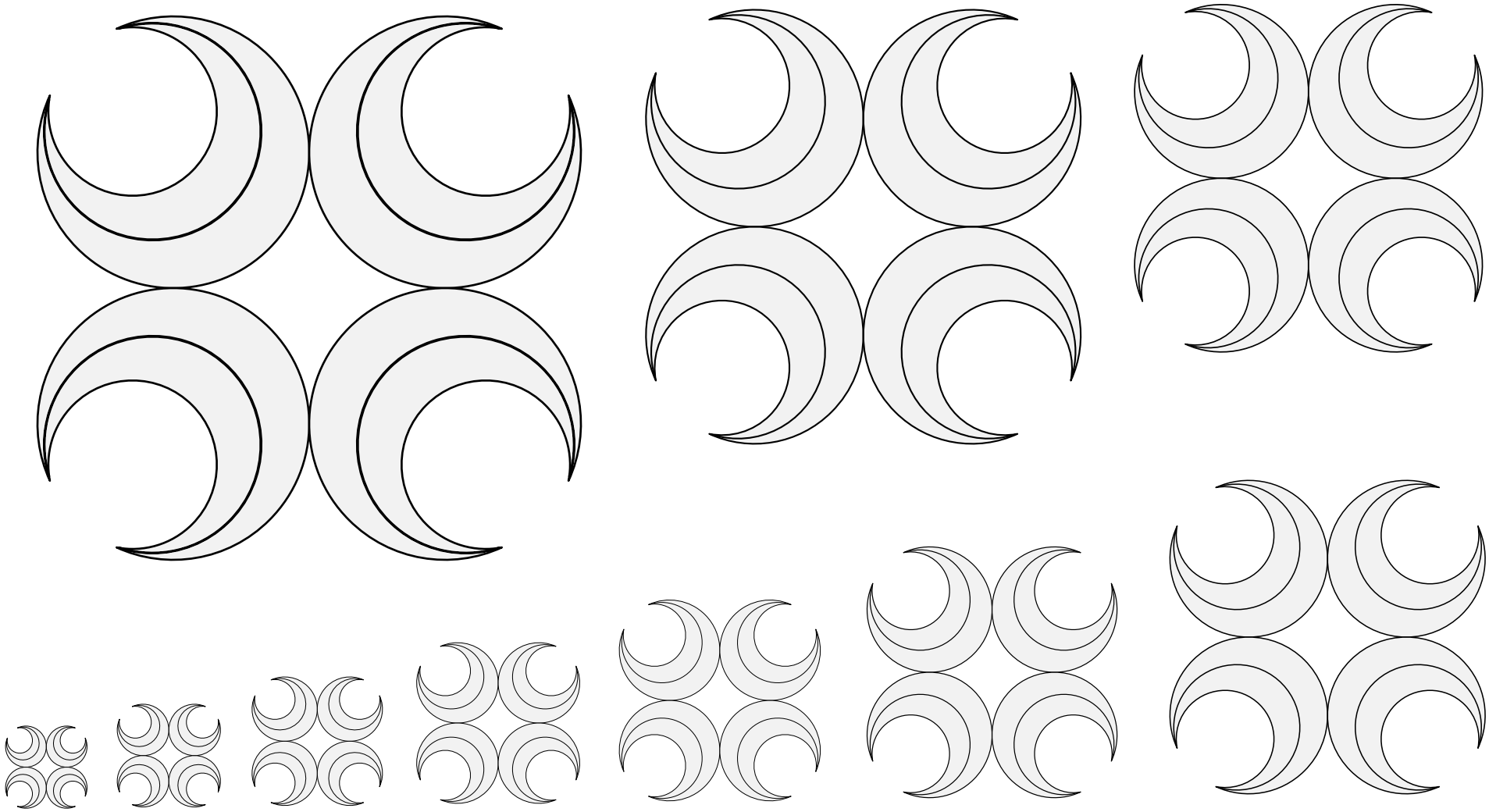
Crescents, Four, Conjoined In Saltire At The Points ❧ 6.44



A quarter moon.

Default alignment: horns open to chief.

Crescents, Three, Conjoined In Pall Horns Outwards · 6.45

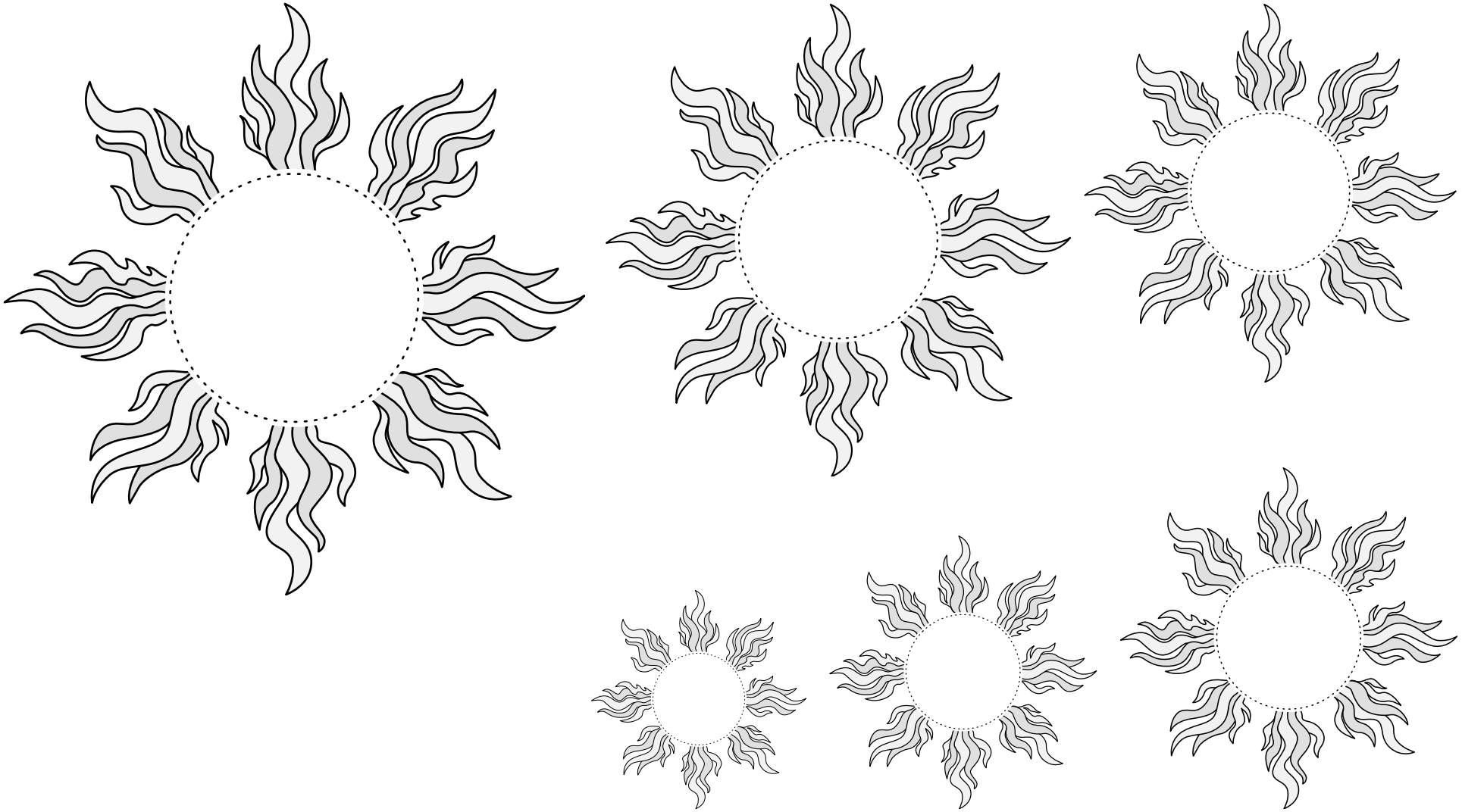


A quarter moon.

Default alignment: horns open to chief.

This arrangement of charges appears in the populace badge of Caid and may be blazoned a "cross of Caid."

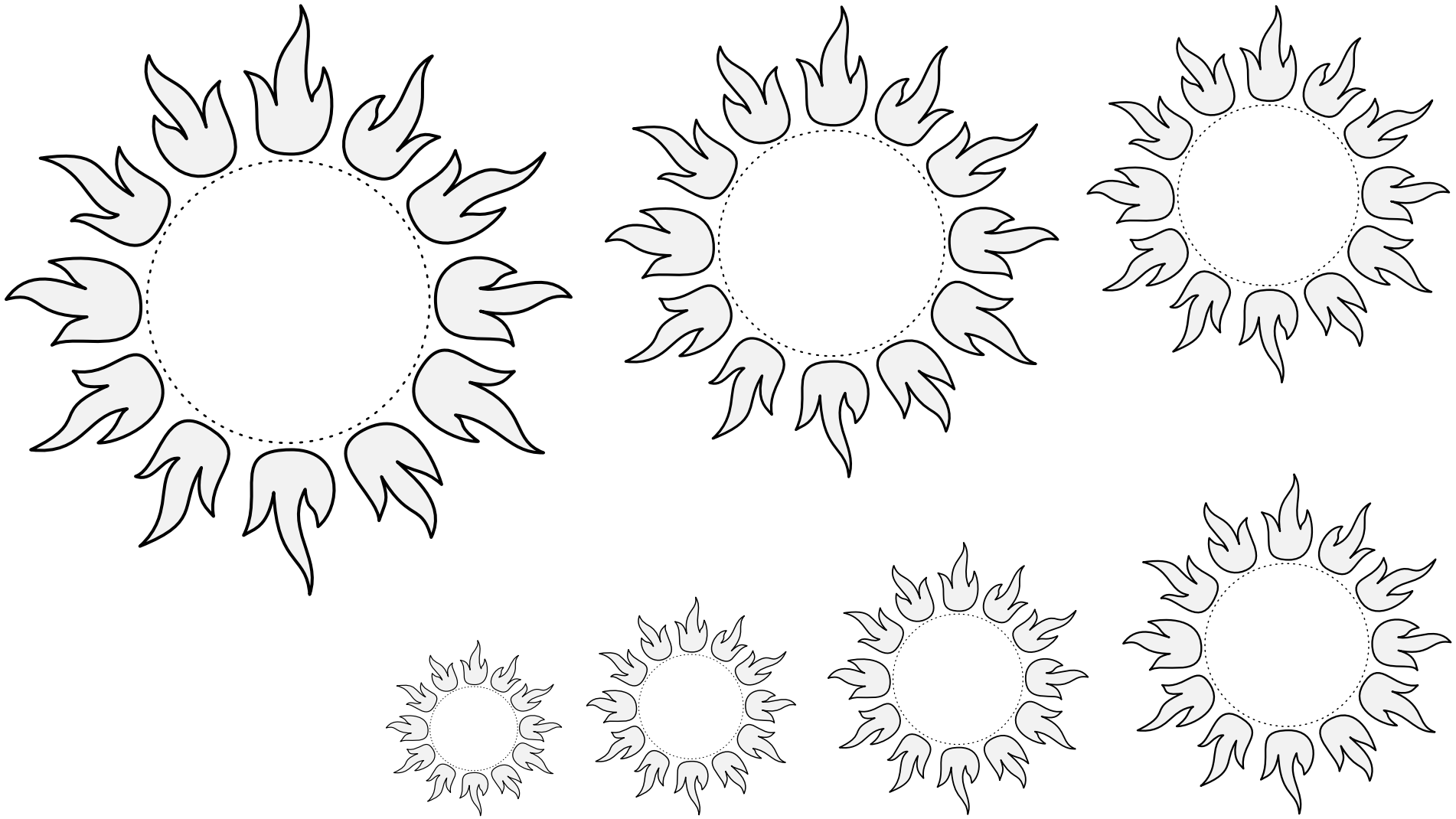
Crescents, Four, Conjoined In Saltire Horns Outwards ❧ 6.46



An object "enflamed" is depicted with multiple little spurts of flame issuant from all sides.

Any accepted depiction of flames may be used; this illustration includes several different flames at varying angles the you can use around the edge of whatever shape you need.

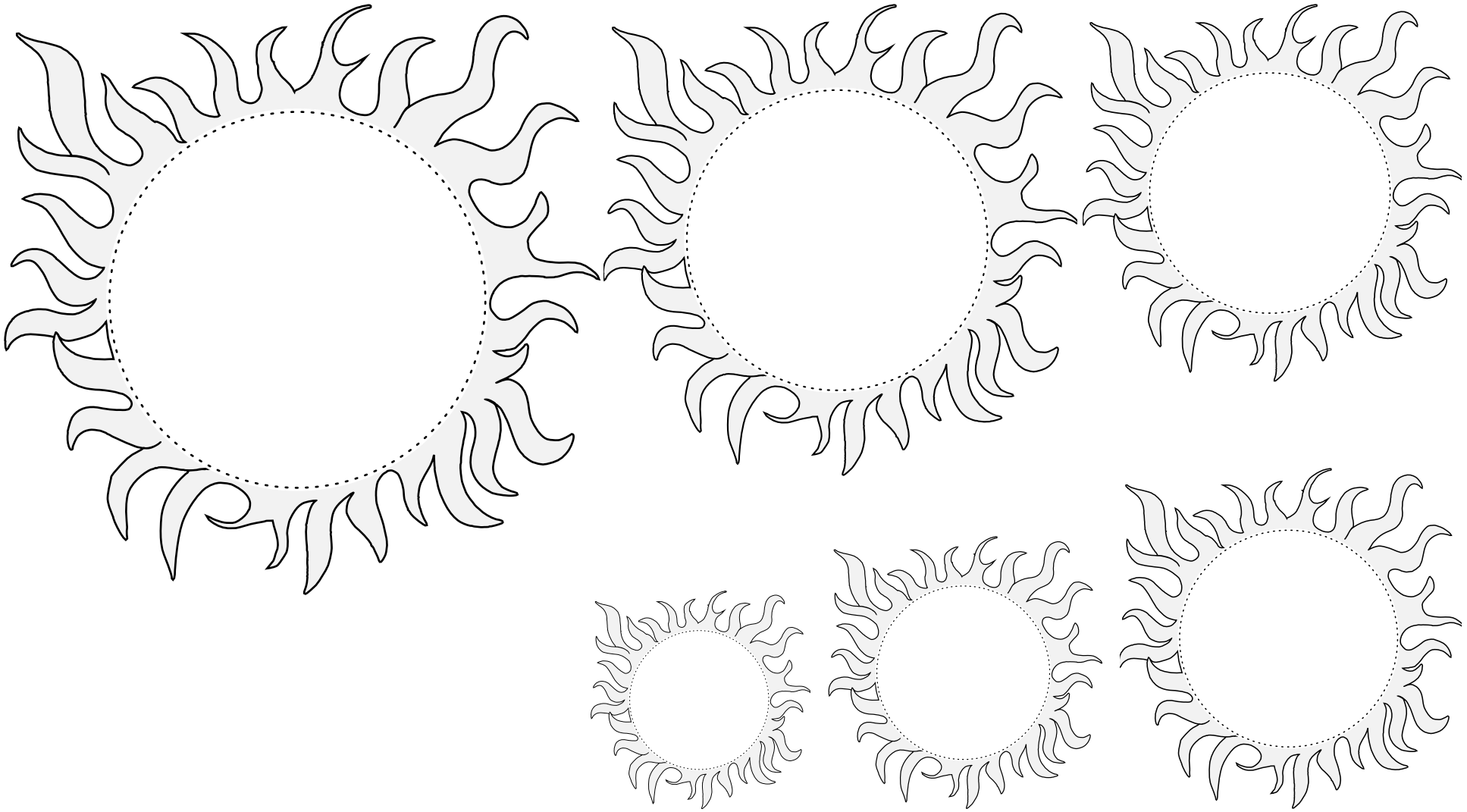
Enflamed, Object (1) ❧ 6.47



An object "enflamed" is depicted with multiple little spurts of flame issuant from all sides.

Any accepted depiction of flames may be used; this illustration includes several different flames at varying angles the you can use around the edge of whatever shape you need.

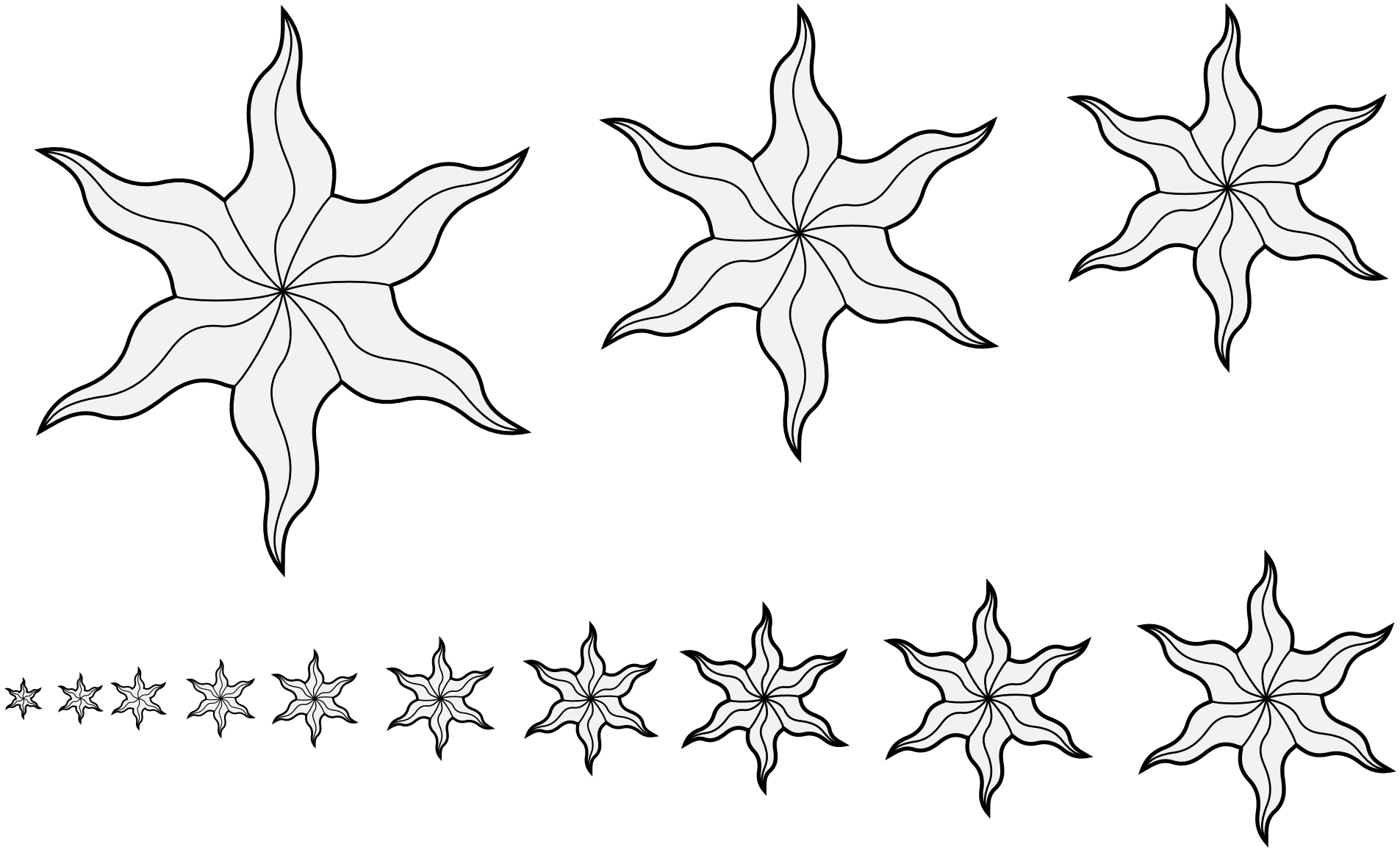
Enflamed, Object (2) ❧ 6.48



An object "enflamed" is depicted with multiple little spurts of flame issuant from all sides.

Any accepted depiction of flames may be used; this illustration includes several different flames at varying angles the you can use around the edge of whatever shape you need.

Enflamed, Object (3) ❧ 6.49



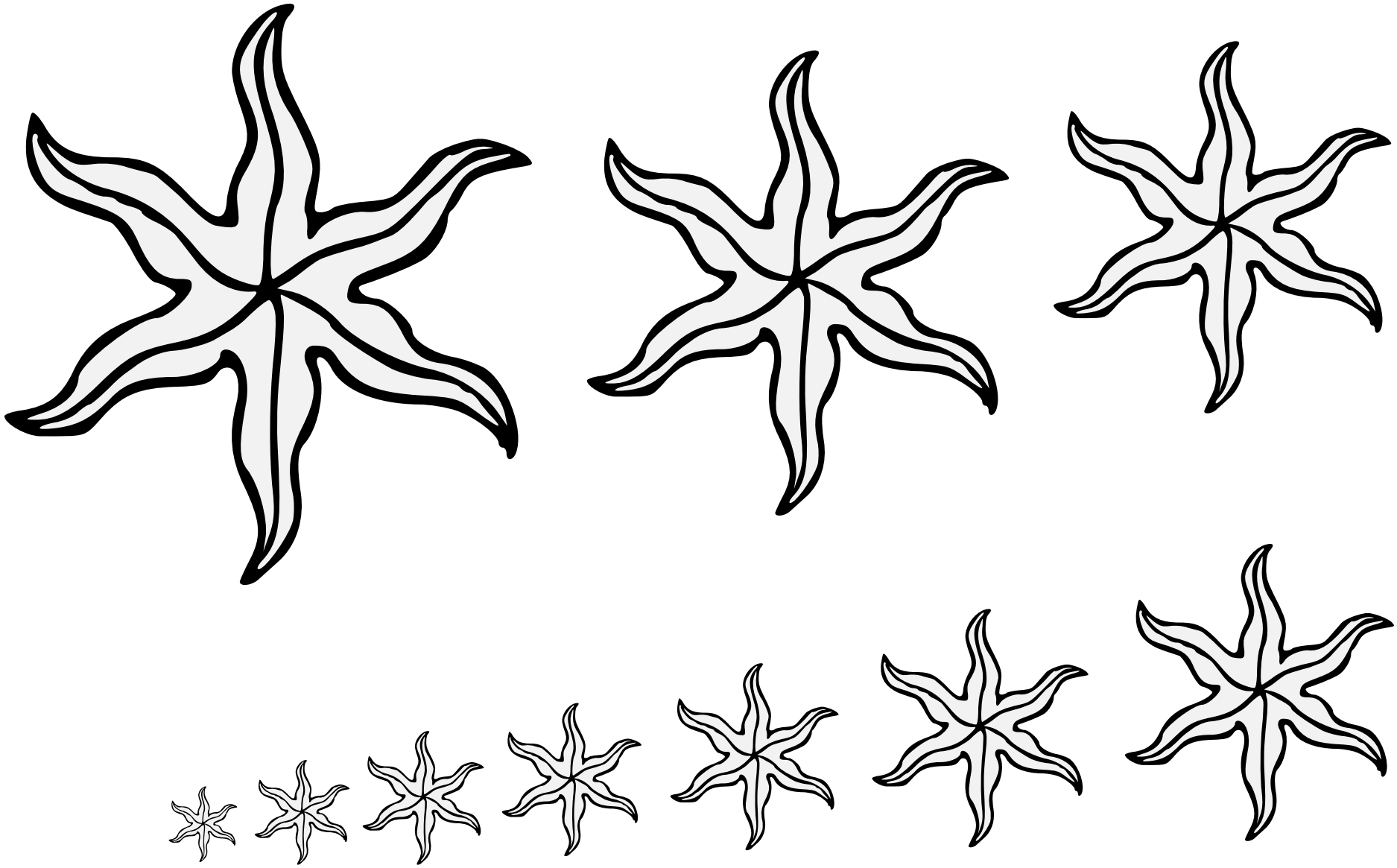
A star. Has wavy rays, which distinguishes it from a mullet, which has straight points.

Six rays by default, unless explicitly blazoned to have more. With eight or more rays, conflicts with a sun.

Default orientation: one point to chief. No proper coloration.

Source: Viking Answer Lady SVG Images For Heralds. Artist: Gunnvôr silfrahárr.

Estoile (1) ❧ 6.50



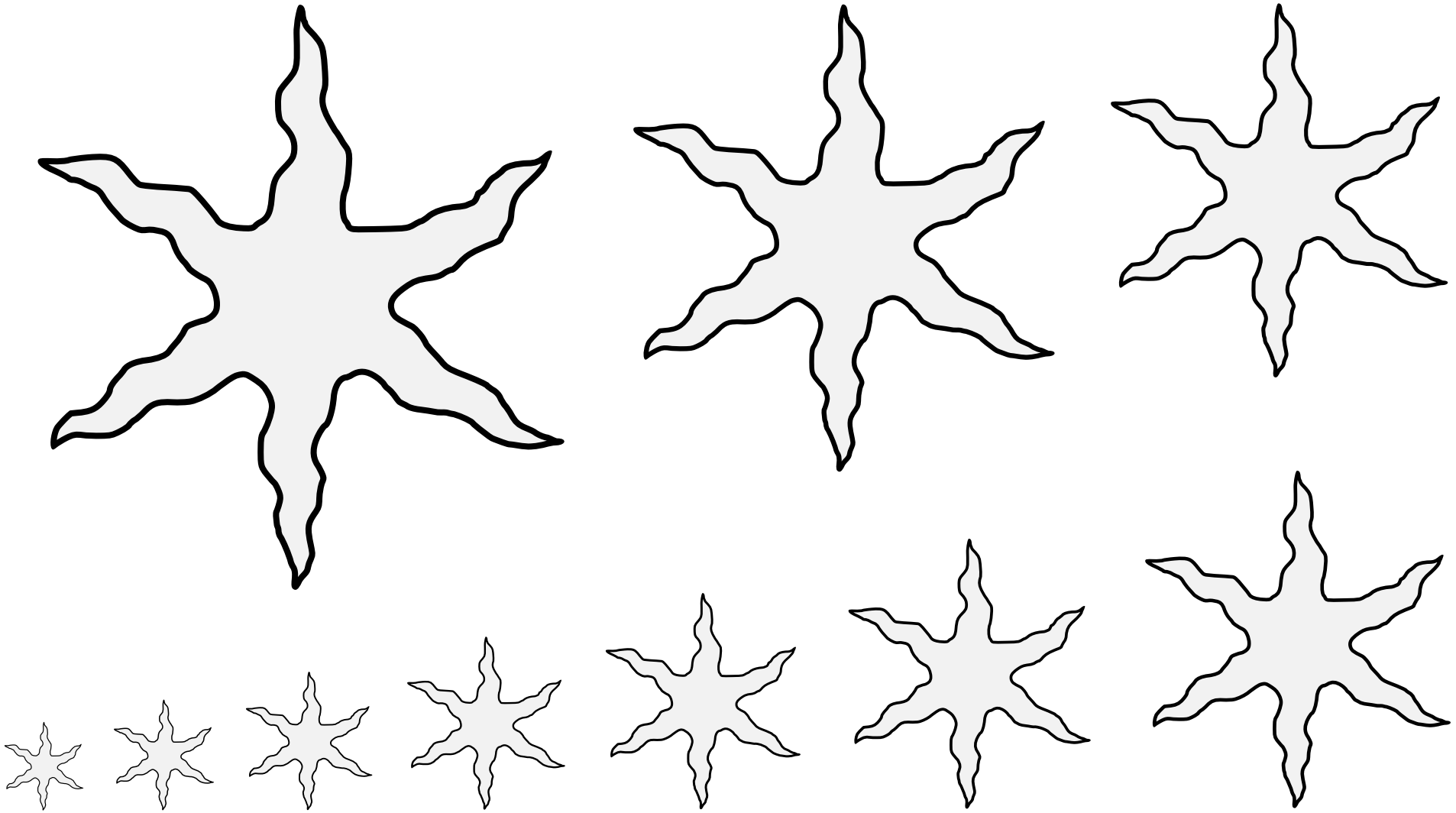
A star. Has wavy rays, which distinguishes it from a mullet, which has straight points.

Six rays by default, unless explicitly blazoned to have more. With eight or more rays, conflicts with a sun.

Default orientation: one point to chief. No proper coloration.

Source: Pennsic Traceable Art. Artist: Roana d'Evreux (attributed).

Estoile (2) ❧ 6.51



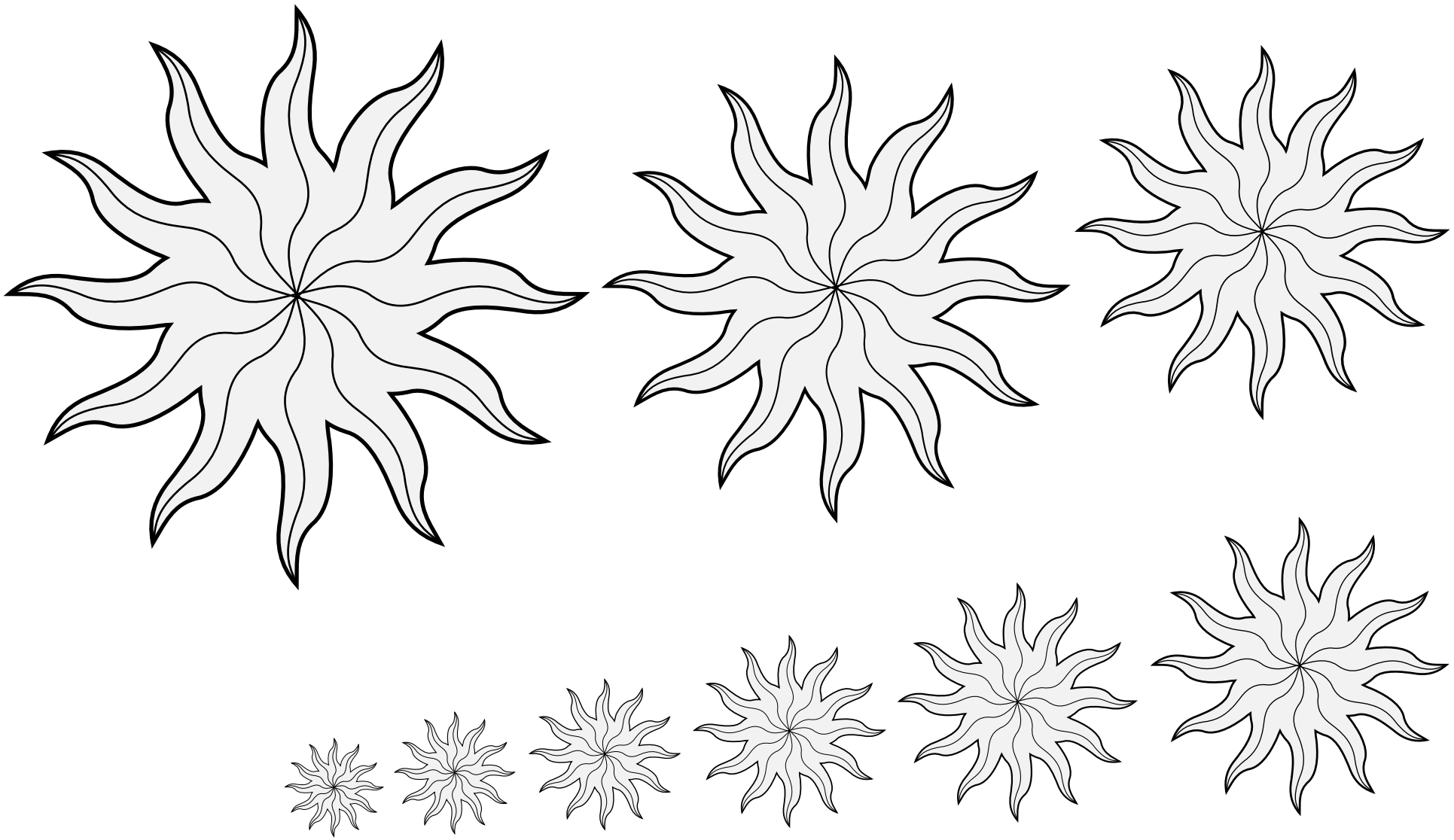
A star. Has wavy rays, which distinguishes it from a mullet, which has straight points.

Six rays by default, unless explicitly blazoned to have more. With eight or more rays, conflicts with a sun.

Default orientation: one point to chief. No proper coloration.

Source: The Accedence of Armorie. Artist unknown. (Folio 59r.)

Estoile (3) · 6.52



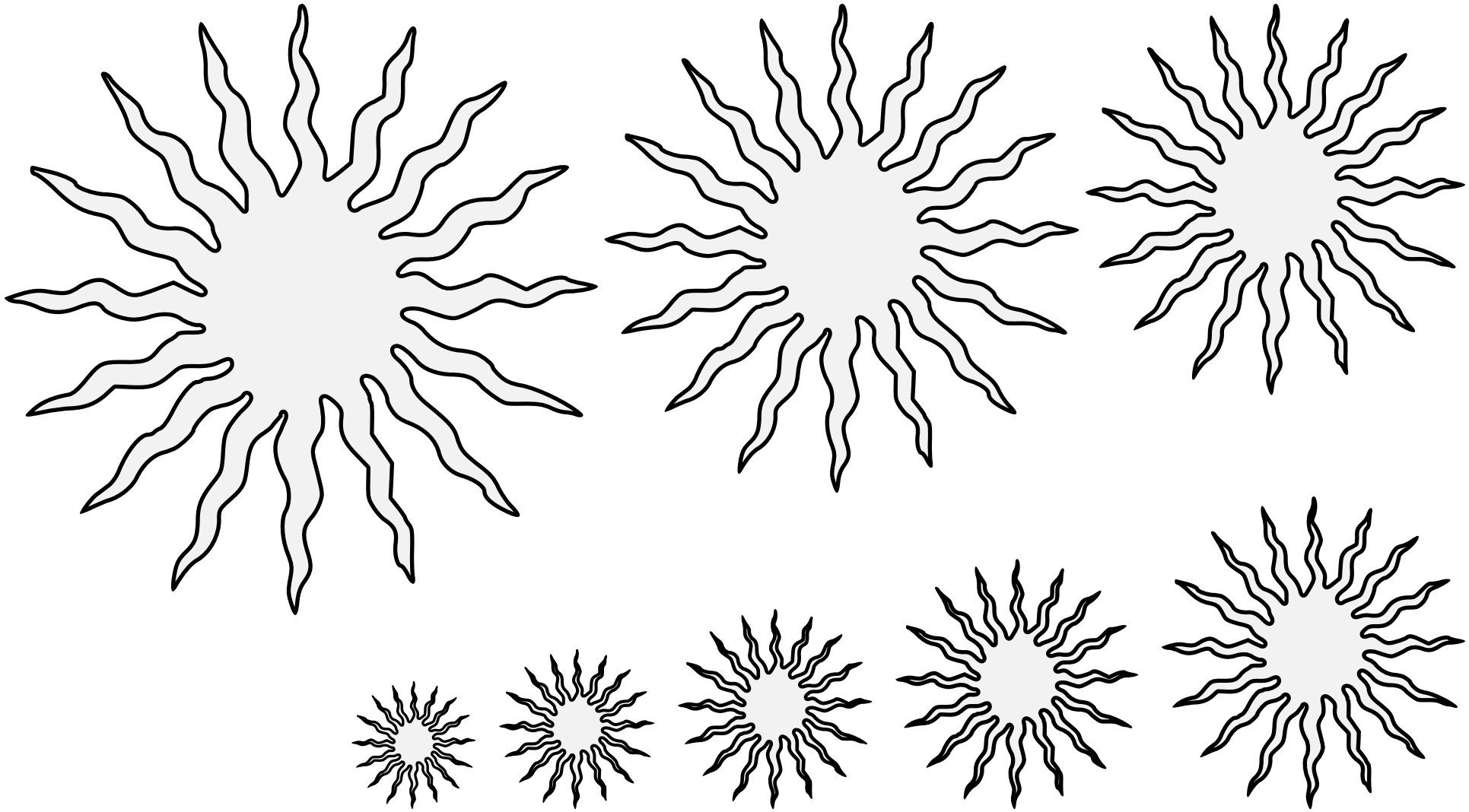
A star. Has wavy rays, which distinguishes it from a mullet, which has straight points.

Six rays by default, unless explicitly blazoned to have more. With eight or more rays, conflicts with a sun.

Default orientation: one point to chief. No proper coloration.

Source: Viking Answer Lady SVG Images For Heralds. Artist: Gunnvôr silfrahárr. Adapted by Mathghamhain Ua Ruadháin.

Estoile of 12 Points ❧ 6.53



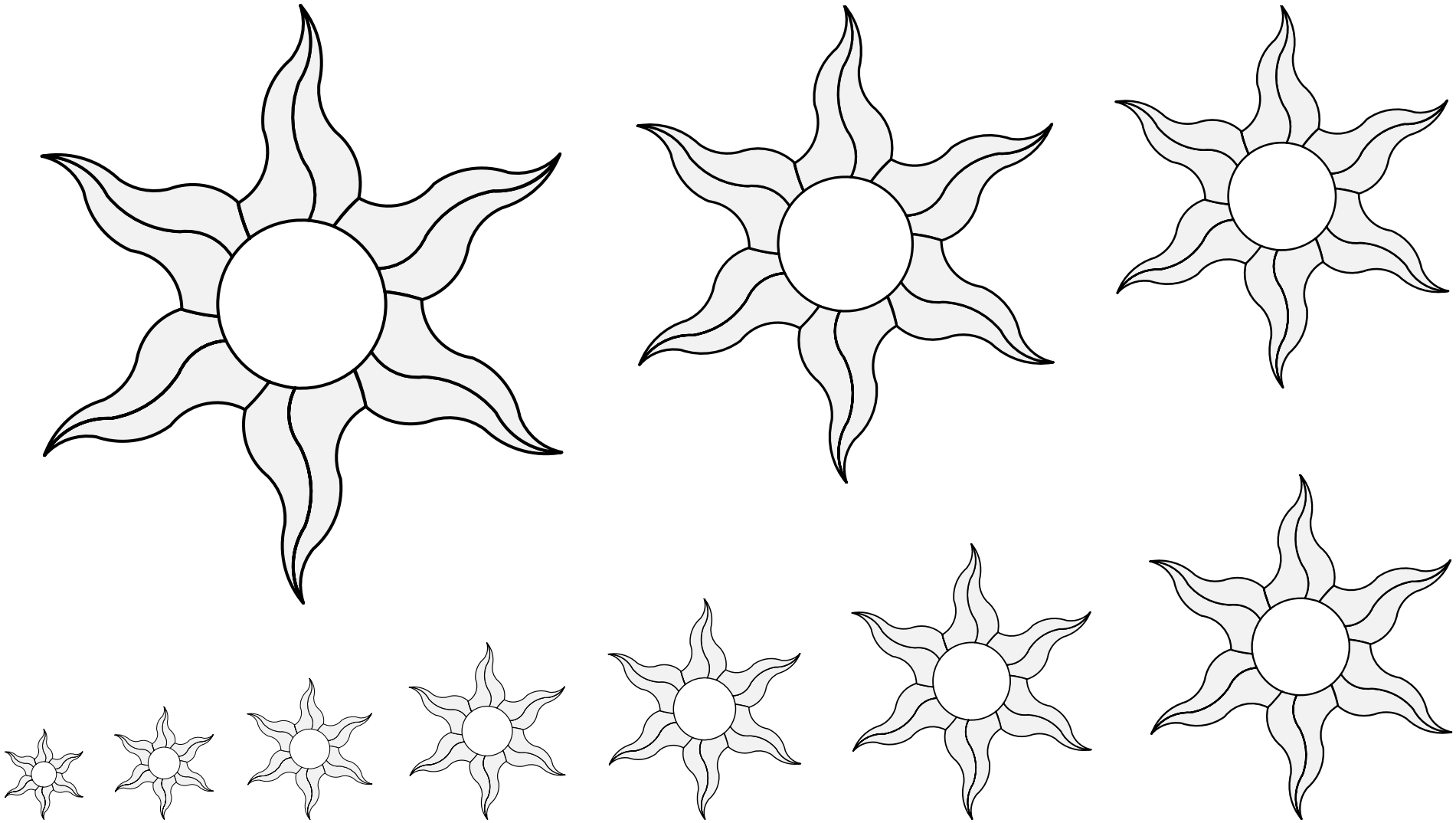
A star. Has wavy rays, which distinguishes it from a mullet, which has straight points.

Six rays by default, unless explicitly blazoned to have more. With eight or more rays, conflicts with a sun.

Default orientation: one point to chief. No proper coloration.

Source: Guillim's Display of Heraldry. Artist unknown.

Estoile of 16 Points ❧ 6.54



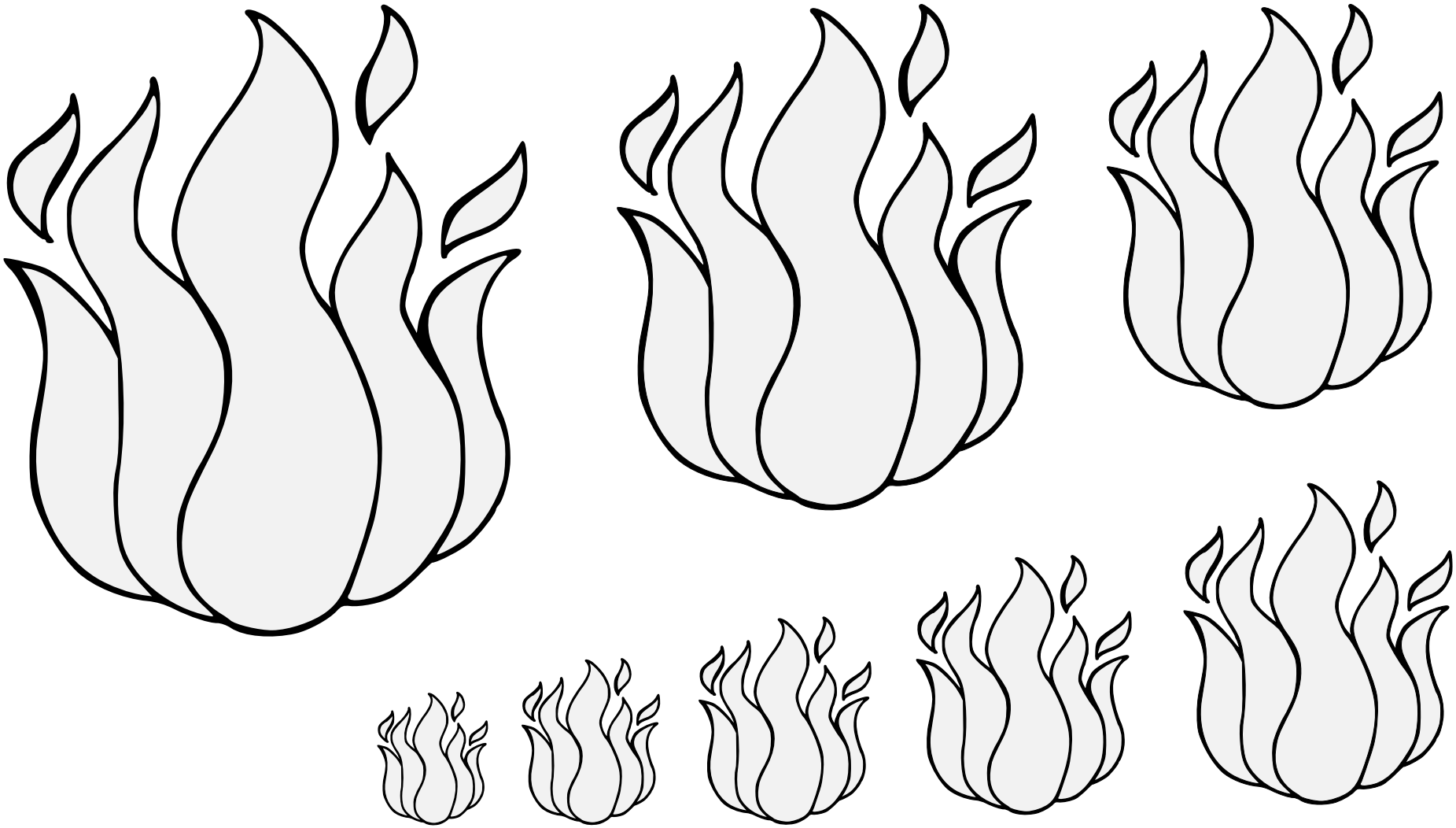
A star. Has wavy rays, which distinguishes it from a mullet, which has straight points.

Six rays by default, unless explicitly blazoned to have more. With eight or more rays, conflicts with a sun.

Default orientation: one point to chief. No proper coloration.

Source: Viking Answer Lady SVG Images For Heralds.
Artist: Gunnvôr silfrahárr.

Estoile Pierced ❧ 6.55



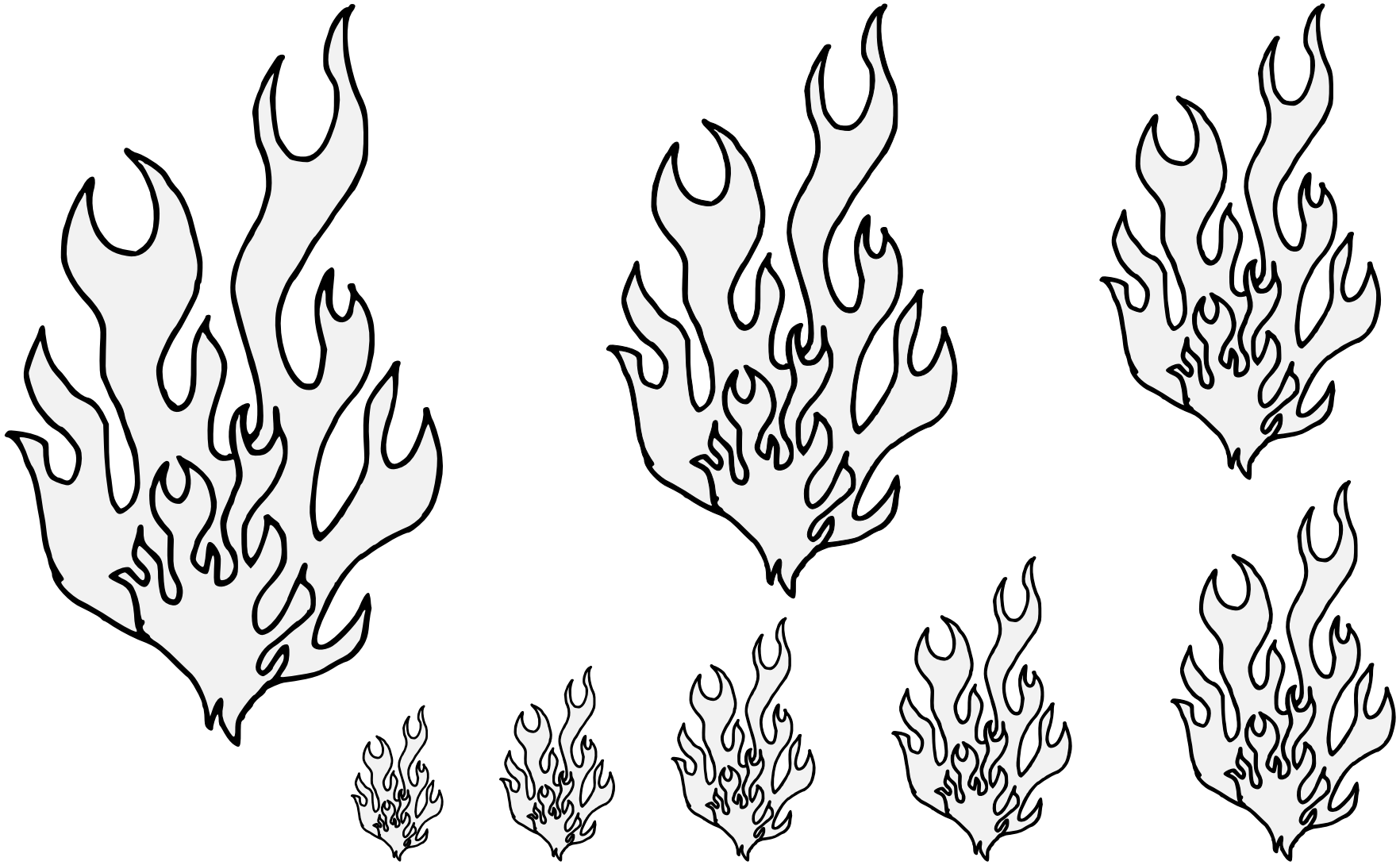
A fire, shown as multiple tongues of flame conjoined into a single mass.

Default orientation: tongues extending to chief. Proper coloration: alternating tongues of gules and Or.

This depiction was previously ruled unregistrable on the September 2019 Cover Letter, but that prohibition was later called into question by the discovery of period examples with separated licks of flame.

Source: Pennsic Bored-Artist Collection. Artist: Stephanie Fahey.

Flame (1) ❧ 6.56



A fire, shown as multiple tongues of flame conjoined into a single mass.

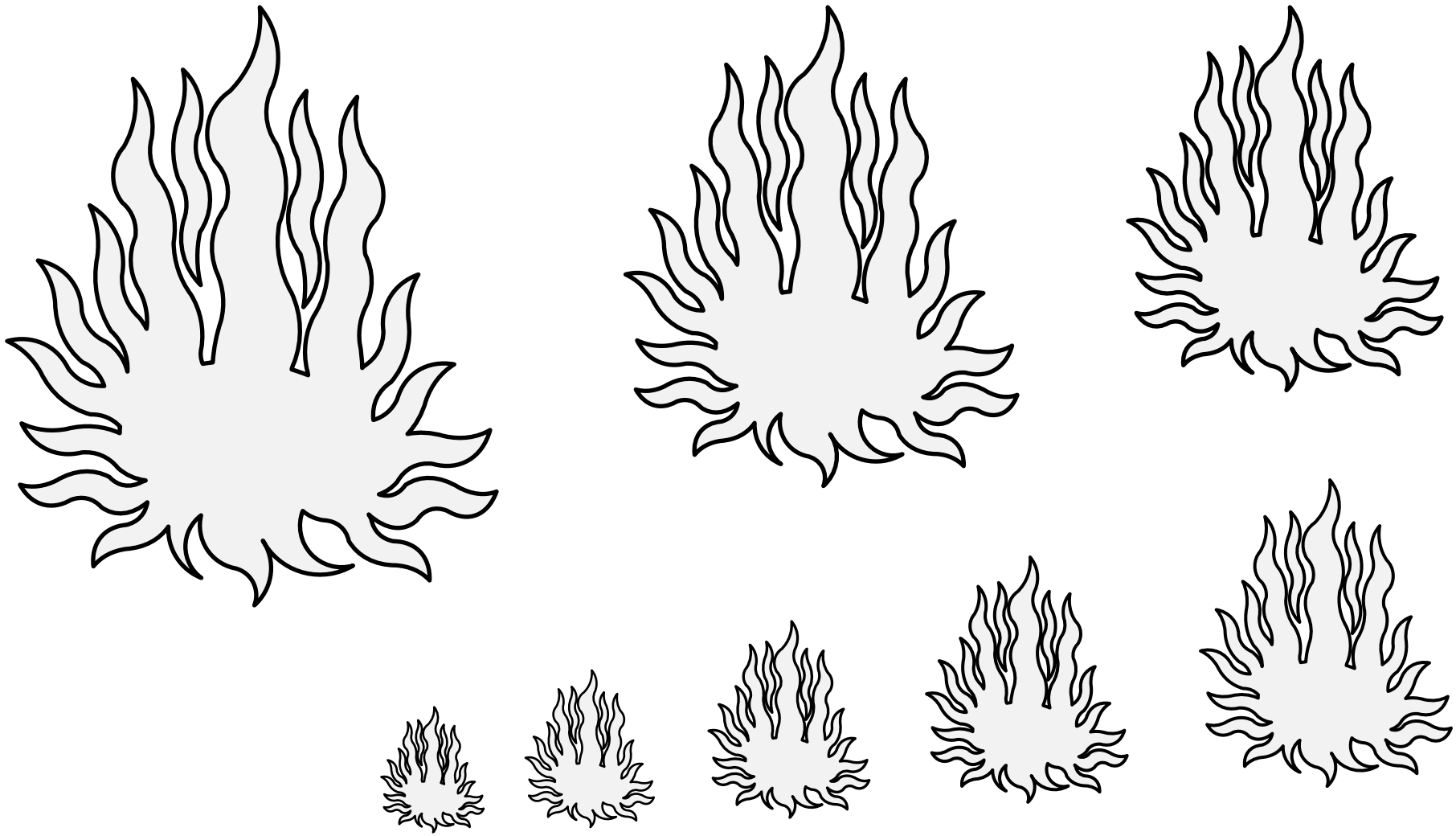
Default orientation: tongues extending to chief. Proper coloration: alternating tongues of gules and Or.

This depiction was previously ruled unregistrable on the September 2019 Cover Letter, but that prohibition was overturned by the November 2020 cover letter following the discovery of period examples of flames that end in "crab claws."

This depiction may still be considered poor style due to the lack of internal detailing separating the "licks" of flame.

Source: Pennsic Bored-Artist Collection. Artist: Jaqueline de Molieres.

Flame (2) ❧ 6.57



A fire, shown as multiple tongues of flame conjoined into a single mass.

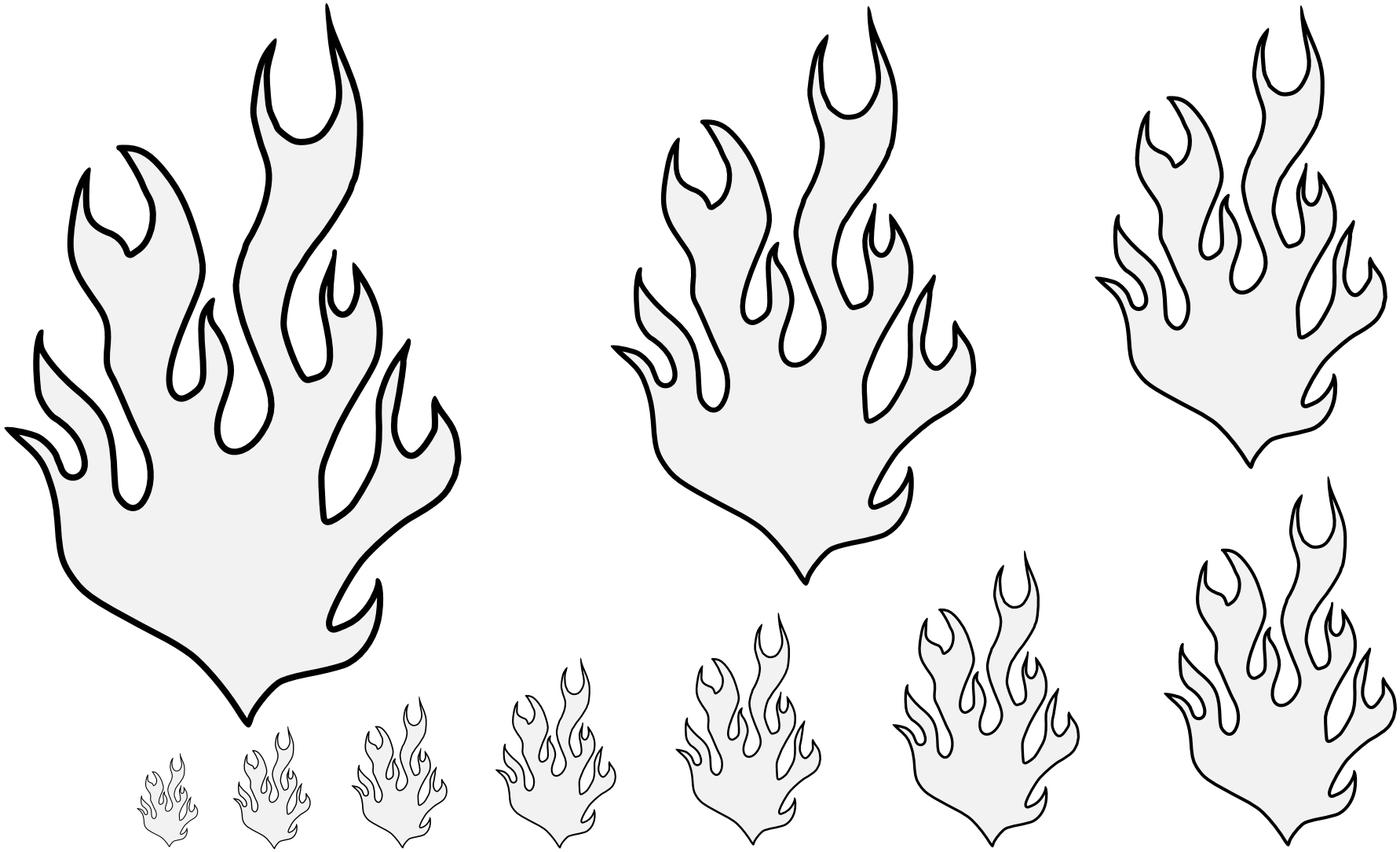
Default orientation: tongues extending to chief. Proper coloration: alternating tongues of gules and Or.

This depiction was previously ruled unregistrable on the September 2019 Cover Letter, but that prohibition was later called into question by the discovery of period examples with separated licks of flame.

This depiction may still be considered poor style due to the lack of internal detailing separating the "licks" of flame.

Source: Viking Answer Lady SVG Images For Heralds.
Artist: Gunnvôr silfrahárr.

Flame (3) ❧ 6.58



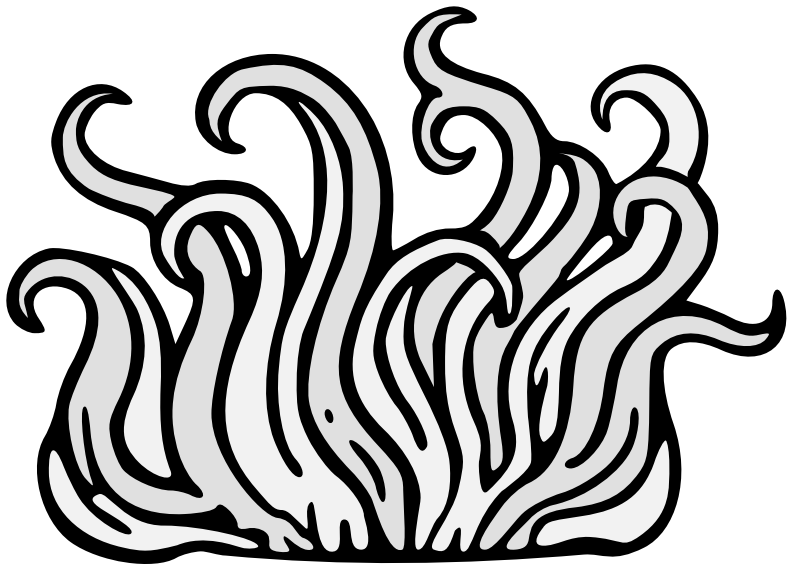
A fire, shown as multiple tongues of flame conjoined into a single mass.

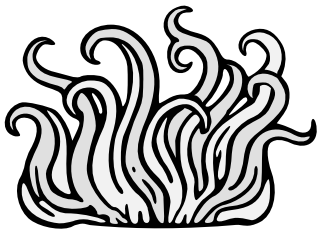
Default orientation: tongues extending to chief. Proper coloration: alternating tongues of gules and Or.

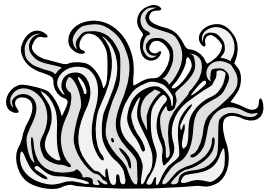
This depiction was previously ruled unregistrable on the September 2019 Cover Letter, but that prohibition was overturned by the November 2020 cover letter following the discovery of period examples of flames that end in "crab claws." This depiction may still be considered poor style due to the lack of internal detailing separating the "licks" of flame.

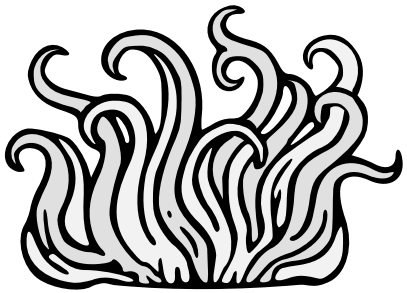
Source: Pennsic Traceable Art. Artist: Roana d'Evreux (attributed).

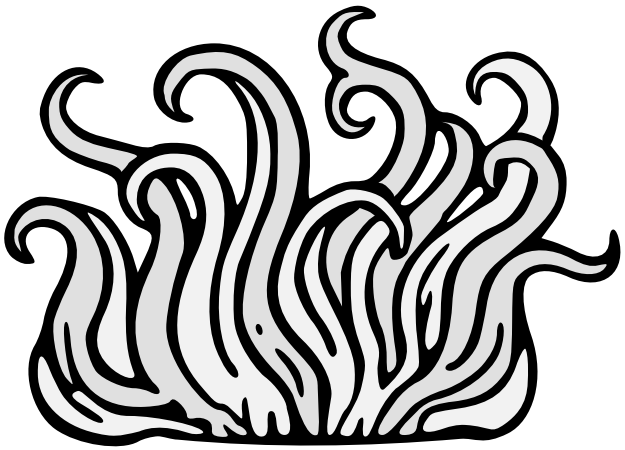
Flame (4) ❧ 6.59

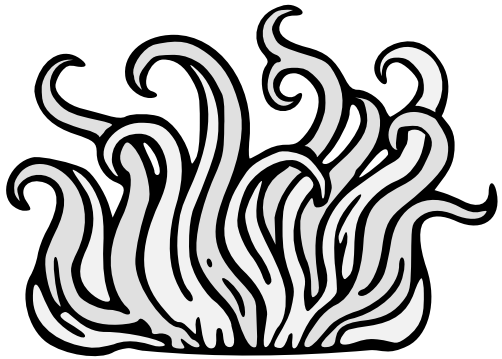










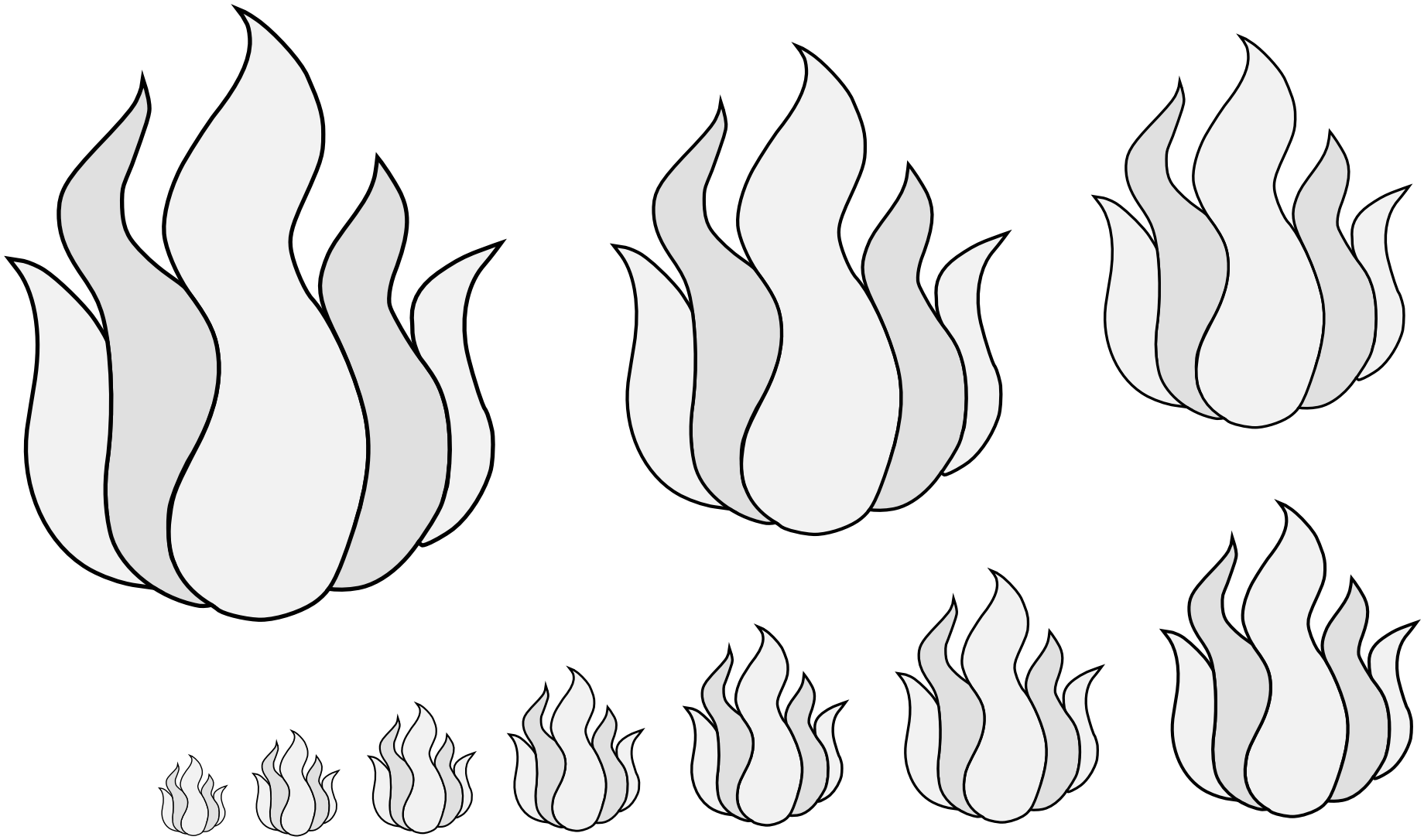


A fire, shown as multiple tongues of flame conjoined into a single mass.

Default orientation: tongues extending to chief.
Proper coloration: alternating tongues of gules and Or.

Source: A Complete Guide to Heraldry. Artist: Graham Johnston.
Adapted by Mathghamhain Ua Ruadháin.

Flame (5) ❧ 6.60

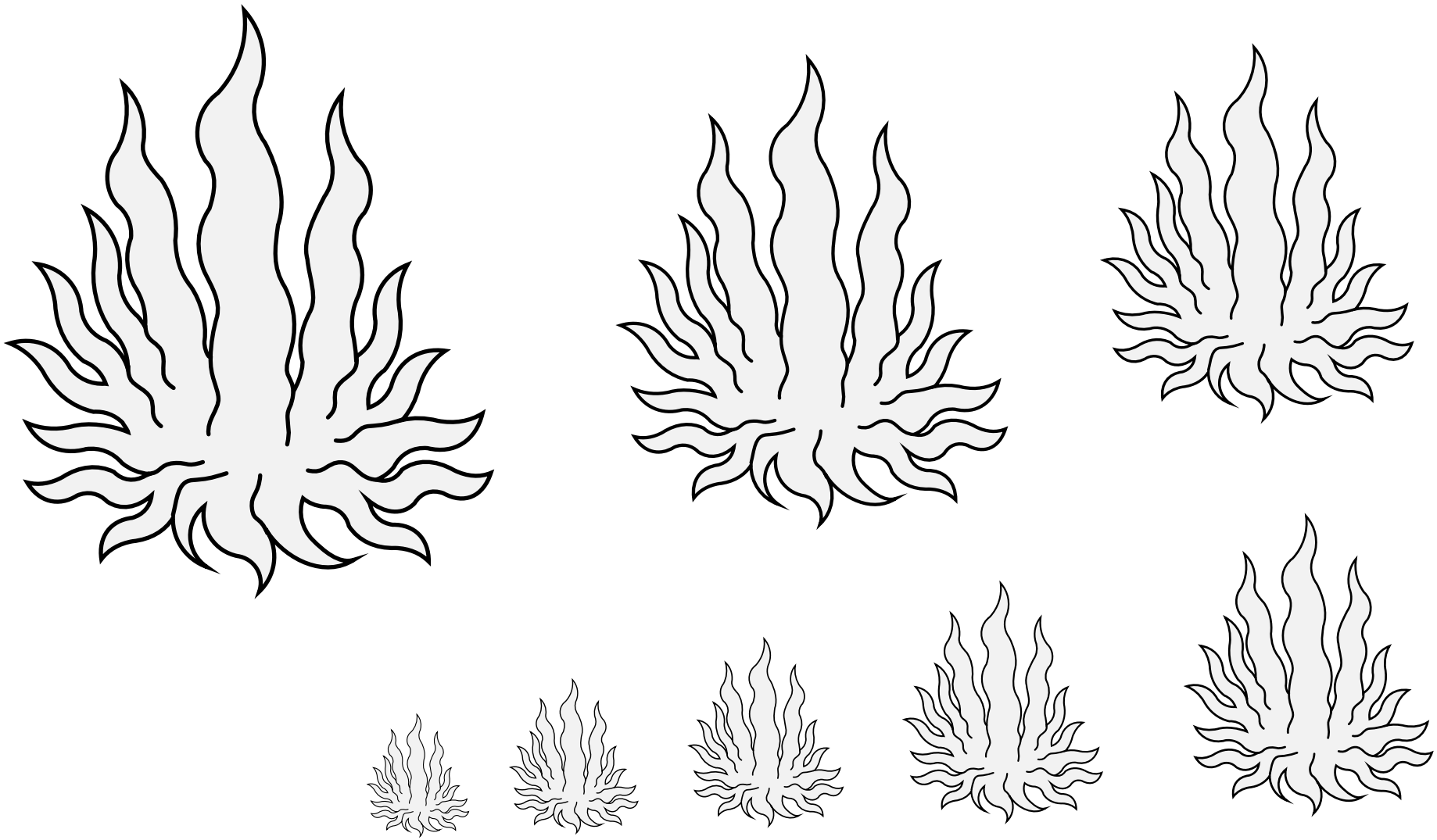


A fire, shown as multiple tongues of flame conjoined into a single mass.

Default orientation: tongues extending to chief.
Proper coloration: alternating tongues of gules and Or.

Source: Pennsic Bored-Artist Collection. Artist: Stephanie Fahey.
Adapted by Mathghamhain Ua Ruadháin.

Flame (6) • 6.61

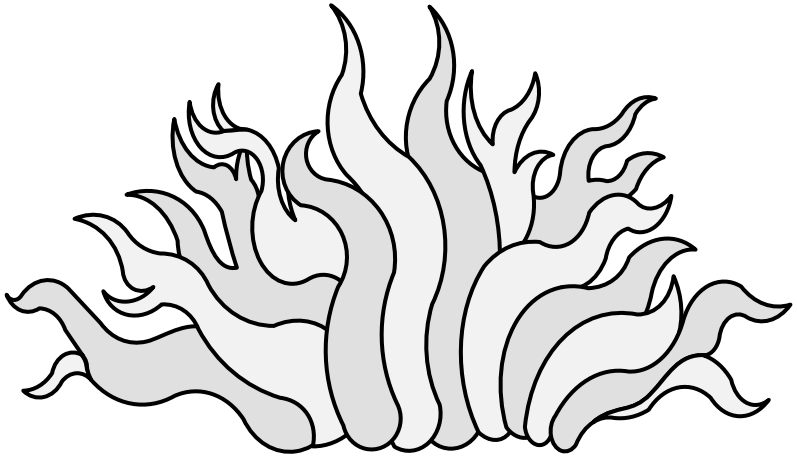
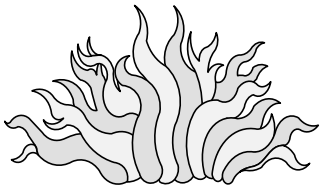
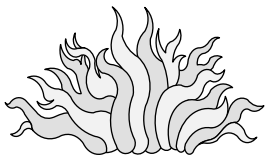
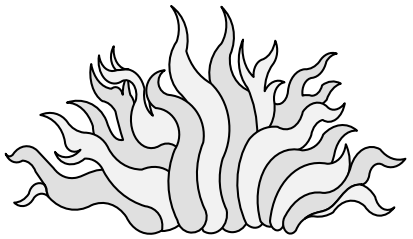


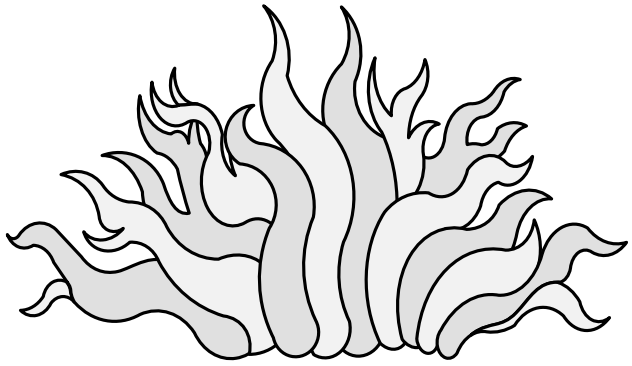
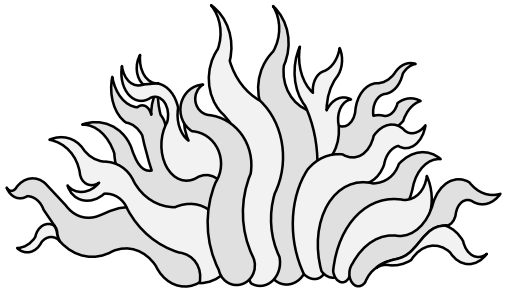
A fire, shown as multiple tongues of flame conjoined into a single mass.

Default orientation: tongues extending to chief.
Proper coloration: alternating tongues of gules and Or.

Source: Viking Answer Lady SVG Images For Heralds. Artist: Gunnvôr silfrahárr.
Adapted by Mathghamhain Ua Ruadháin.

Flame (7) ❧ 6.62

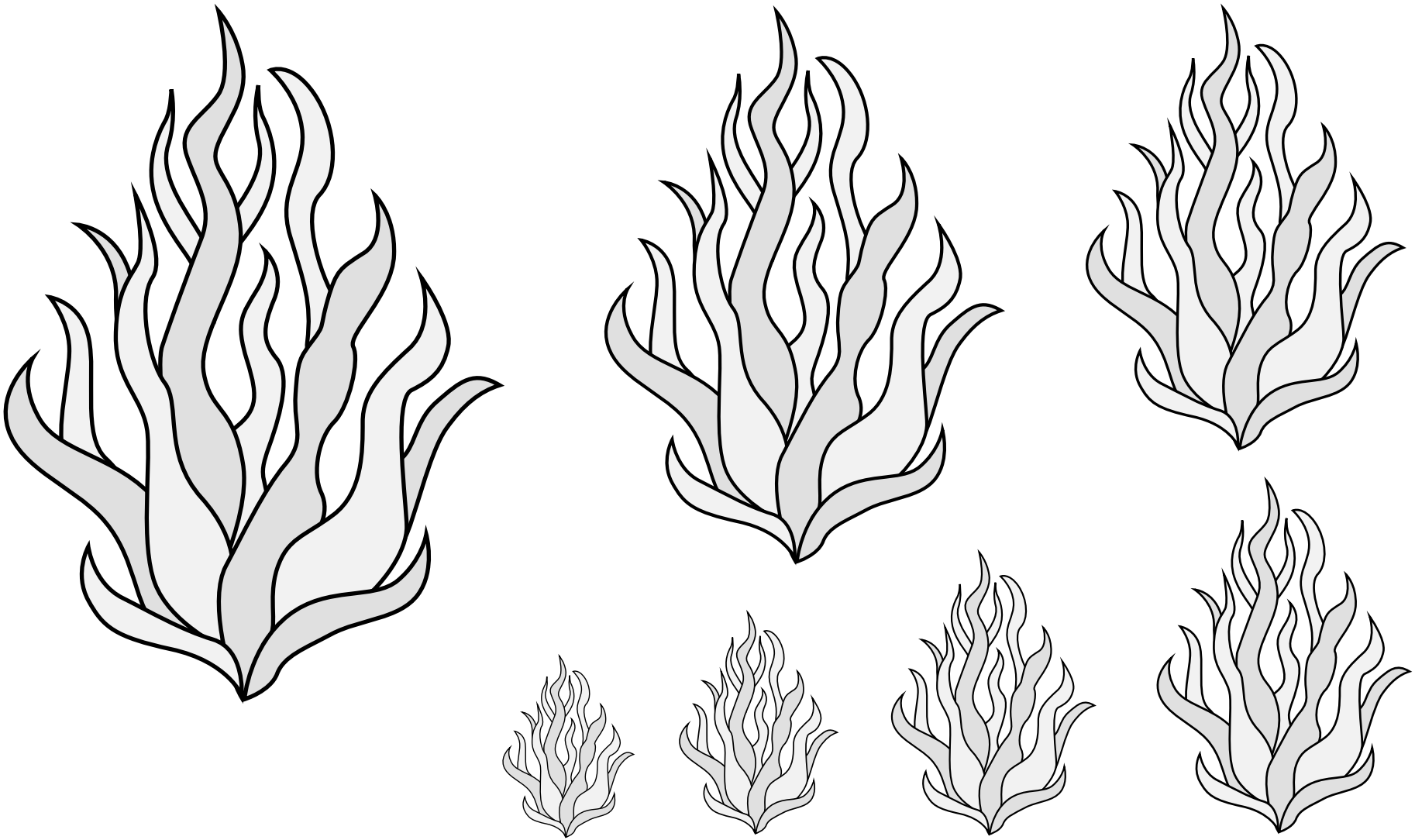



A fire, shown as multiple tongues of flame conjoined into a single mass.

Default orientation: tongues extending to chief.
Proper coloration: alternating tongues of gules and Or.

Source: Viking Answer Lady SVG Images For Heralds. Artist: Gunnvôr silfrahárr.
Adapted by Mathghamhain Ua Ruadháin.

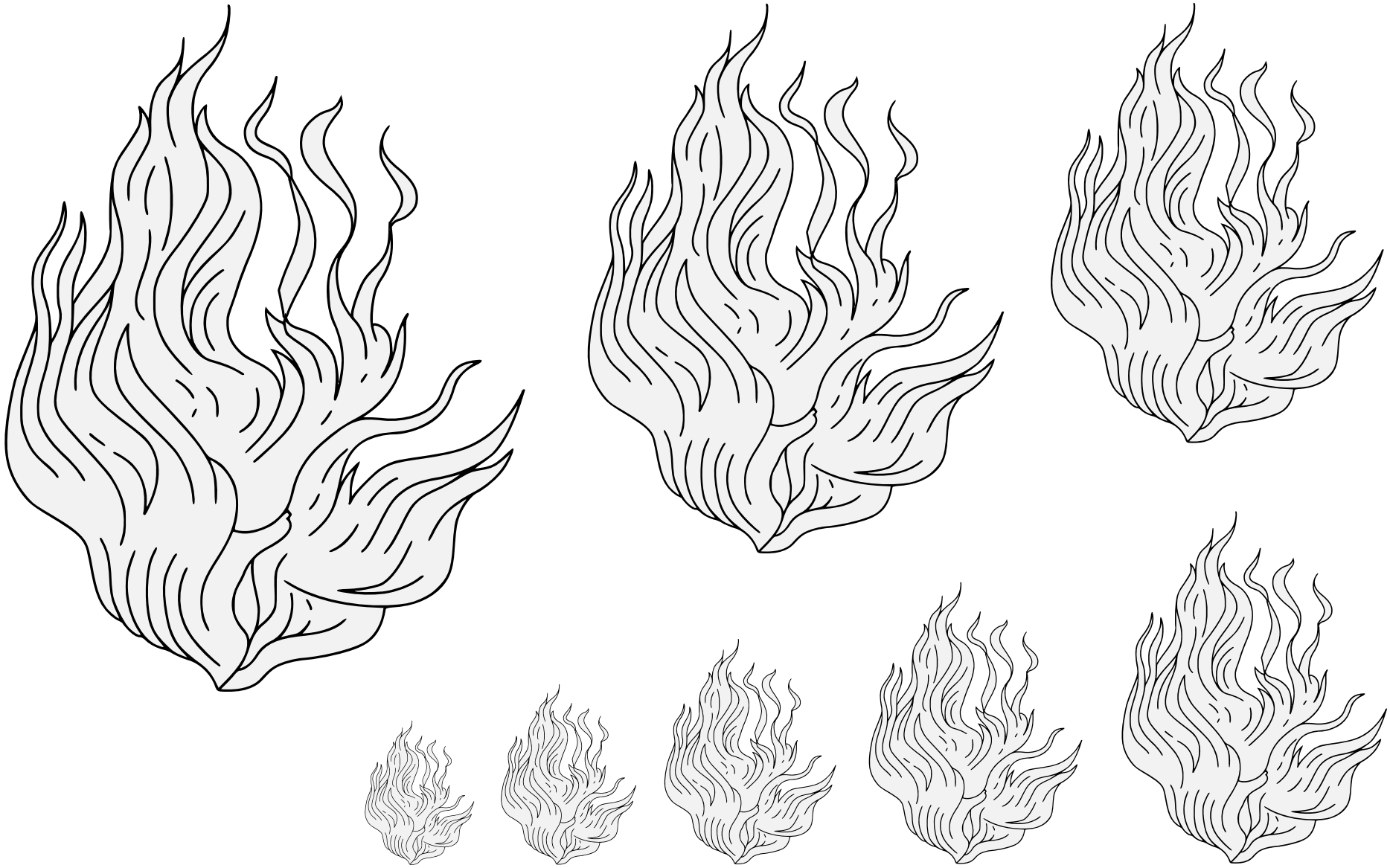
Flame (8) ❧ 6.63



A fire, shown as multiple tongues of flame conjoined into a single mass.

Default orientation: tongues extending to chief.
Proper coloration: alternating tongues of gules and Or.

Flame (9) ❧ 6.64

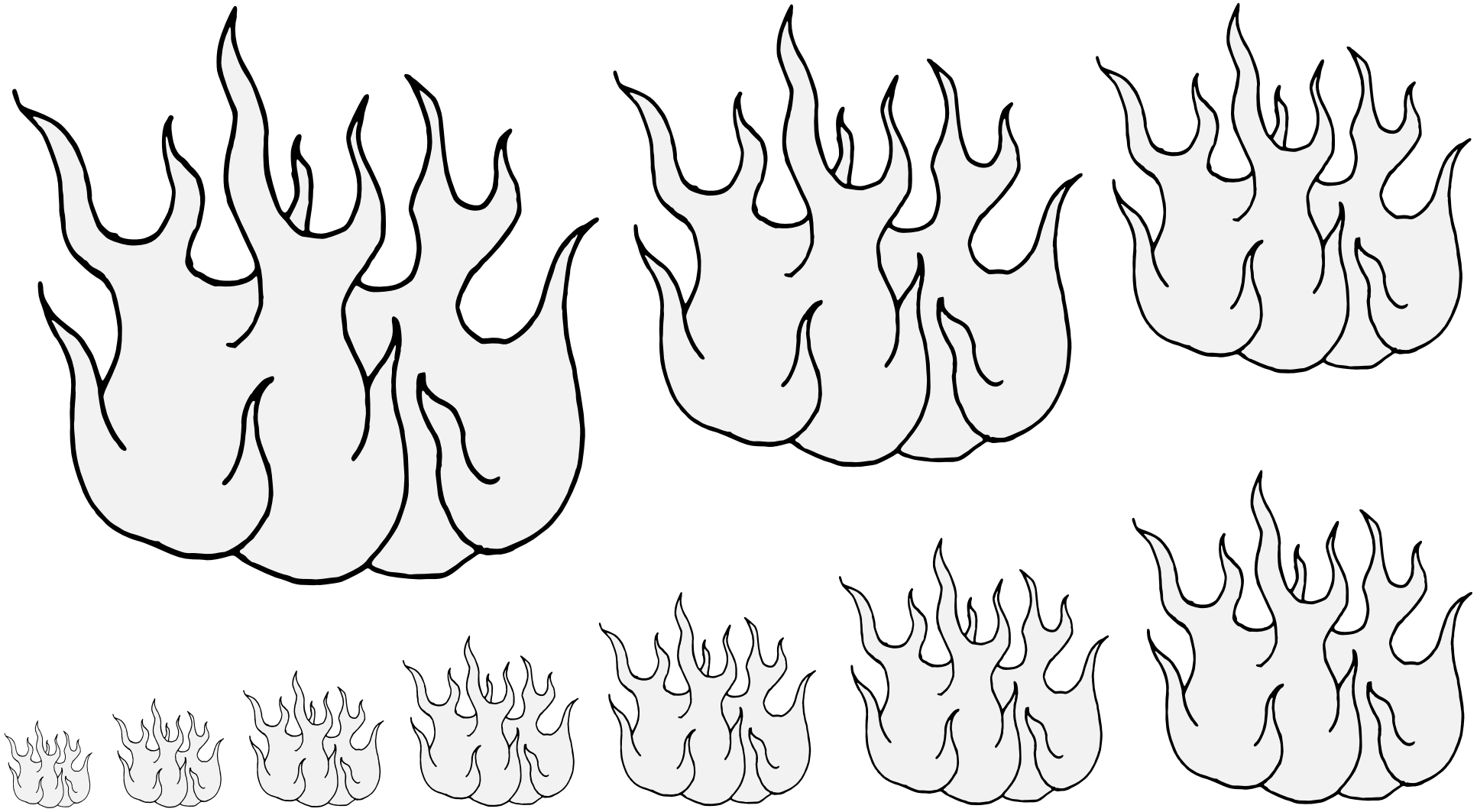


A fire, shown as multiple tongues of flame conjoined into a single mass.

Default orientation: tongues extending to chief.
Proper coloration: alternating tongues of gules and Or.

Source: Sledgehamster. Artist: Grimwulf Harland.

Flame (10) ❧ 6.65



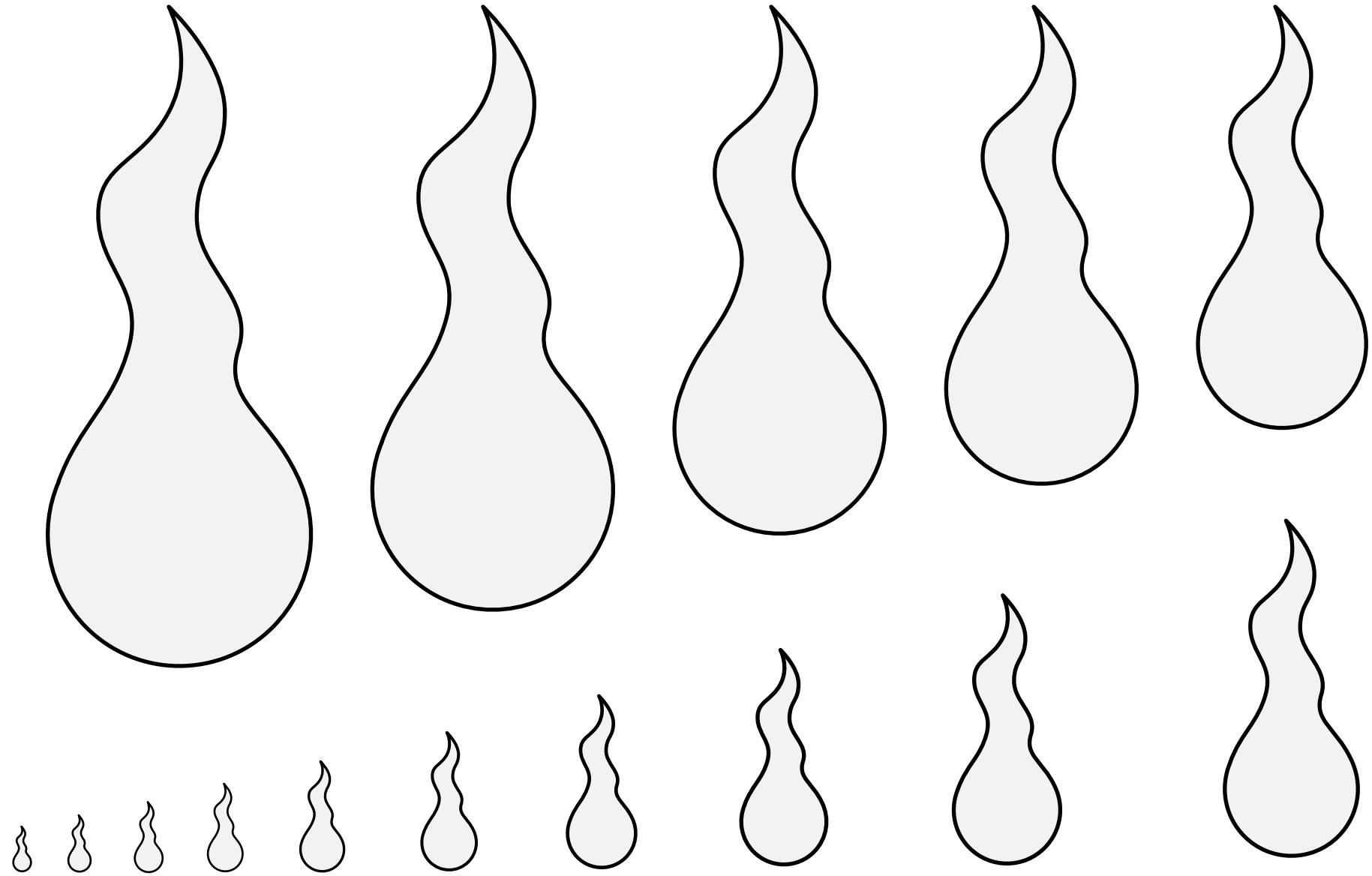
A fire, shown as multiple tongues of flame conjoined into a single mass.

Default orientation: tongues extending to chief.
Proper coloration: alternating tongues of gules and Or.

This depiction might be considered poor style due to the lack of internal detailing separating the "licks" of flame.

Source: Heraldic Templates. Artist: Torric inn Björn.

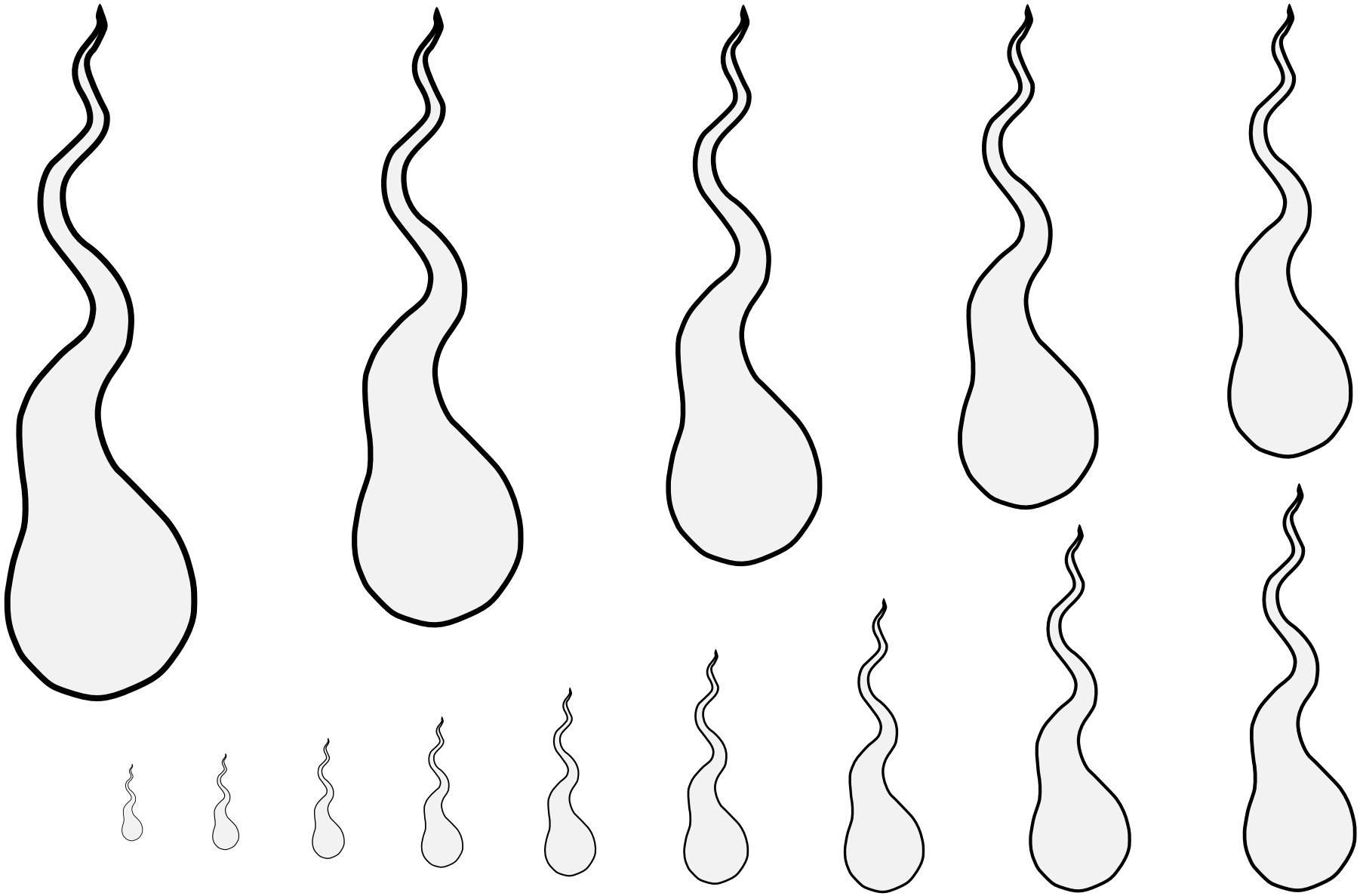
Flame (11) ❧ 6.66



A drop of fluid. Sometimes spelled "gout."

Typically blazoned by tincture, if argent a "goutte d'eau" (water), if Or "d'or", if azure "des larmes" (tears), if gules "de sang" (blood), if sable "de poix" (tar), if vert "d'huile" (olive oil), if purpure "de vin" (wine).

Goutte (1) ❧ 6.67

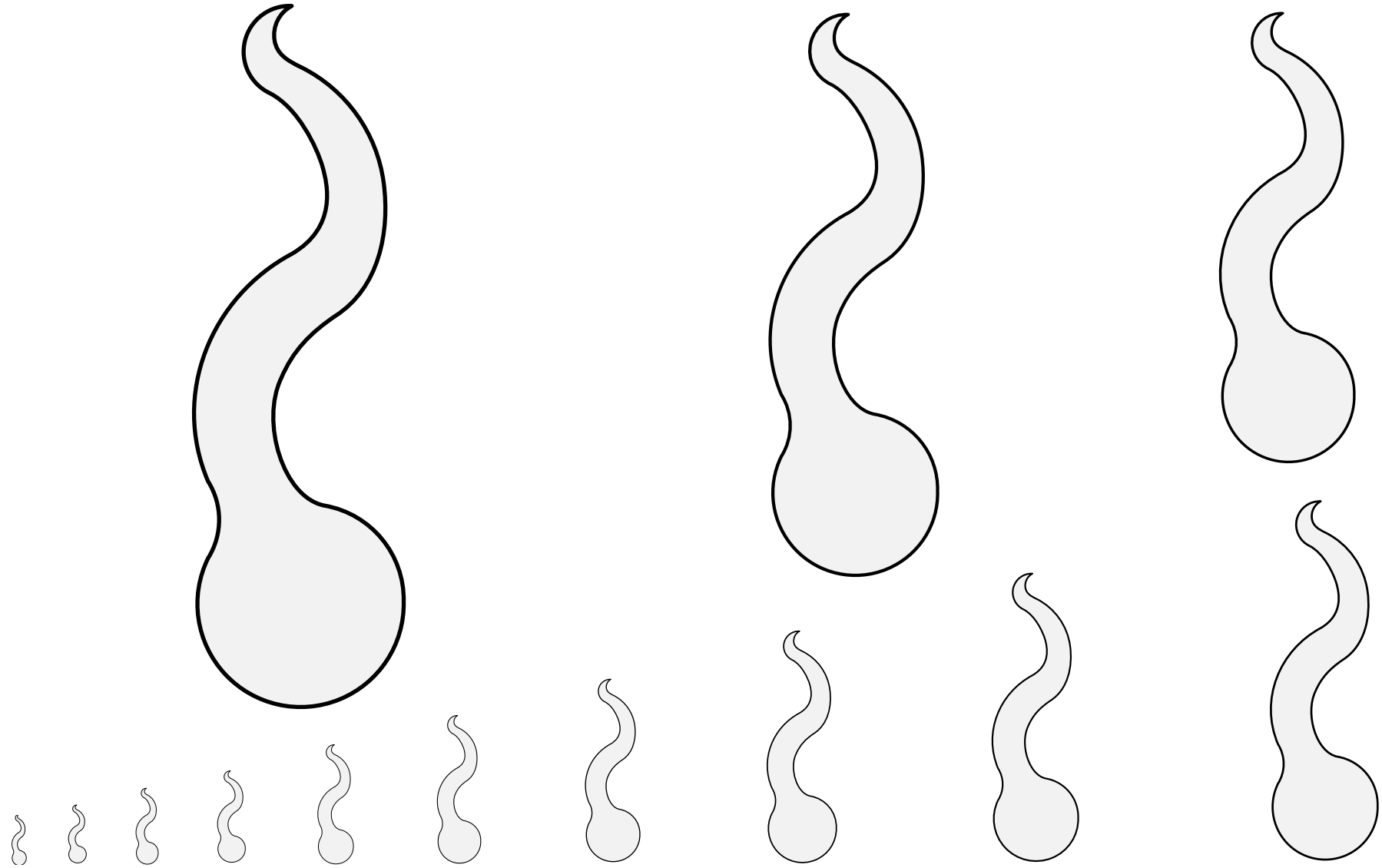


A drop of fluid. Sometimes spelled “gout.”

Typically blazoned by tincture, if argent a “goutte d’eau” (water), if Or “d’or”, if azure “des larmes” (tears), if gules “de sang” (blood), if sable “de poix” (tar), if vert “d’huile” (olive oil), if purpure “de vin” (wine).

Source: Pennsic Traceable Art. Artist unknown.

Goutte (2) ❧ 6.68

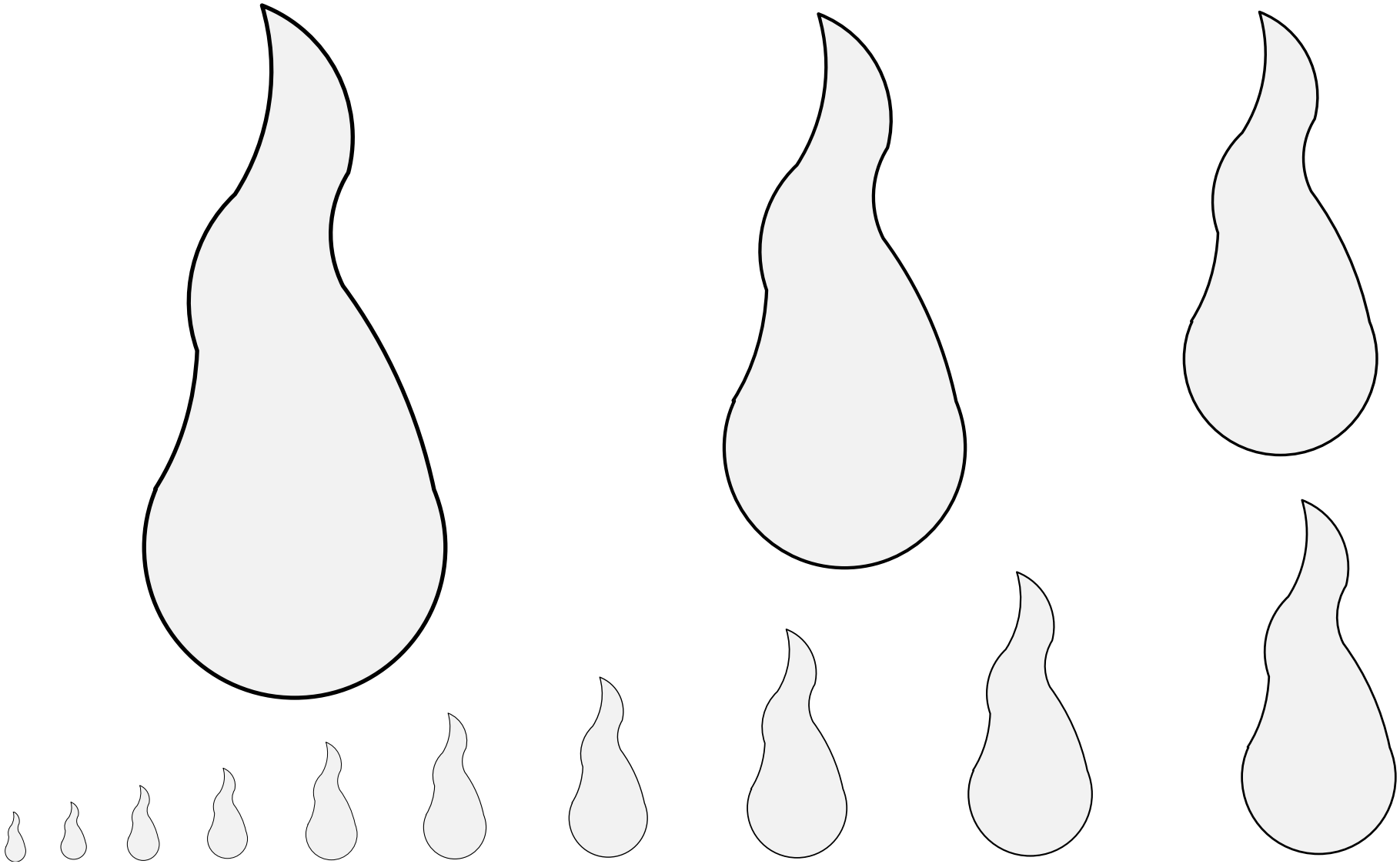


A drop of fluid. Sometimes spelled “gout.”

Typically blazoned by tincture, if argent a “goutte d’eau” (water), if Or “d’or”, if azure “des larmes” (tears), if gules “de sang” (blood), if sable “de poix” (tar), if vert “d’huile” (olive oil), if purpure “de vin” (wine).

Source: Viking Answer Lady SVG Images For Heralds.
Artist: Gunnvôr silfrahárr. Adapted by Mathghamhain Ua Ruadháin.

Goutte (3) • 6.69

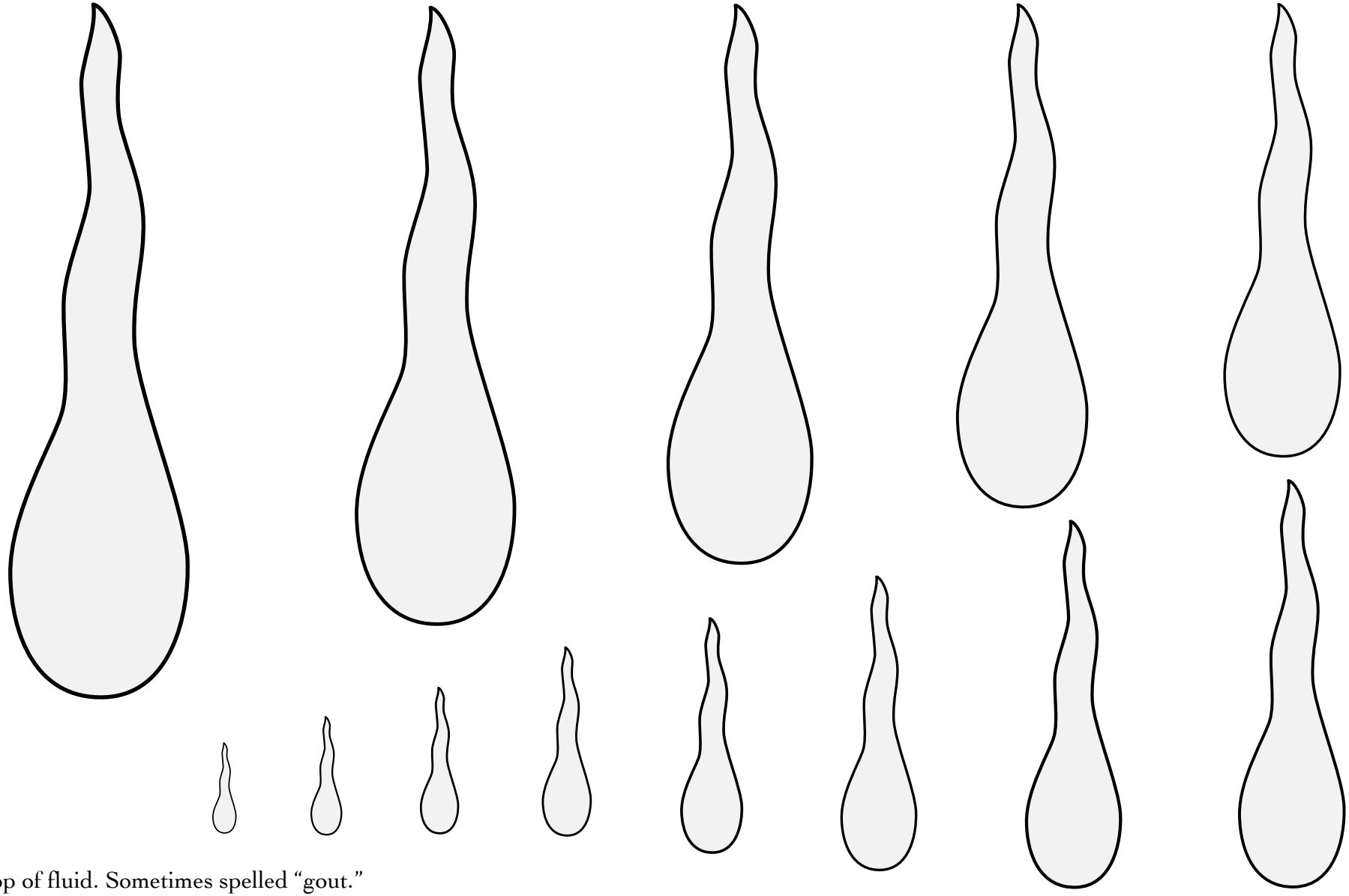


A drop of fluid. Sometimes spelled “gout.”

Typically blazoned by tincture, if argent a “goutte d’eau” (water), if Or “d’or”, if azure “des larmes” (tears), if gules “de sang” (blood), if sable “de poix” (tar), if vert “d’huile” (olive oil), if purpure “de vin” (wine).

Source: Viking Answer Lady SVG Images For Heralds.
Artist: Gunnvôr silfrahárr.

Goutte (4) ❧ 6.70

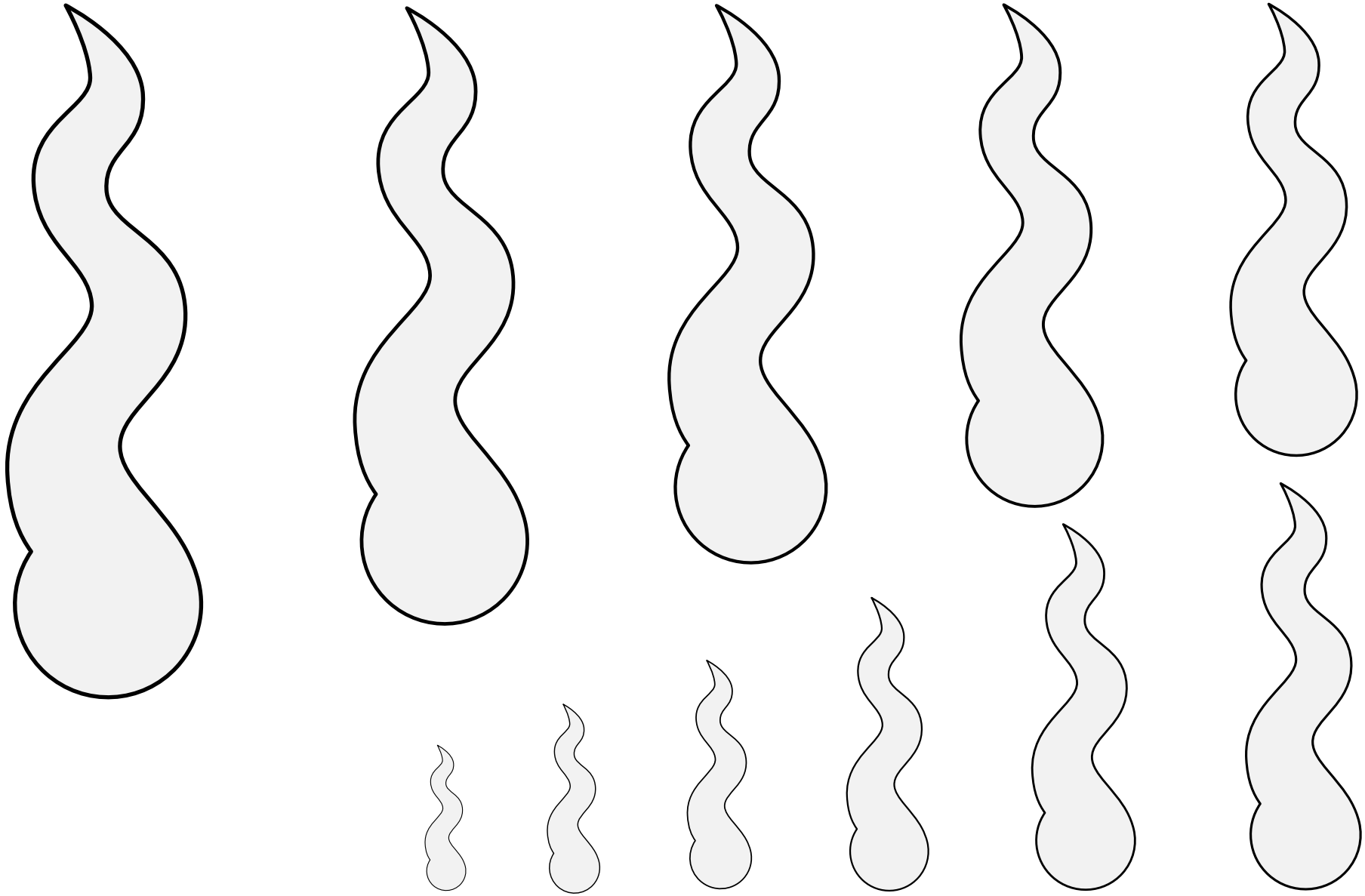


A drop of fluid. Sometimes spelled “gout.”

Typically blazoned by tincture, if argent a “goutte d’eau” (water), if Or “d’or”, if azure “des larmes” (tears), if gules “de sang” (blood), if sable “de poix” (tar), if vert “d’huile” (olive oil), if purpure “de vin” (wine).

Source: A Glossary of Terms Used in Heraldry. (Found in the arms of Harbottle as a goutte inverted, blazoned an icicle.) Artist: James or Irene Parker.

Goutte (5) ❧ 6.71

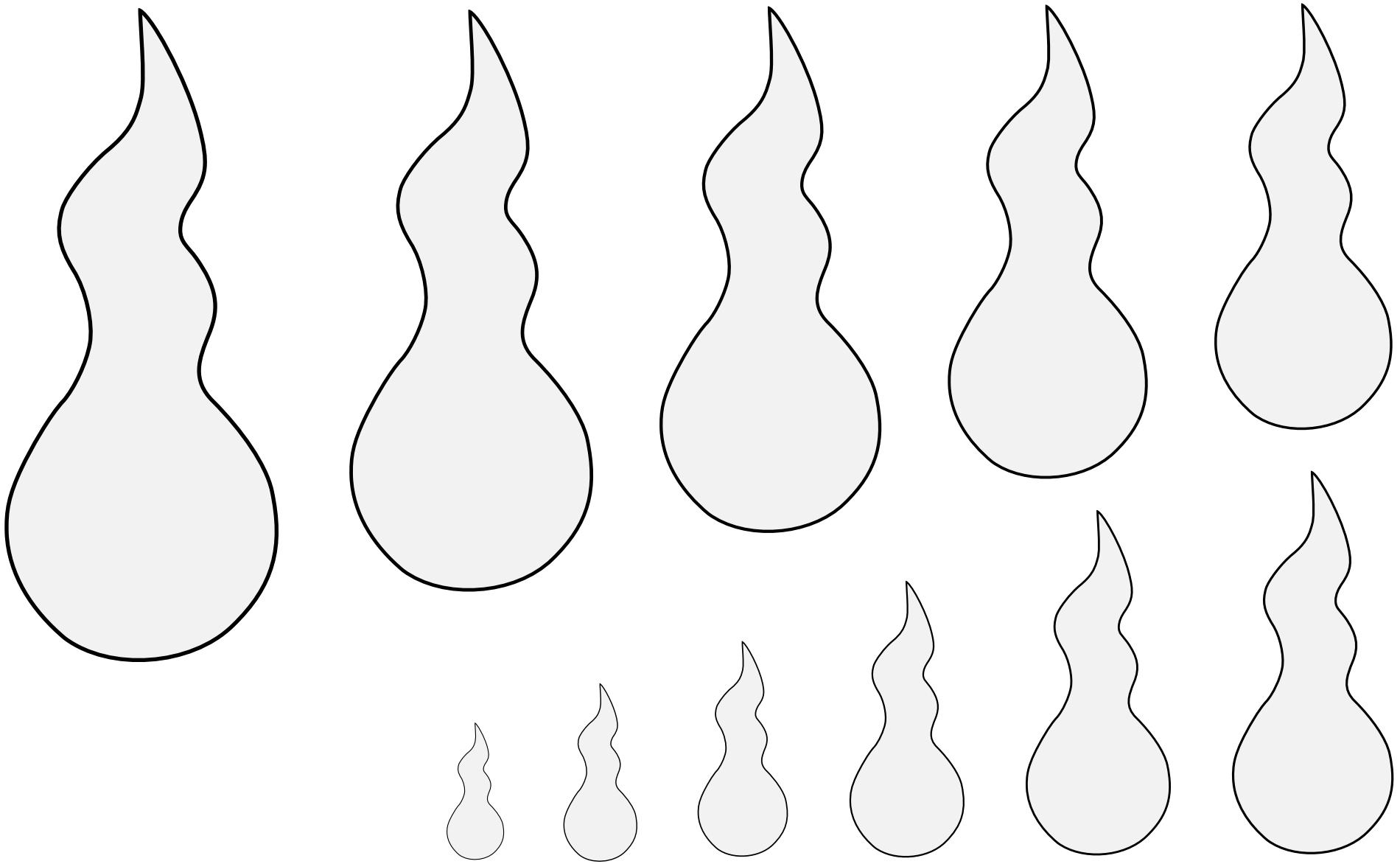


A drop of fluid. Sometimes spelled "gout."

Typically blazoned by tincture, if argent a "goutte d'eau" (water), if Or "d'or", if azure "des larmes" (tears), if gules "de sang" (blood), if sable "de poix" (tar), if vert "d'huile" (olive oil), if purpure "de vin" (wine).

Source: Wappenbuch der Arlberg-Bruderschaft. Artist: Vigil Raber. (Page 309.)

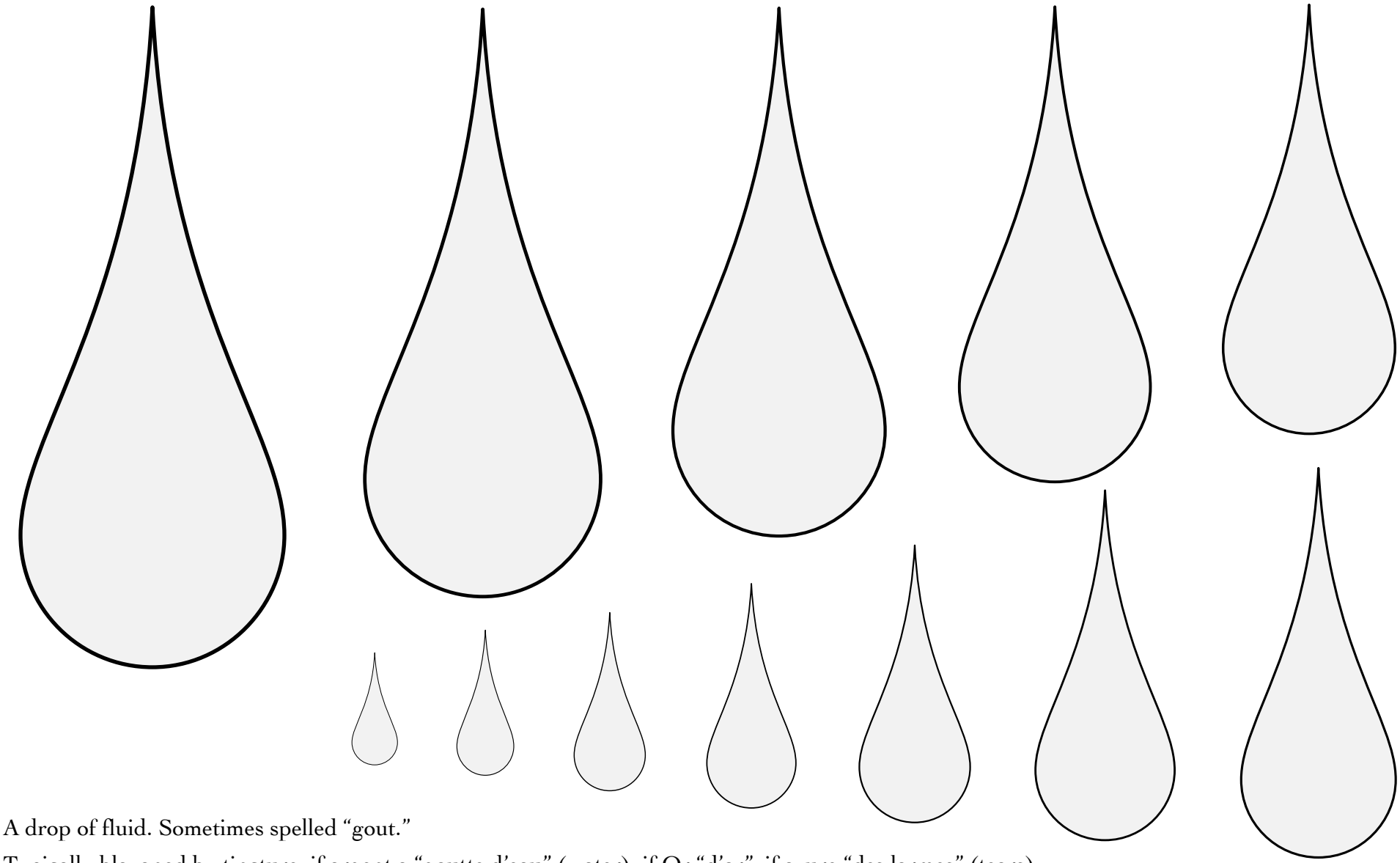
Goutte (6) ❧ 6.72



A drop of fluid. Sometimes spelled "gout."

Typically blazoned by tincture, if argent a "goutte d'eau" (water), if Or "d'or", if azure "des larmes" (tears), if gules "de sang" (blood), if sable "de poix" (tar), if vert "d'huile" (olive oil), if purpure "de vin" (wine).

Goutte (7) ❧ 6.73

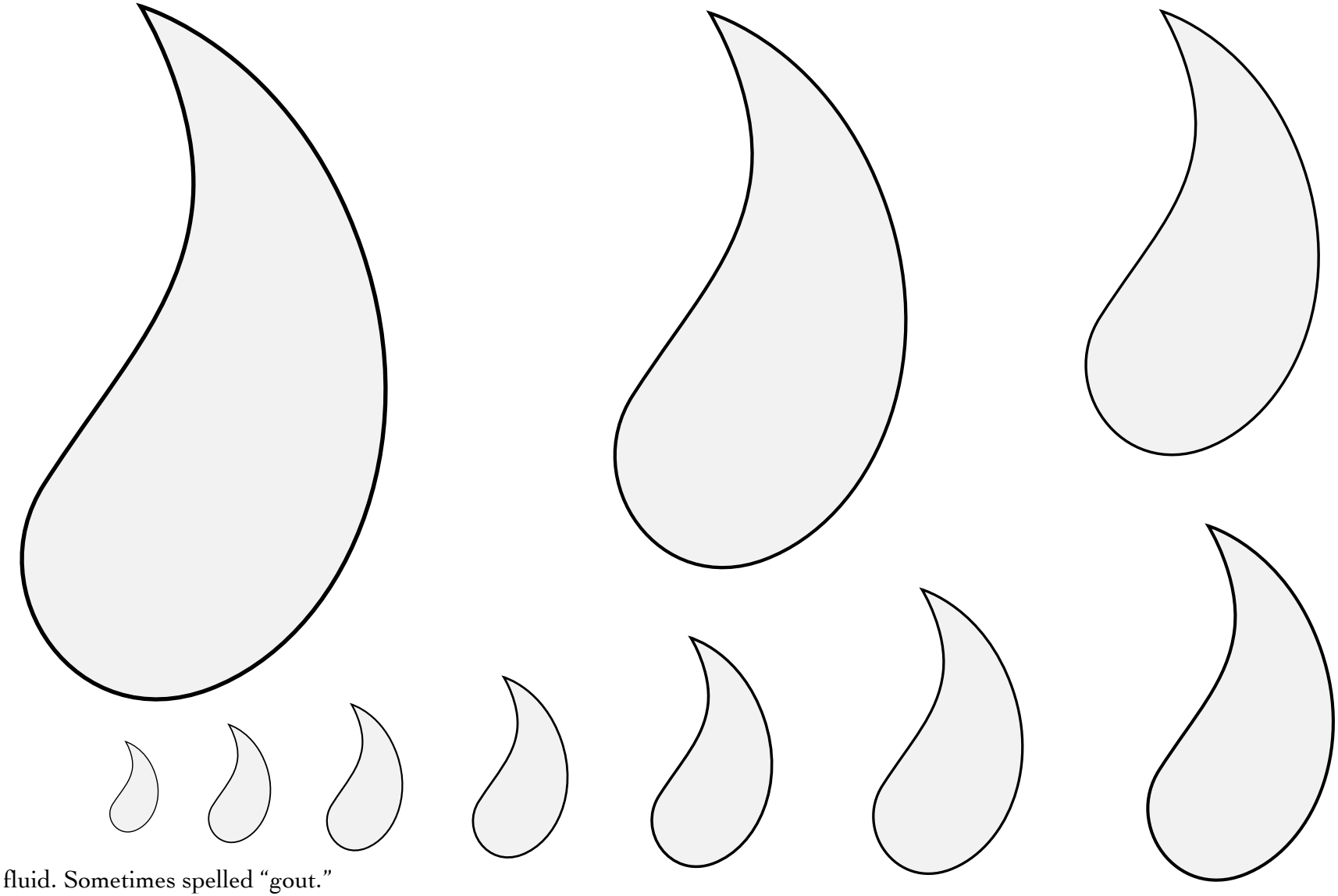


A drop of fluid. Sometimes spelled "gout."

Typically blazoned by tincture, if argent a "goutte d'eau" (water), if Or "d'or", if azure "des larmes" (tears), if gules "de sang" (blood), if sable "de poix" (tar), if vert "d'huile" (olive oil), if purpure "de vin" (wine).

Straight-sided or teardrop-shaped gouttes are only rarely found in period armory and are considered poor style as noted on the March 2013 cover letter, but may be registered if they are at least twice as long as they are wide.

Goutte (8) ❧ 6.74



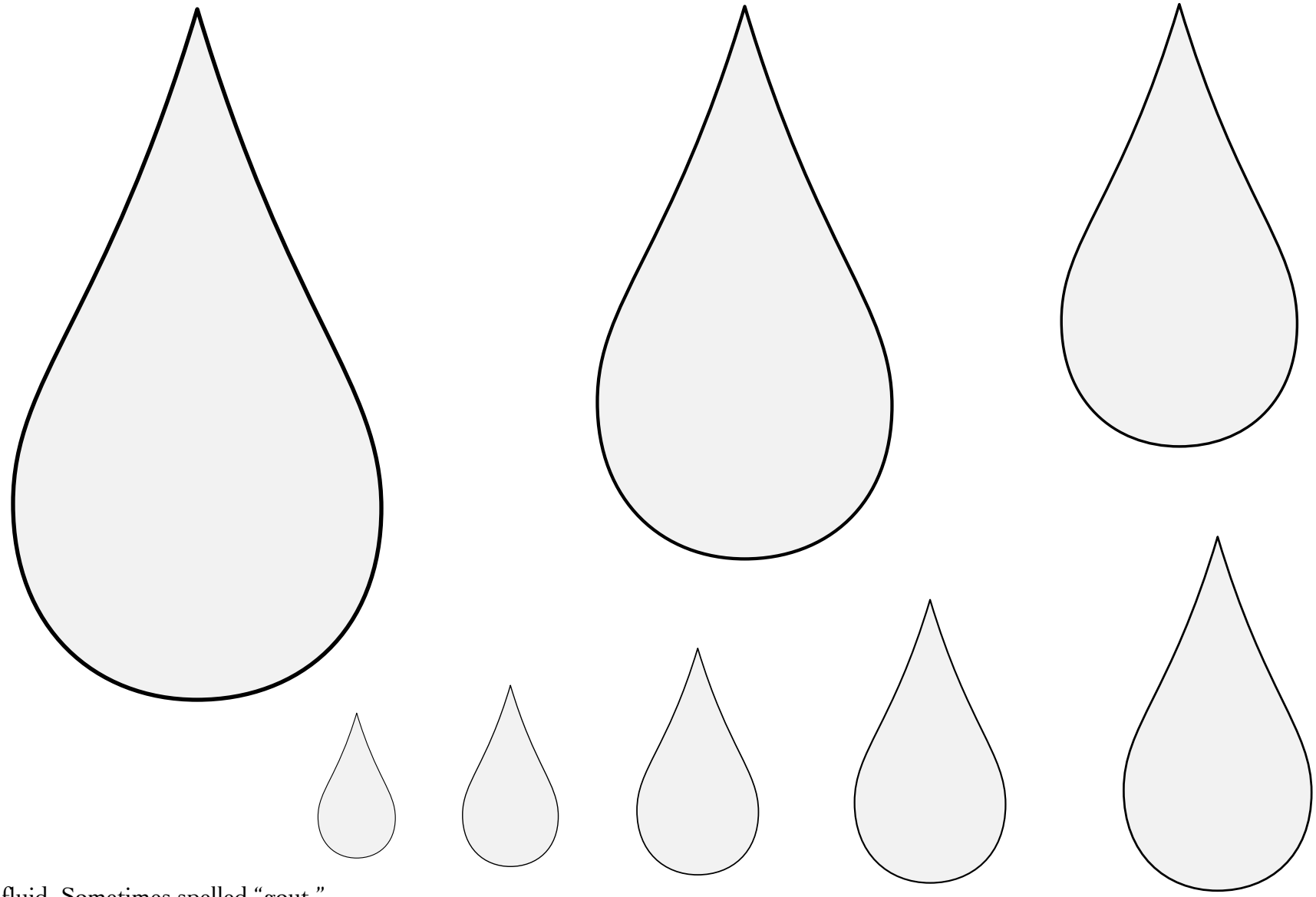
A drop of fluid. Sometimes spelled "gout."

Typically blazoned by tincture, if argent a "goutte d'eau" (water), if Or "d'or", if azure "des larmes" (tears), if gules "de sang" (blood), if sable "de poix" (tar), if vert "d'huile" (olive oil), if purpure "de vin" (wine).

This form of goutte does not meet the criteria set out on the March 2013 cover letter and is no longer registrable.

Source: Pennsic Traceable Art. Artist unknown.

Goutte (9) ❧ 6.75

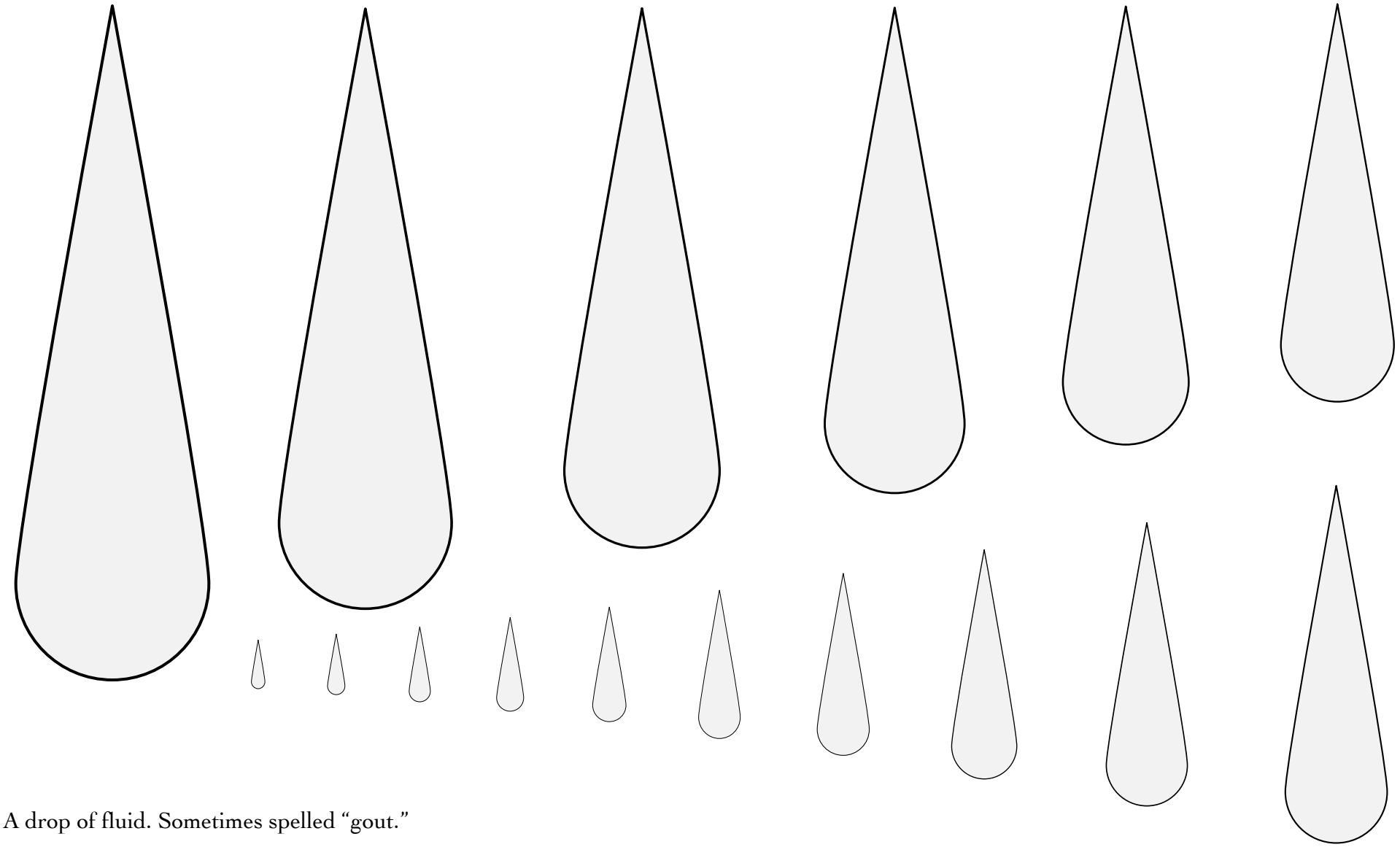


A drop of fluid. Sometimes spelled “gout.”

Typically blazoned by tincture, if argent a “goutte d’eau” (water), if Or “d’or”, if azure “des larmes” (tears), if gules “de sang” (blood), if sable “de poix” (tar), if vert “d’huile” (olive oil), if purpure “de vin” (wine).

This form of goutte does not meet the criteria set out on the March 2013 cover letter and is no longer registrable.

Goutte (10) ❧ 6.76



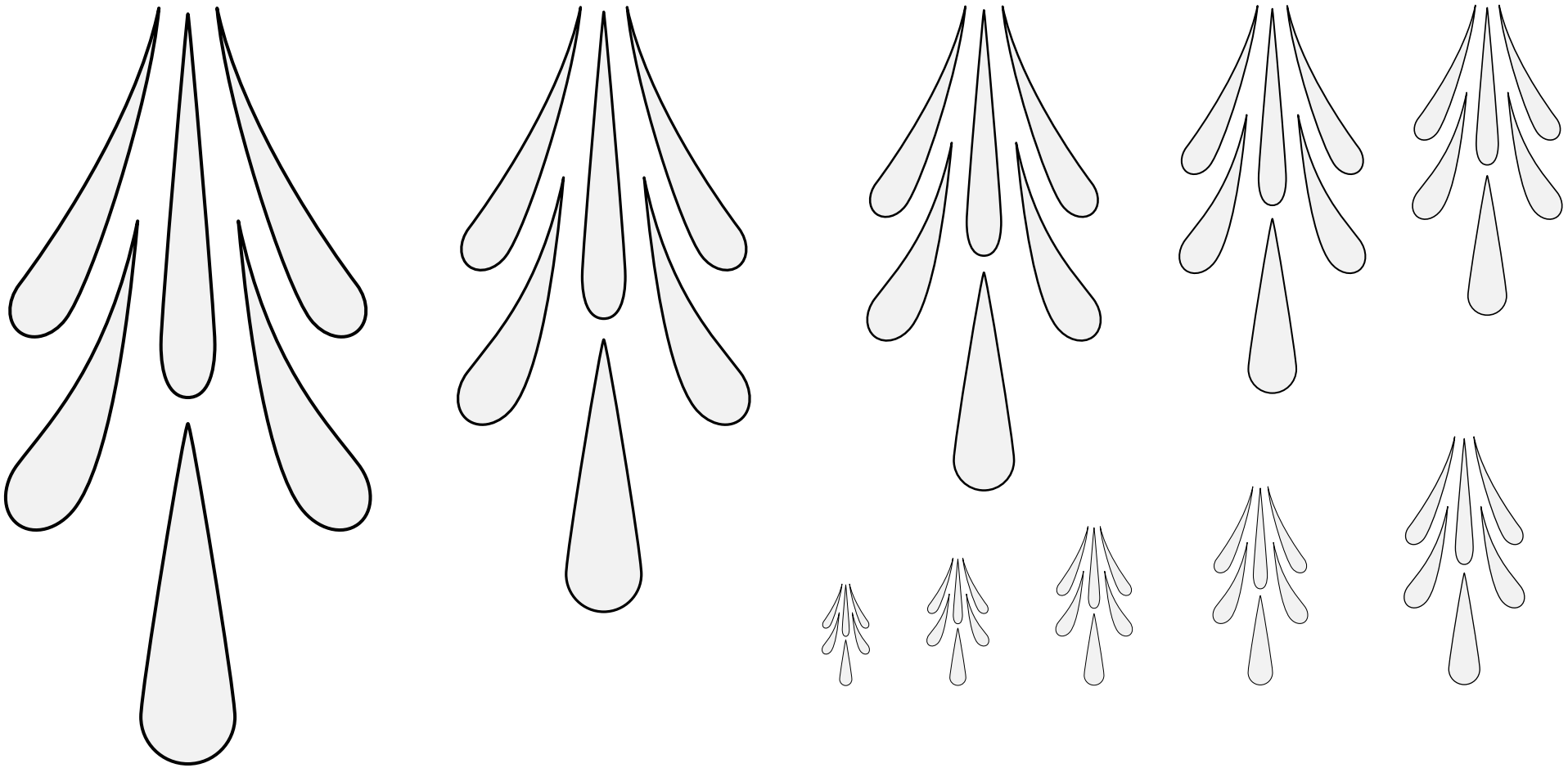
A drop of fluid. Sometimes spelled "gout."

Typically blazoned by tincture, if argent a "goutte d'eau" (water), if Or "d'or", if azure "des larmes" (tears), if gules "de sang" (blood), if sable "de poix" (tar), if vert "d'huile" (olive oil), if purpure "de vin" (wine).

Straight-sided or teardrop-shaped gouttes are only rarely found in period armory and are considered poor style as noted on the March 2013 cover letter, but may be registered if they are at least twice as long as they are wide.

Source: Wappenbuch der Arlberg-Bruderschaft. Artist: Vigil Raber. (Page 861.)

Goutte (11) ❧ 6.77



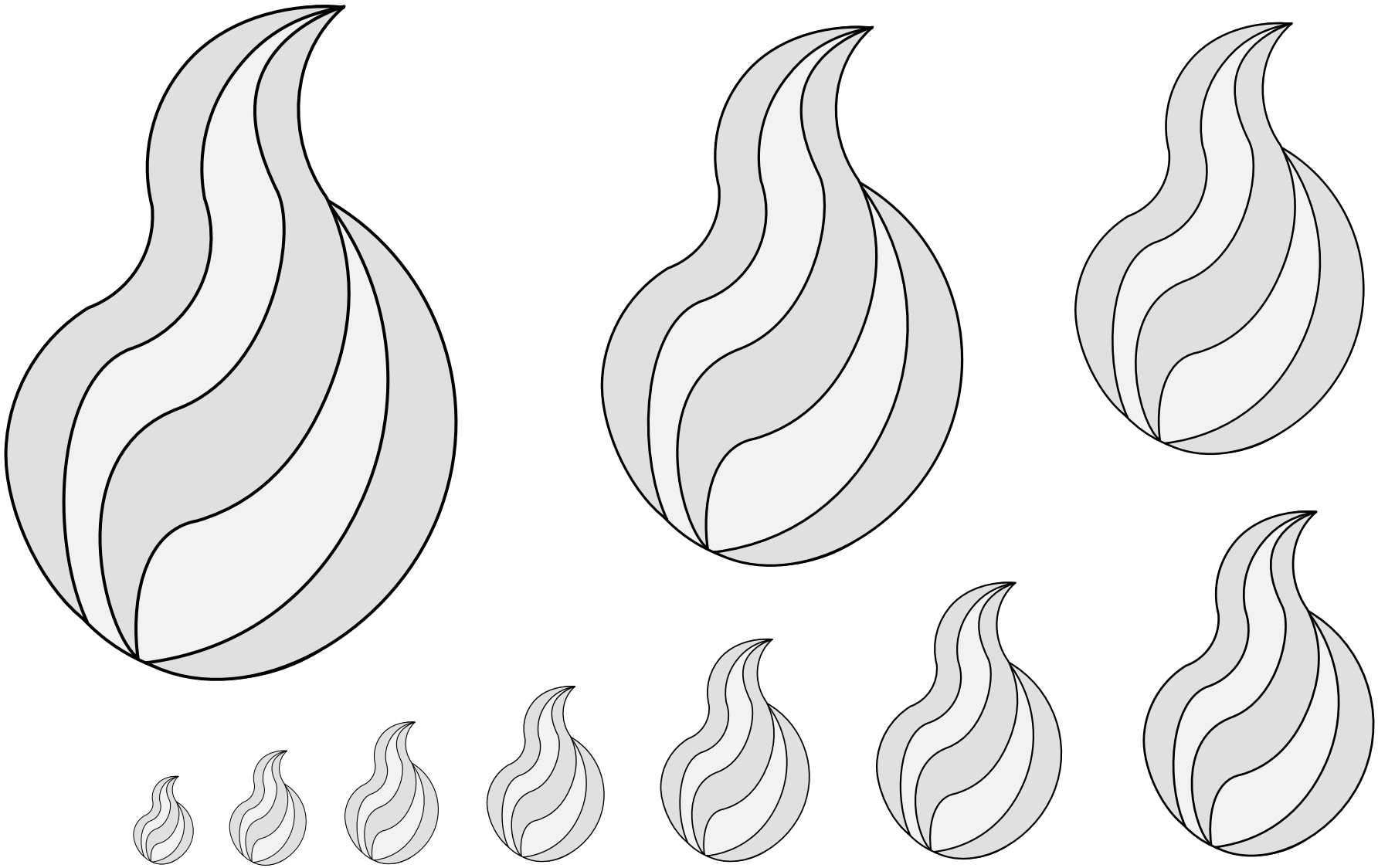
A drop of fluid. Sometimes spelled "gout."

Typically blazoned by tincture, if argent a "goutte d'eau" (water), if Or "d'or", if azure "des larmes" (tears), if gules "de sang" (blood), if sable "de poix" (tar), if vert "d'huile" (olive oil), if purpure "de vin" (wine).

Straight-sided or teardrop-shaped gouttes are only rarely found in period armory and are considered poor style as noted on the March 2013 cover letter, but may be registered if they are at least twice as long as they are wide.

Adapted from images of the arms of Peter Dodge of Stopford. Adapted by Mathghamhain Ua Ruadháin.

Gouttes, Six ❧ 6.78

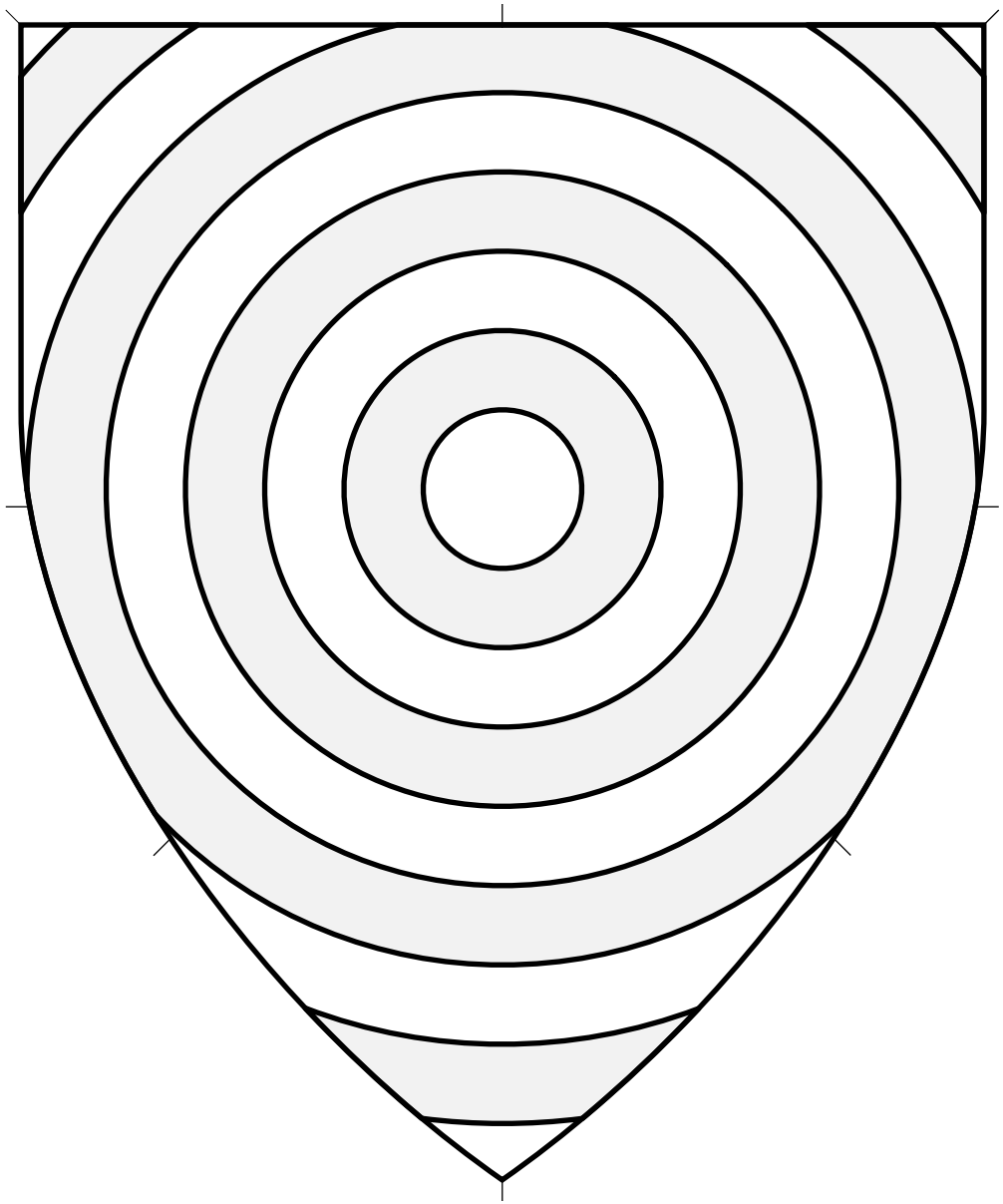


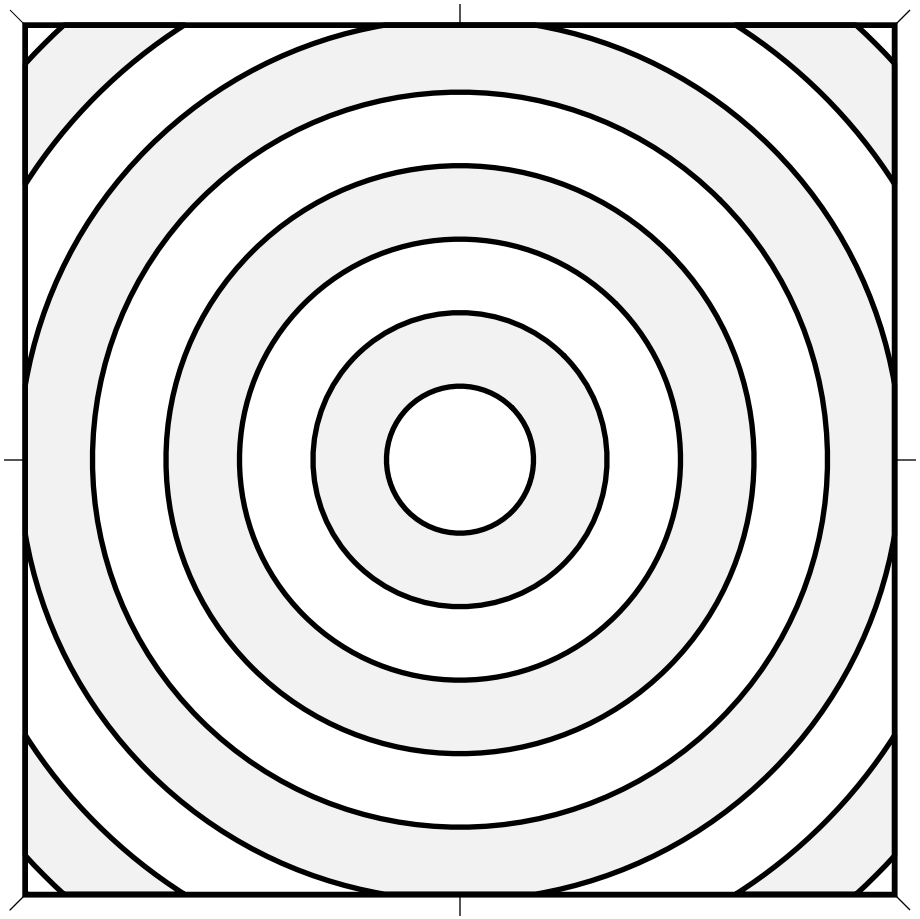
A drop of fluid. Sometimes spelled "gout."

A goutte of flame is striped alternately gules and Or.

Source: Viking Answer Lady SVG Images For Heralds.
Artist: Gunnvôr silfrahárr.

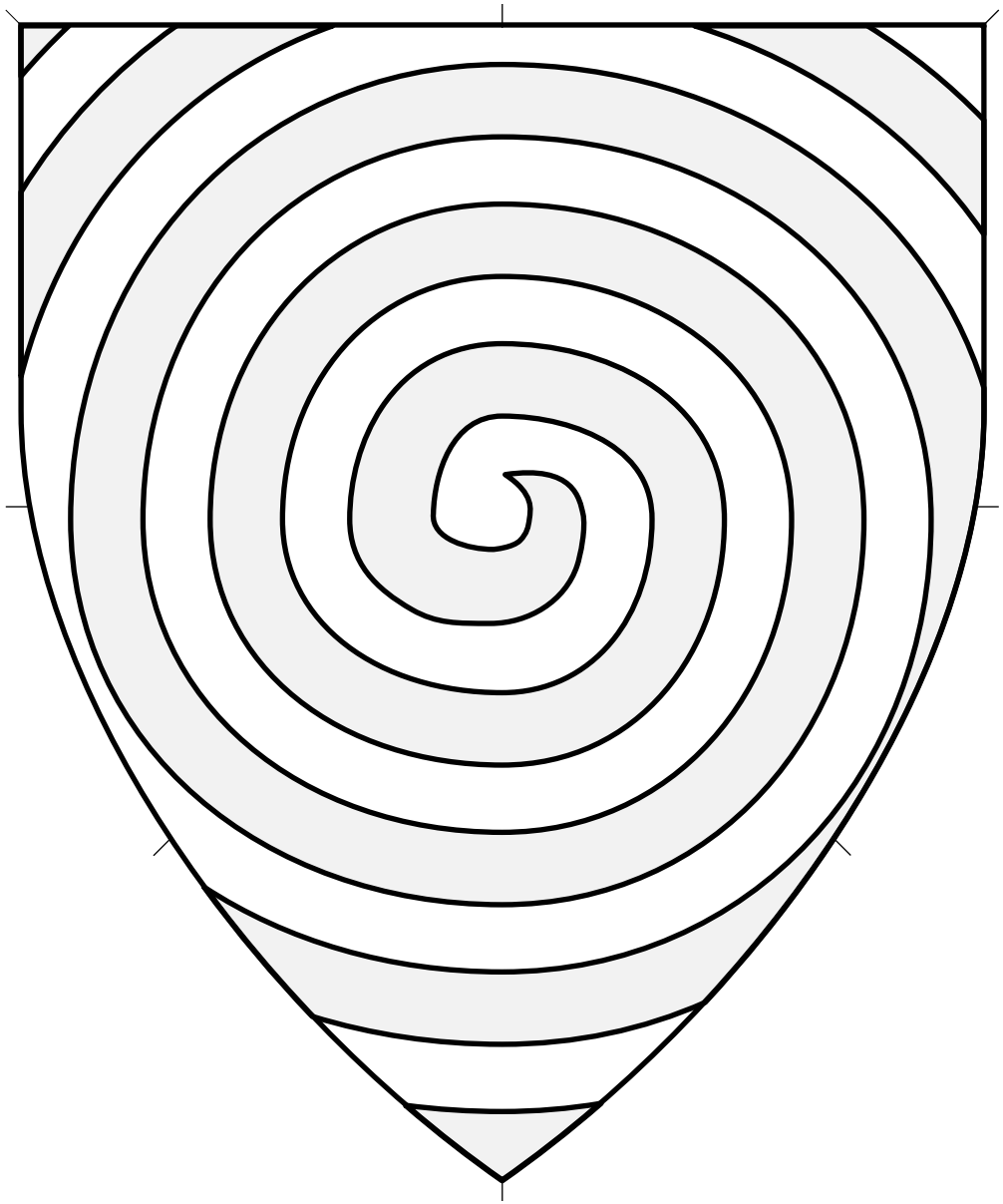
Goutte of Flame ❧ 6.79

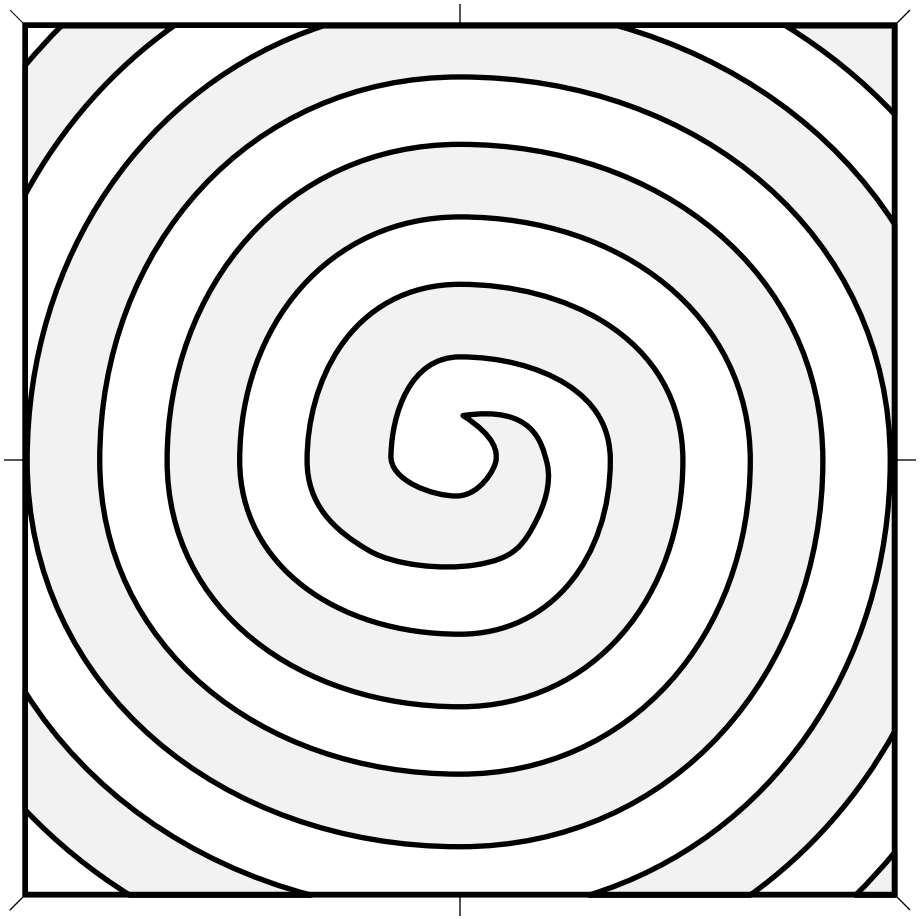




A whirlpool. These concentric circles are the earlier version of this charge.

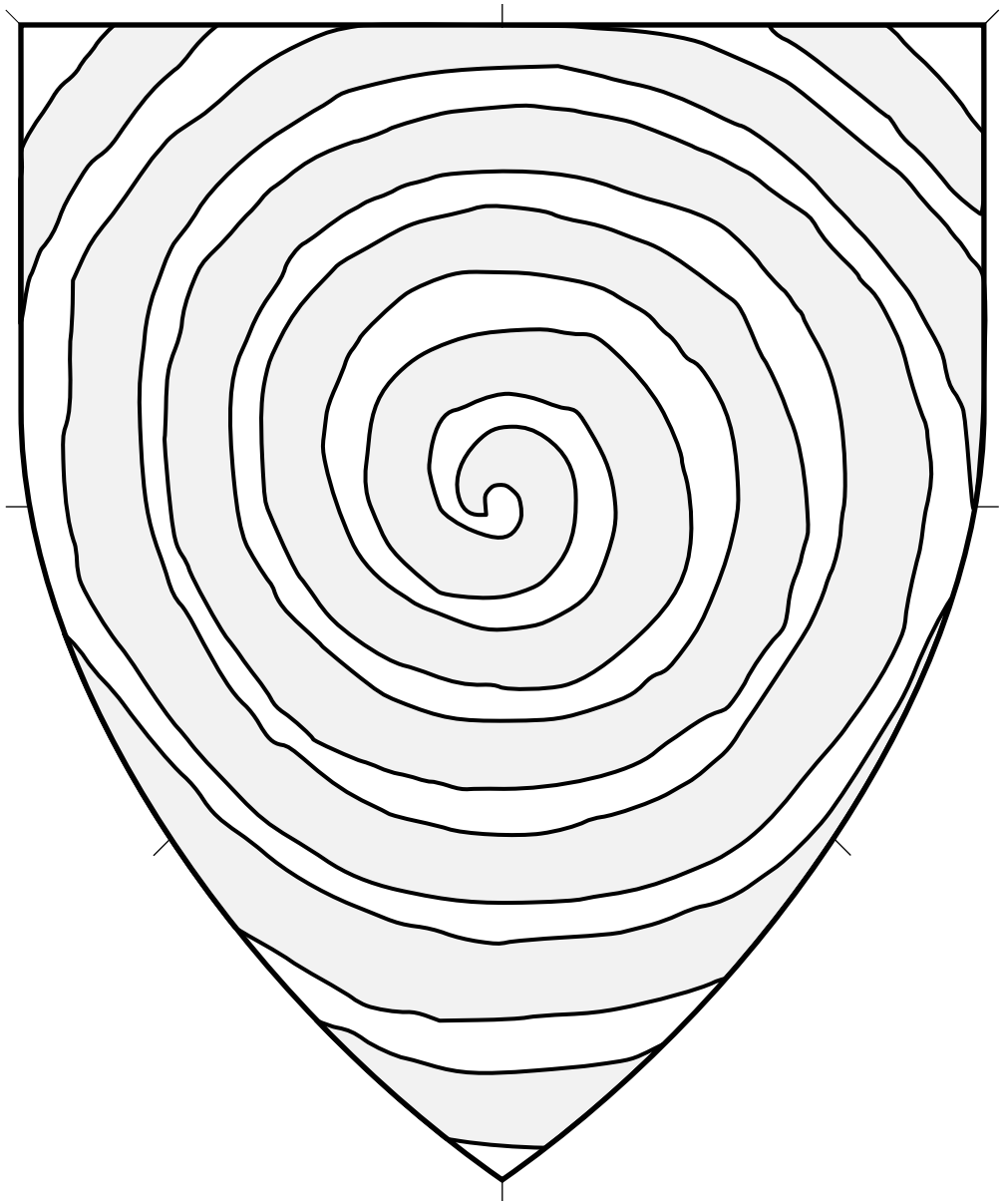
Gurges (1) ❧ 6.80

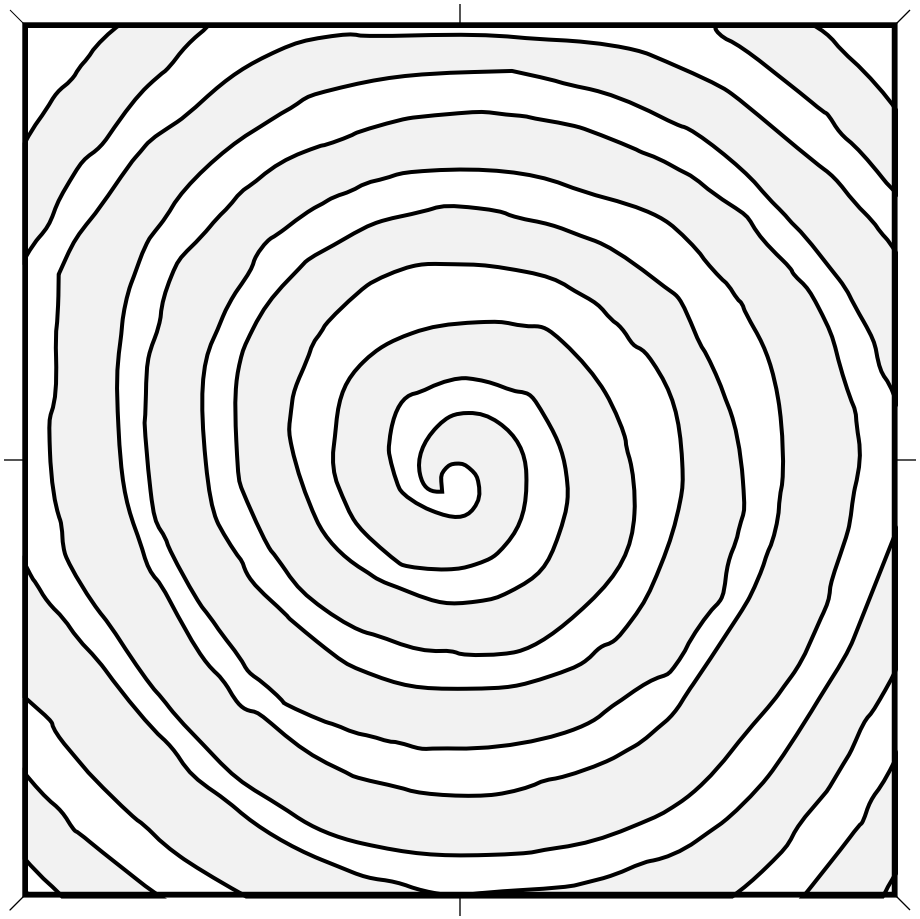




A whirlpool. This spiral is the later version of this charge.

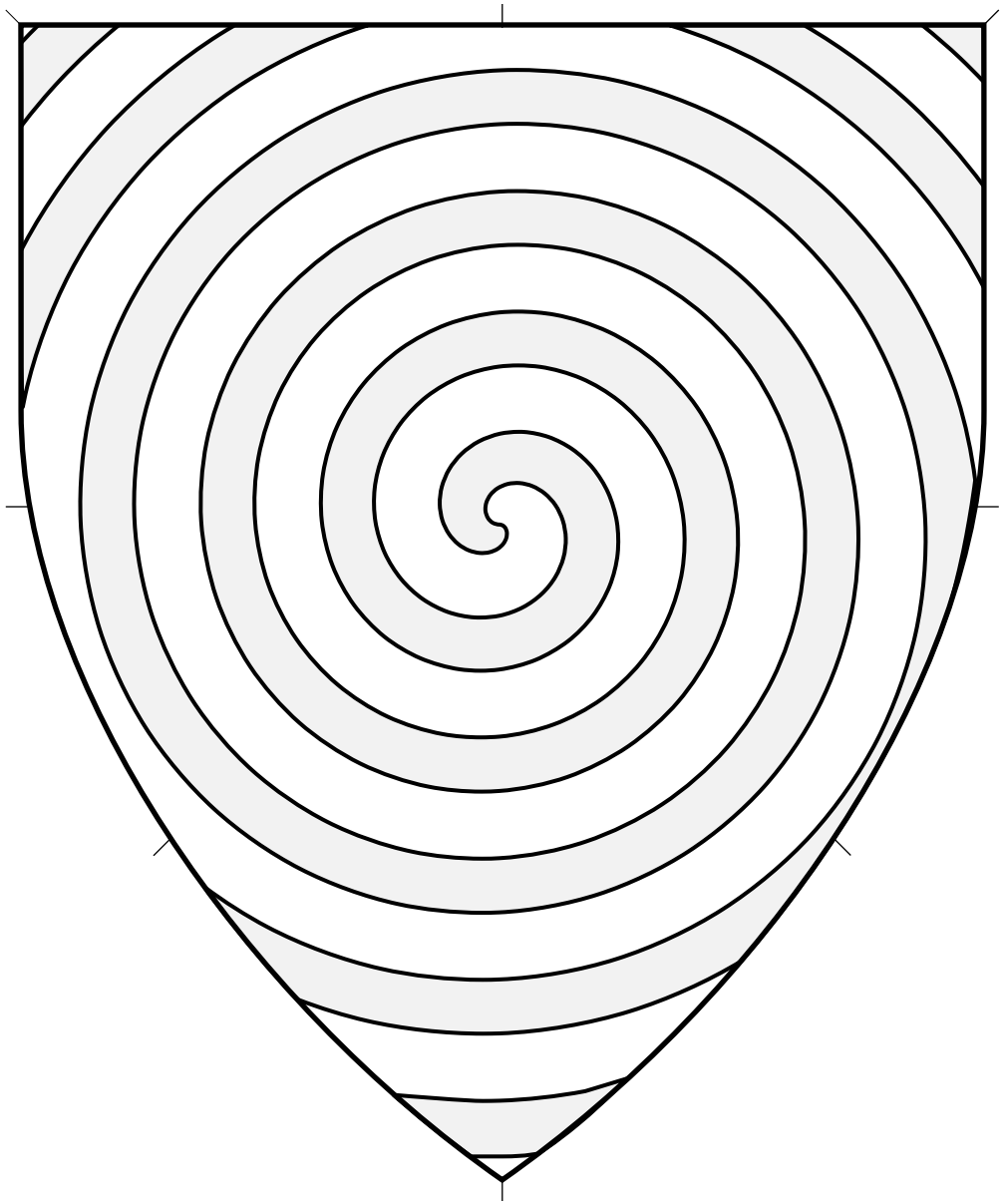
Gurges (2) ❧ 6.81

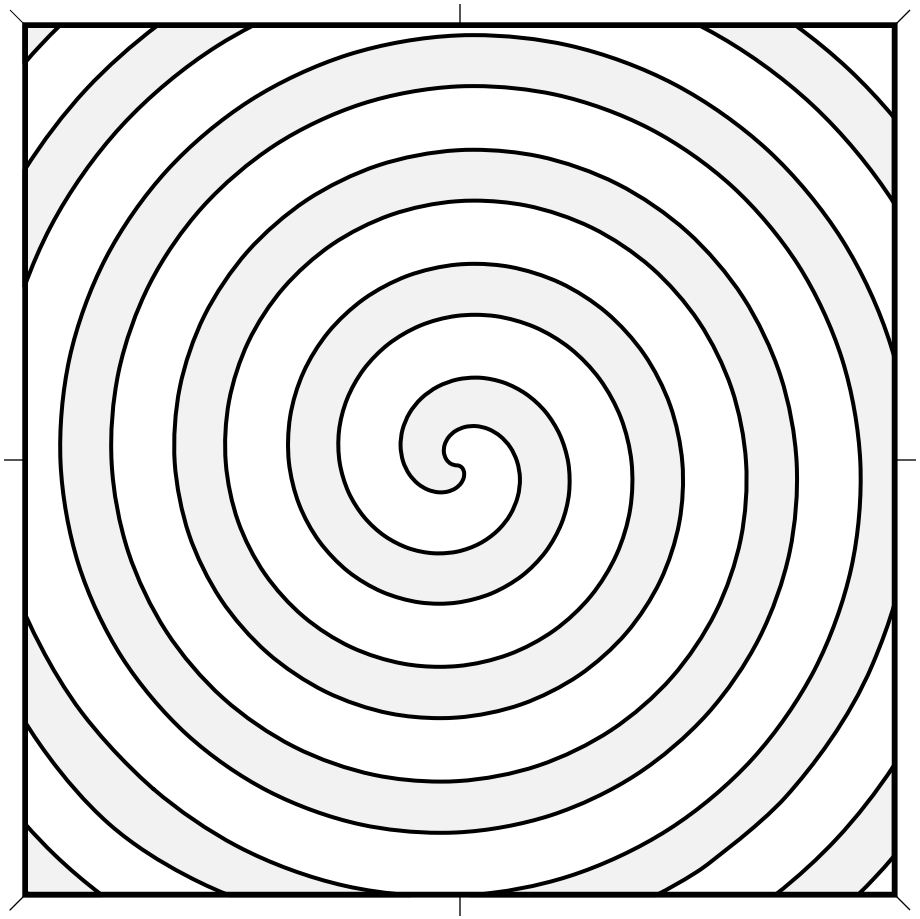




A whirlpool. This spiral is the later version of this charge.
Source: Thomas Jenyn's Book. Artist unknown. (Folio 86r.)

Gurges (3) ❧ 6.82

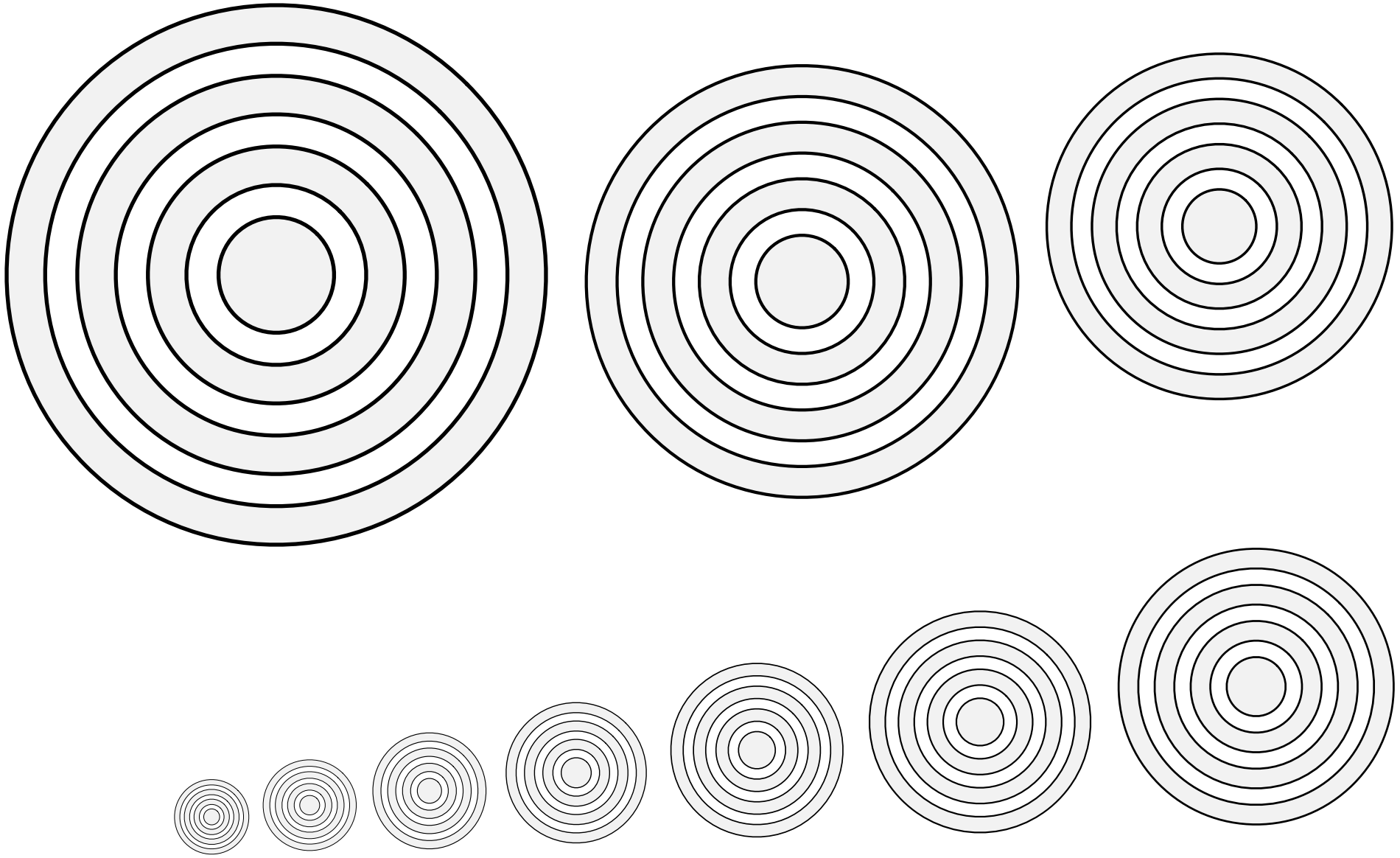




A whirlpool. This spiral is the later version of this charge.

Source: WappenWiki. Artist: Joakim Spuller. Adapted by Mathghamhain Ua Ruadháin.

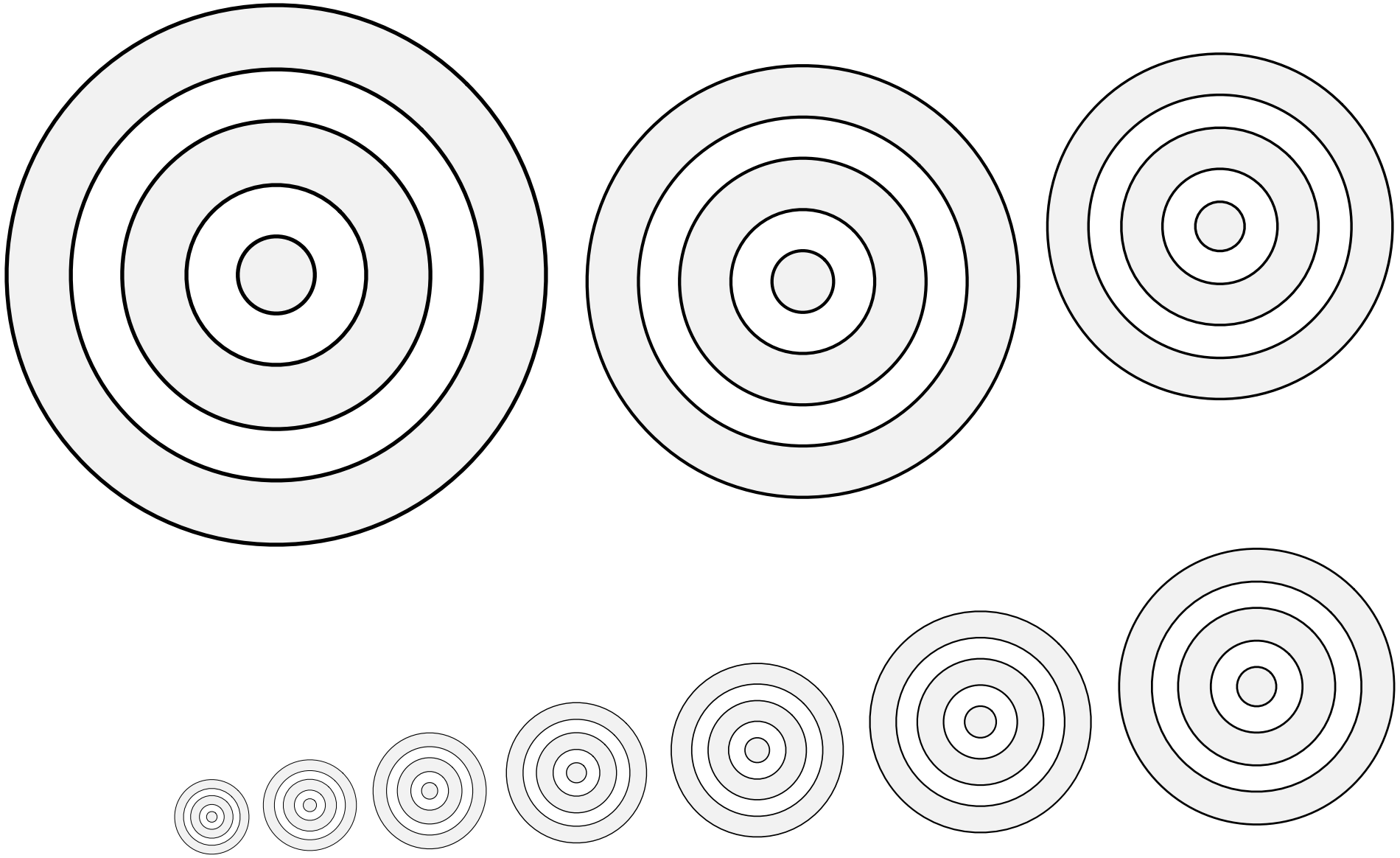
Gurges (4) ❧ 6.83



A whirlpool.

Source: Insignia Veneta, Mantuana, Bononiensia, Anconitana, Urbinatia, Perugiensia. Artist unknown. (Arms of Guastavilan, folio 189r.)

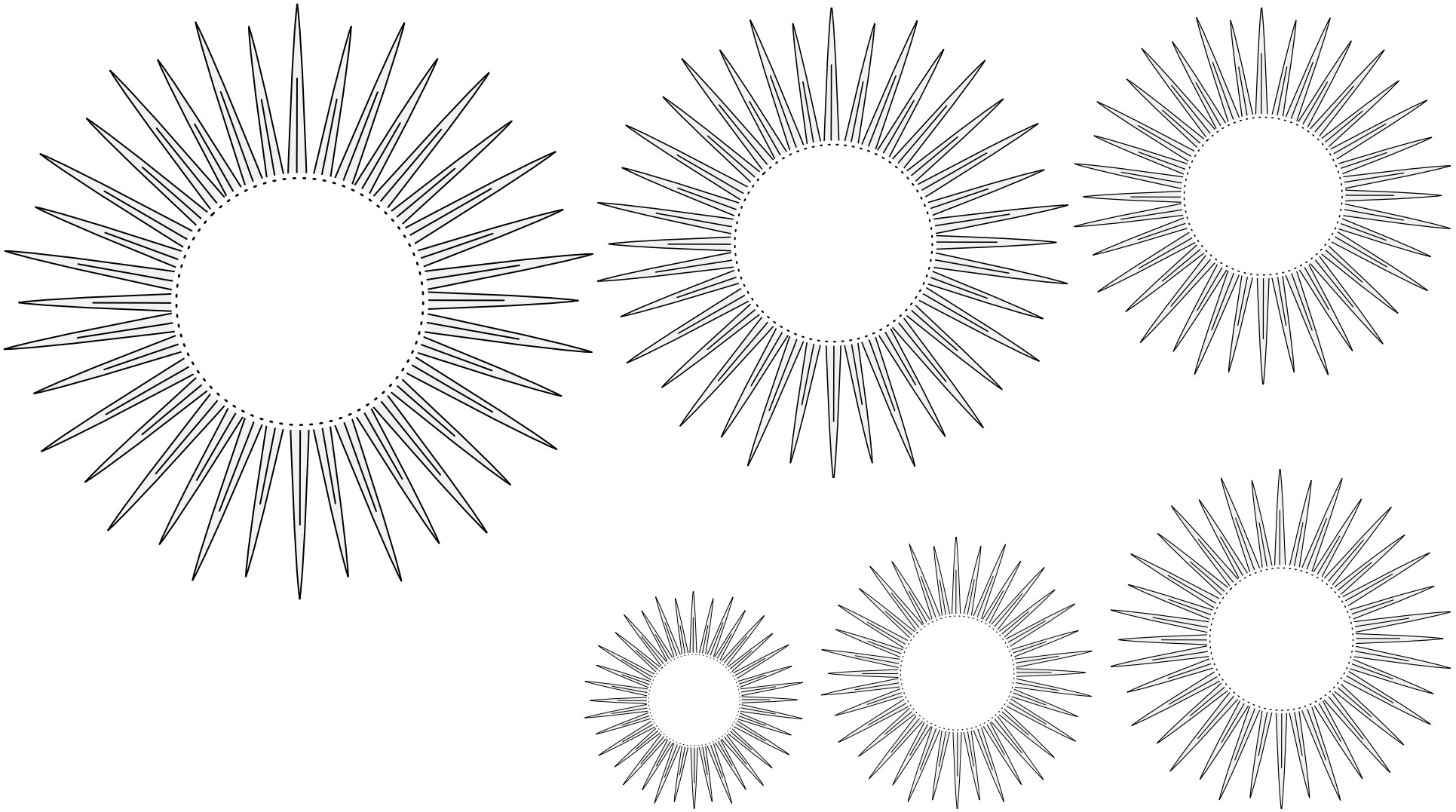
Gurges (5) ❧ 6.84



A whirlpool.

Source: Insignia Urbium Italiae Septentrionalis.
Artist unknown. (Arms of de Caponis, folio 109r.)

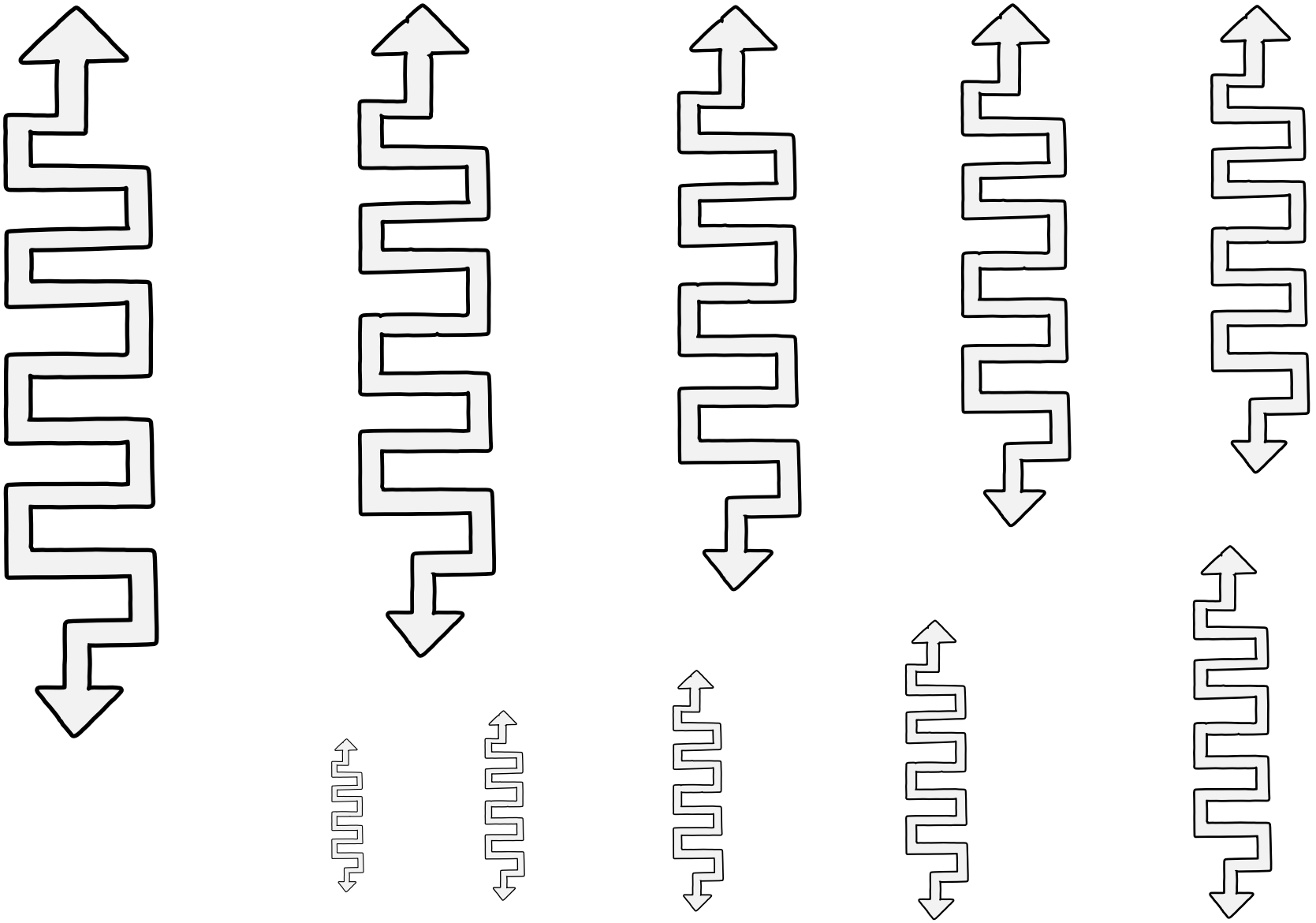
Gurges (6) ❧ 6.85



An object "irradiated" or "radiant" is depicted with multiple rays of the sun issuant from all sides.

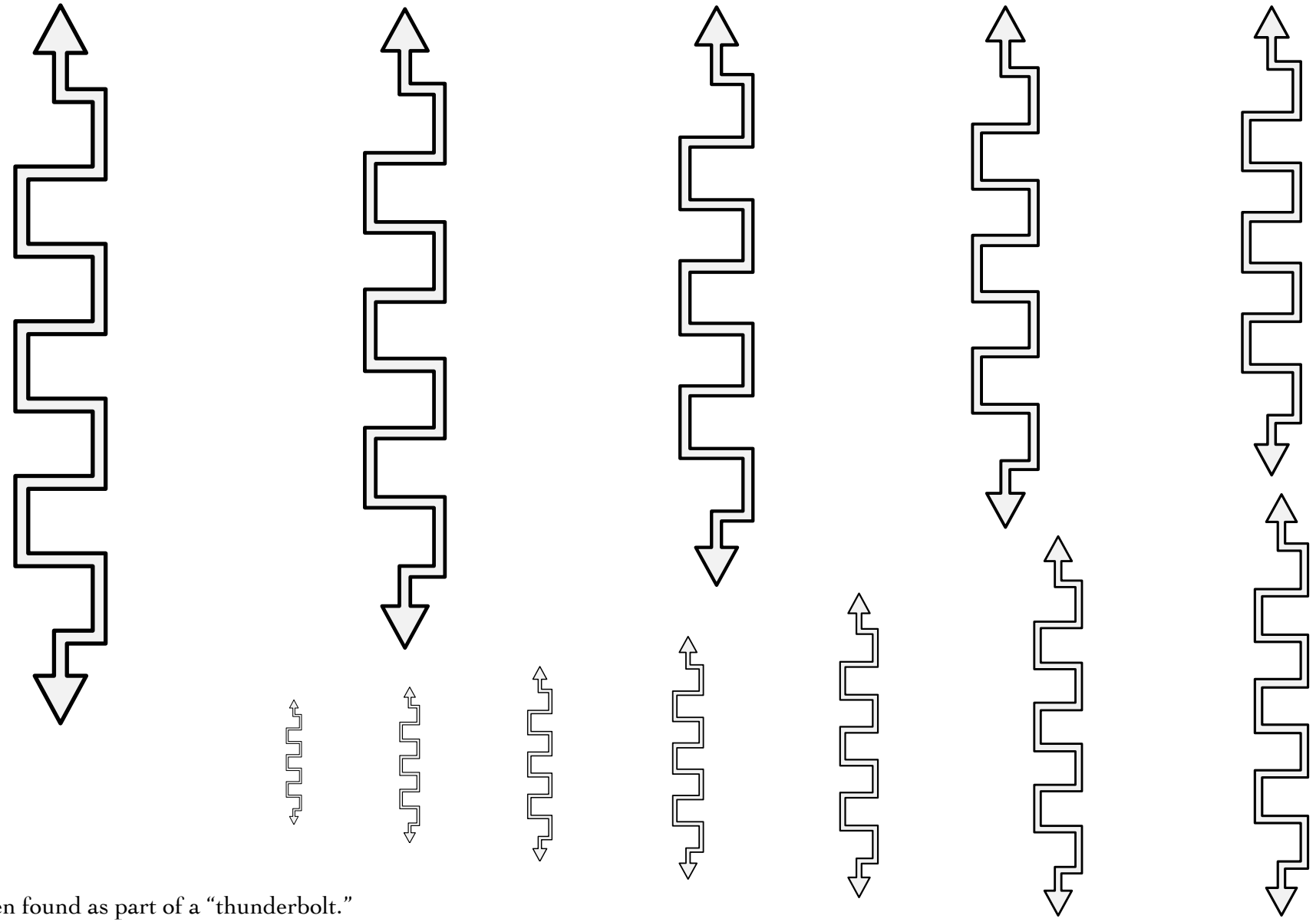
Any accepted depiction of rays may be used; this illustration includes several numerous rays at varying angles the you can use around the edge of whatever shape you need.

Irradiated, Object • 6.86



Most often found as part of a “thunderbolt.”
Used on its own it is a Step From Core Practice (SFCP).
Default alignment: palewise. No proper coloration.
Source: Heraldic Templates. Artist: Torric inn Björn.

Lightning Bolt (1) ❧ 6.87

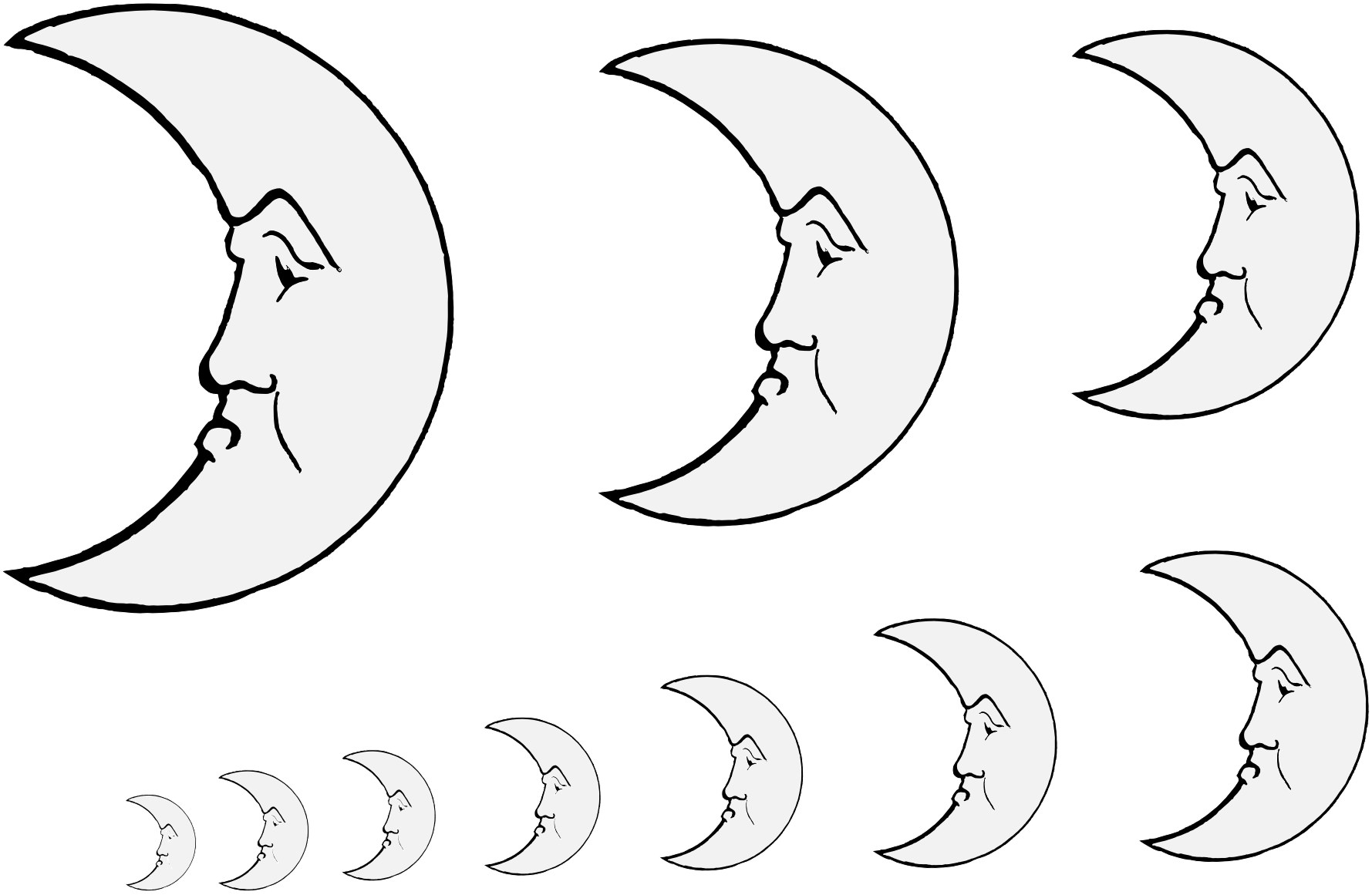


Most often found as part of a "thunderbolt."
Used on its own it is a Step From Core Practice (SFCP).

Default alignment: palewise. No proper coloration.

Source: Pennsic Traceable Art. Artist: Roana d'Evreux (attributed).
Adapted by Mathghamhain Ua Ruadháin.

Lightning Bolt (2) ❧ 6.88

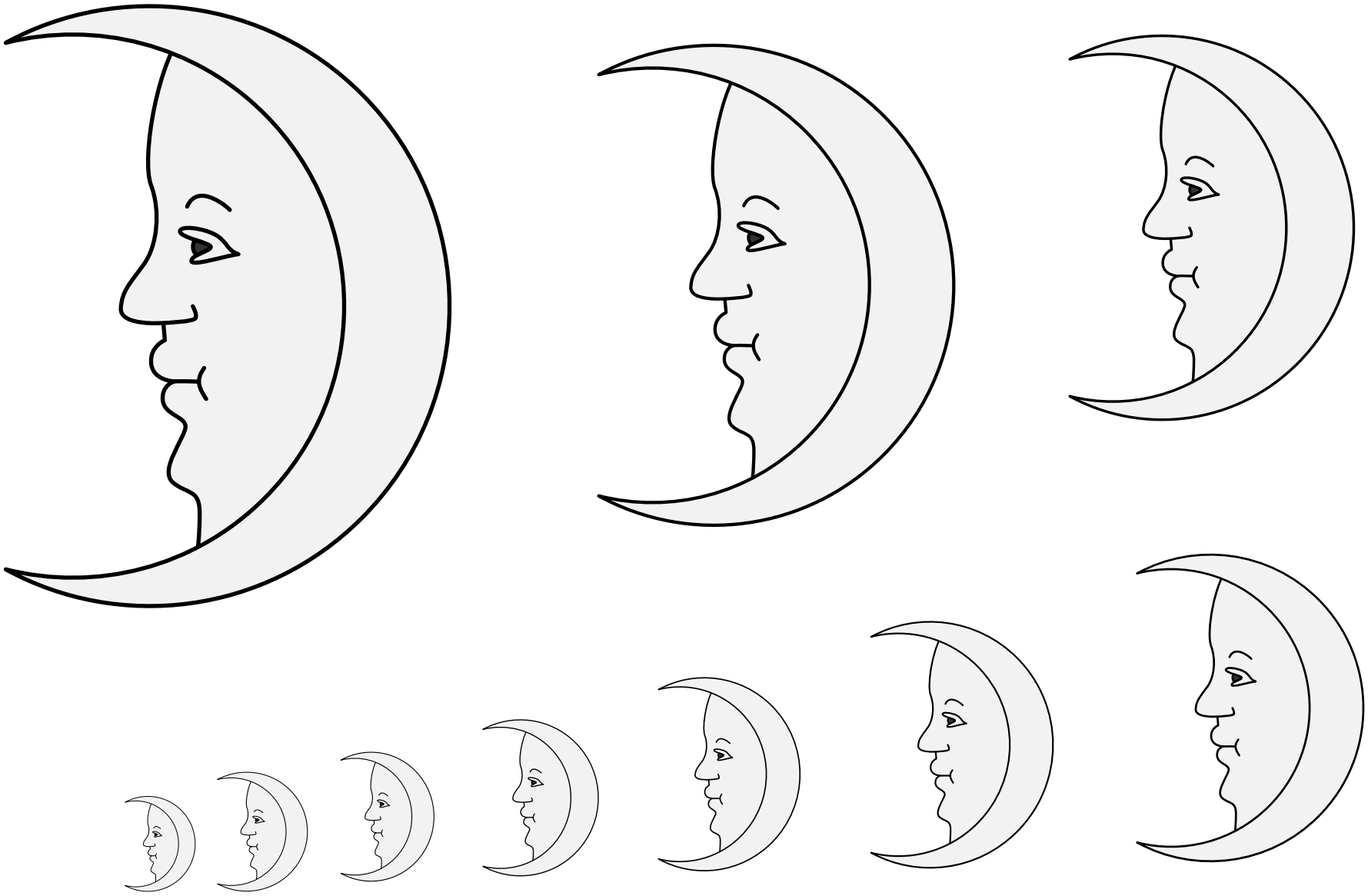


The closest of the heavenly bodies.

Default alignment: points to dexter if "increscent," or to sinister if "decrescent."
No proper coloration.

Source: OpenClipArt. Artist: Liftarn.

Moon, Increscent (1) ❧ 6.89

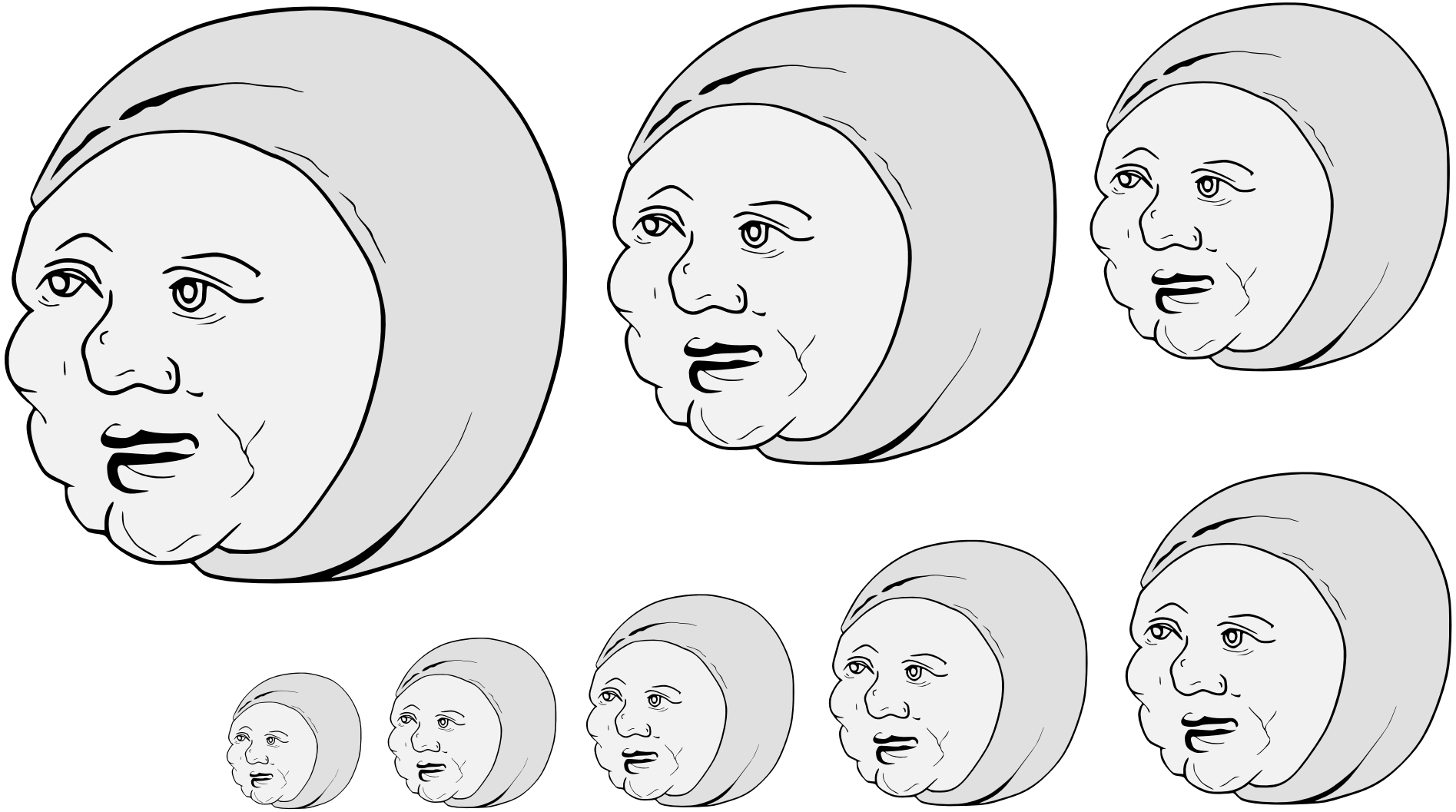


The closest of the heavenly bodies.

Default alignment: points to dexter if "increscent," or to sinister if "decrescent." No proper coloration.

Source: Siebmacher's Wappenbuch of 1605. Artist: Johann Siebmacher.
(Arms of Von Beulwitz.)

Moon, Increscent (2) ❧ 6.90

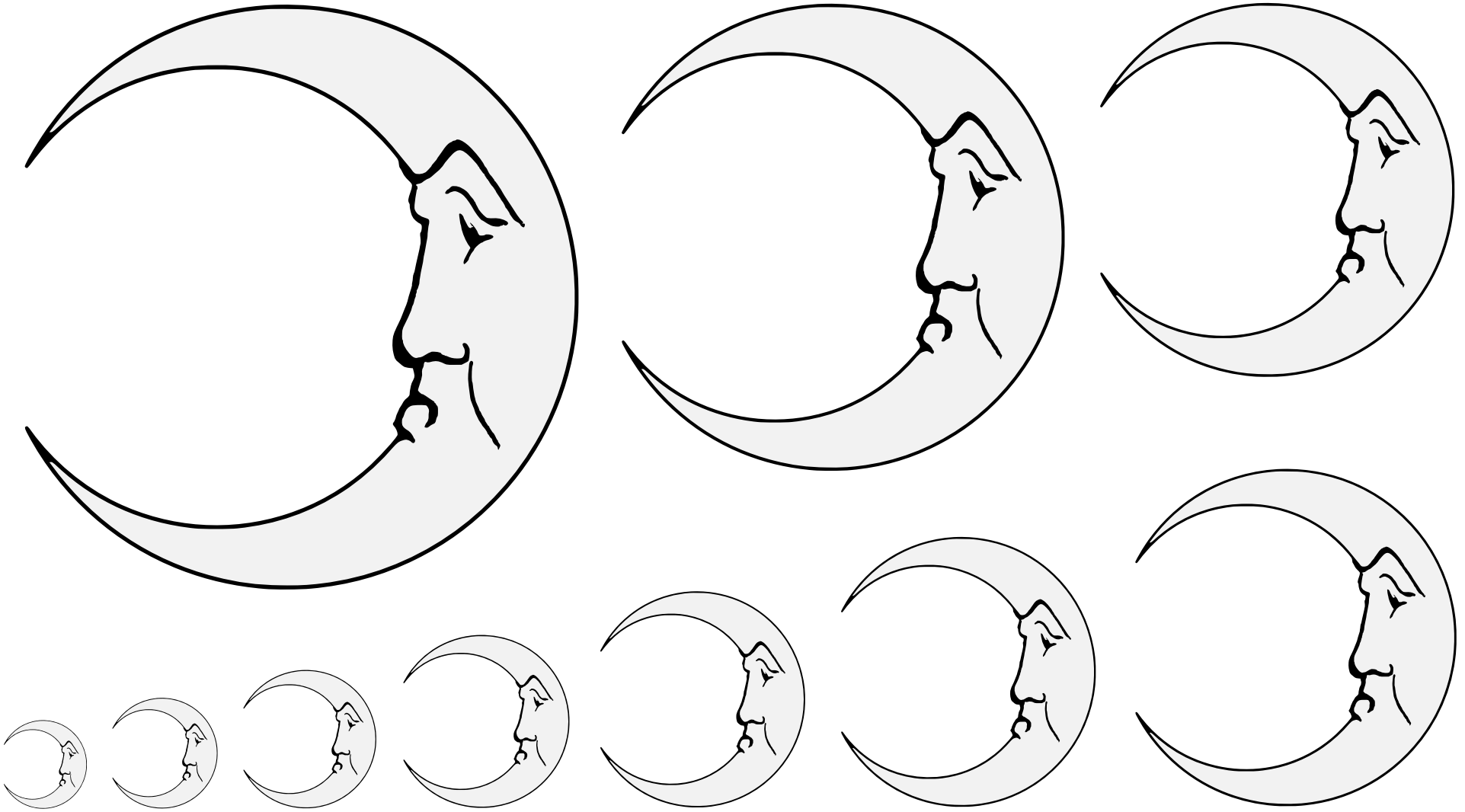


The closest of the heavenly bodies.

Default alignment: points to dexter if "increscent," or to sinister if "decrescent." No proper coloration.

Source: Wappenbuch der Arlberg-Bruderschaft.
Artist: Vigil Raber. (Folio 68v.) Adapted by Owen Tegg.

Moon, Increscent (3) ❧ 6.91

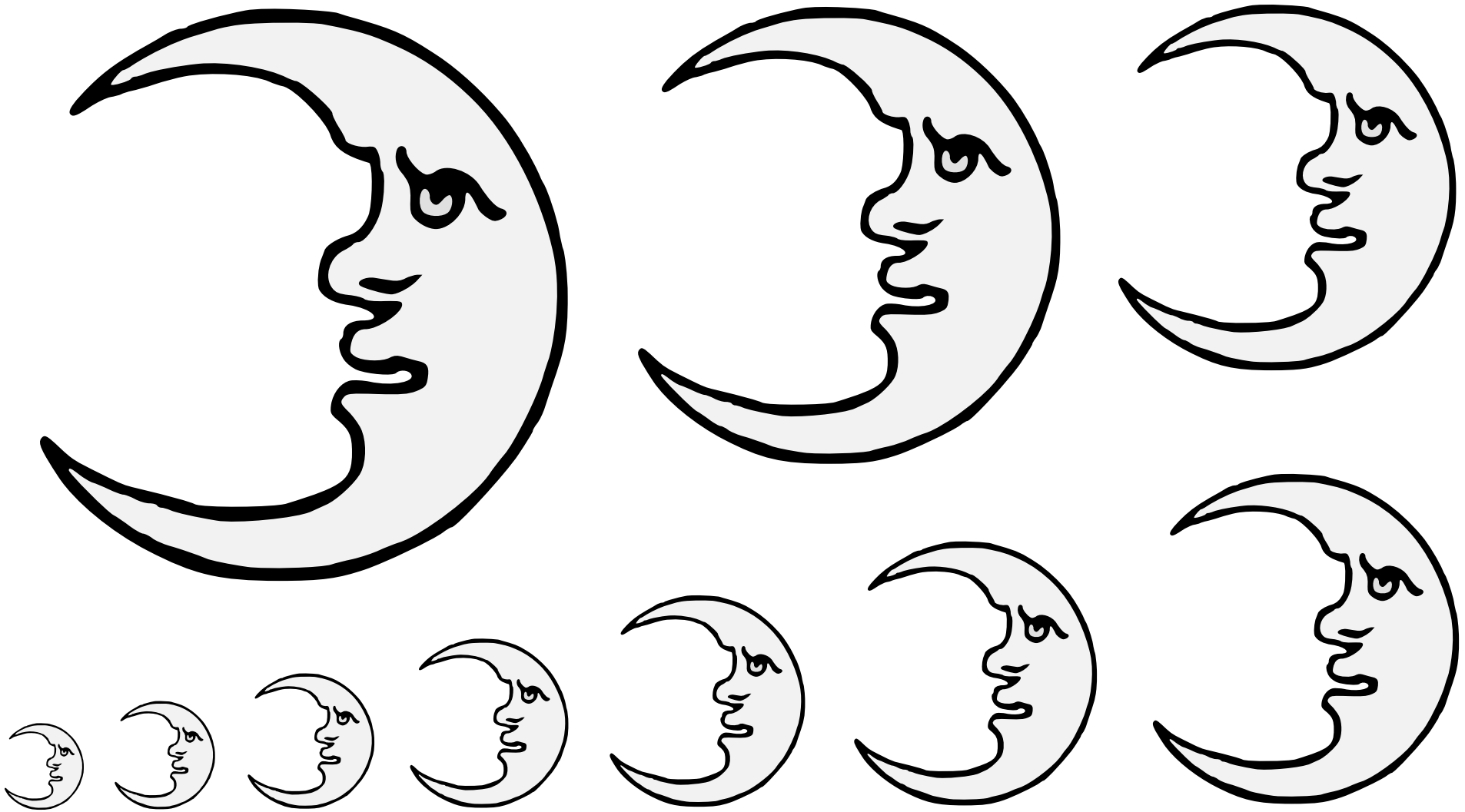


The closest of the heavenly bodies.

Default alignment: points to dexter if "increscent," or to sinister if "decrescent."
No proper coloration.

Source: OpenClipArt. Artist: Liftarn. Adapted by Drystan ap Ercwlff.

Moon, Increscent (4) ❧ 6.92

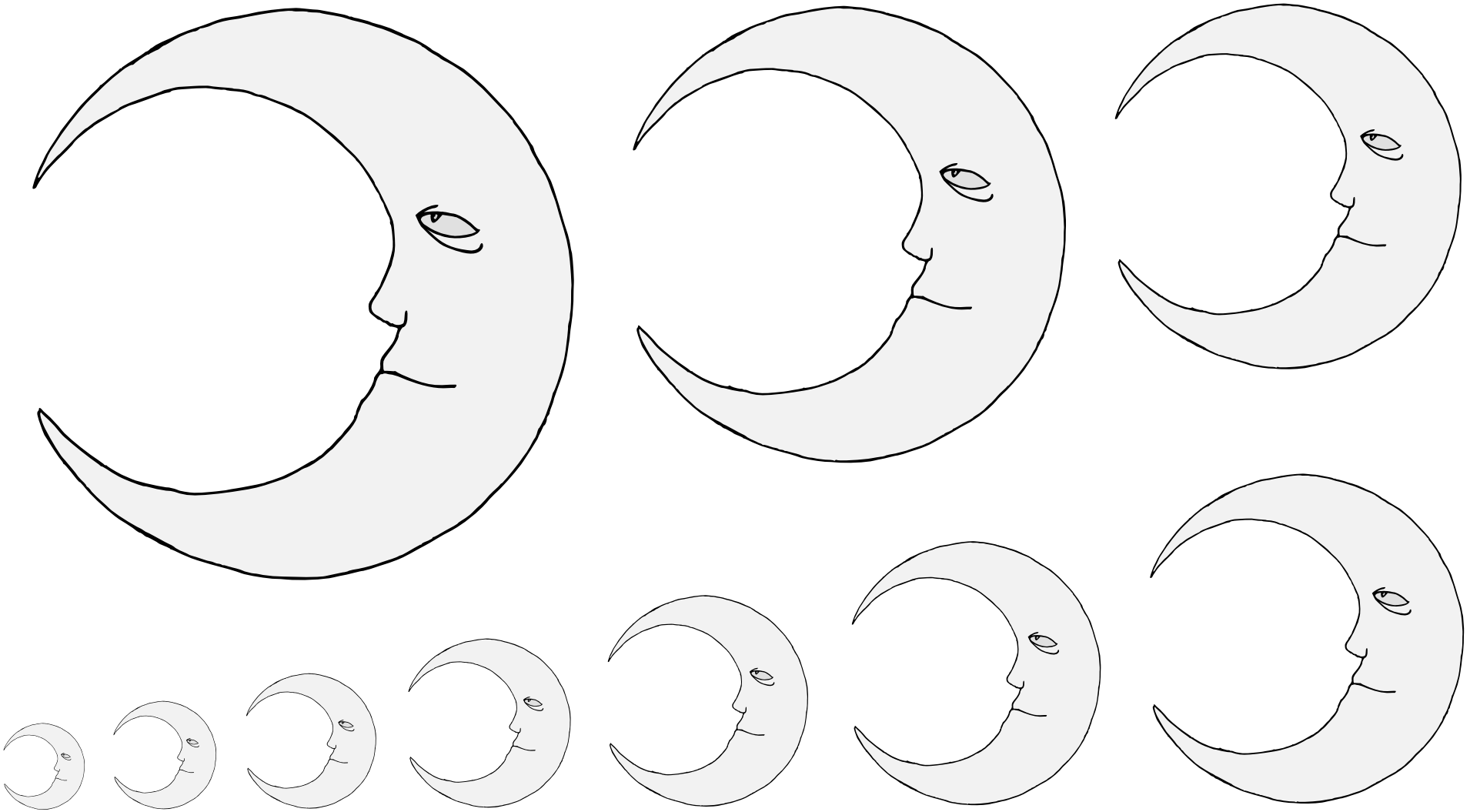


The closest of the heavenly bodies.

Default alignment: points to dexter if "increscent," or to sinister if "decrescent."
No proper coloration.

Source: Vocabulaire-Atlas Héraldique. Artist unknown. (Plate XI.)

Moon, Increscent (5) ❧ 6.93

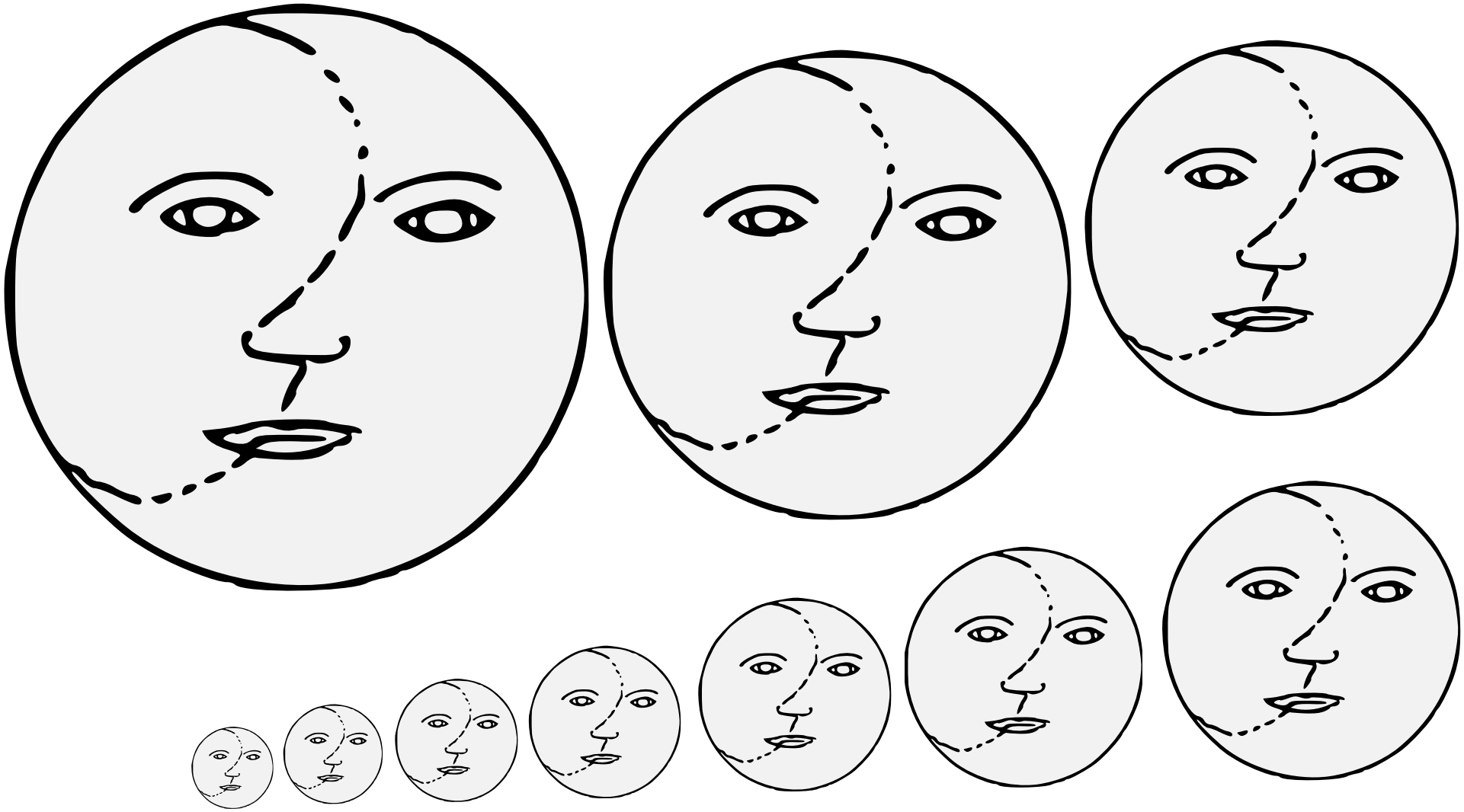


The closest of the heavenly bodies.

Default alignment: points to dexter if "increscent," or to sinister if "decrescent." No proper coloration.

Source: Pennsic 50 Art Tent.
Artist: Artist: Pennsic 50 Volunteer.

Moon, Increscent (6) ❧ 6.94



The closest of the heavenly bodies.

Default orientation: affronty. No proper coloration.

Source: Pennsic Traceable Art. Artist unknown.

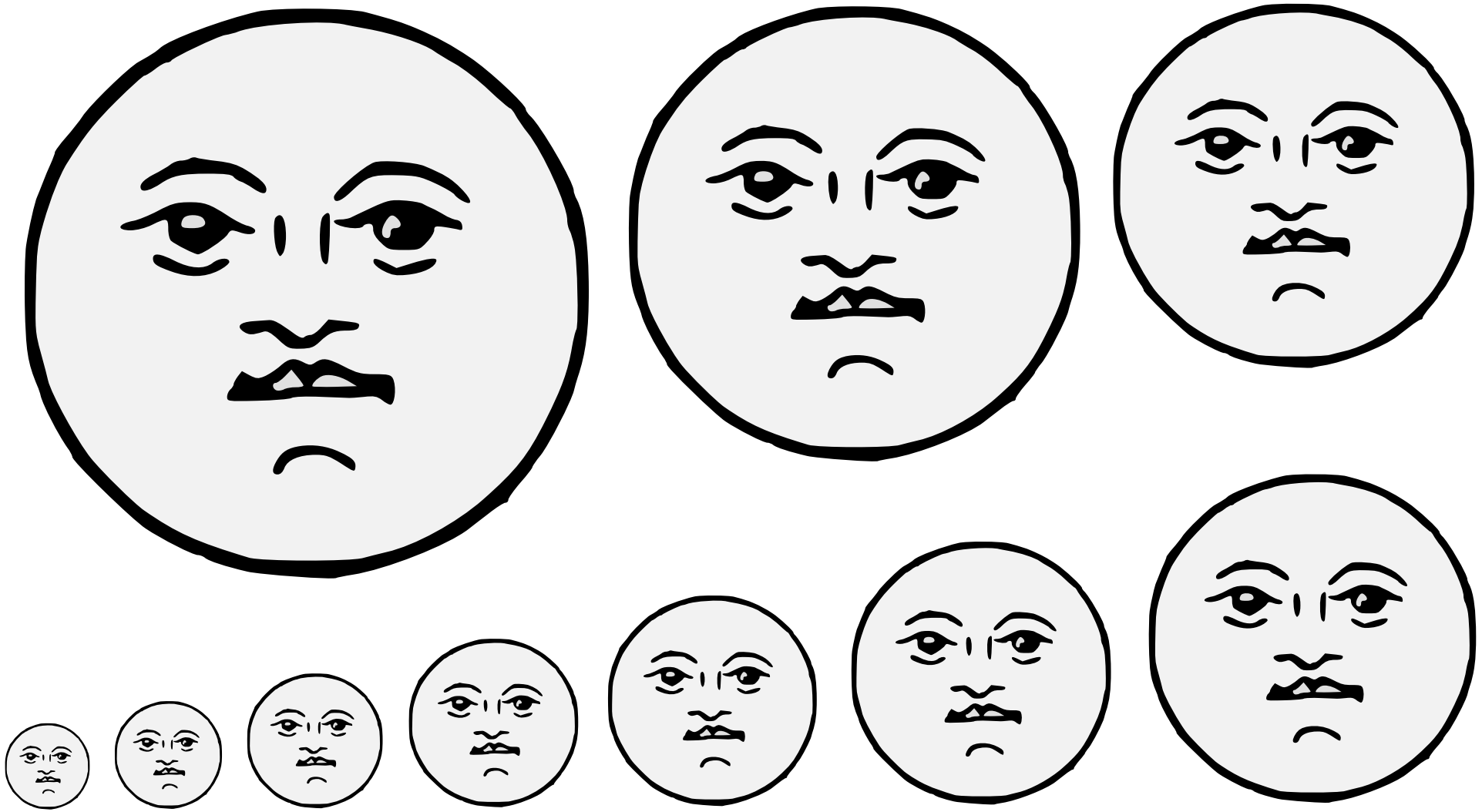
Moon In Her Plenitude (1) ❧ 6.95

The closest of the heavenly bodies.

Default orientation: affronty. No proper coloration.

Source: Le Blason Des Armoiries.
Artist: Jérôme de Bara. (Page 56.)

Moon In Her Plenitude (2) ❧ 6.96

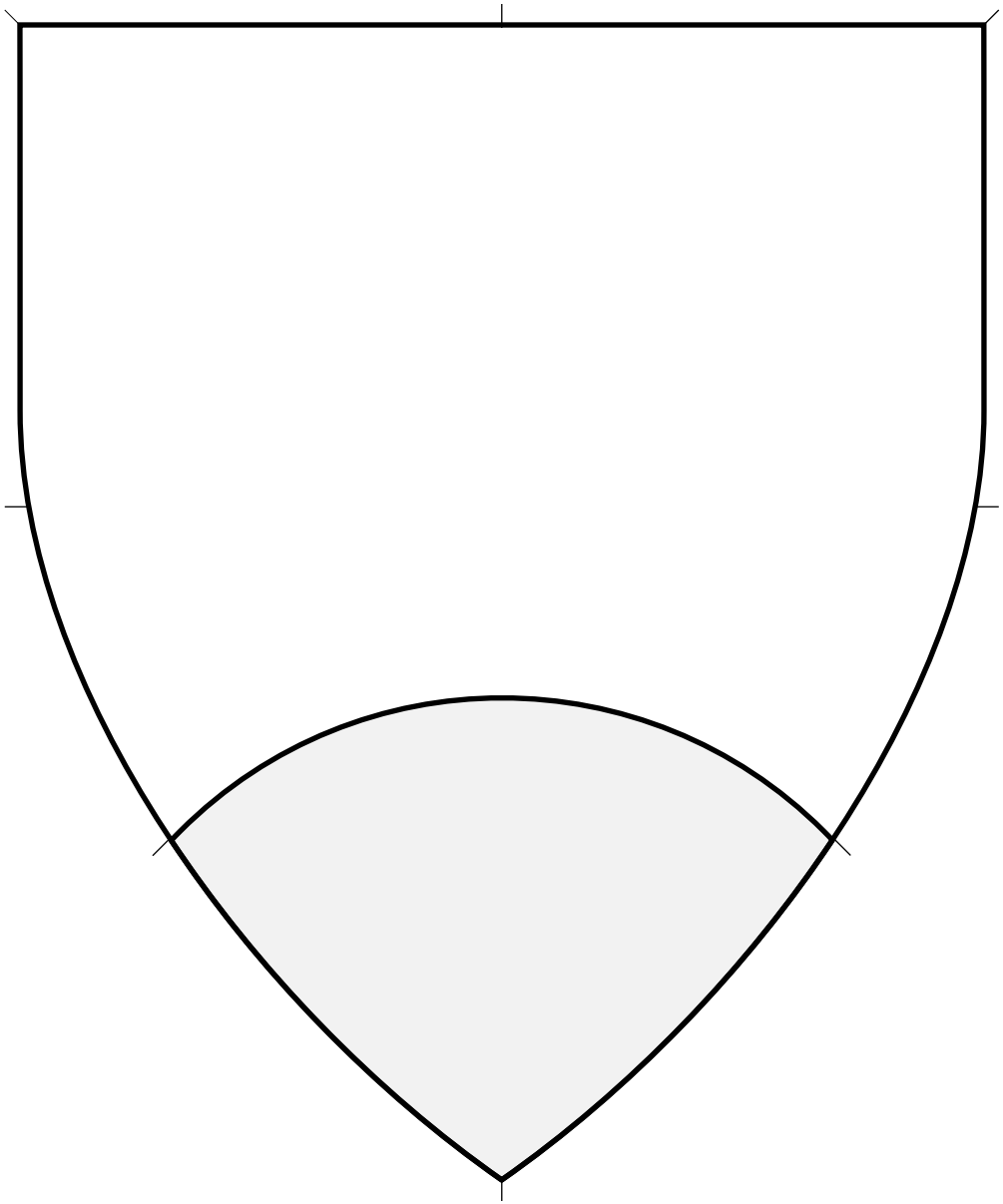


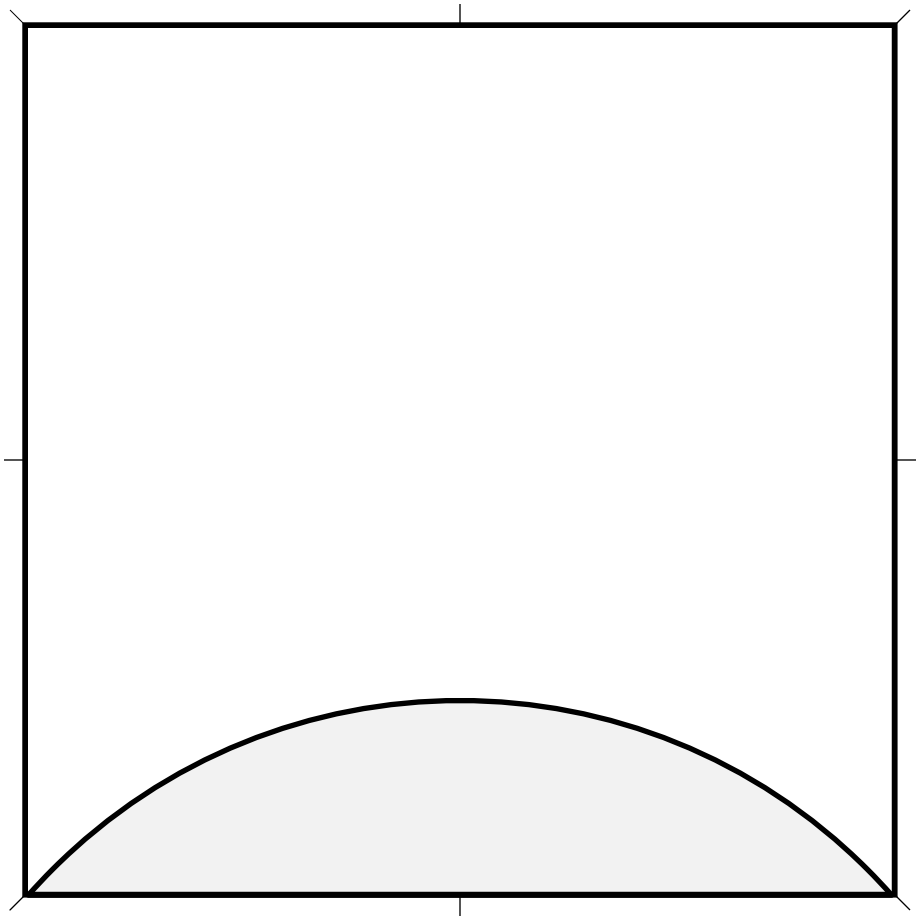
The closest of the heavenly bodies.

Default orientation: affronty. No proper coloration.

Source: Vocabulaire-Atlas Héraldique.
Artist unknown. (Plate XI.)

Moon In Her Plenitude (3) ❧ 6.97

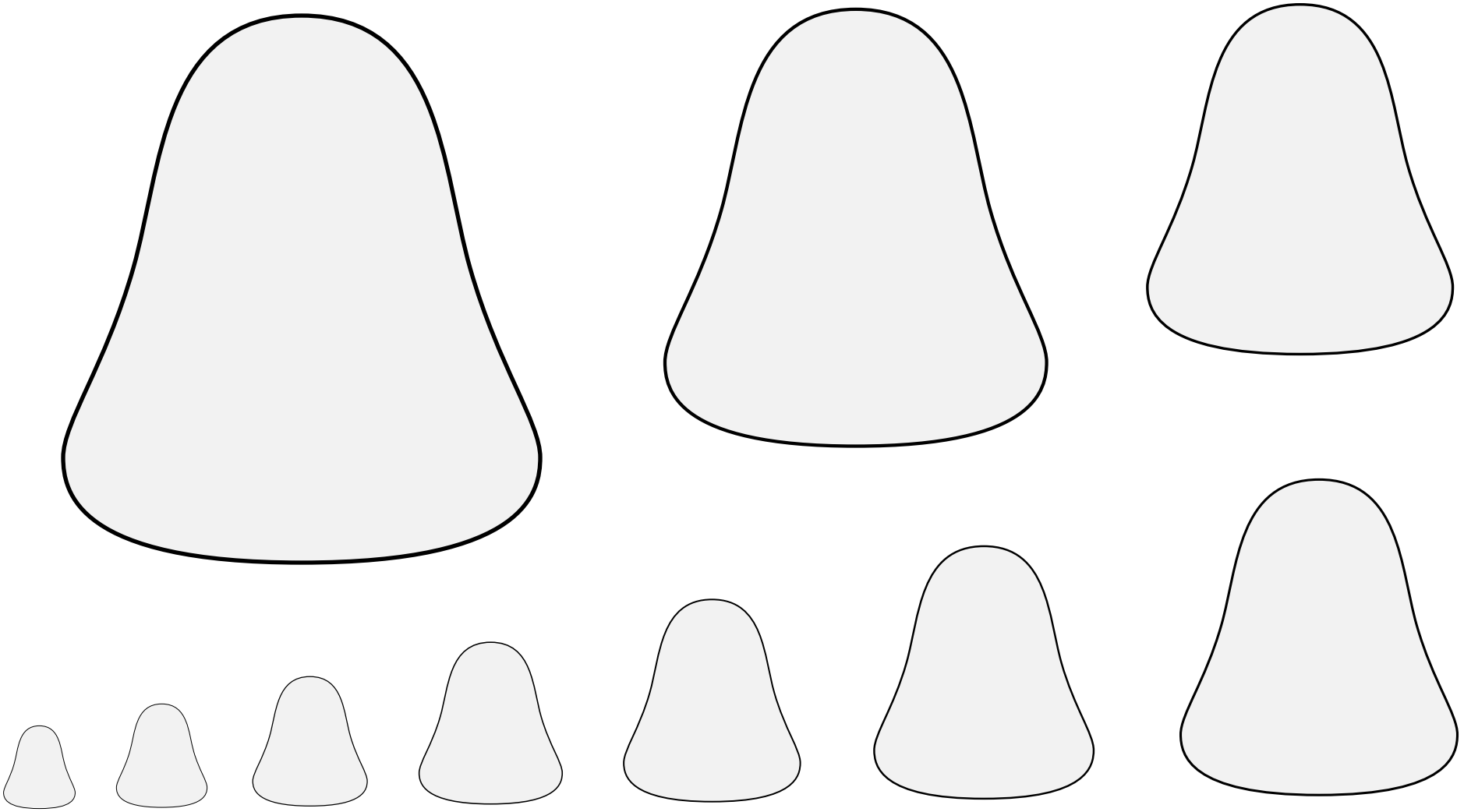




A hill.

Default orientation: issuant from base. Proper coloration: vert.

Mount ❧ 6.98

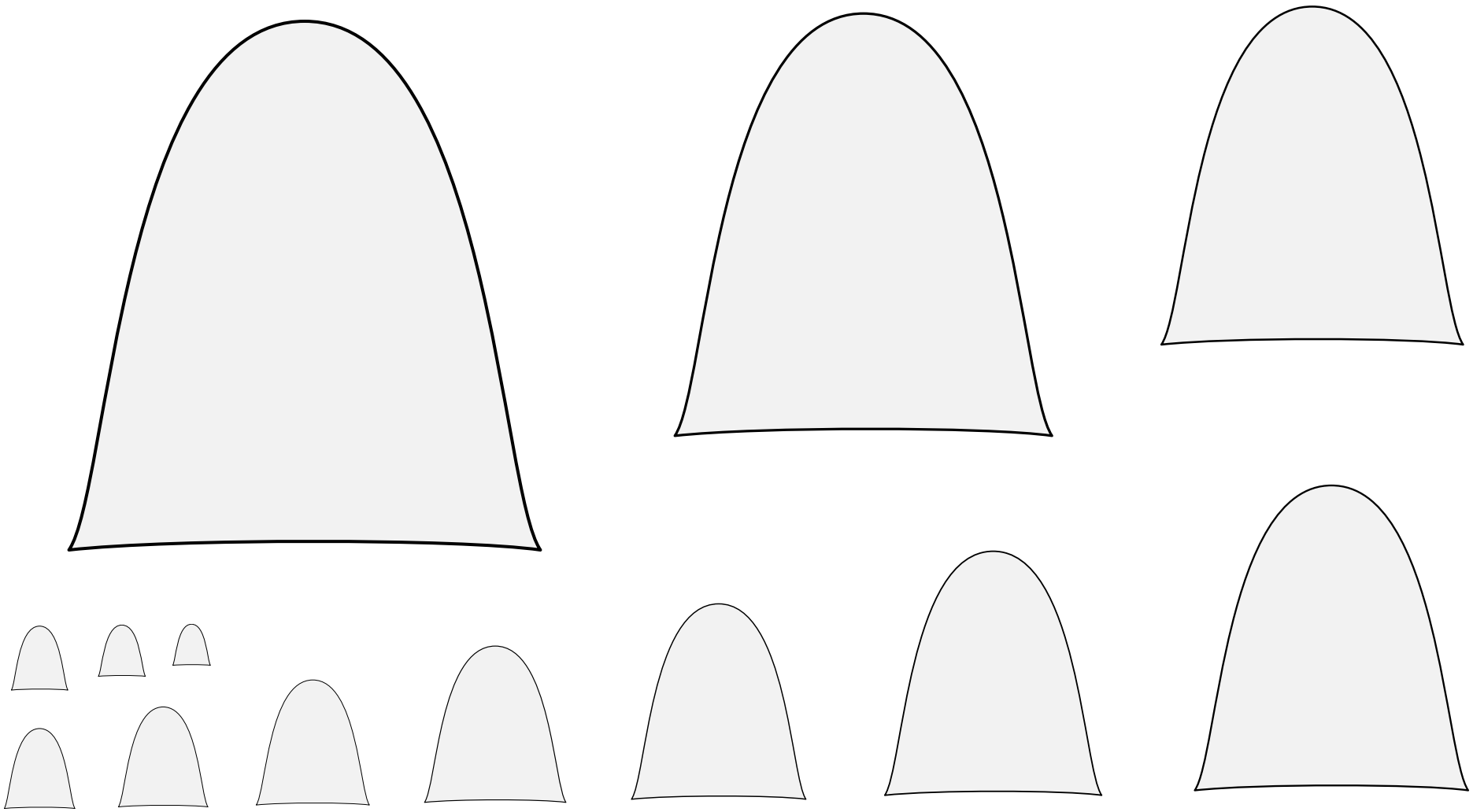


A hill.

Default orientation: issuant from base. Proper coloration: vert.

Source: Libro de Armas y Blasones de Diversos Linajes y Retratos. Artist unknown. (Folio 98r, 100v.)

Mount Couped (1) ❧ 6.99

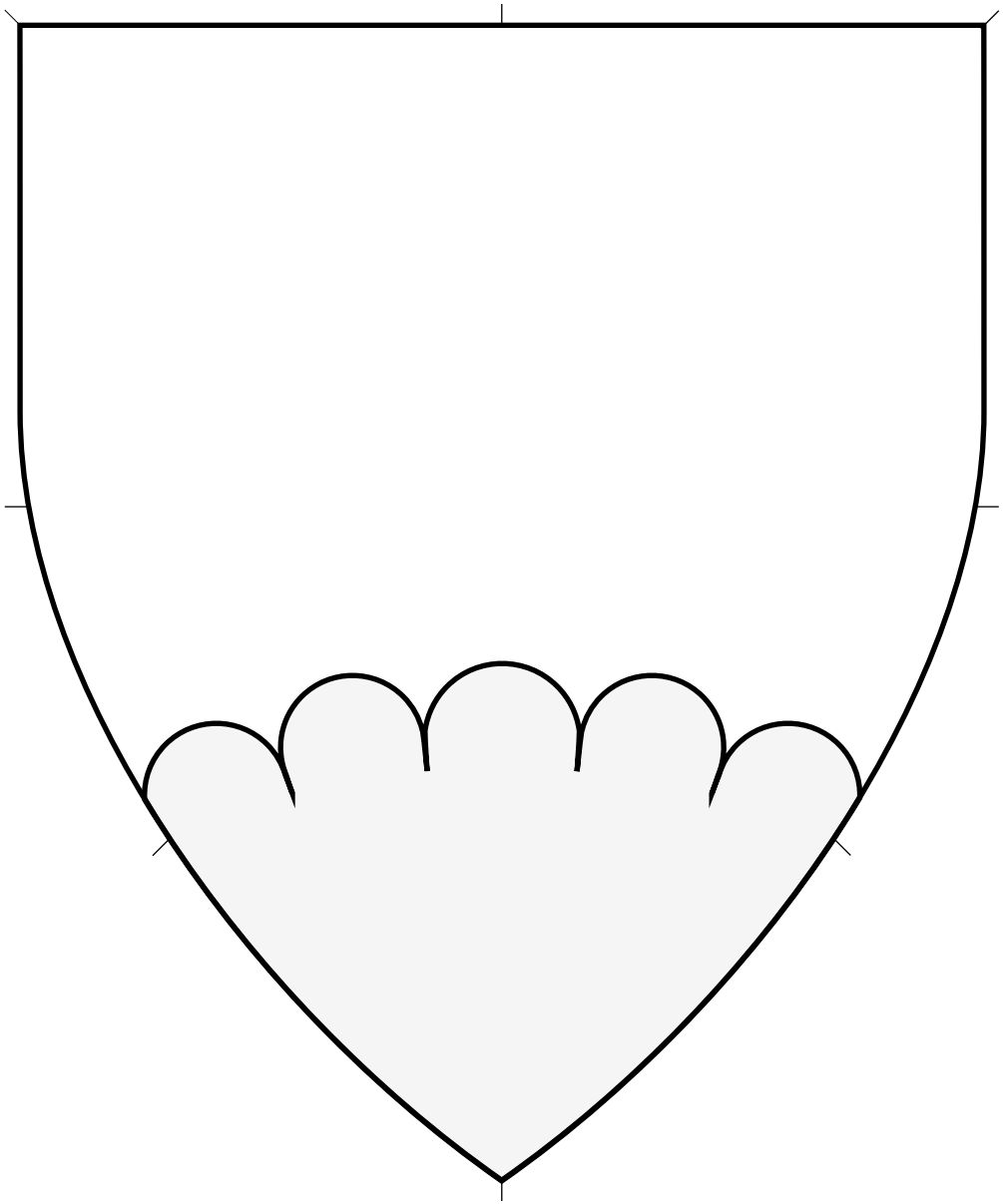


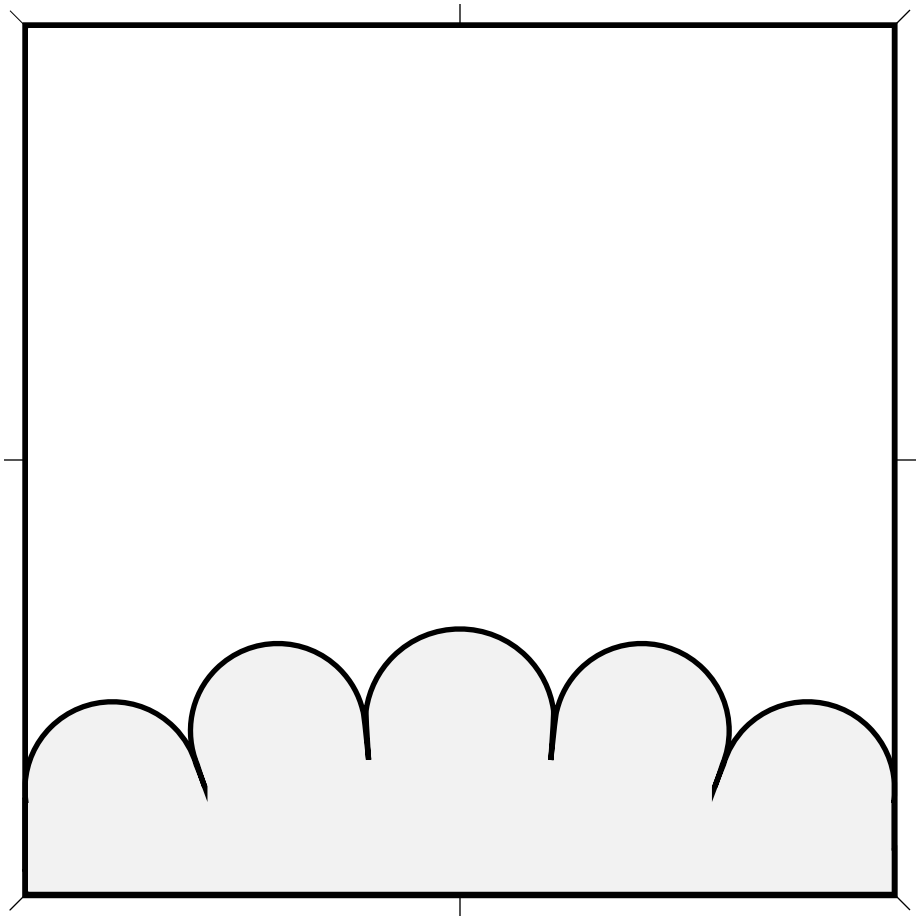
A hill.

Default orientation: issuant from base. Proper coloration: vert.

Source: Nobiliario de Armas de Valencia, Aragón y Cataluña. Artist unknown. (Folio 30r.)

Mount Couped (2) ❧ 6.100



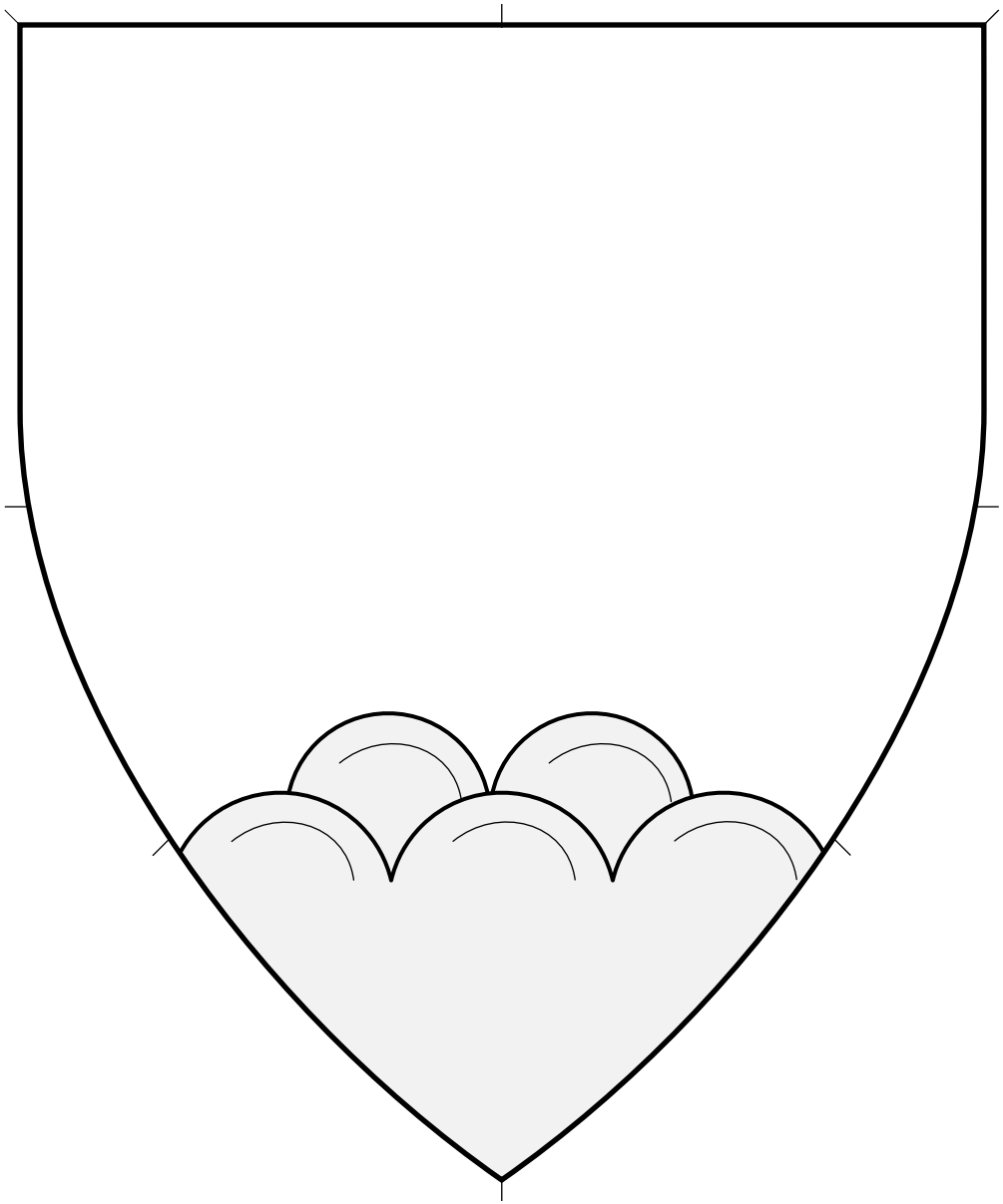


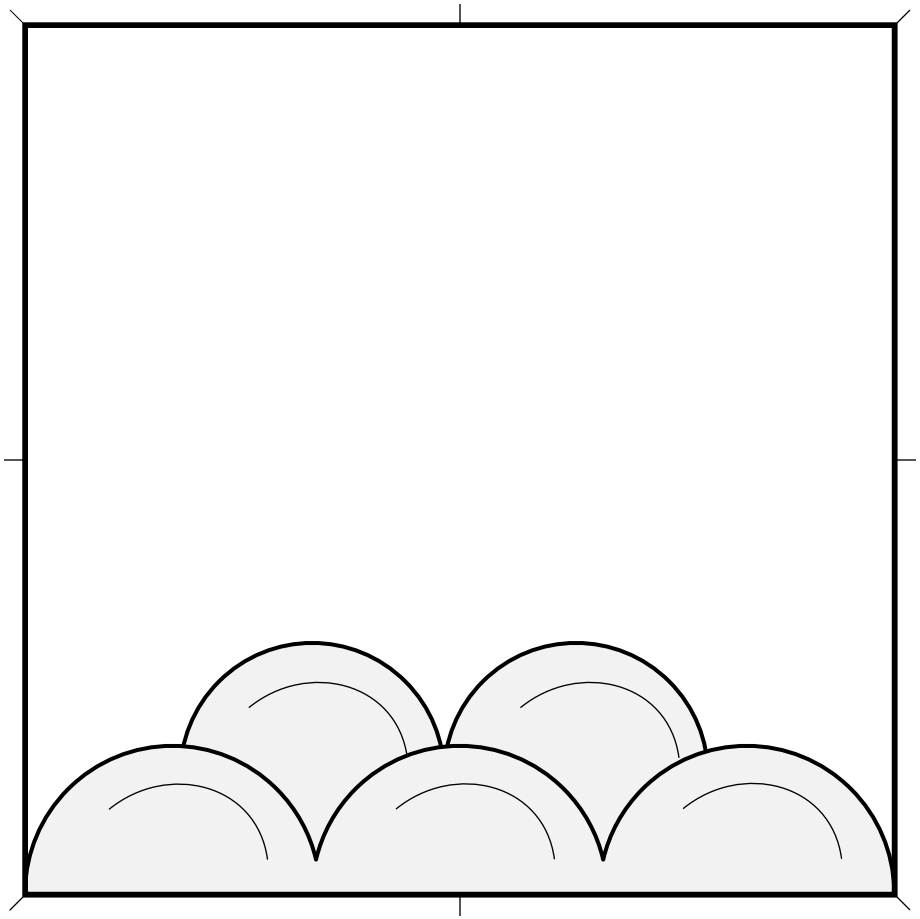
A hill.

Default orientation: issuant from base. Proper coloration: vert.

Adapted from images of the civic arms of Wiesensteig, Germany.

Mount of Five Hillocks (1) ❧ 6.101



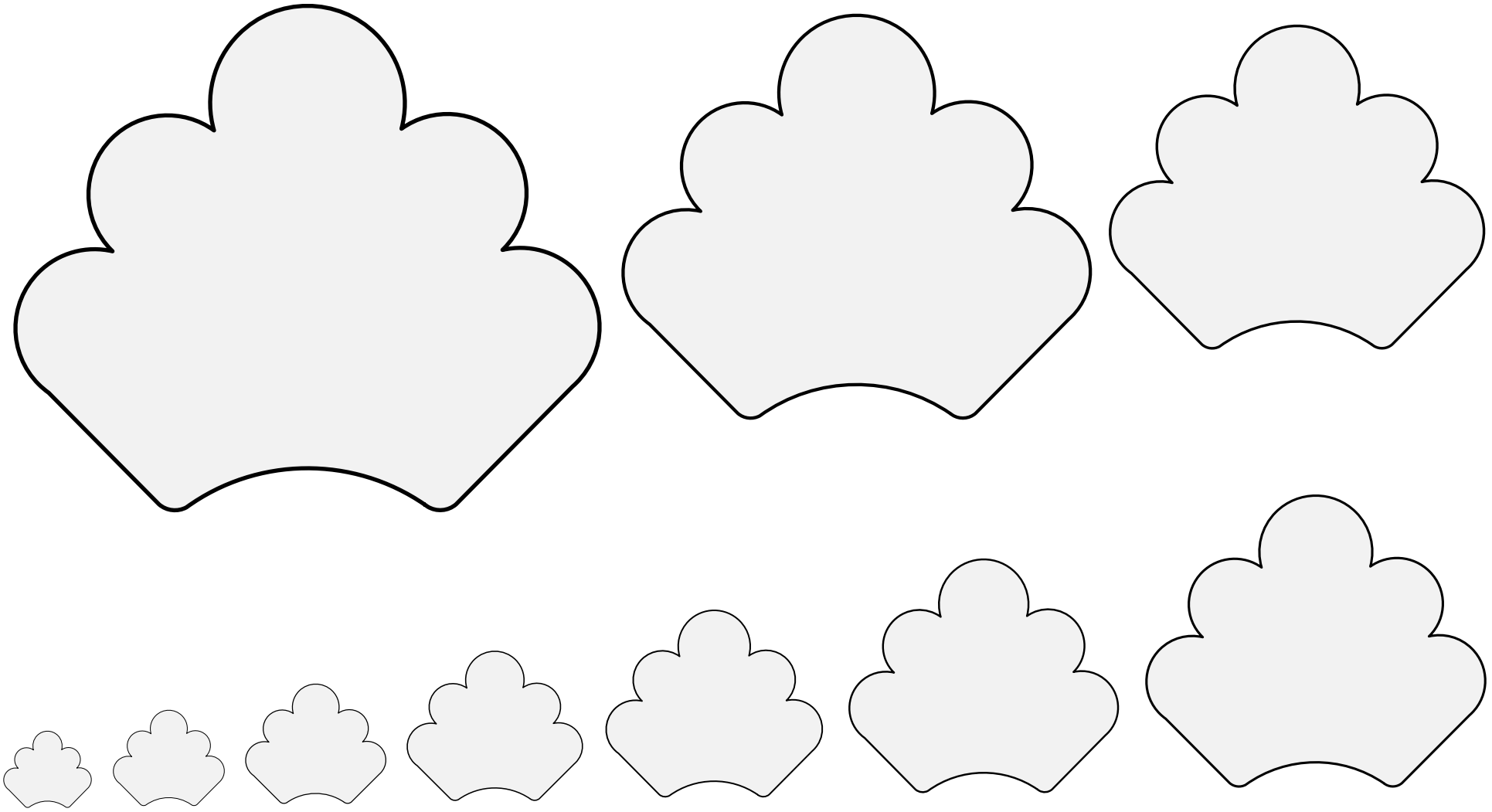


A hill.

Default orientation: issuant from base. Proper coloration: vert.

Adapted from images of the civic arms of Birgland, Germany.

Mount of Five Hillocks (2) ❧ 6.102

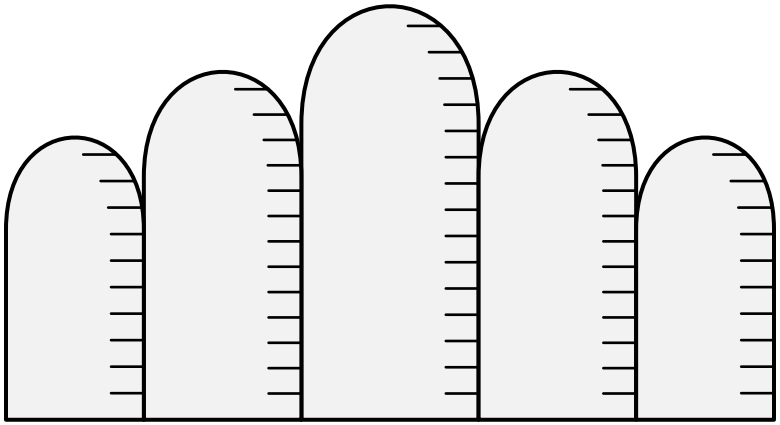


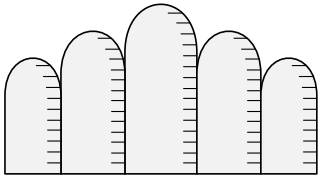
A group of hills.

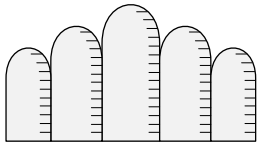
Default orientation: issuant from base. Proper coloration: vert.

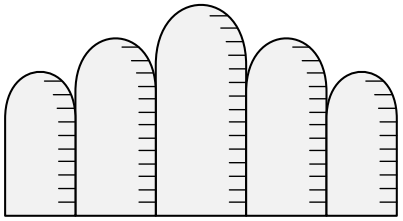
Source: Le Grand Armorial Équestre de la Toison d'Or. Artist unknown. (Page 51.) Adapted by Mathghamhain Ua Ruadháin.

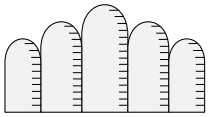
Mount of Five Hillocks Couped (1) ❧ 6.103

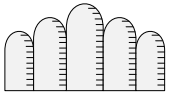


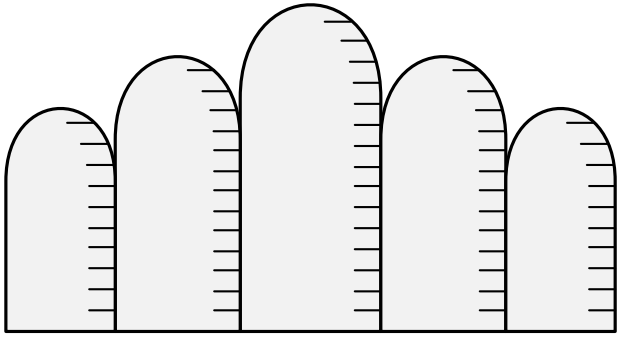


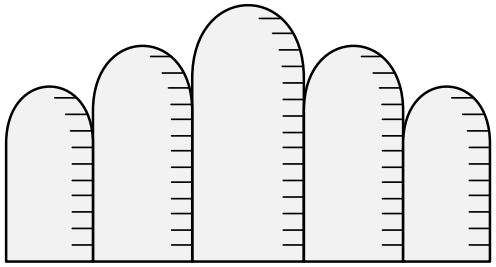










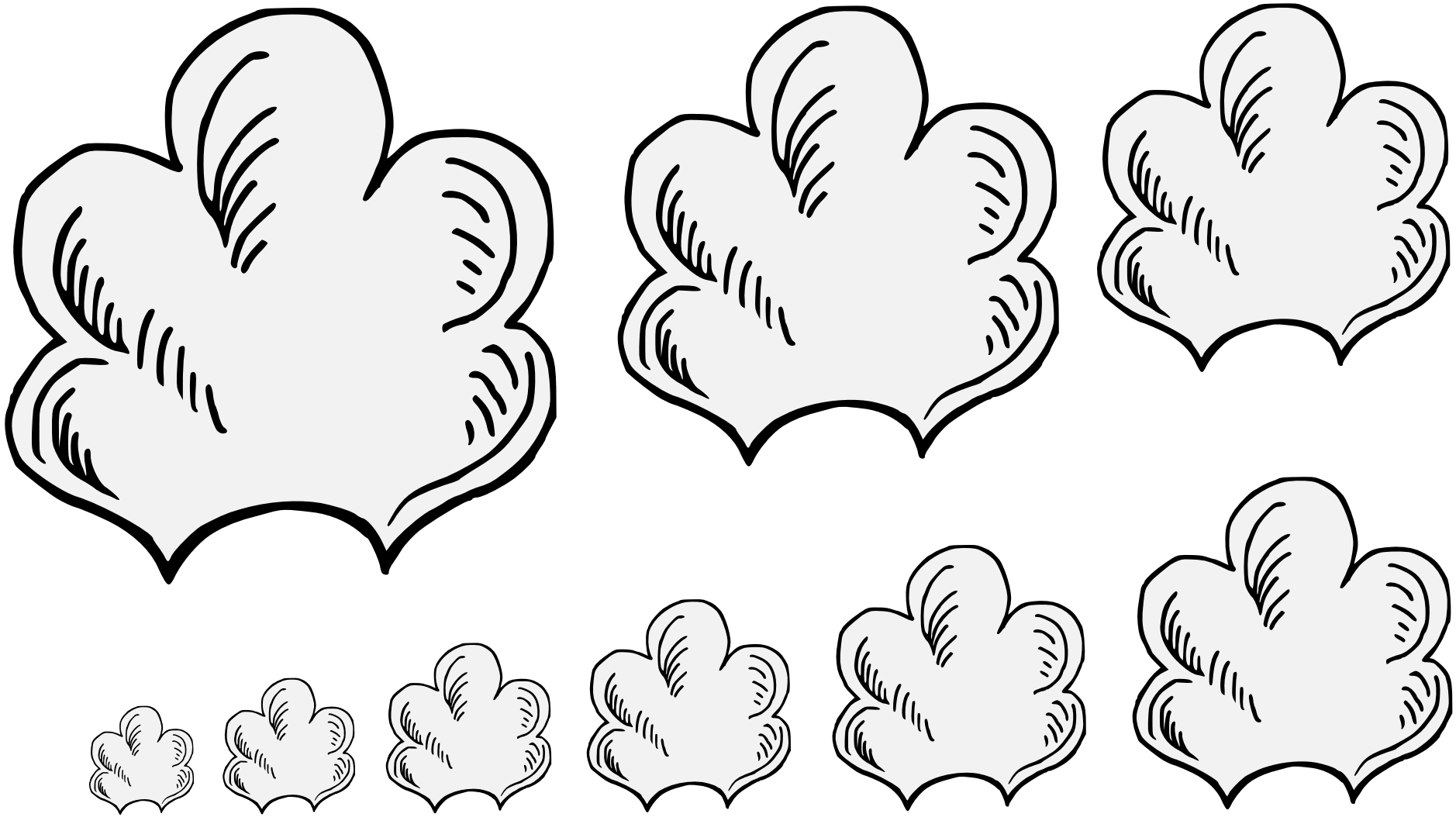


A group of hills.

Default orientation: issuant from base. Proper coloration: vert.

Source: Libro II Della Natione Normanda. Artist unknown. (Page 164, arms of Buongiardini.) Adapted by Mathghamhain Ua Ruadháin.

Mount of Five Hillocks Couped (2) ❧ 6.104

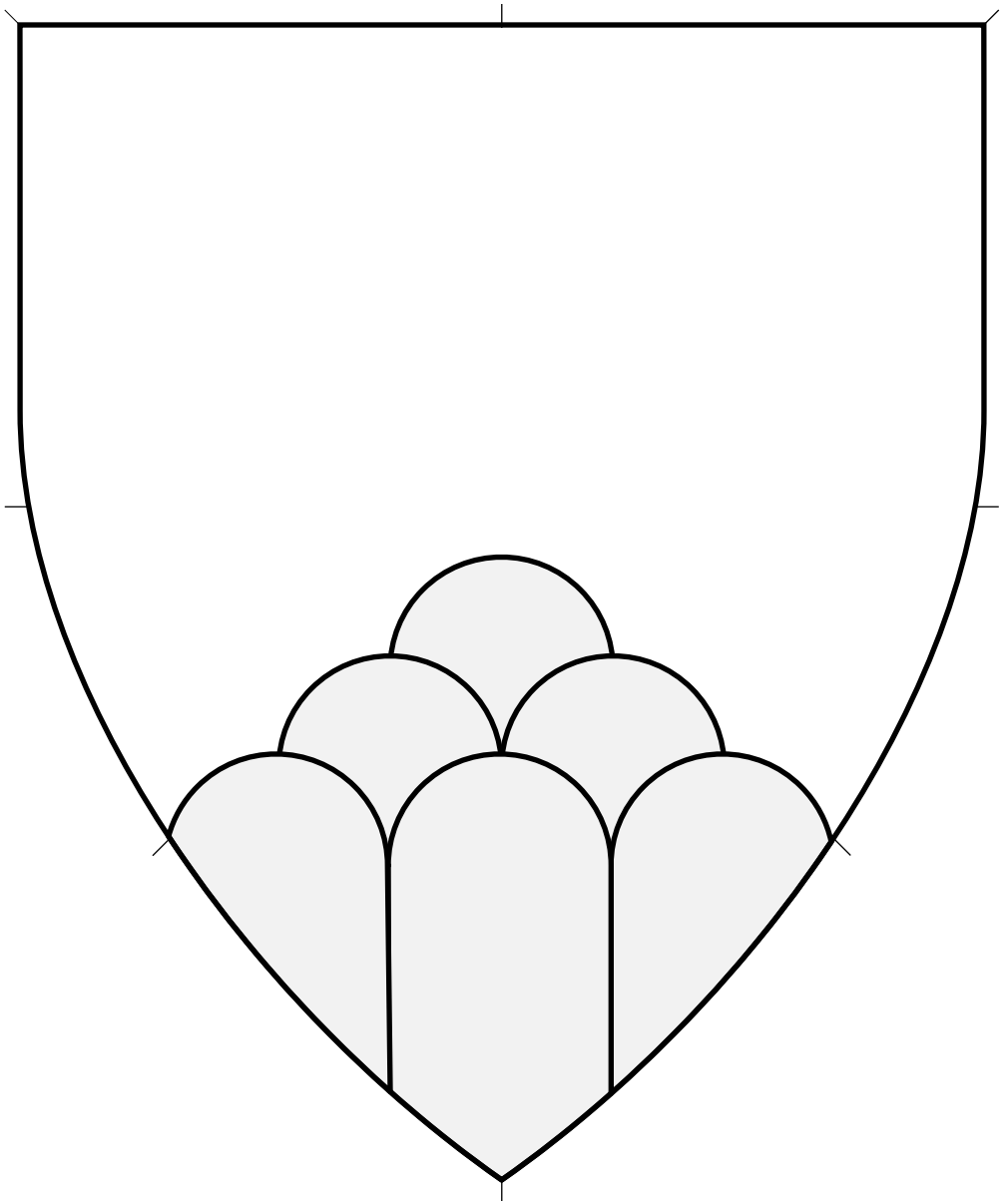


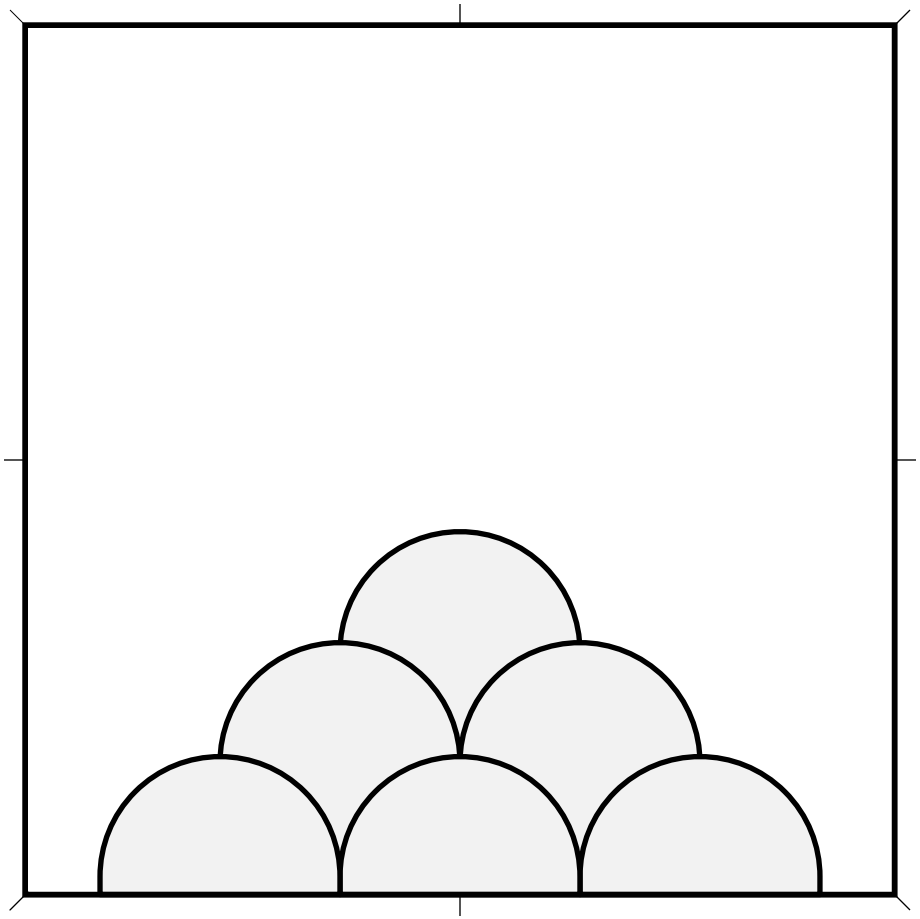
A group of hills.

Default orientation: issuant from base. Proper coloration: vert.

Source: Wappenbuch der Arlberg-Bruderschaft.
Artist: Vigil Raber.
Adapted by Jessimond of Emerickeskepe.

Mount of Five Hillocks Couped (3) ❧ 6.105

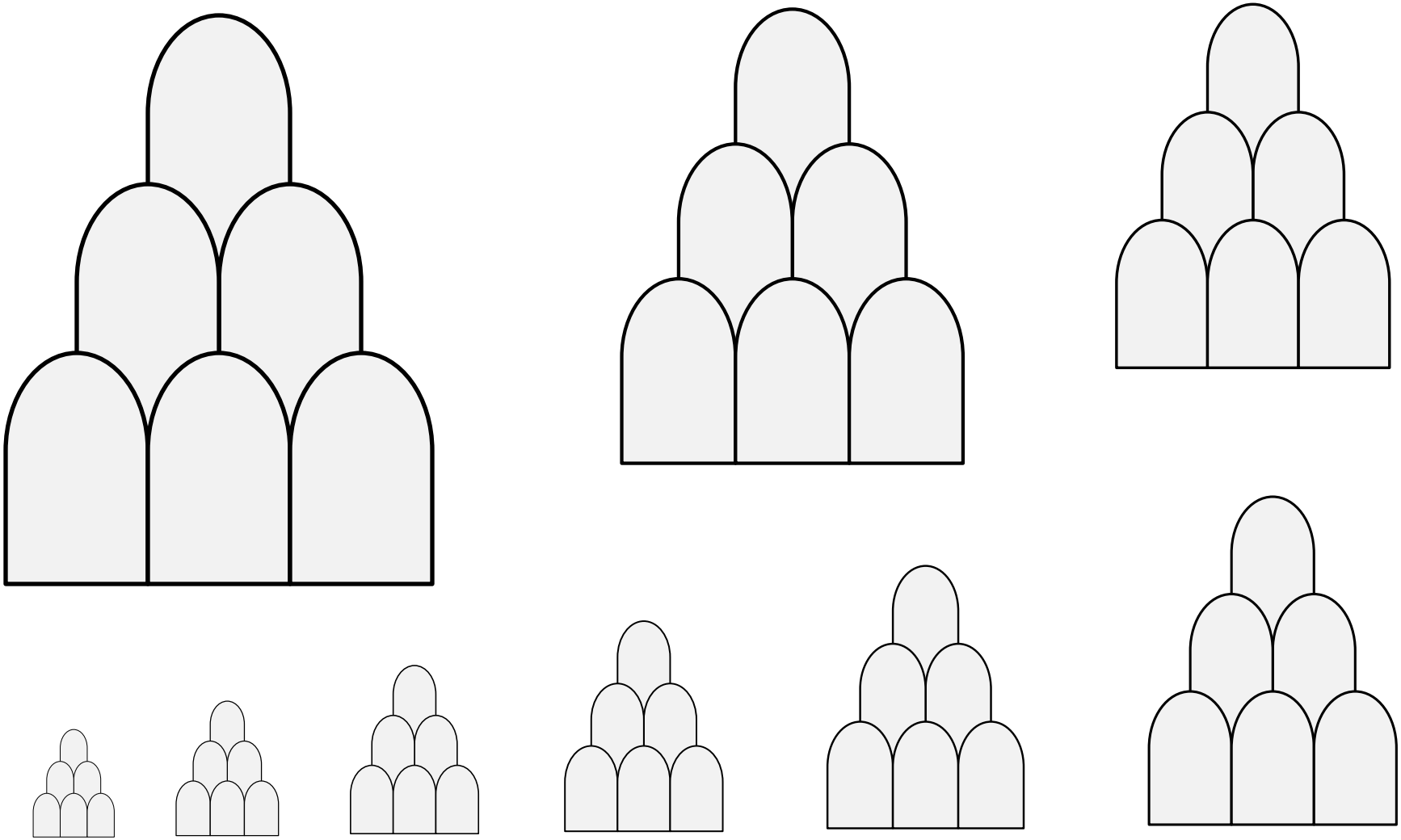




A group of hills.

Default orientation: issuant from base. Proper coloration: vert.

Mount of Six Hillocks ❧ 6.106

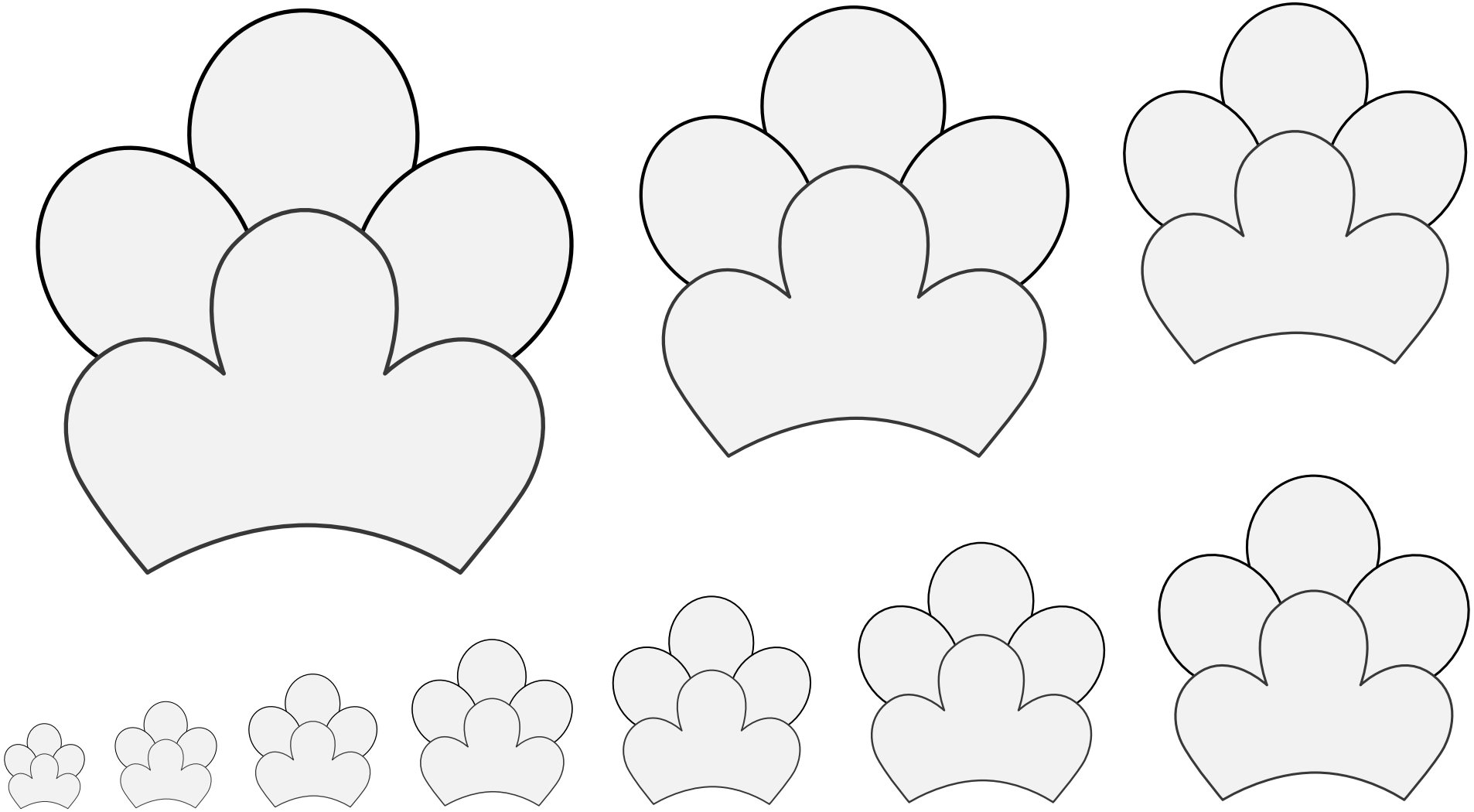


A group of hills.

Default orientation: issuant from base. Proper coloration: vert.

Source: Stemmario Trivulziano.
Artist: Gian Antonio da Tradate.
(Arms of di Moteluchijd, page 228.)

Mount of Six Hillocks Couped (1) ❧ 6.107

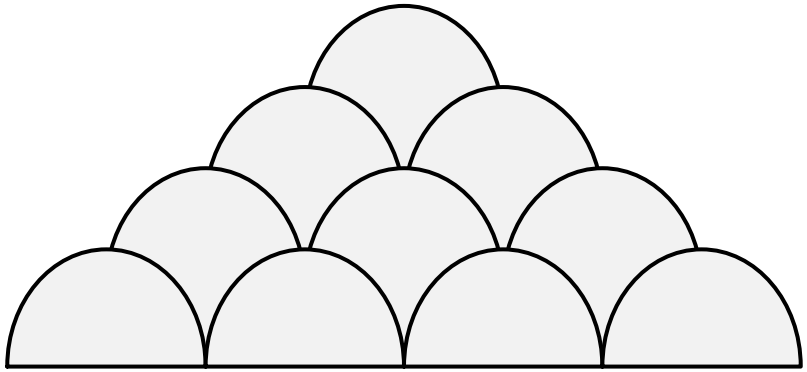


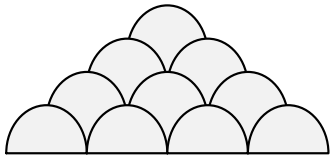
A group of hills.

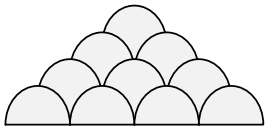
Default orientation: issuant from base. Proper coloration: vert.

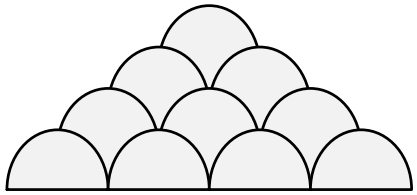
Source: BSB Cgm 8030.
Artist unknown. (Folio 304r.)

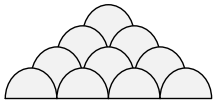
Mount of Six Hillocks Couped (2) ❧ 6.108

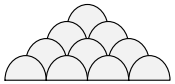


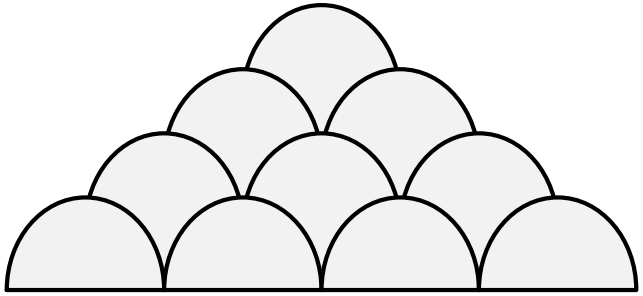


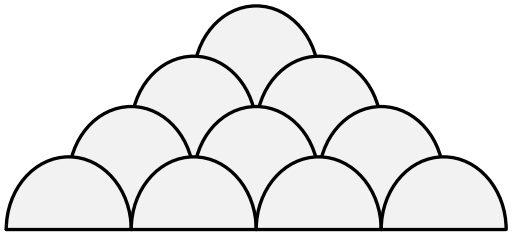


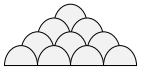










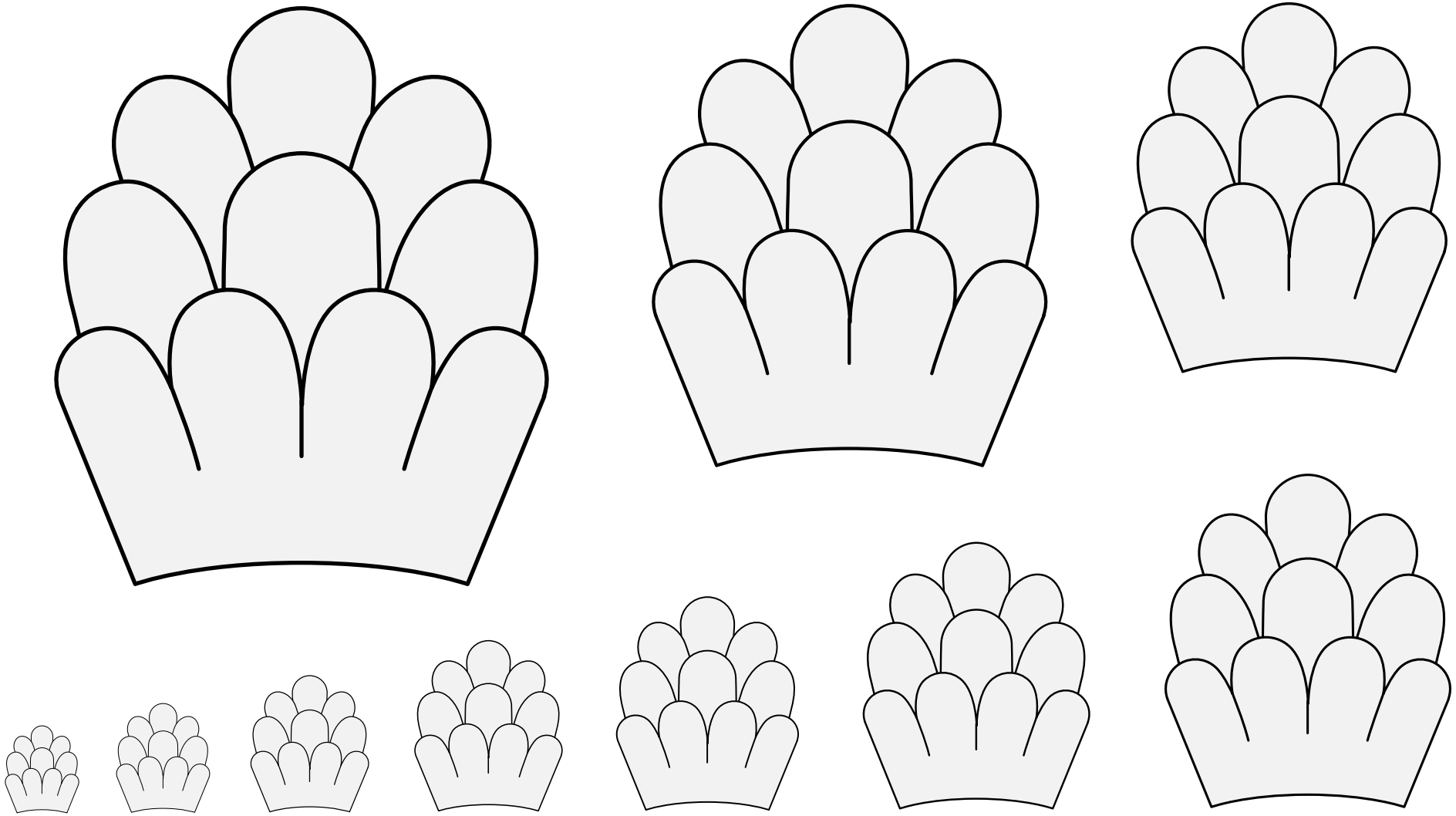


A group of hills.

Default orientation: issuant from base. Proper coloration: vert.

Source: Wappen besonders von deutschen Geschlechtern. Artist unknown. (Folio 40v.)

Mount of Ten Hillocks Couped (1) ❧ 6.109

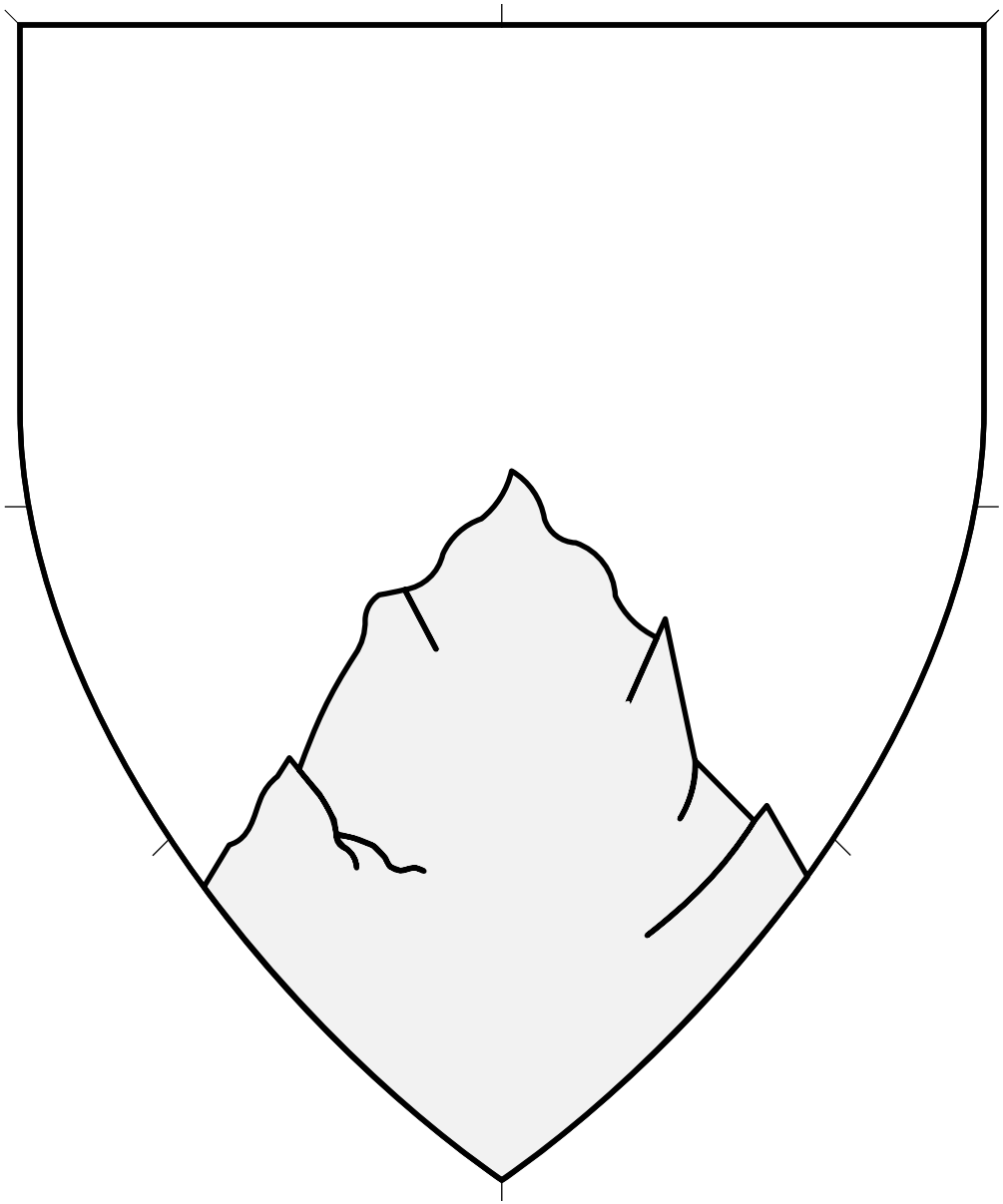


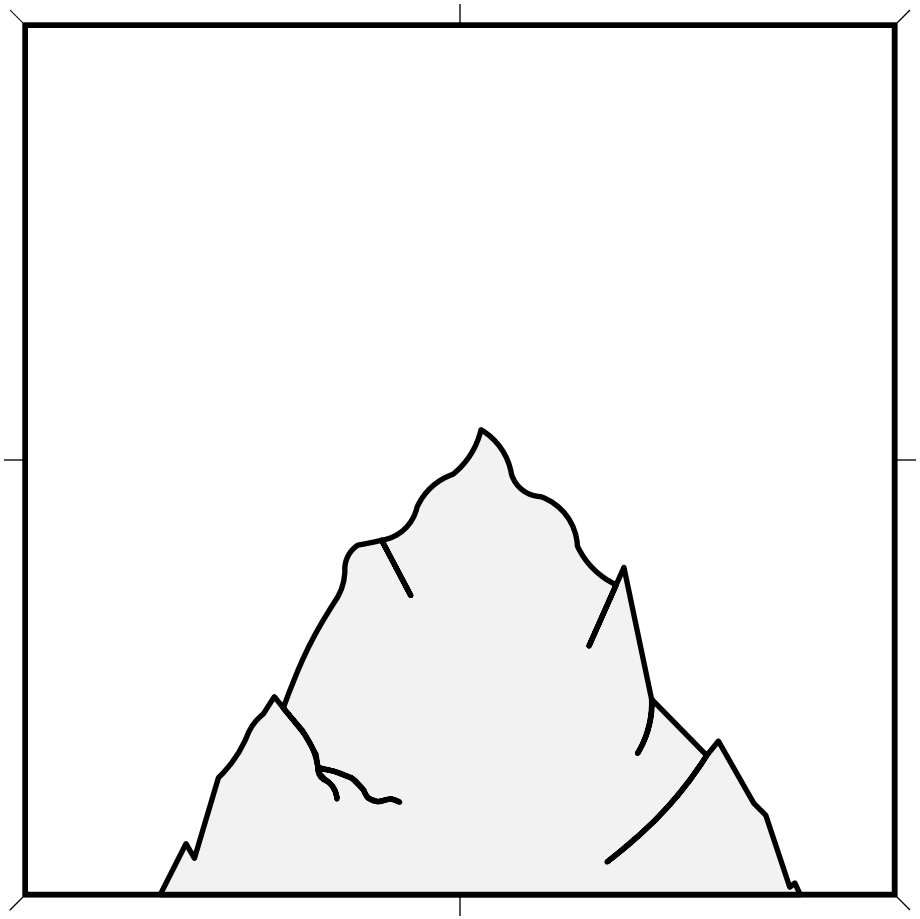
A group of hills.

Default orientation: issuant from base. Proper coloration: vert.

Source: BSB Cgm 8030.
Artist unknown. (Folio 213v.)

Mount of Ten Hillocks Couped (2) ❧ 6.110



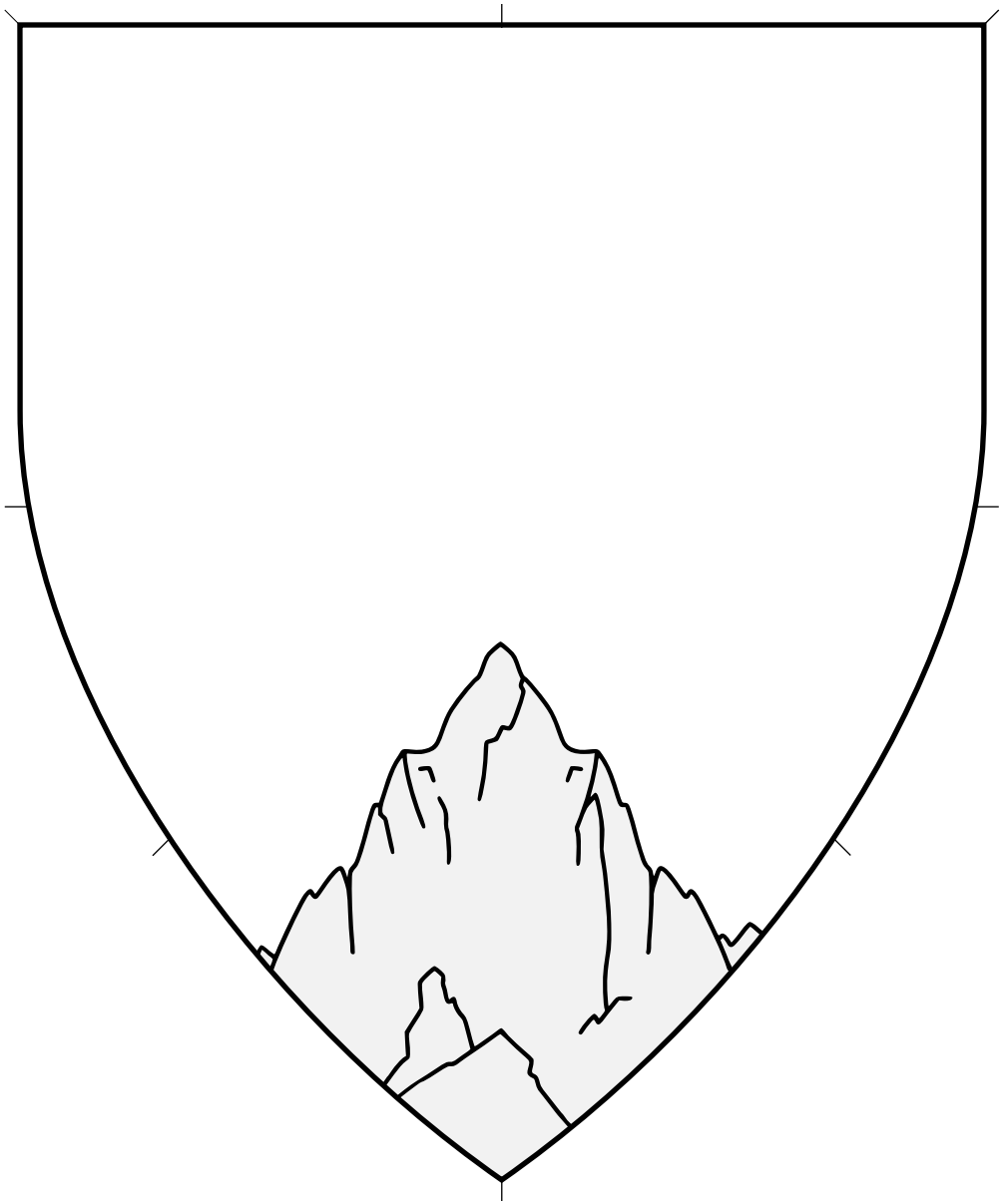


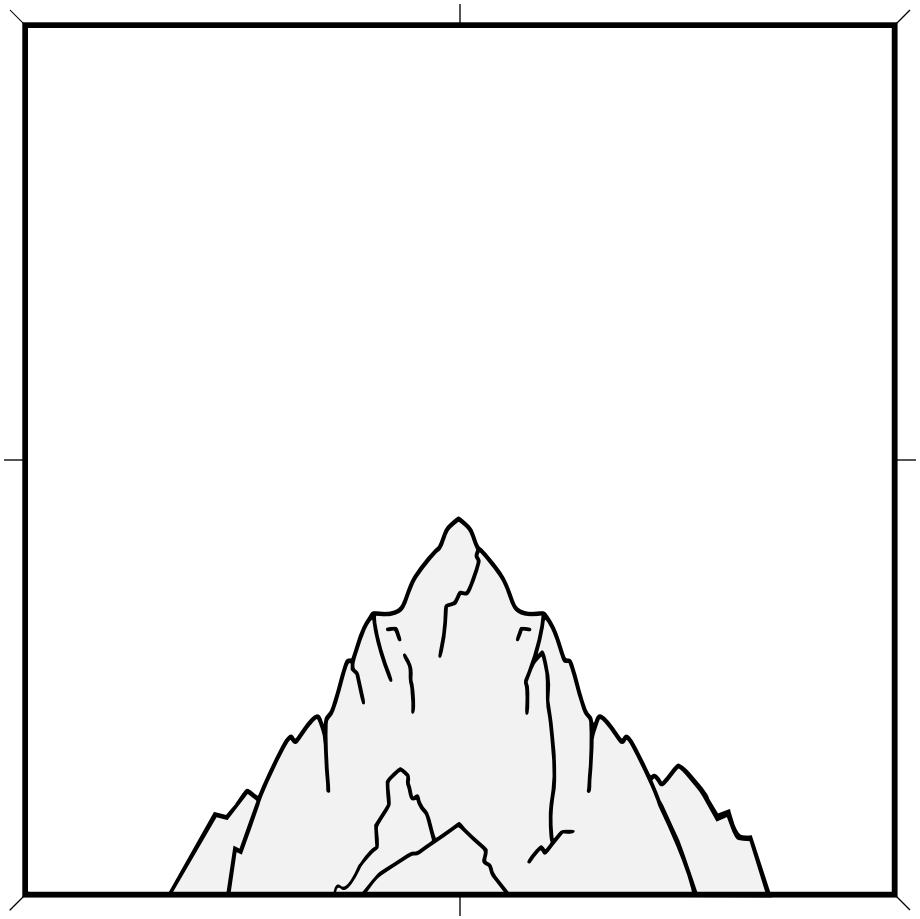
A craggy peak.

Default orientation: issuant from base. Proper coloration: vert.

Source: Viking Answer Lady SVG Images For Heralds.
Artist: Gunnvôr silfrahárr. Adapted by Mathghamhain Ua Ruadháin.

Mountain (1) ❧ 6.111



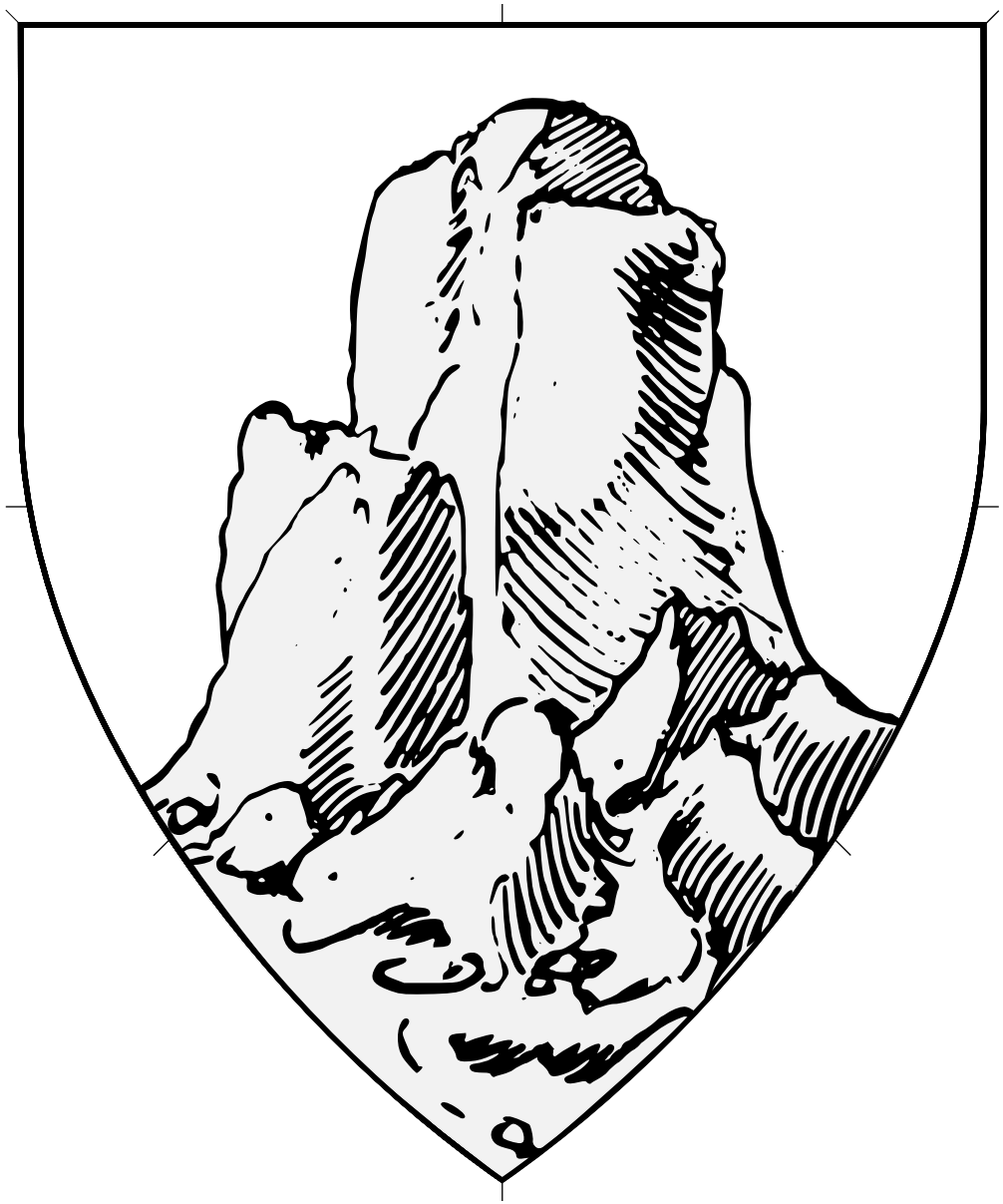


A craggy peak.

Default orientation: issuant from base. Proper coloration: vert.

Artist: Ajir Tsagaan.

Mountain (2) ❧ 6.112

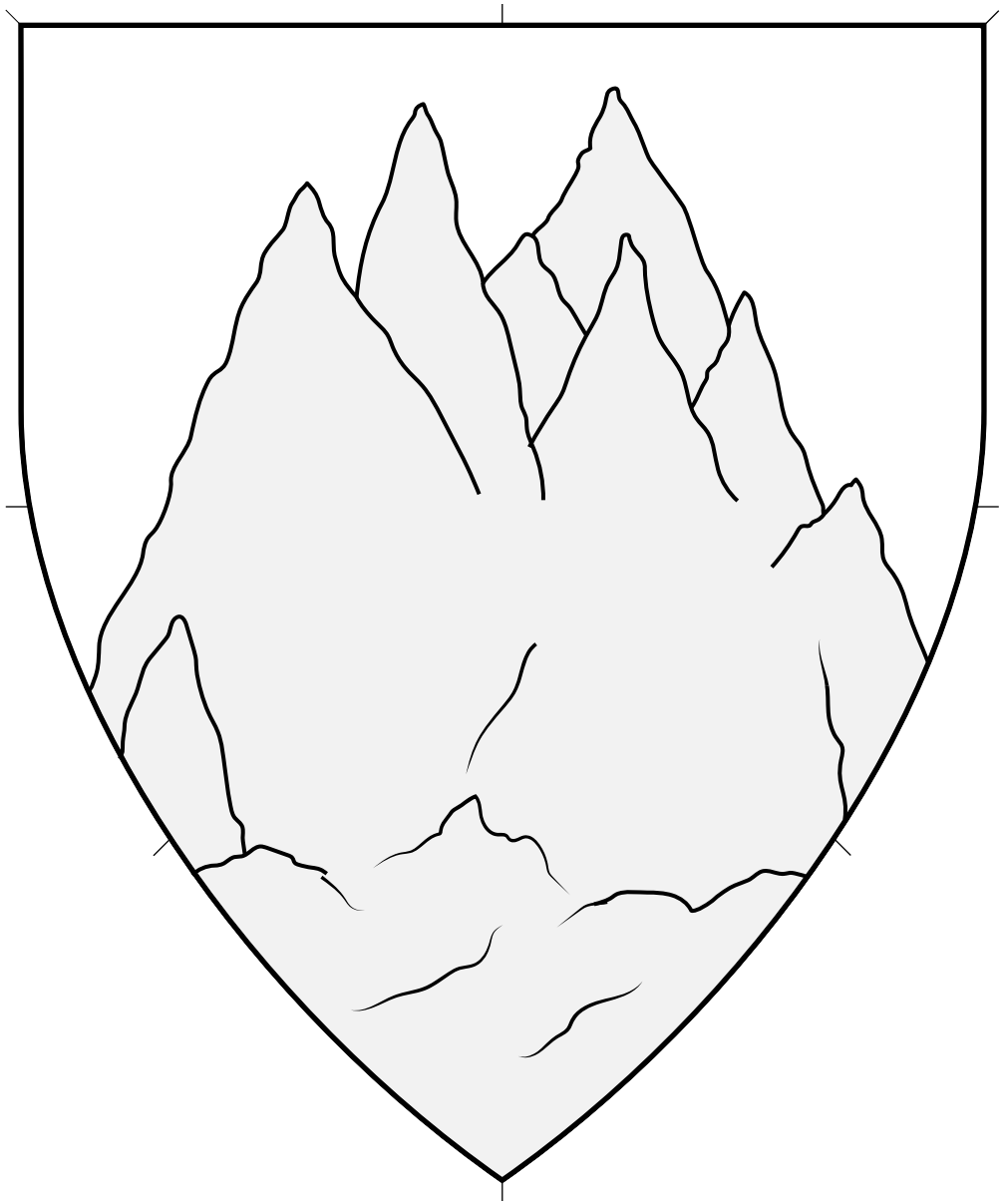


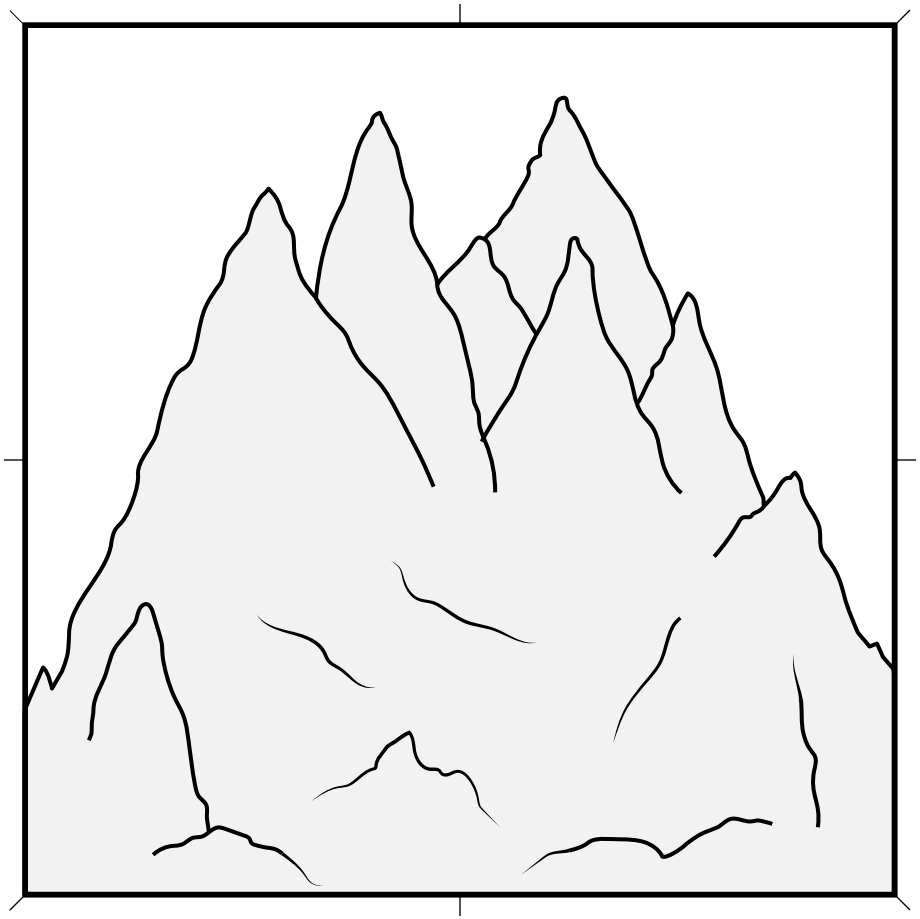
A craggy peak.

Default orientation: issuant from base. Proper coloration: vert.

Source: Sammelband Mehrerer Wappenbücher. Artist unknown. (Folio 18r.)

Mountain (3) • 6.113



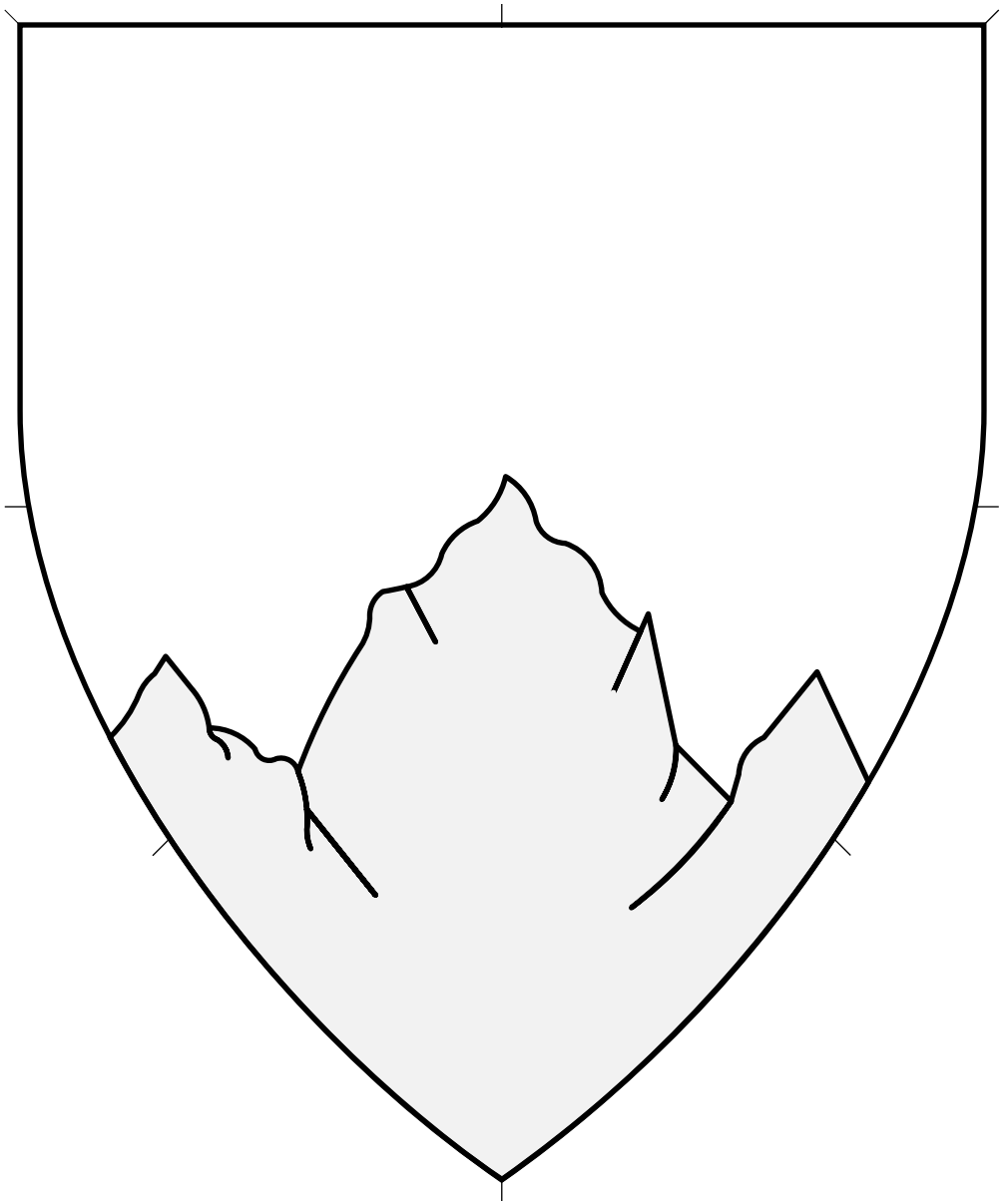


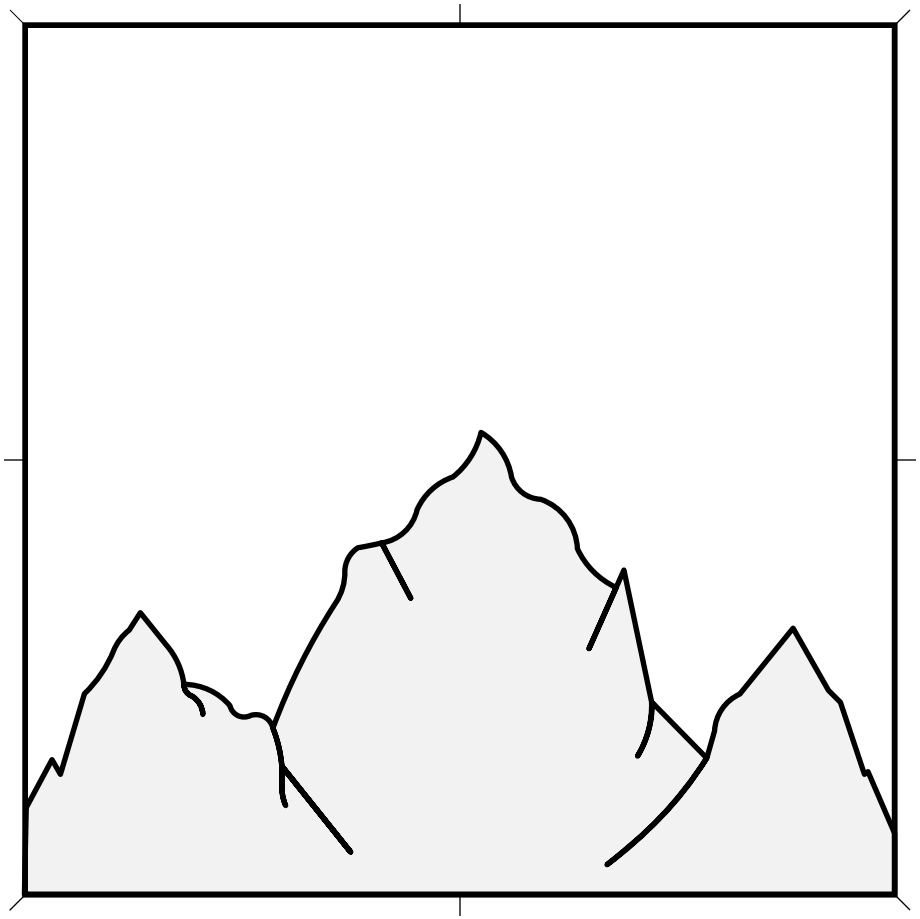
A craggy peak.

Default orientation: issuant from base. Proper coloration: vert.

Source: WappenWiki. Artist: Joakim Spuller.

Mountain (4) ❧ 6.114



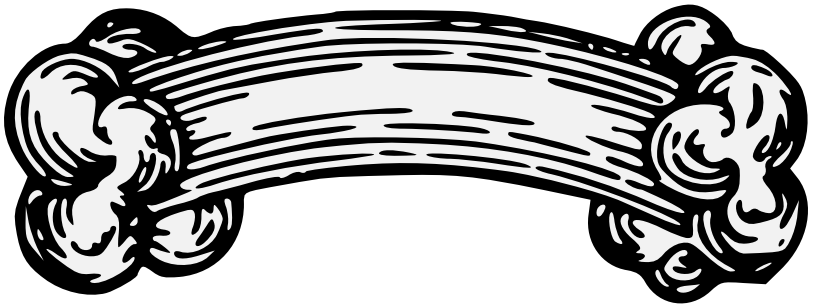


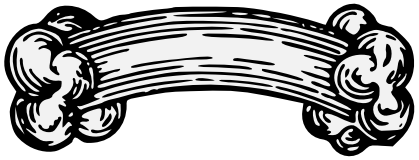
A craggy peak.

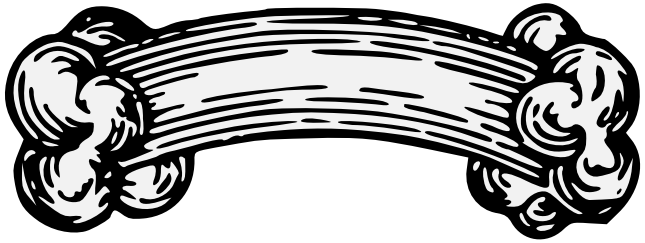
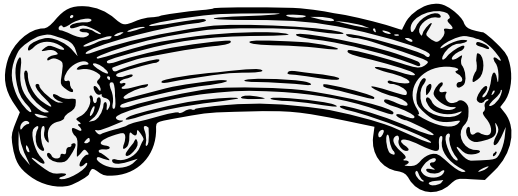
Default orientation: issuant from base. Proper coloration: vert.

Source: Viking Answer Lady SVG Images For Heralds.
Artist: Gunnvôr silfrahárr.

Mountain of 3 Peaks ❧ 6.115





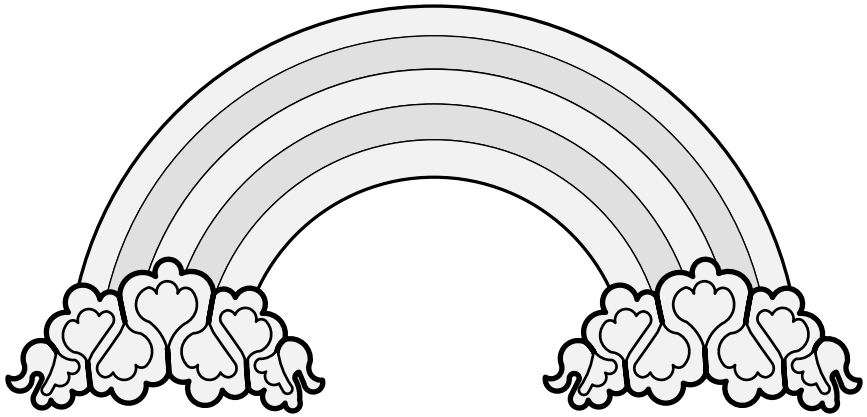



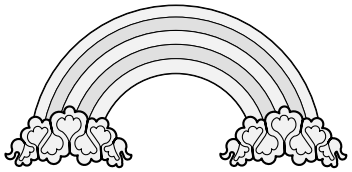
A colorful arc appearing in the sky after rain. Typically shown between two clouds, as here.

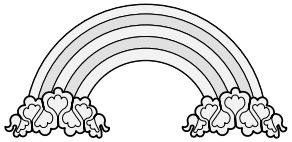
Default orientation: fesswise enarched to chief.

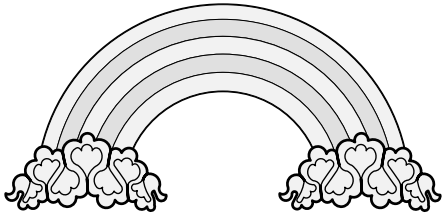
Source: A Complete Guide to Heraldry. Artist: Graham Johnston.

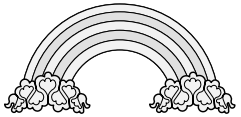
Rainbow (1) ❧ 6.116

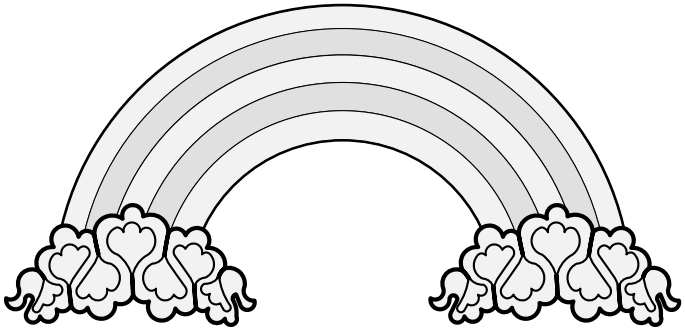


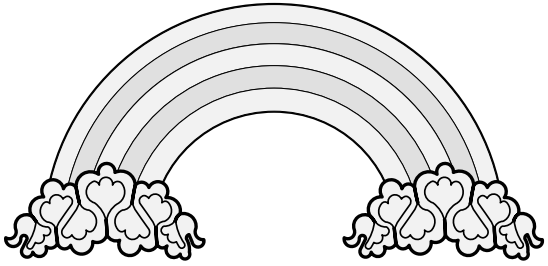










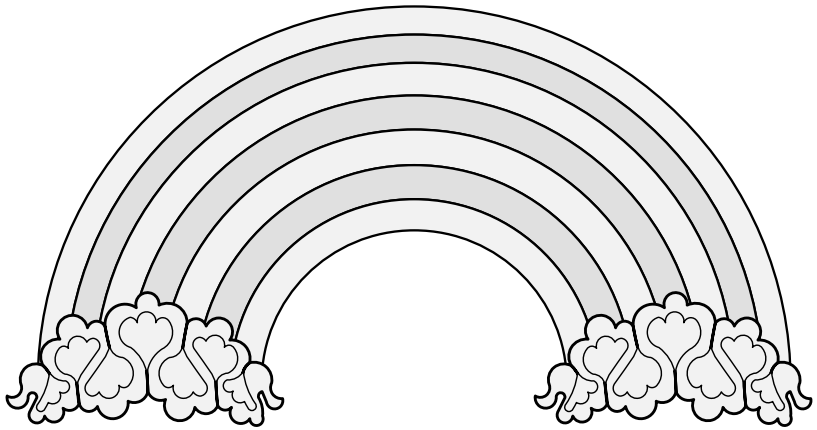


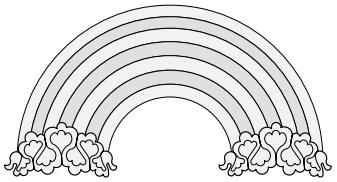
A colorful arc appearing in the sky after rain. Typically shown between two clouds, as here.

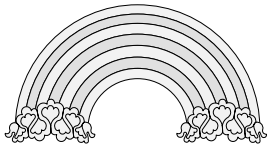
Default orientation: fesswise enarched to chief.

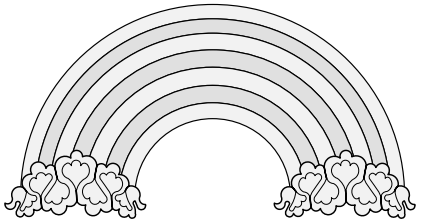
Source: Viking Answer Lady SVG Images For Heralds. Artist: Gunnvôr silfrahárr.

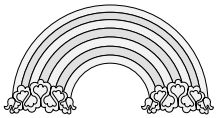
Rainbow (2) ❧ 6.117

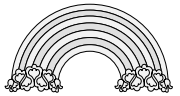


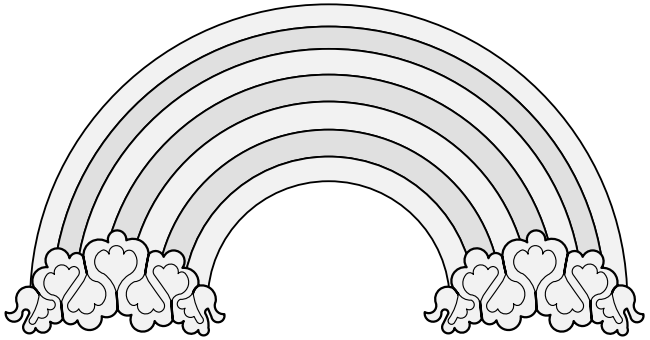


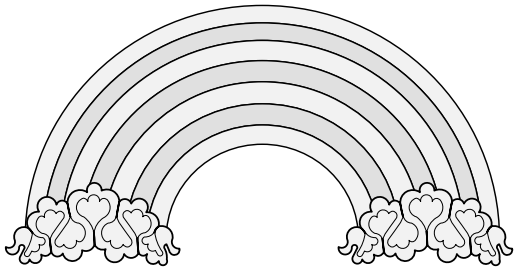










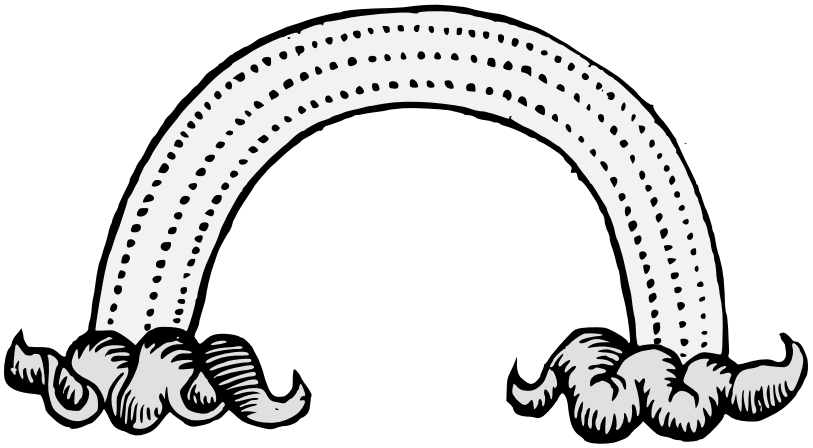


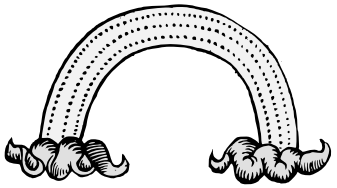
A colorful arc appearing in the sky after rain. Typically shown between two clouds, as here.

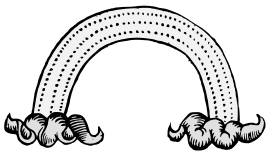
Default orientation: fesswise enarched to chief.

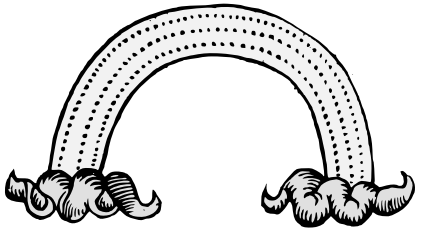
Source: Viking Answer Lady SVG Images For Heralds. Artist: Gunnvôr silfrahárr.
Adapted by Vémundr Syvursson.

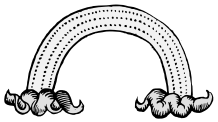
Rainbow (3) ❧ 6.118

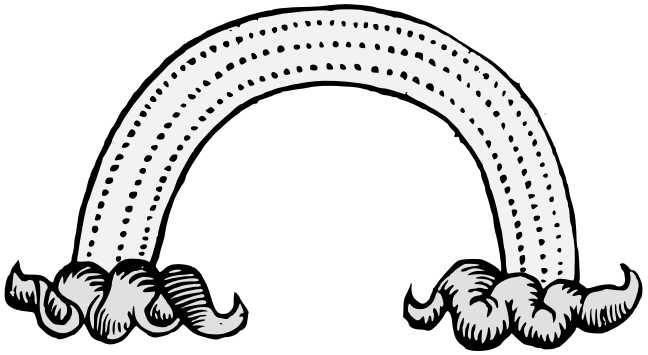


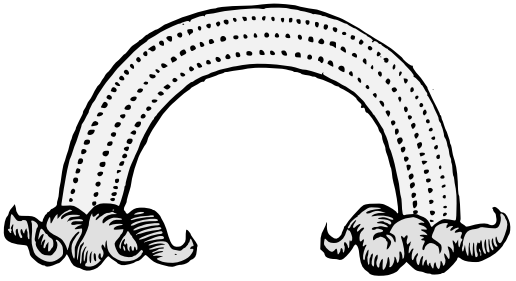










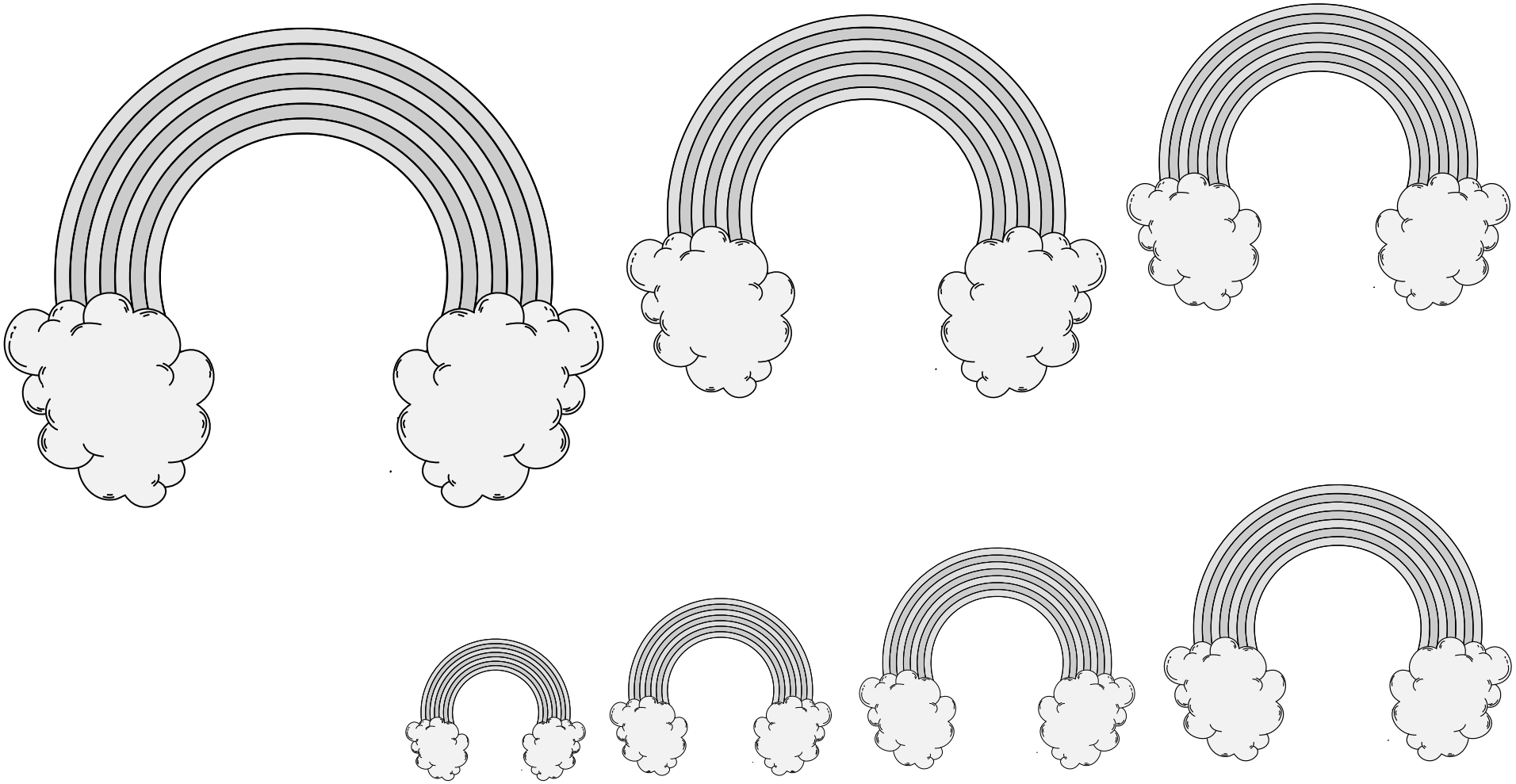


A colorful arc appearing in the sky after rain. Typically shown between two clouds, as here.

Default orientation: fesswise enarched to chief.

Source: The Elements of Armories. Artist unknown. (Page 45.)

Rainbow (4) ❧ 6.119

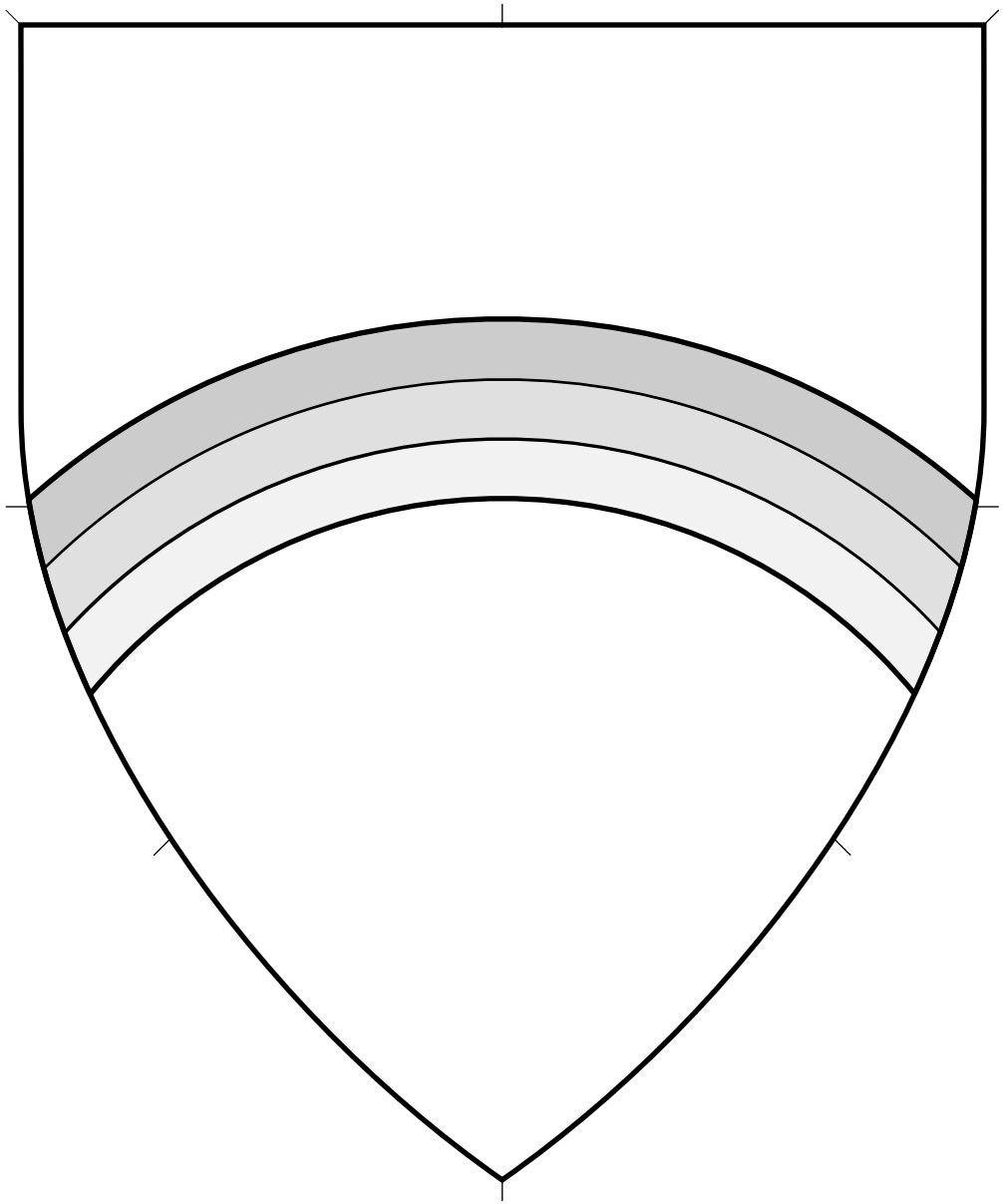


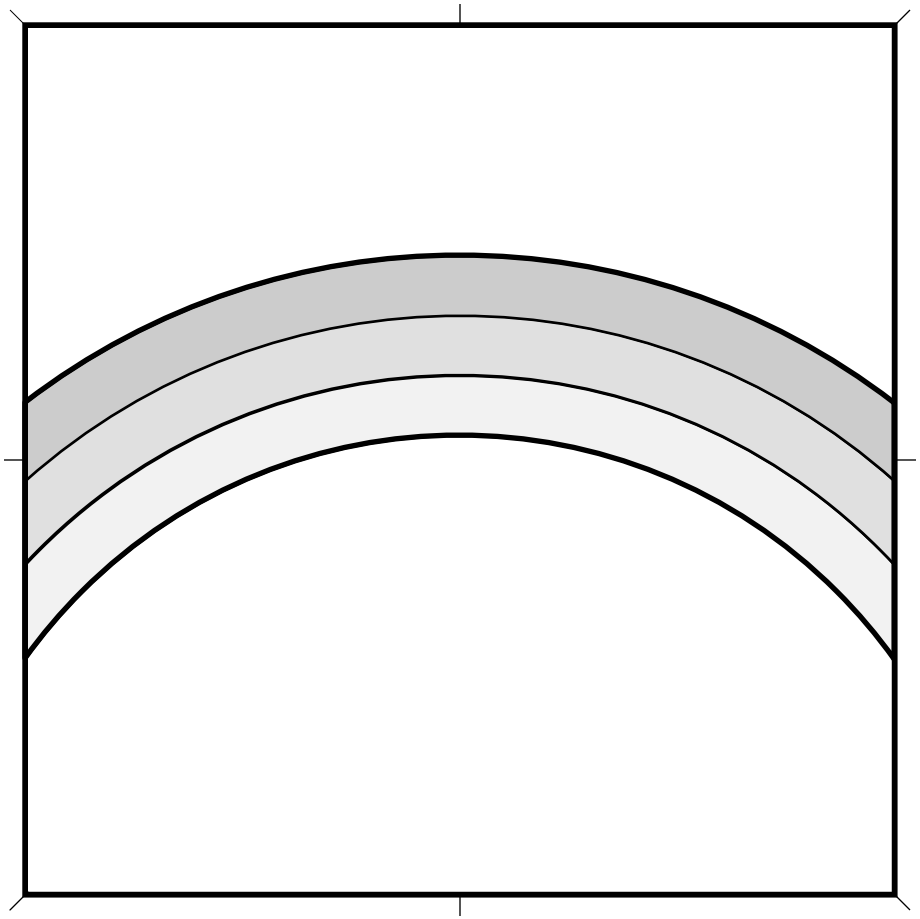
A colorful arc appearing in the sky after rain. Typically shown between two clouds, as here.

Default orientation: fesswise enarched to chief.

Artist: Wylet Fraser.

Rainbow (5) ❧ 6.120



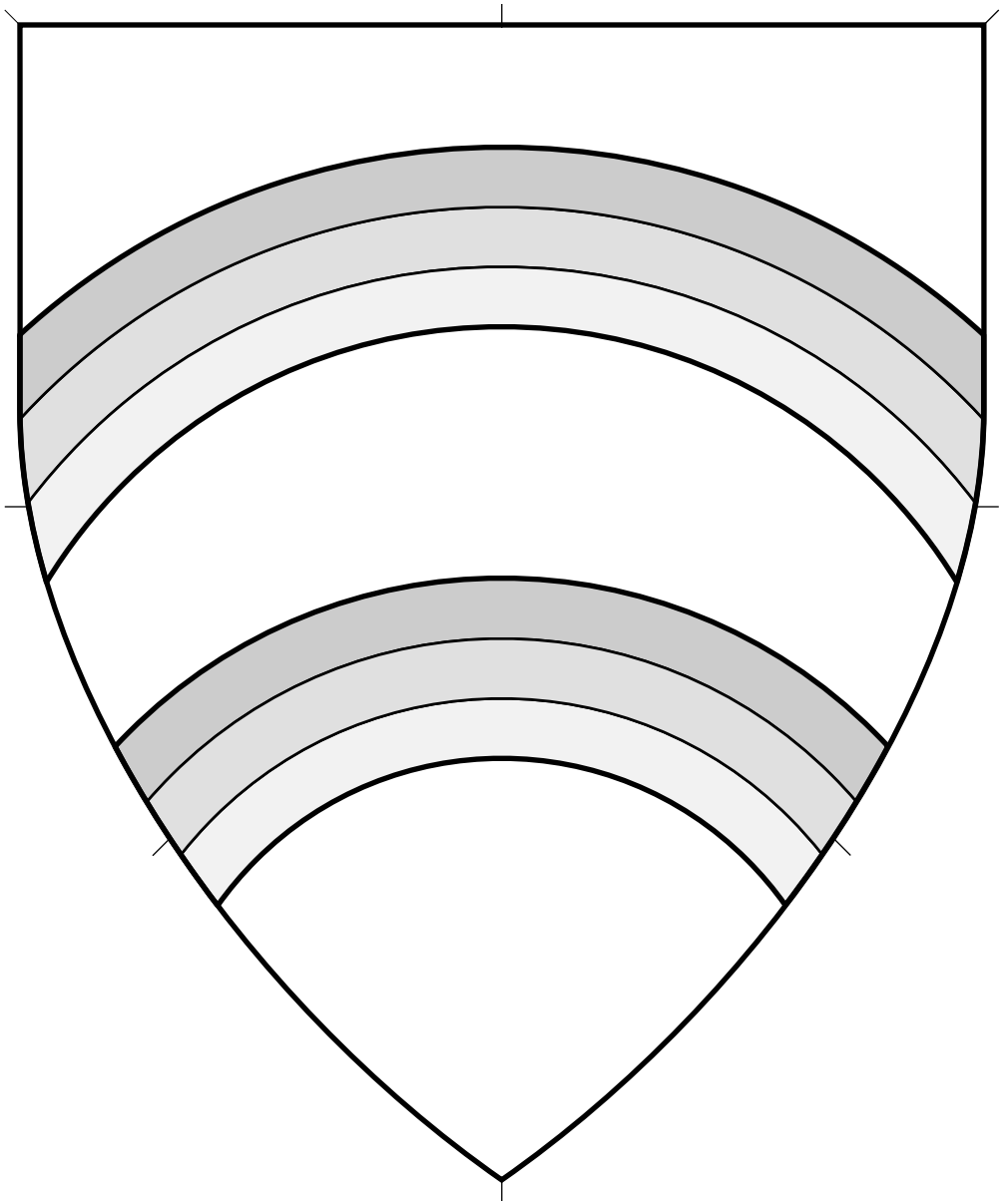


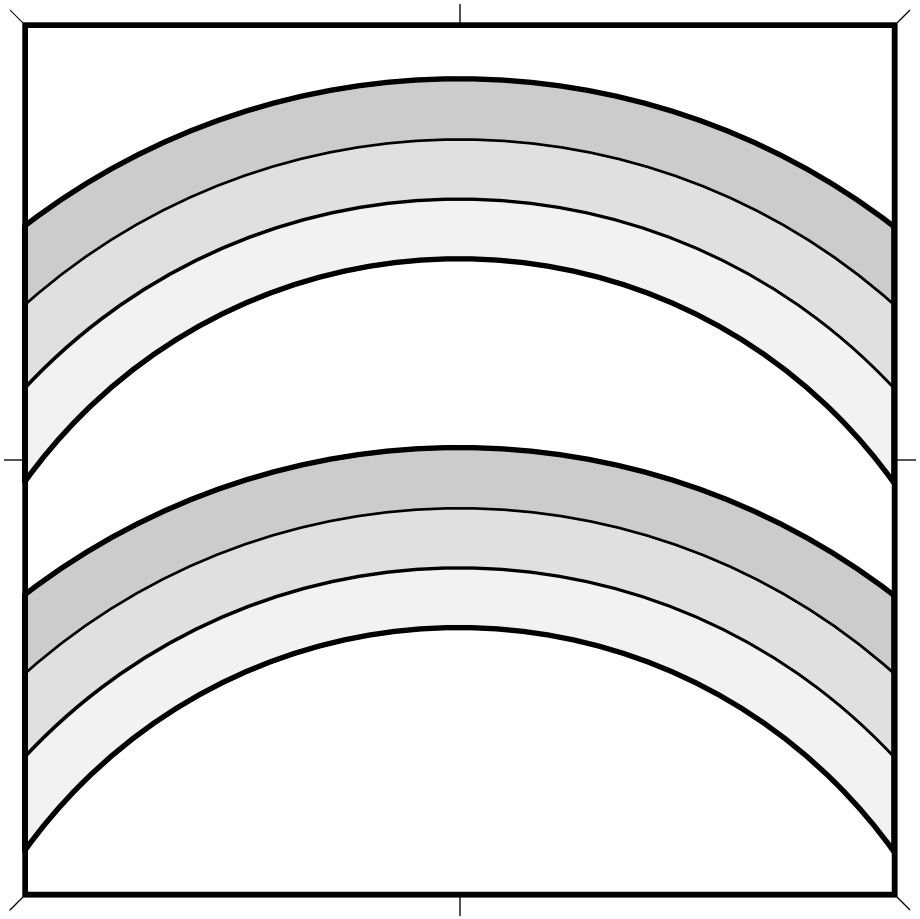
A colorful arc appearing in the sky after rain. Typically shown between two clouds.

Default orientation: fesswise enarched to chief.

Source: Wernigerode Armorial. Artist unknown. (Folio 197r.)

Rainbow Throughout • 6.121



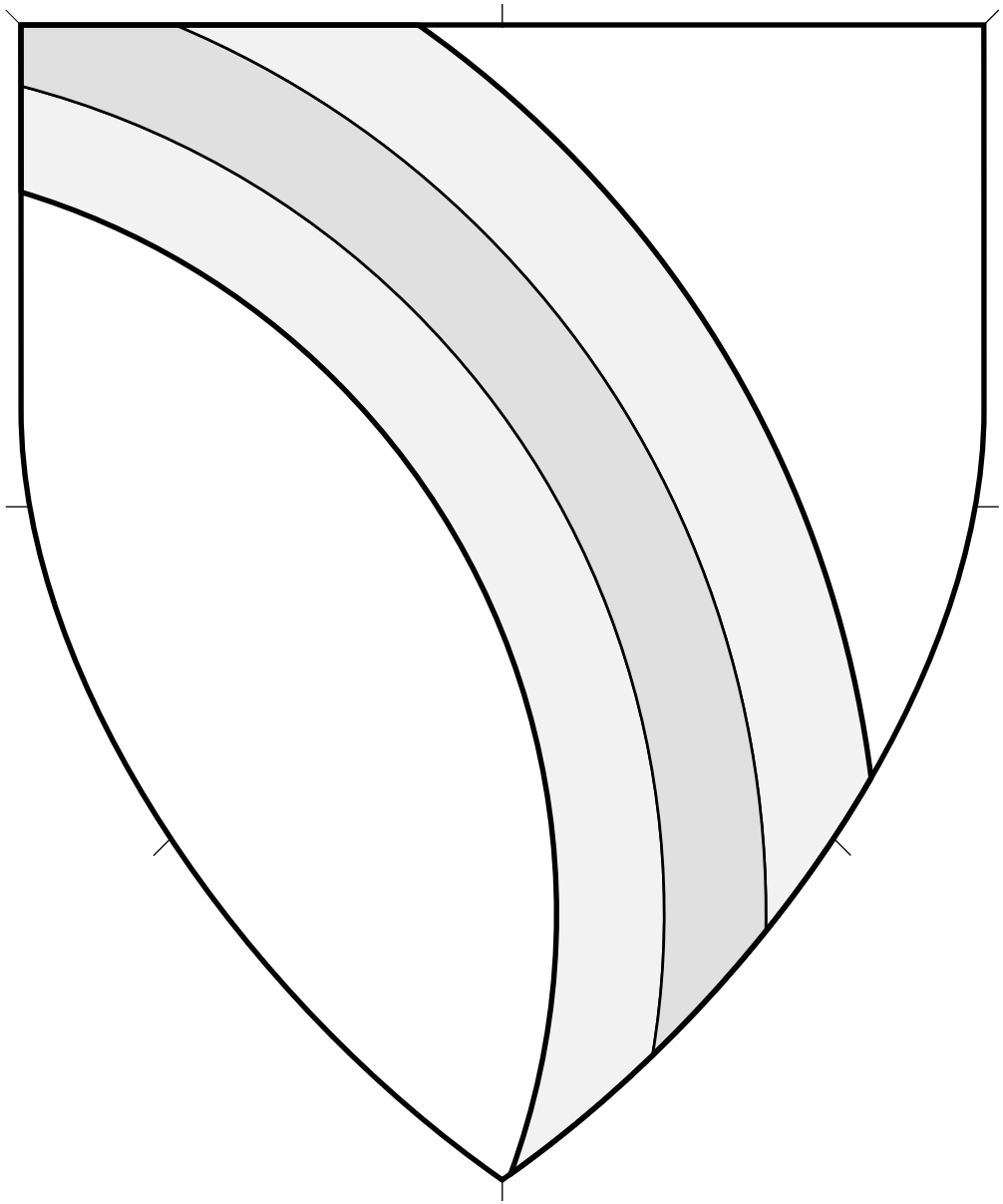


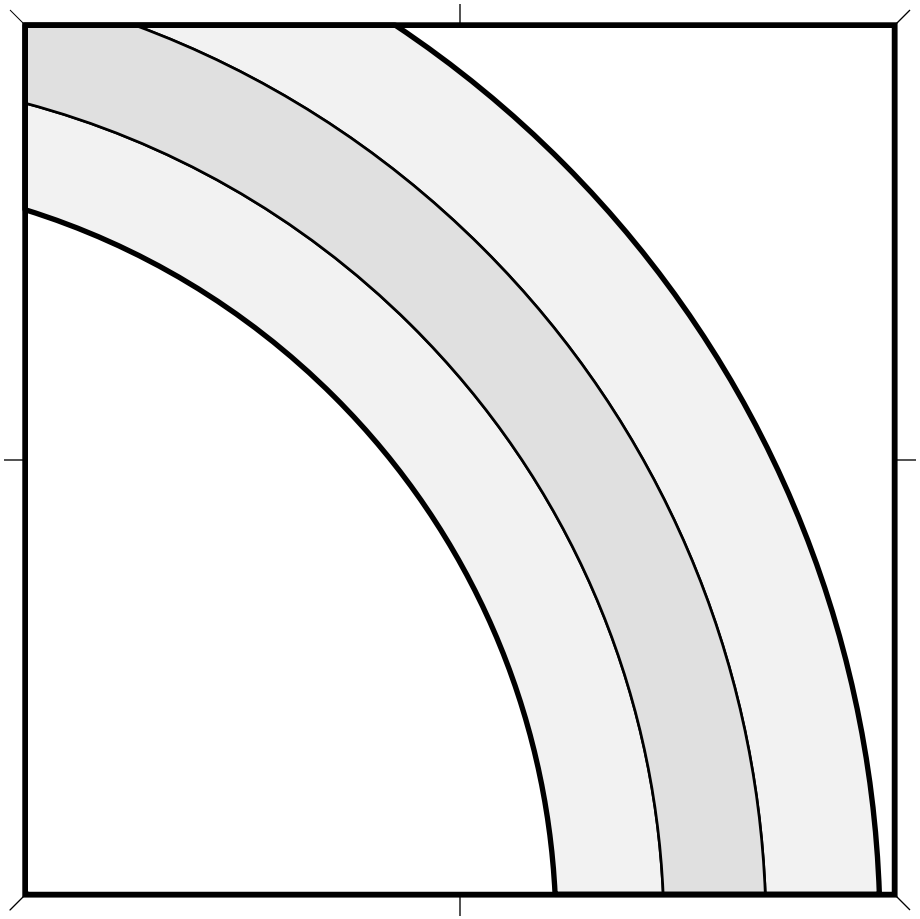
A colorful arc appearing in the sky after rain. Typically shown between two clouds.

Default orientation: fesswise enarched to chief.

Source: Wernigerode Armorial. Artist unknown. (Folio 197r.)

Rainbows Throughout, Two • 6.122



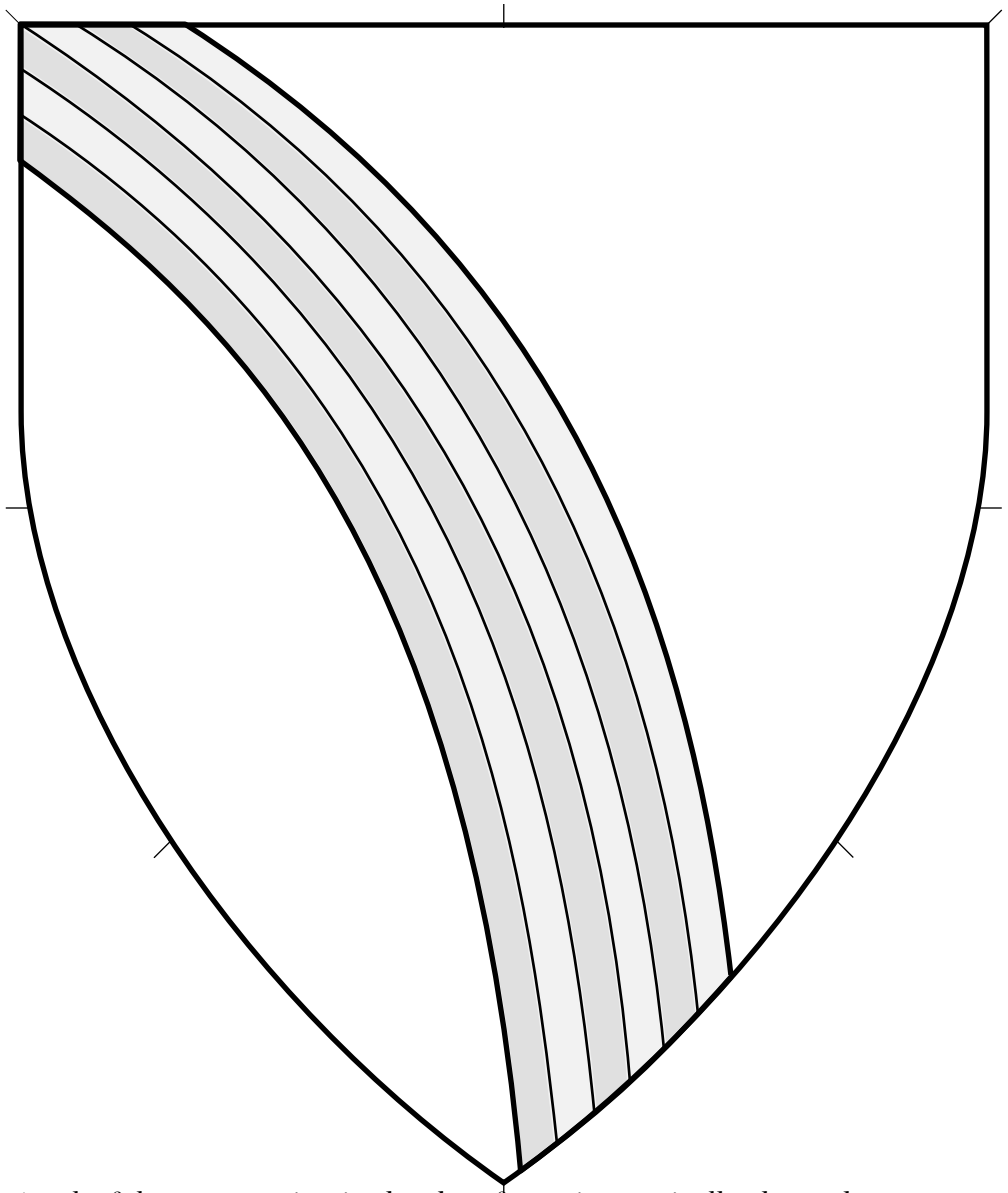


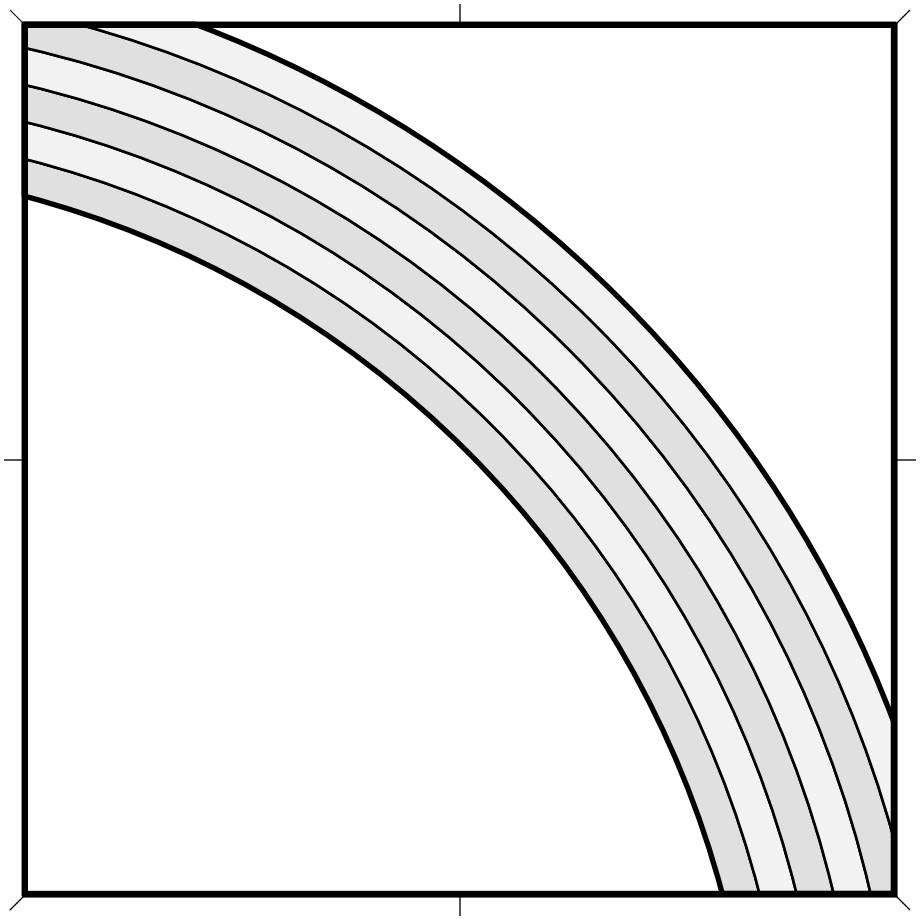
A colorful arc appearing in the sky after rain. Typically shown between two clouds.

Default orientation: fesswise enarched to chief.

Source: Wappenbuch der Arlberg-Bruderschaft.
Artist: Vigil Raber. (Page 15.)

Rainbow Bendwise Throughout • 6.123



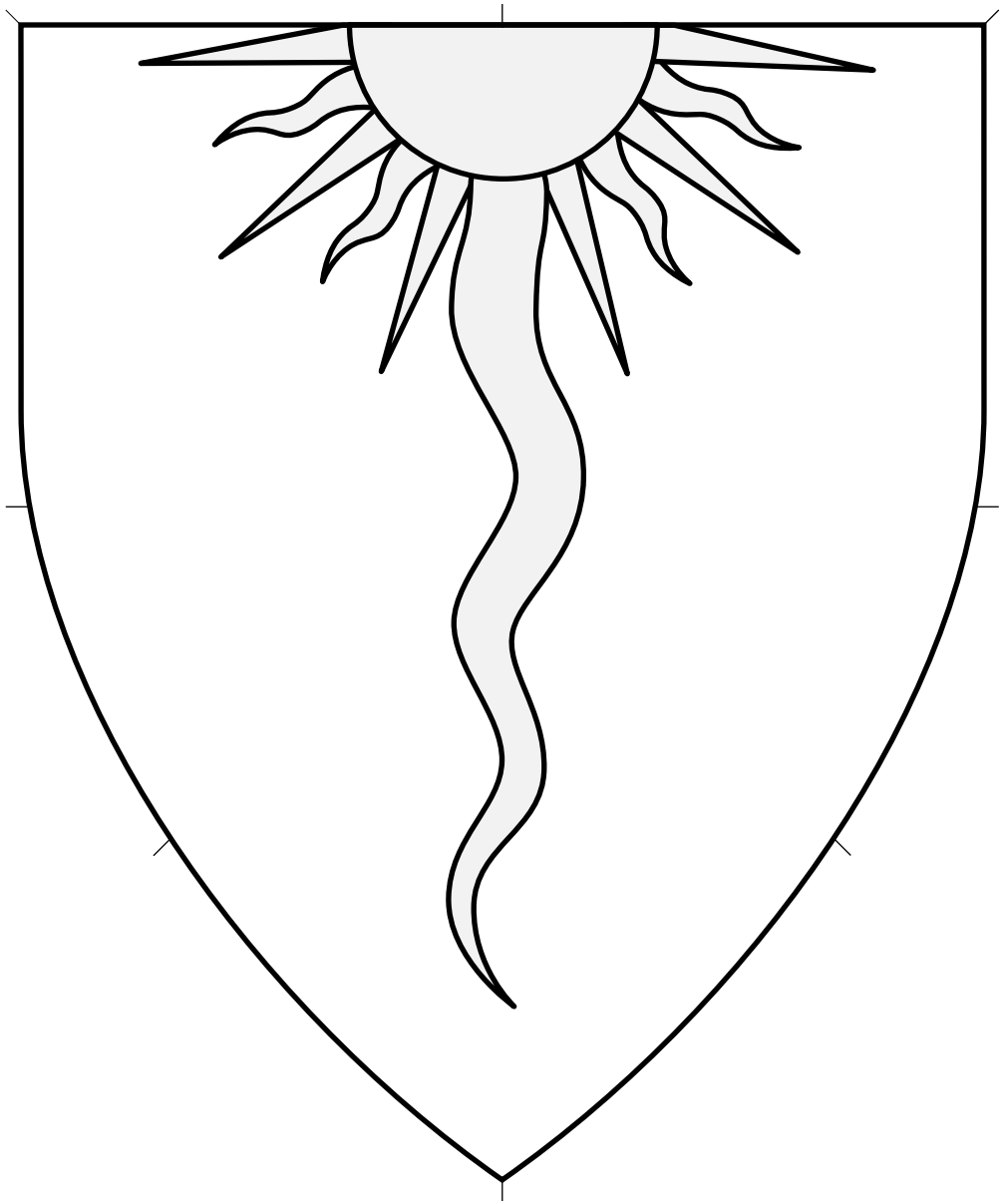


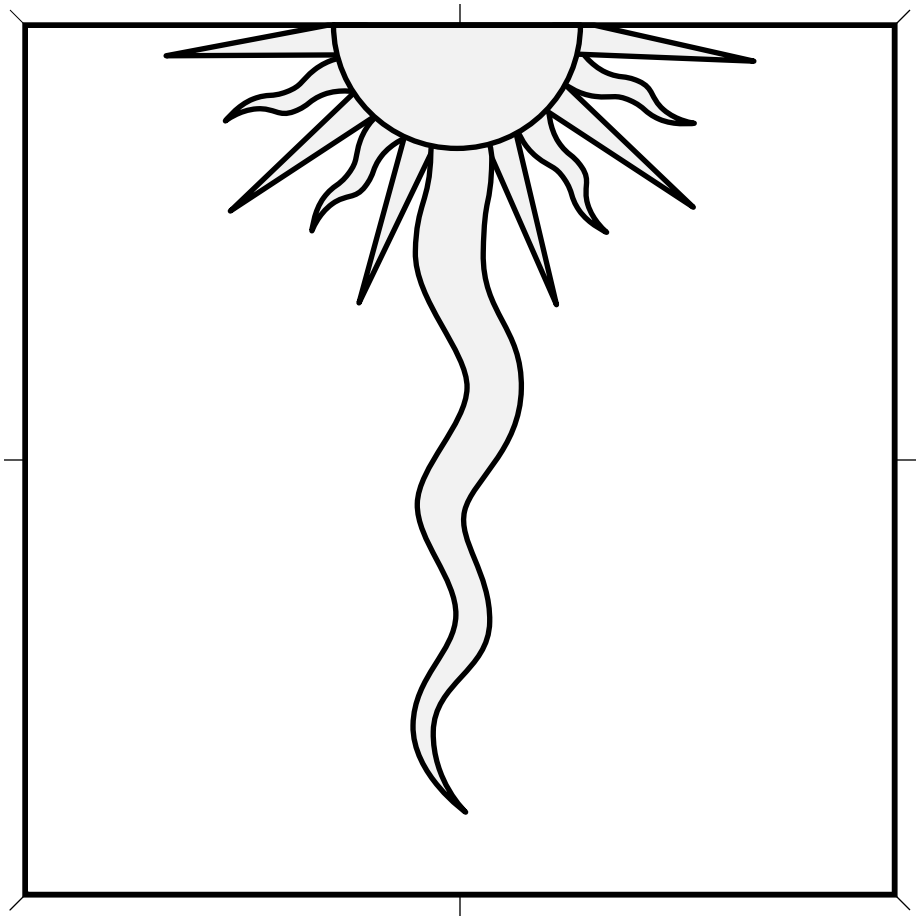
A colorful arc appearing in the sky after rain. Typically shown between two clouds.

Default orientation: fesswise enarched to chief.

Artist: Séamus Uí Chonchobhair. Adapted by Mathghamhain Ua Ruadháin.

Rainbow, Natural, Bendwise Throughout ❧ 6.124

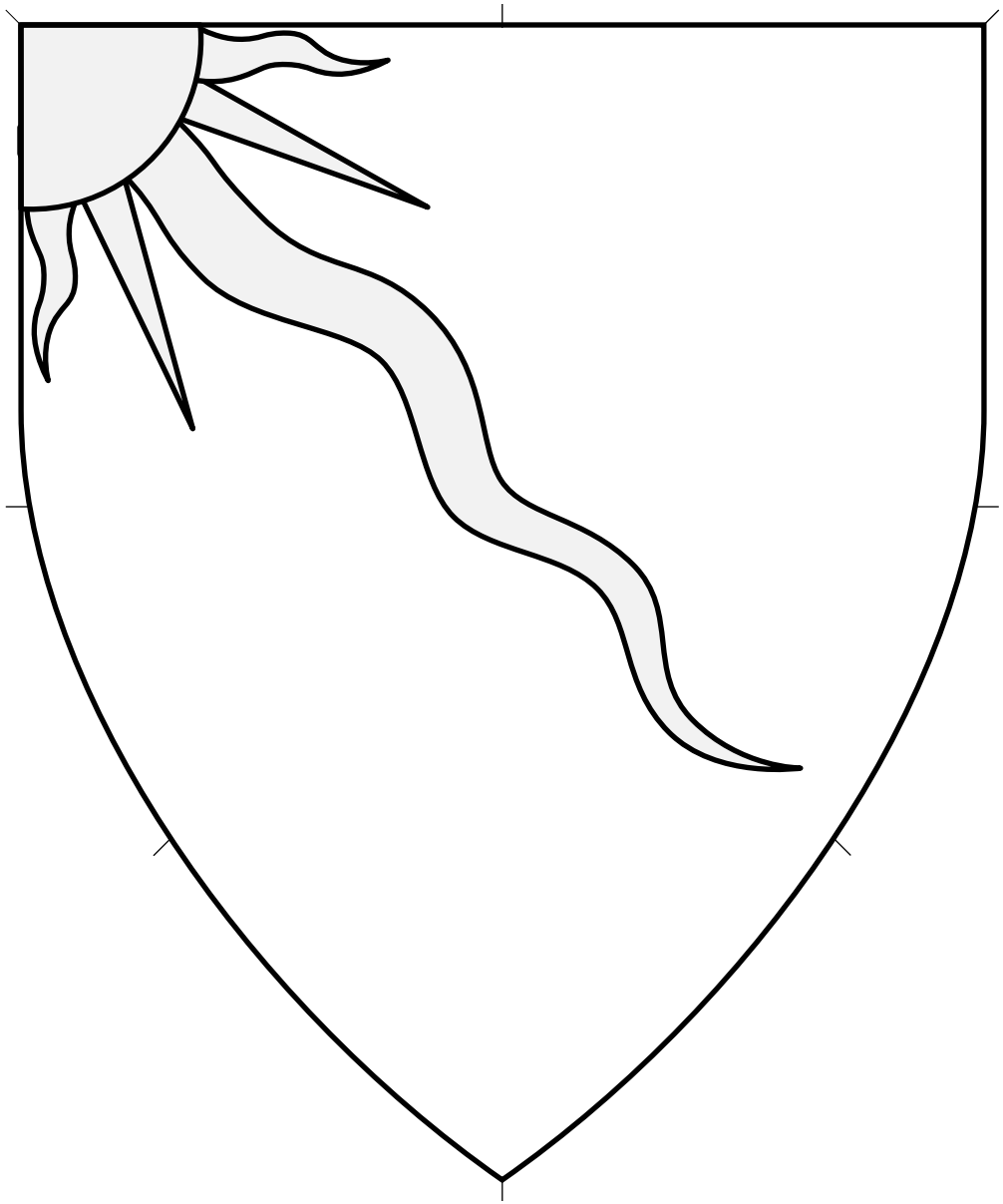


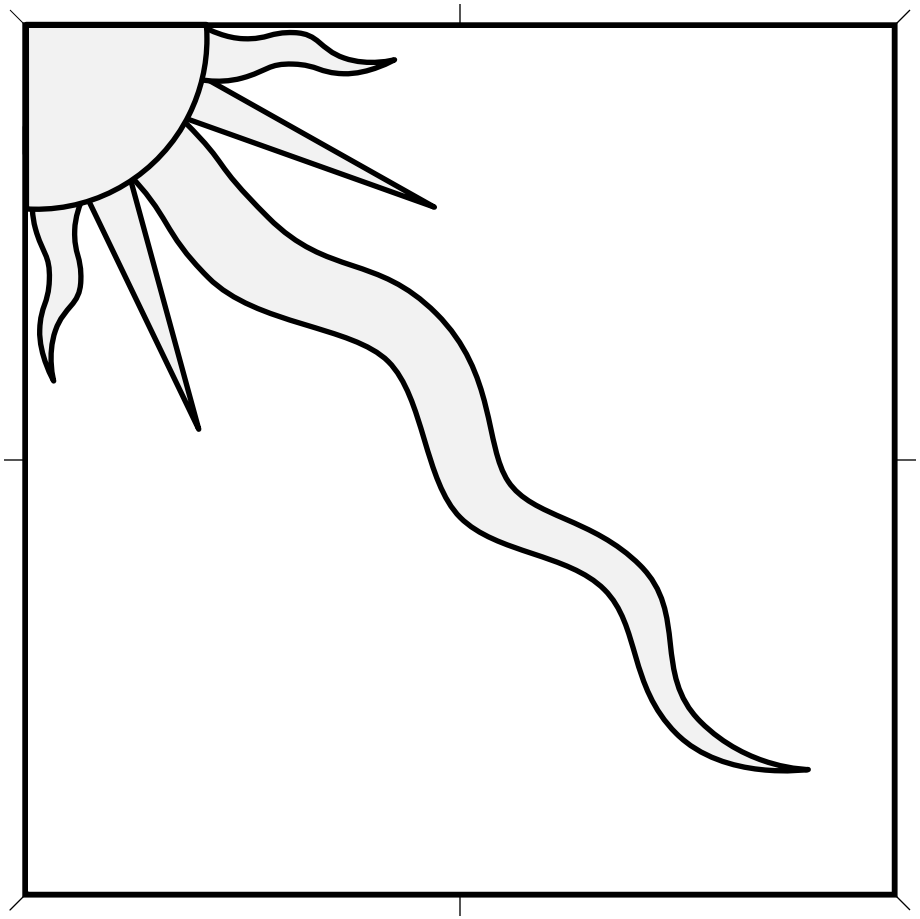


A long wisp of flame issuant from a demi-sun on the edge of the field.

Blazoned "a ray of the sun issued from *edge*."

Ray of the Sun Issuant From Chief ❧ 6.125

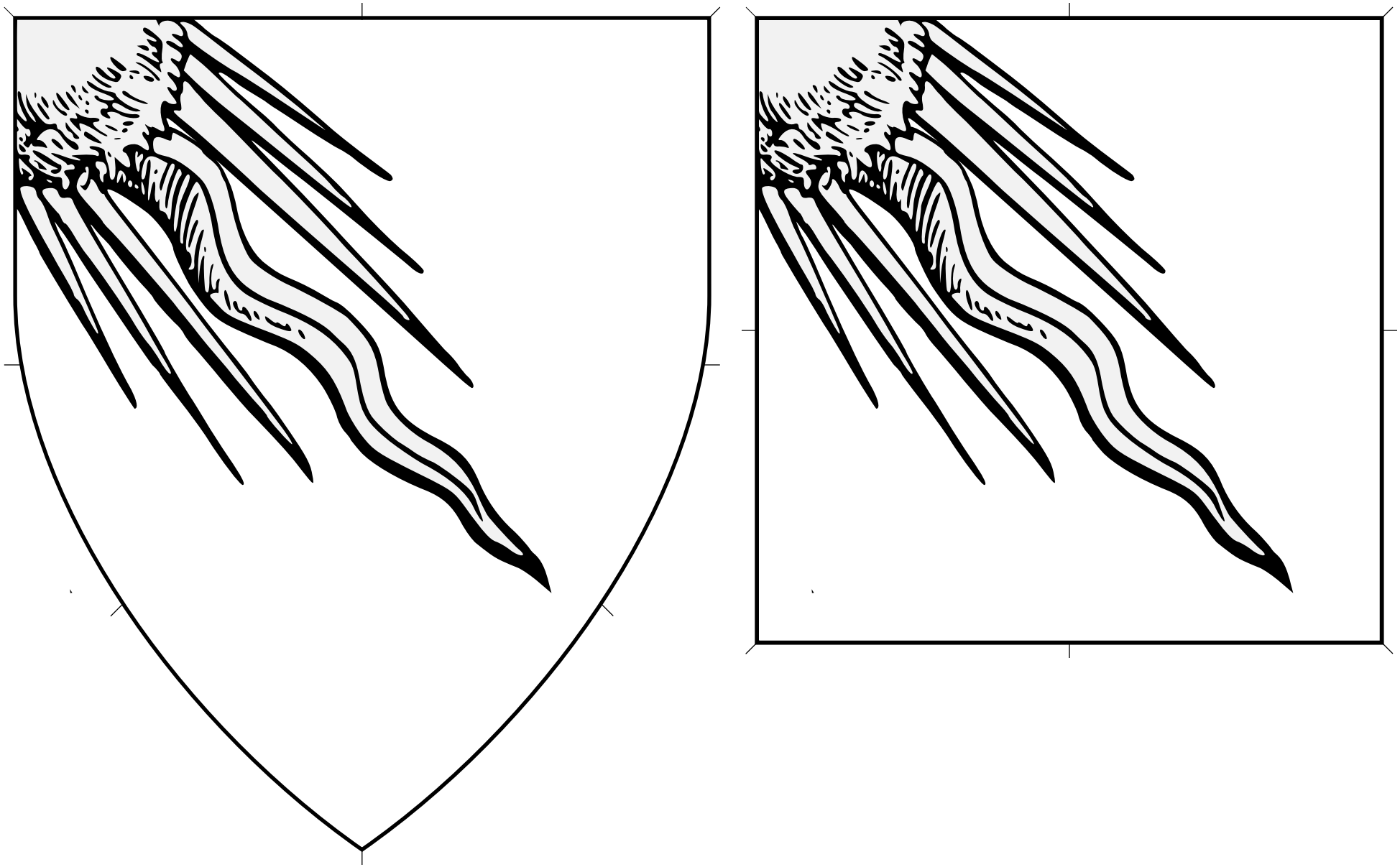




A long wisp of flame issuant from a demi-sun on the edge of the field.

Blazoned "a ray of the sun issued from *edge*."

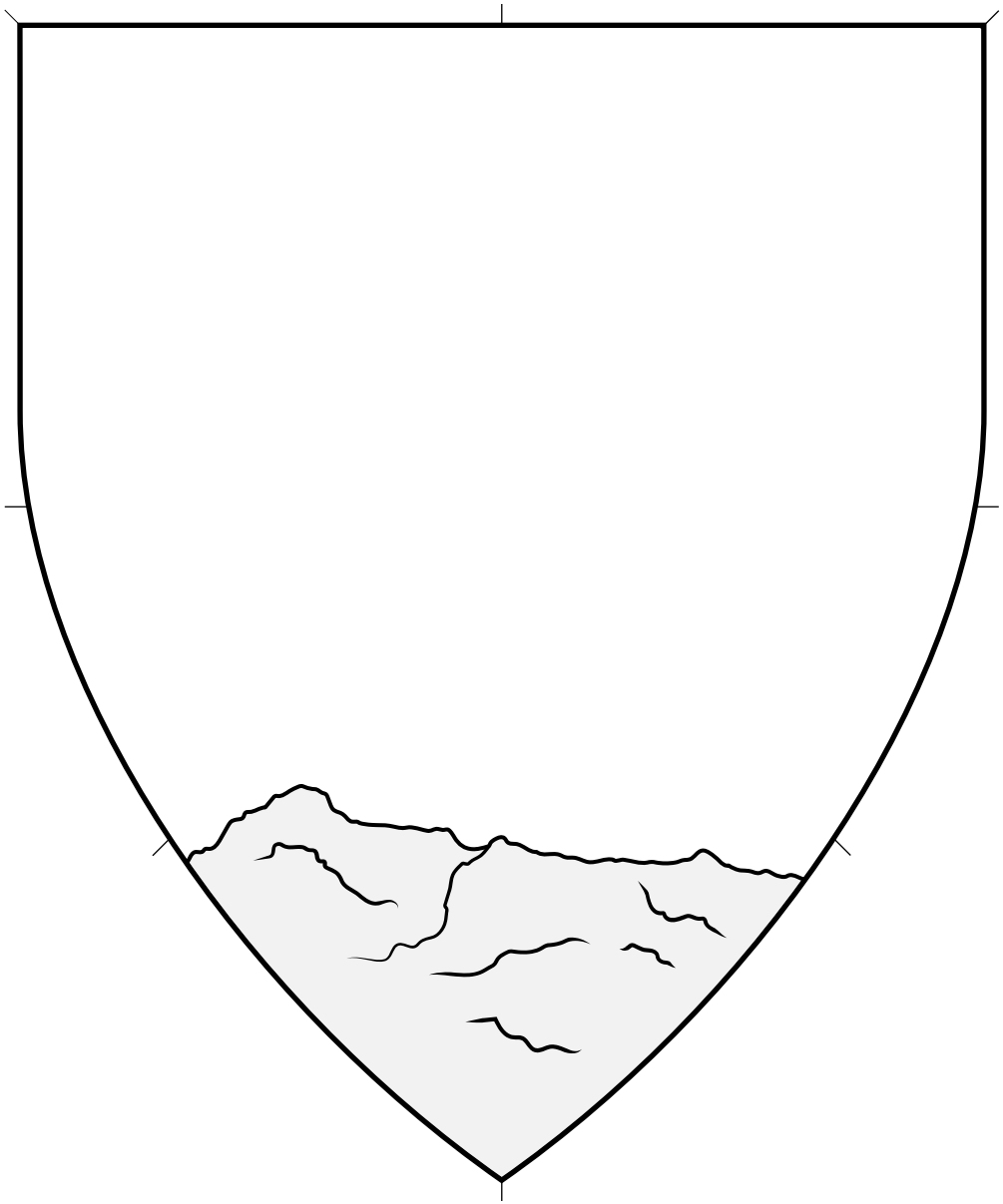
Ray of the Sun Issuant From Dexter Chief (1) · 6.126

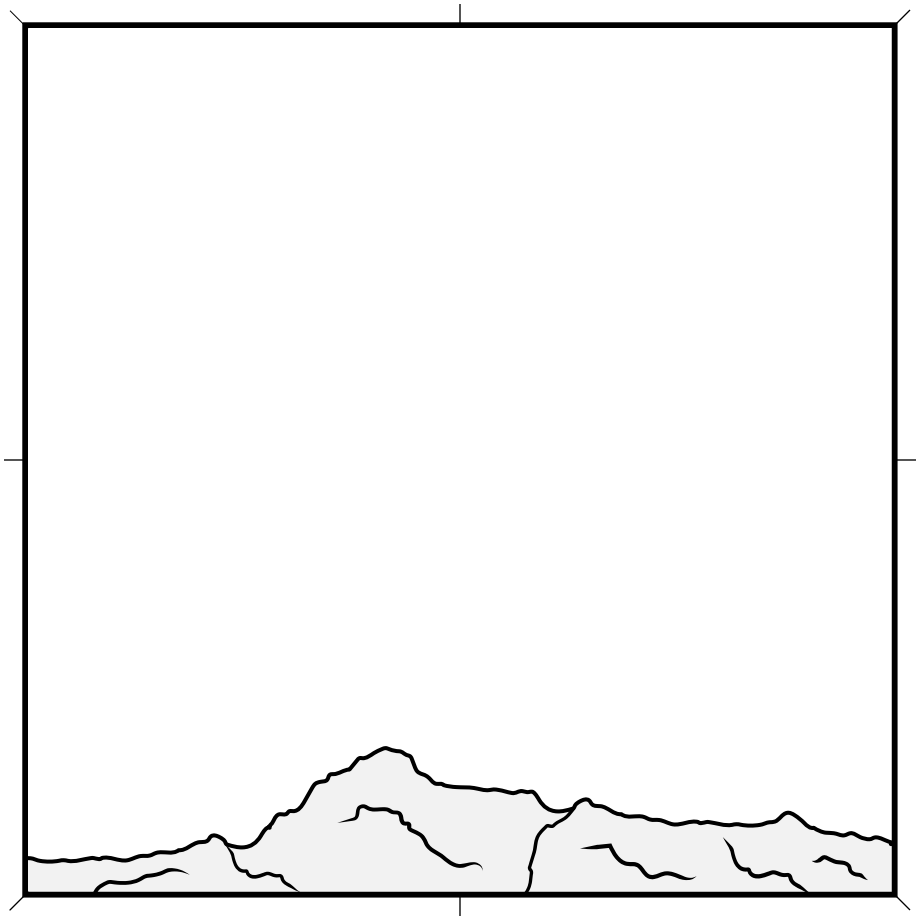


A long wisp of flame issuant from a demi-sun on the edge of the field. Blazoned "a ray of the sun issued from *edge*."

Source: Guillim's Display of Heraldry. Artist unknown.

Ray of the Sun Issuant From Dexter Chief (2) • 6.127



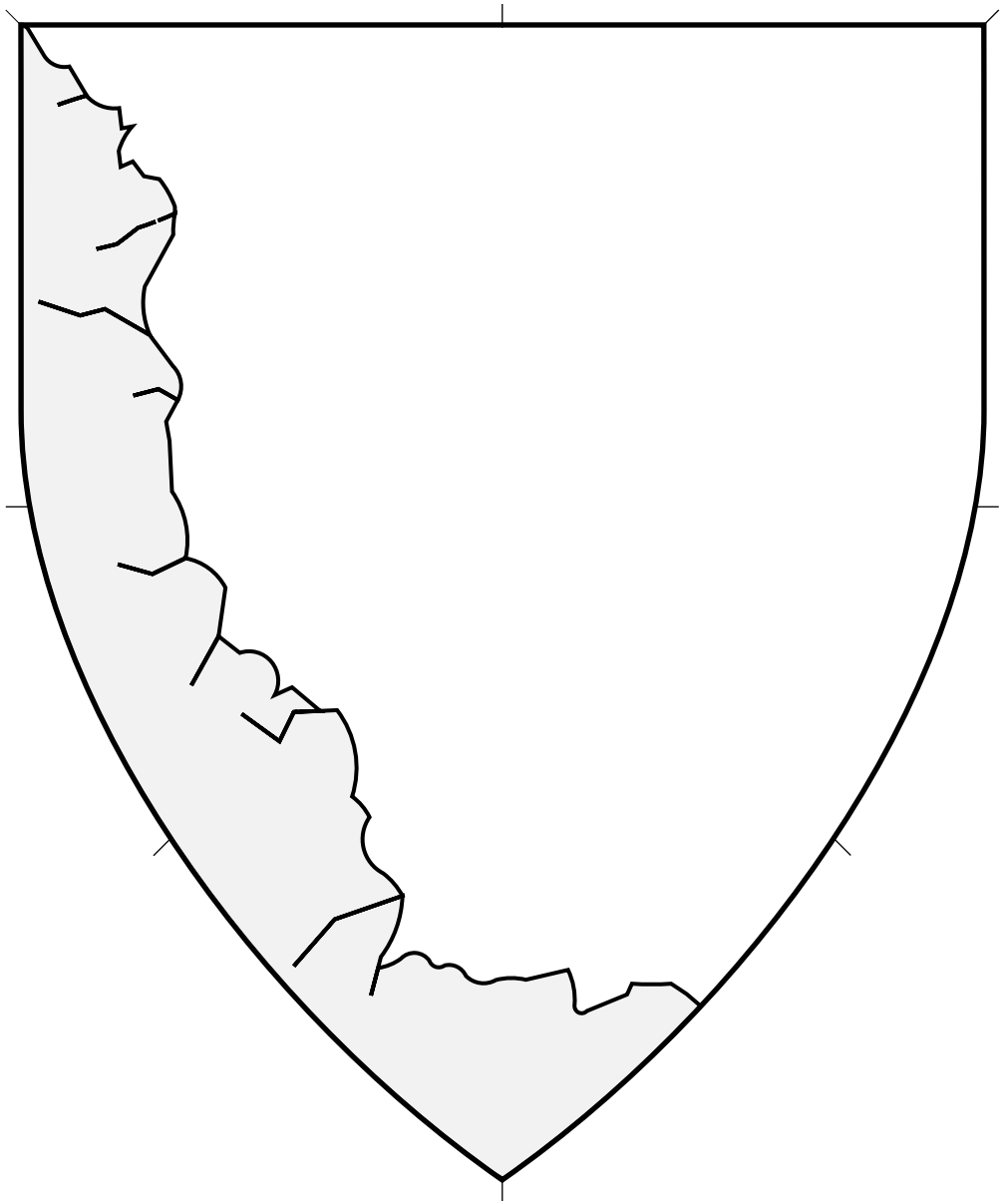


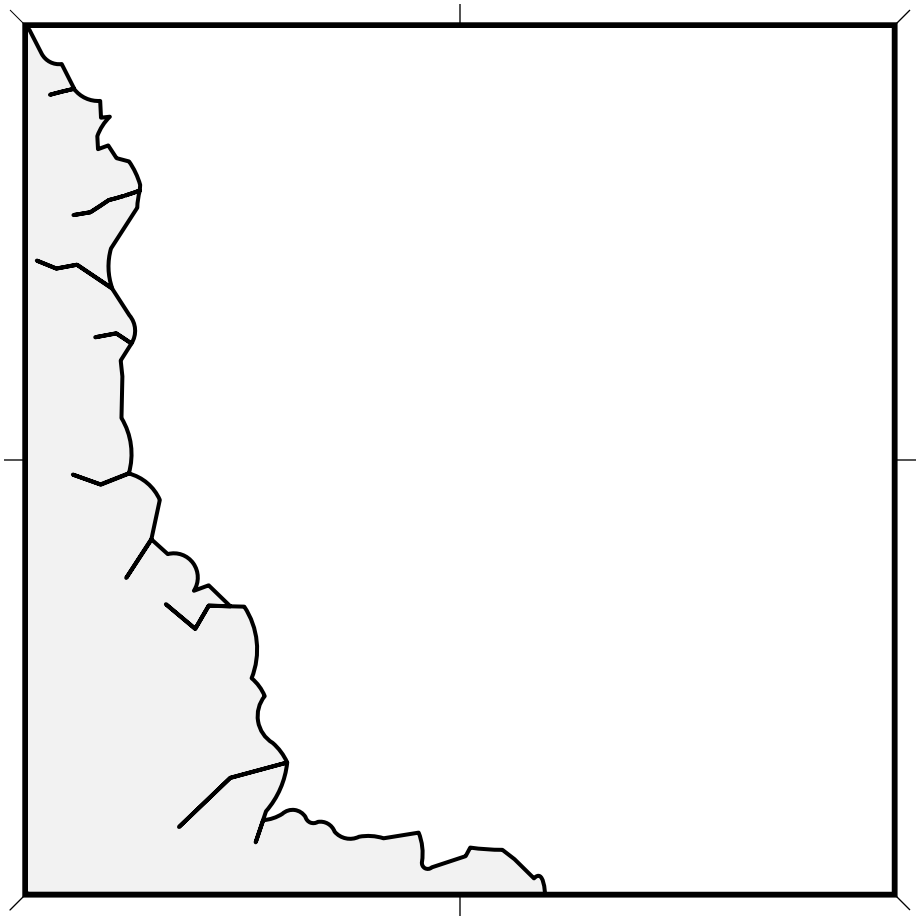
A wall of stone.

No default alignment. No proper coloration.

Source: WappenWiki. Artist: Joakim Spuller.
Adapted by Mathghamhain Ua Ruadháin.

Rock Issuant from Base ❧ 6.128



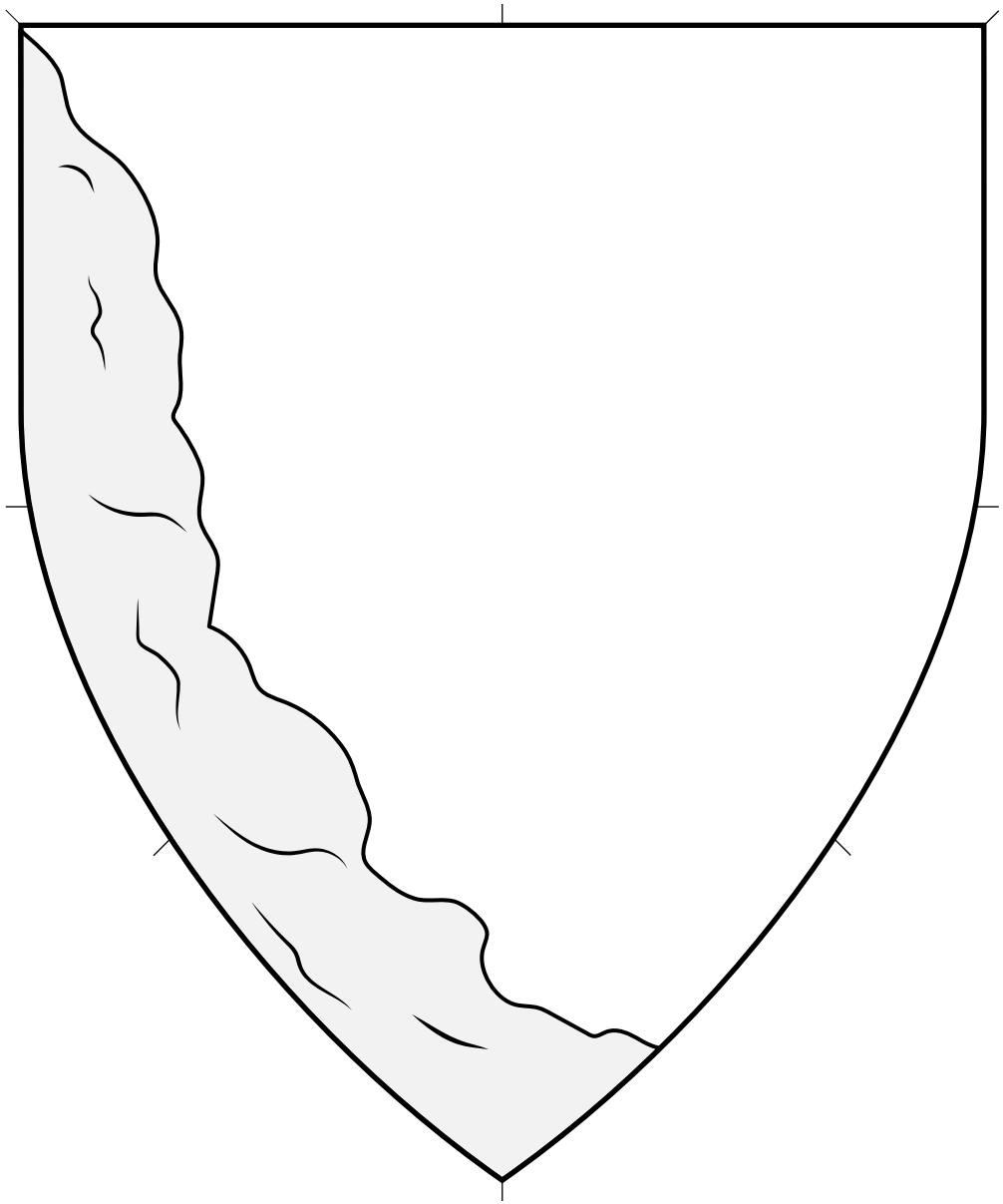


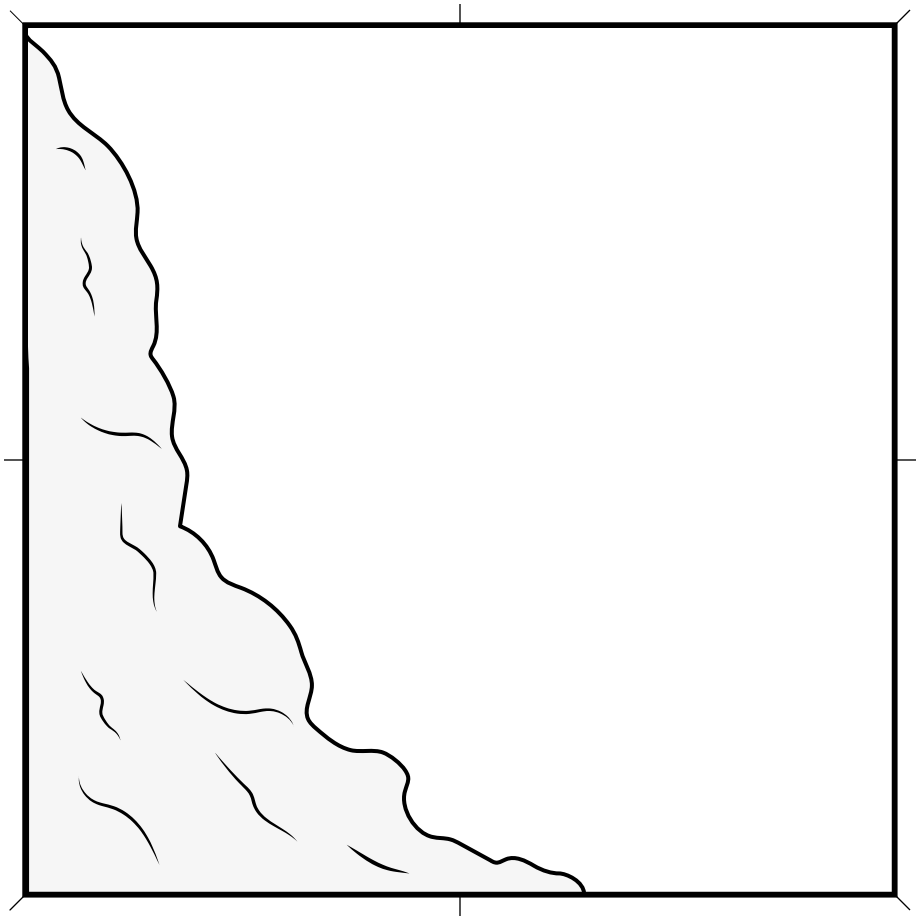
A wall of stone.

No default alignment. No proper coloration.

Artist: Gunnvôr silfrahárr.

Rock Face (1) ❧ 6.129



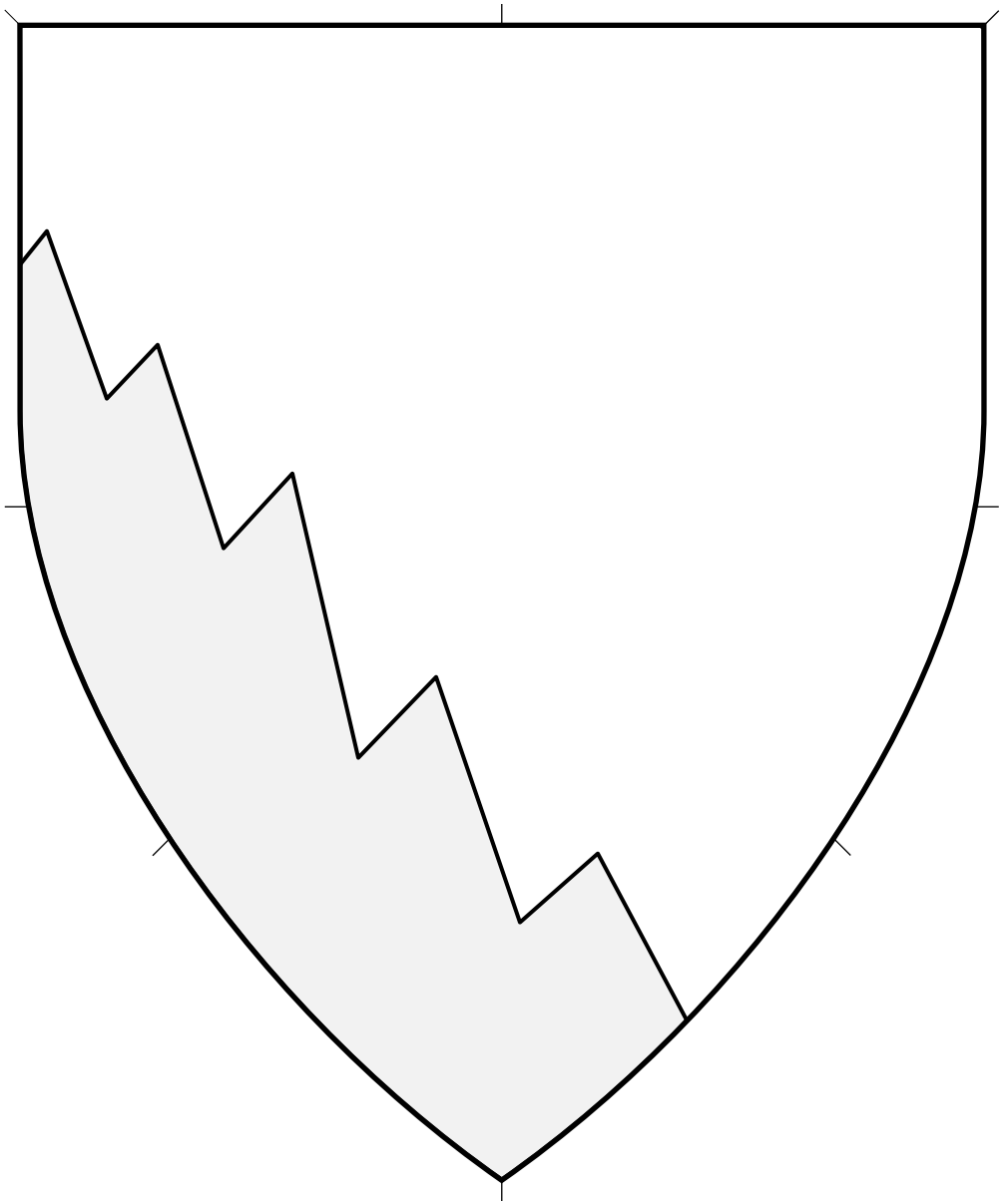


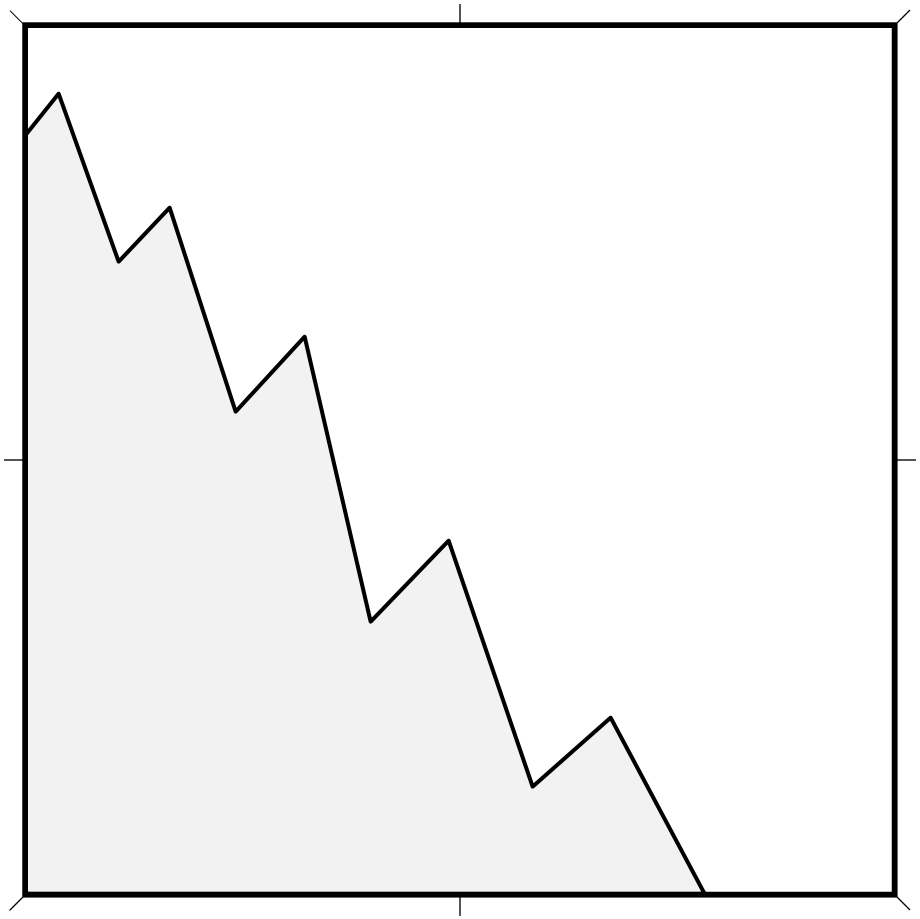
A wall of stone.

No default alignment. No proper coloration.

Source: WappenWiki. Artist: Joakim Spuller.

Rock Face (2) ❧ 6.130



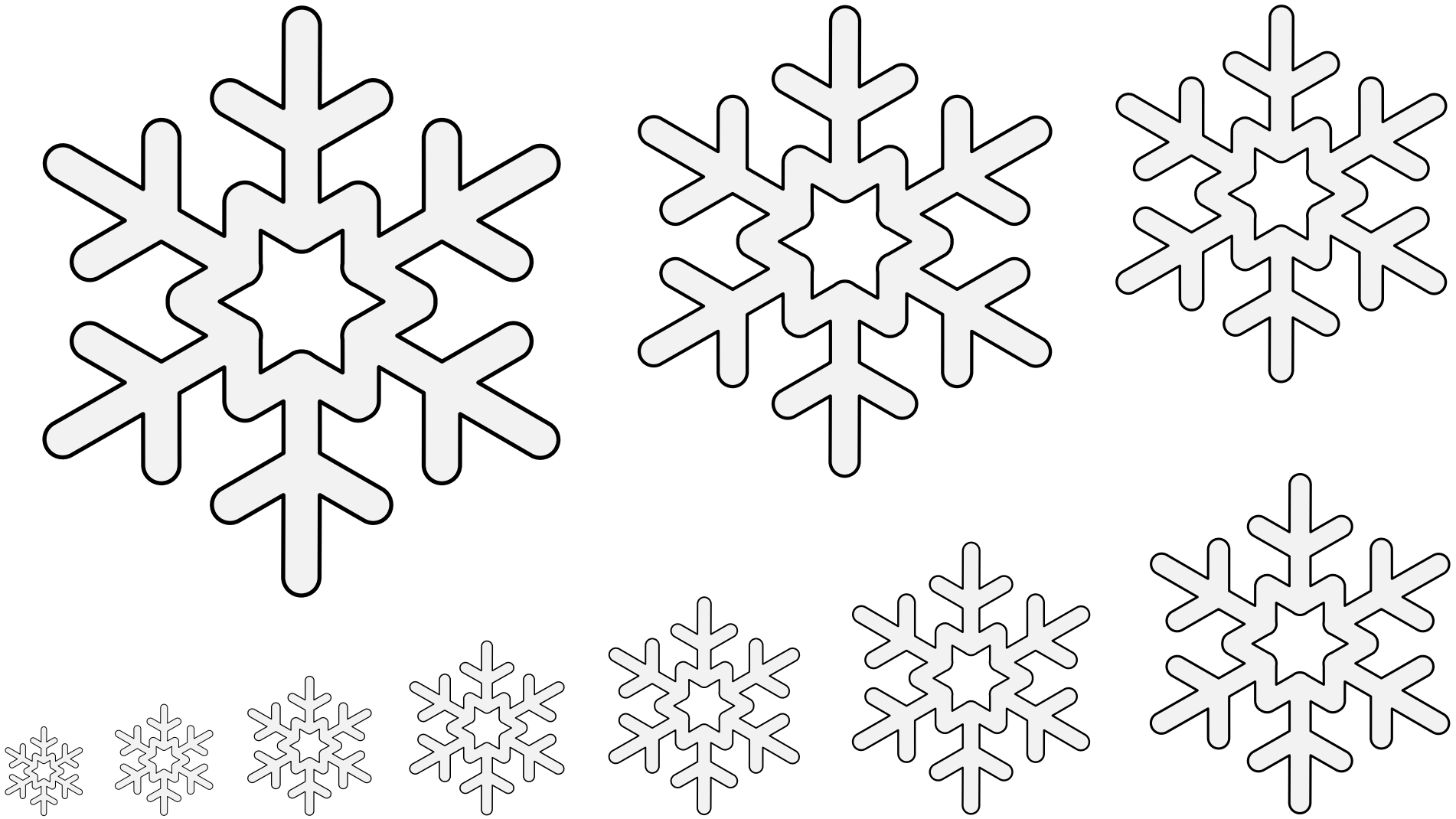


A wall of stone.

No default alignment. No proper coloration.

Source: Zurich Roll. Artist unknown. (Folio 4r.)

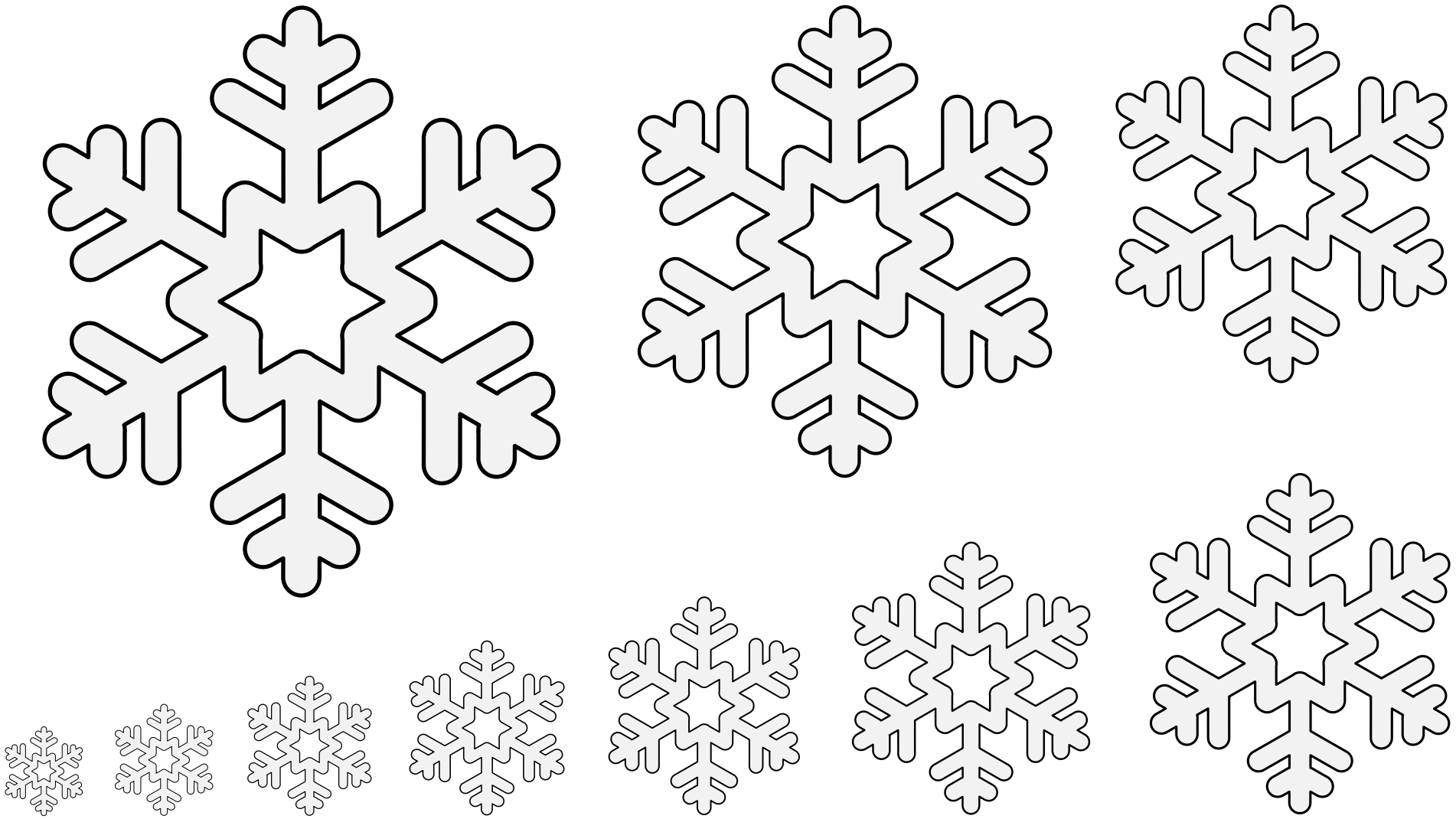
Rock Face (3) ❧ 6.131



Snowflakes were first registered in 1981, but then disallowed by the March 1994 cover letter as the form of snowflakes was not discovered until the post-period invention of more powerful lenses.

No default orientation. No proper coloration.

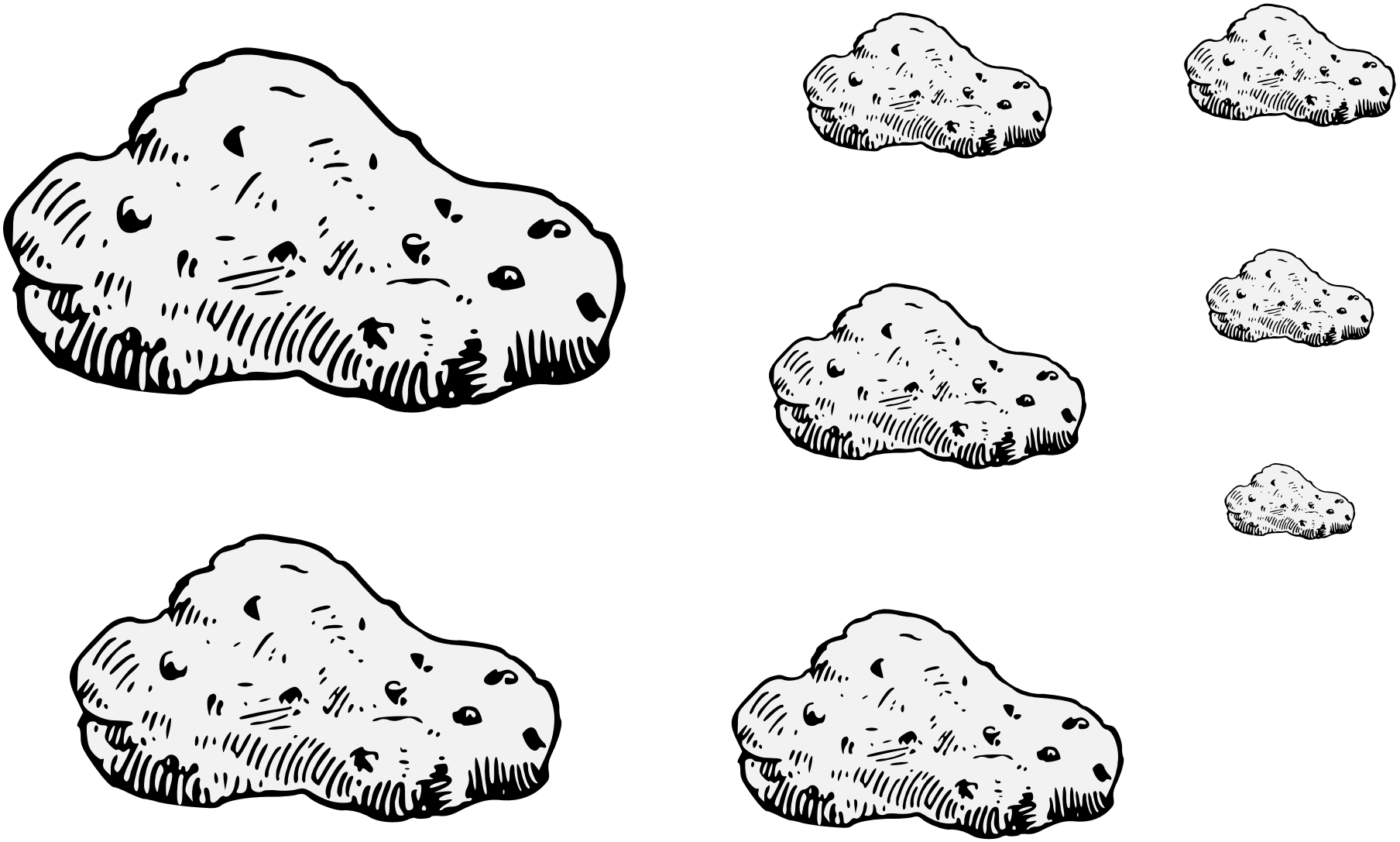
Snowflake (1) ❧ 6.132



Snowflakes were first registered in 1981, but then disallowed by the March 1994 cover letter as the form of snowflakes was not discovered until the post-period invention of more powerful lenses.

No default orientation. No proper coloration.

Snowflake (2) ❧ 6.133

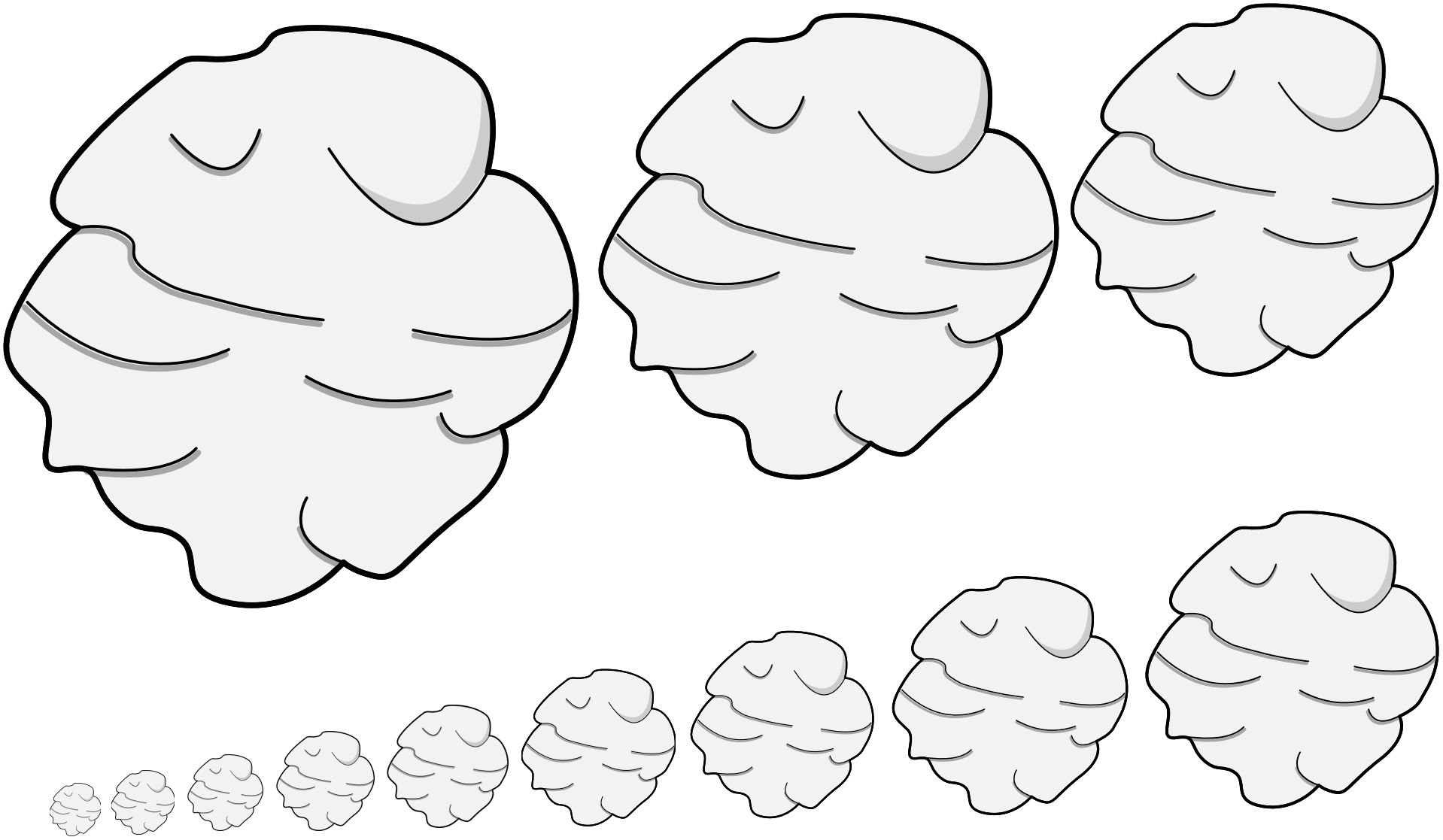


A rock.

No default alignment. No proper coloration.

Source: A Glossary of Terms Used in Heraldry. Artist: James or Irene Parker.

Stone (1) ❧ 6.134

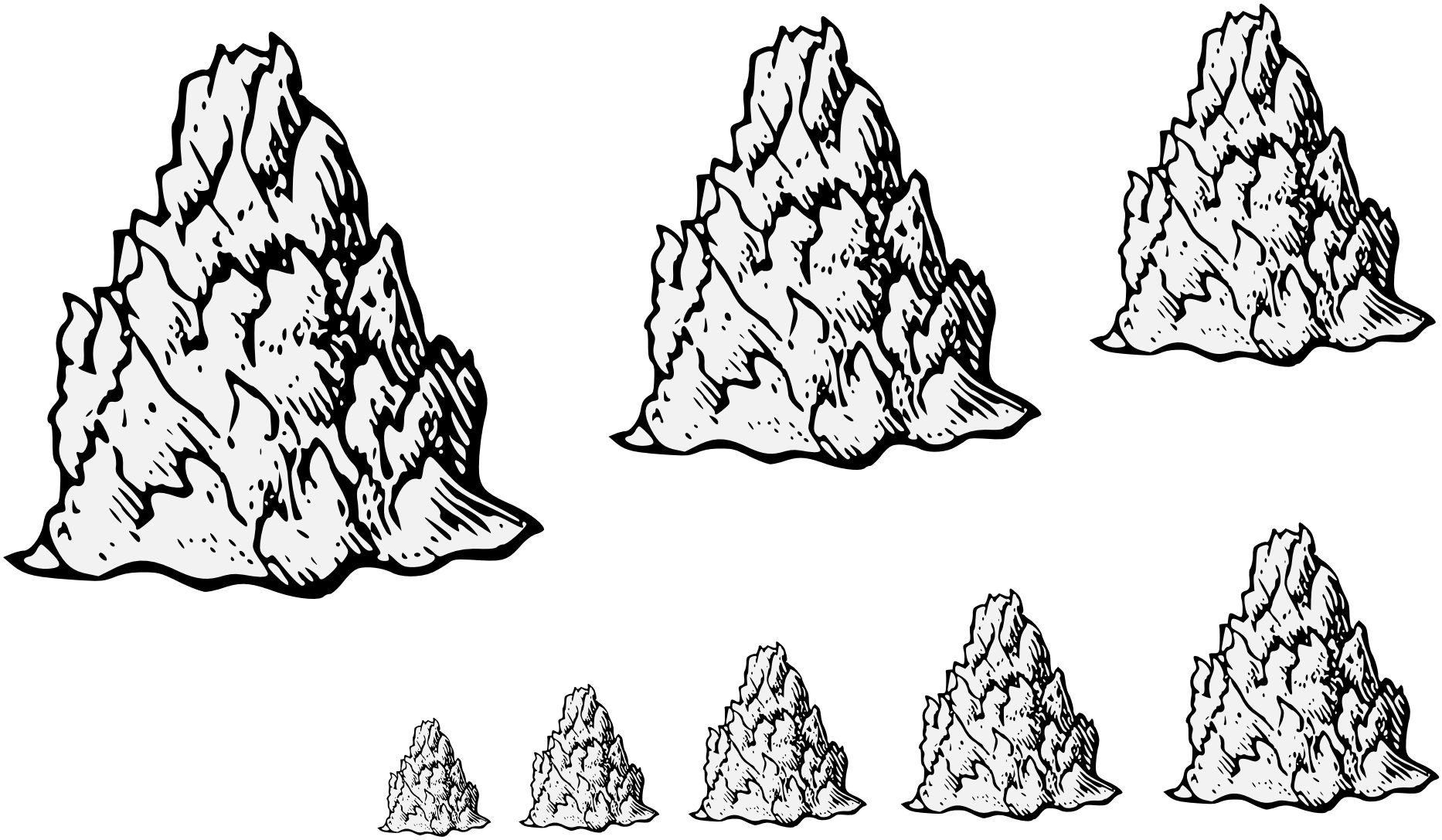


A rock.

No default alignment. No proper coloration.

Source: Livro do Armeiro-Mor. Artist unknown.
(Arms of Pedrosa.) Adapted by Mathghamhain Ua Ruadháin.

Stone (2) ❧ 6.135

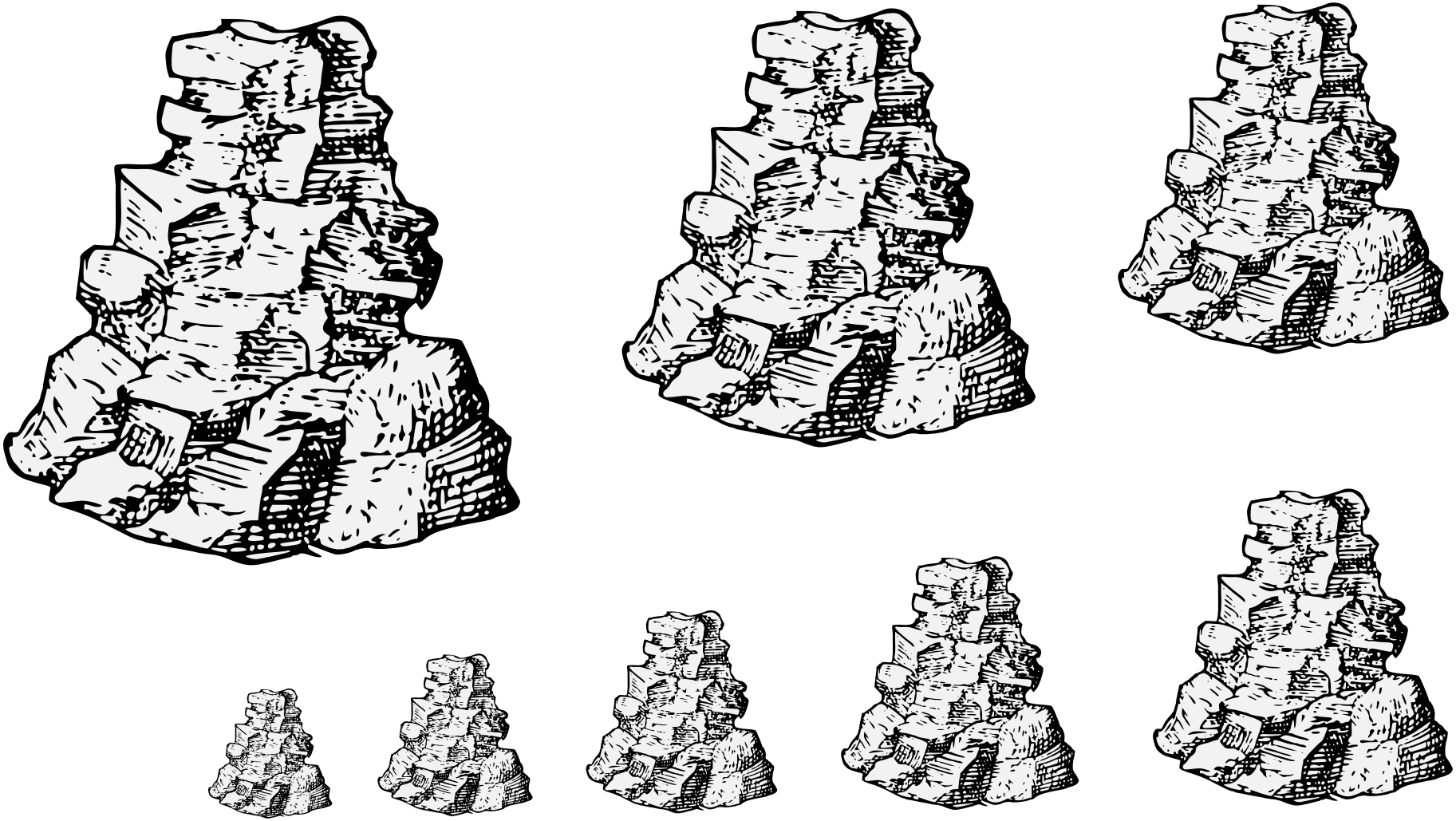


A rock.

No default alignment. No proper coloration.

Source: Guillim's Display of Heraldry. Artist unknown.

Stone (3) ❧ 6.136

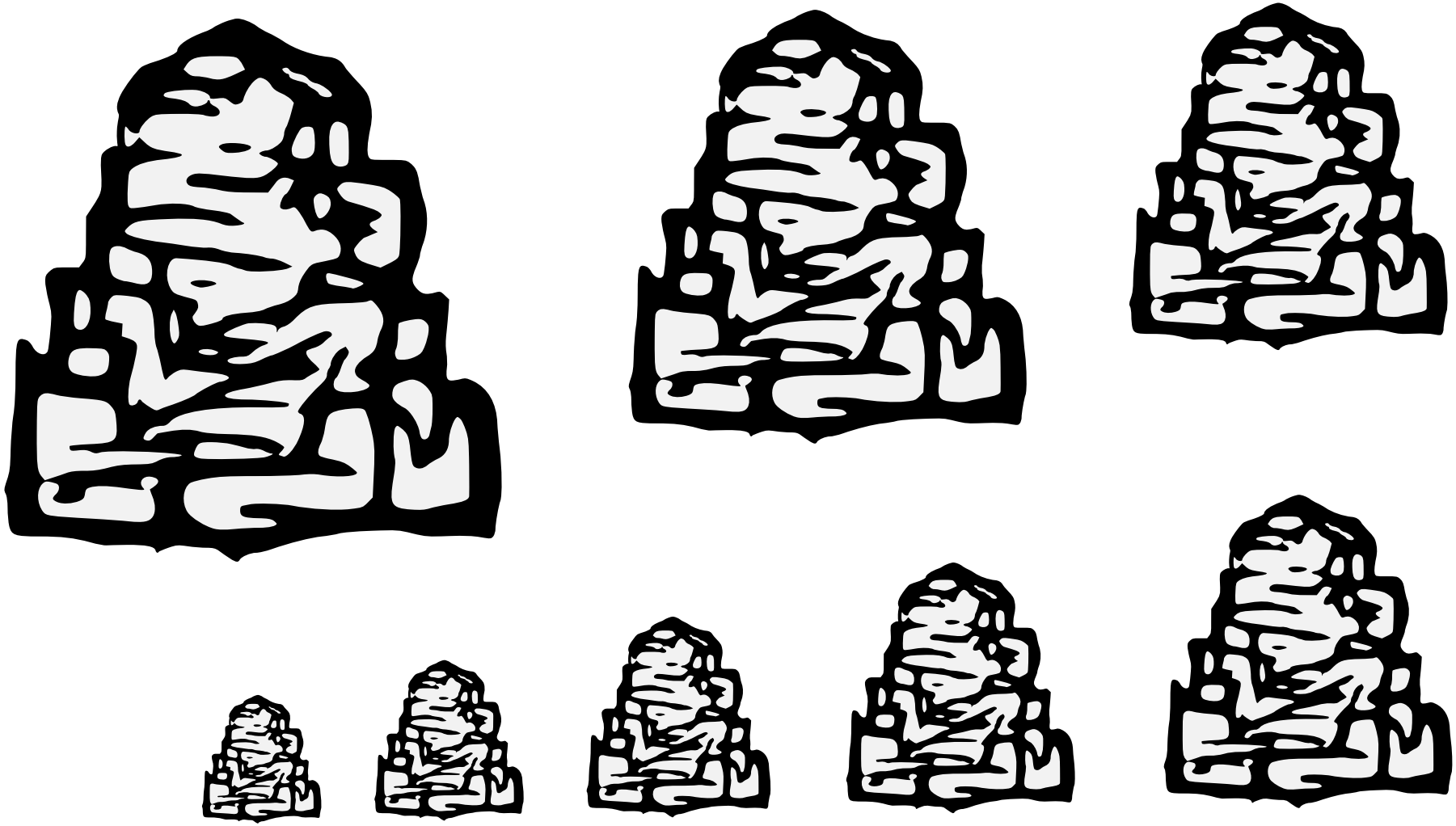


A rock.

No default alignment. No proper coloration.

Source: Le Blason Des Armoiries. Artist: Jérôme de Bara. (Page 173.)

Stone (4) ❧ 6.137

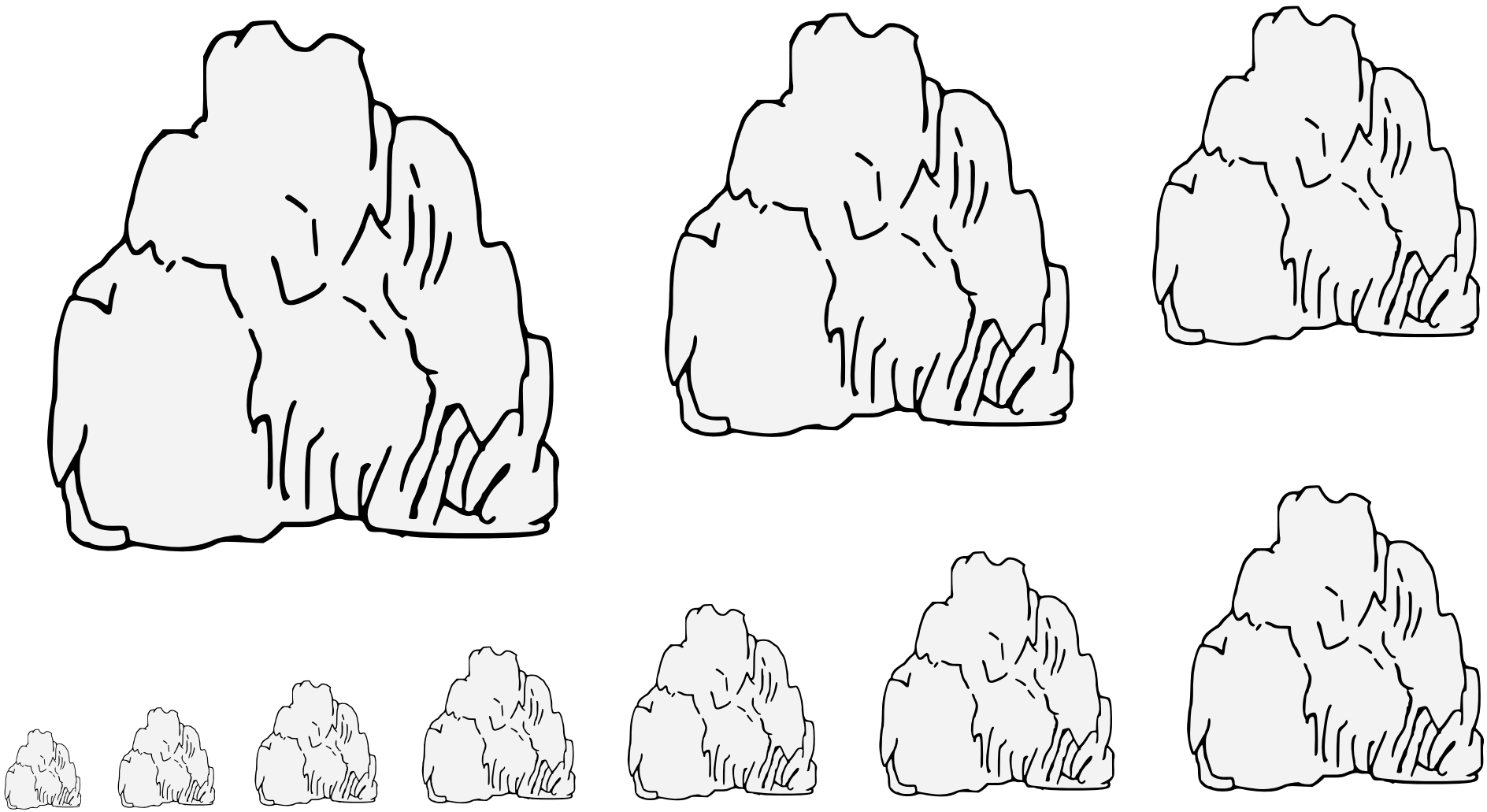


A rock.

No default alignment. No proper coloration.

Source: Le Blason Des Armoiries. Artist: Jérôme de Bara. (Page 135.)

Stone (5) ❧ 6.138

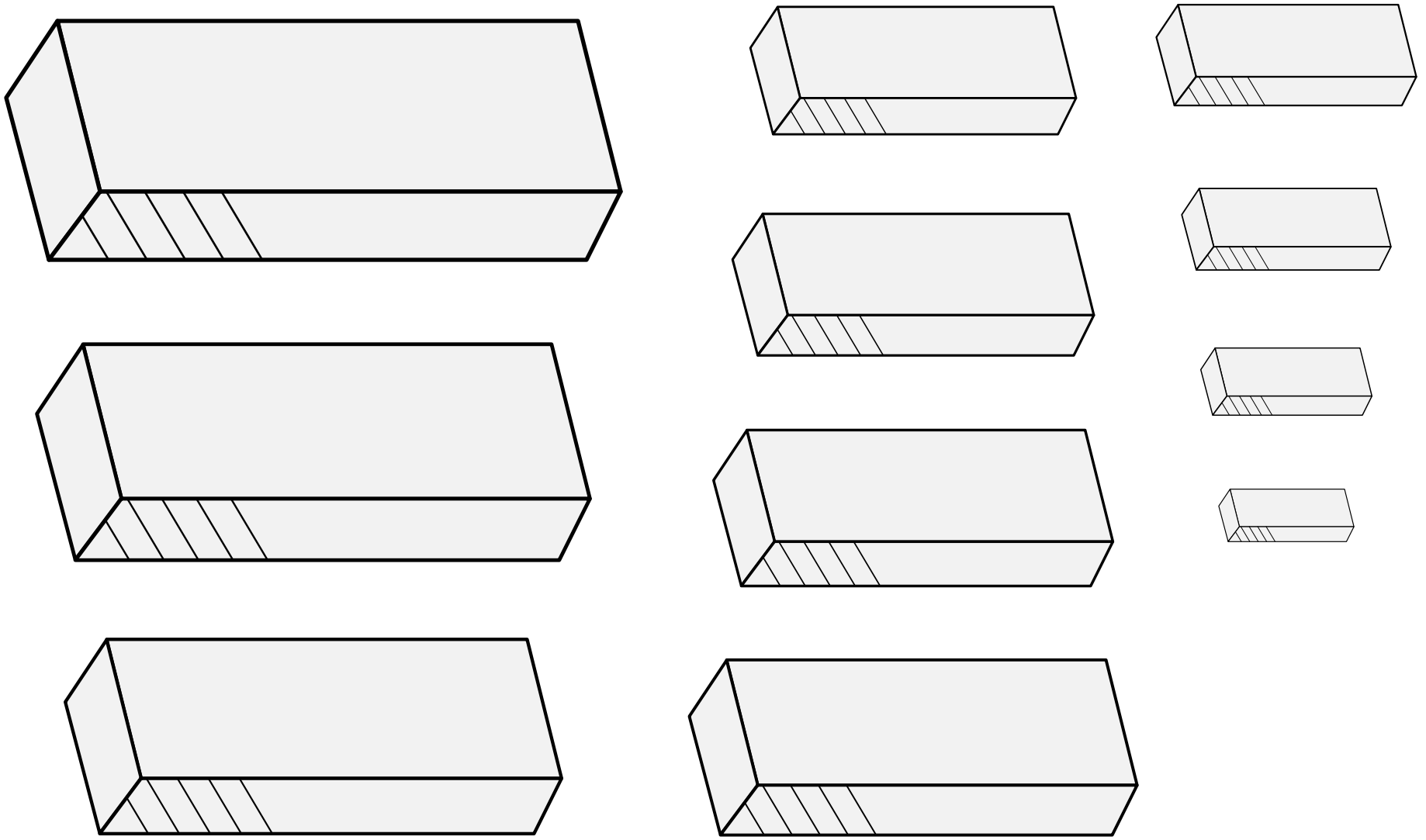


A rock.

No default alignment. No proper coloration.

Source: Recueil de Blasons Peints. Artist unknown.
Adapted by Iago ab Adam.

Stone (6) ❧ 6.139

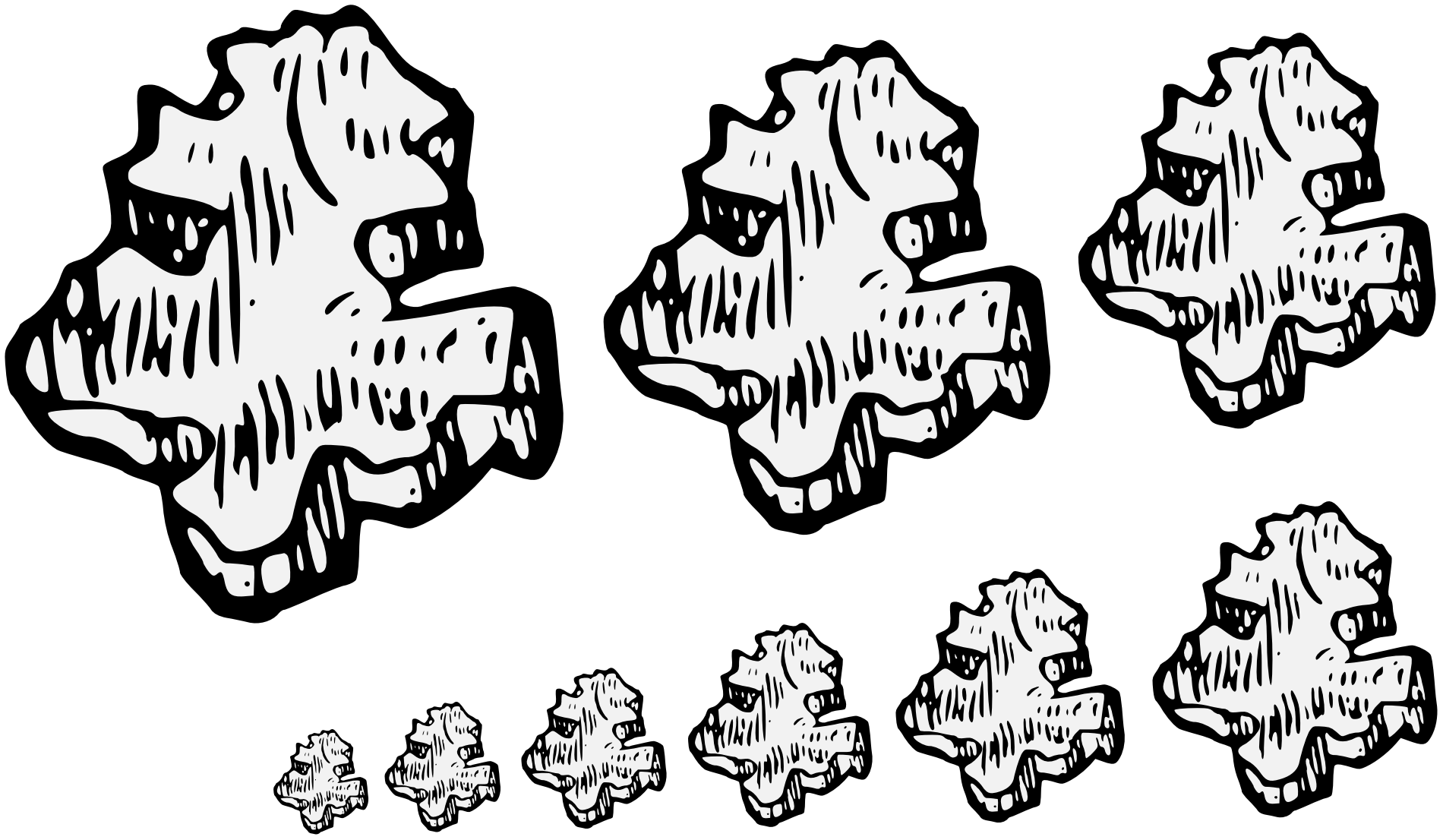


A rock.

No default alignment. No proper coloration.

Source: Stemmario Trivulziano. Artist: Gian Antonio da Tradate. (Page 119, arms of di Lapidibus.)

Stone, Block of ❧ 6.140

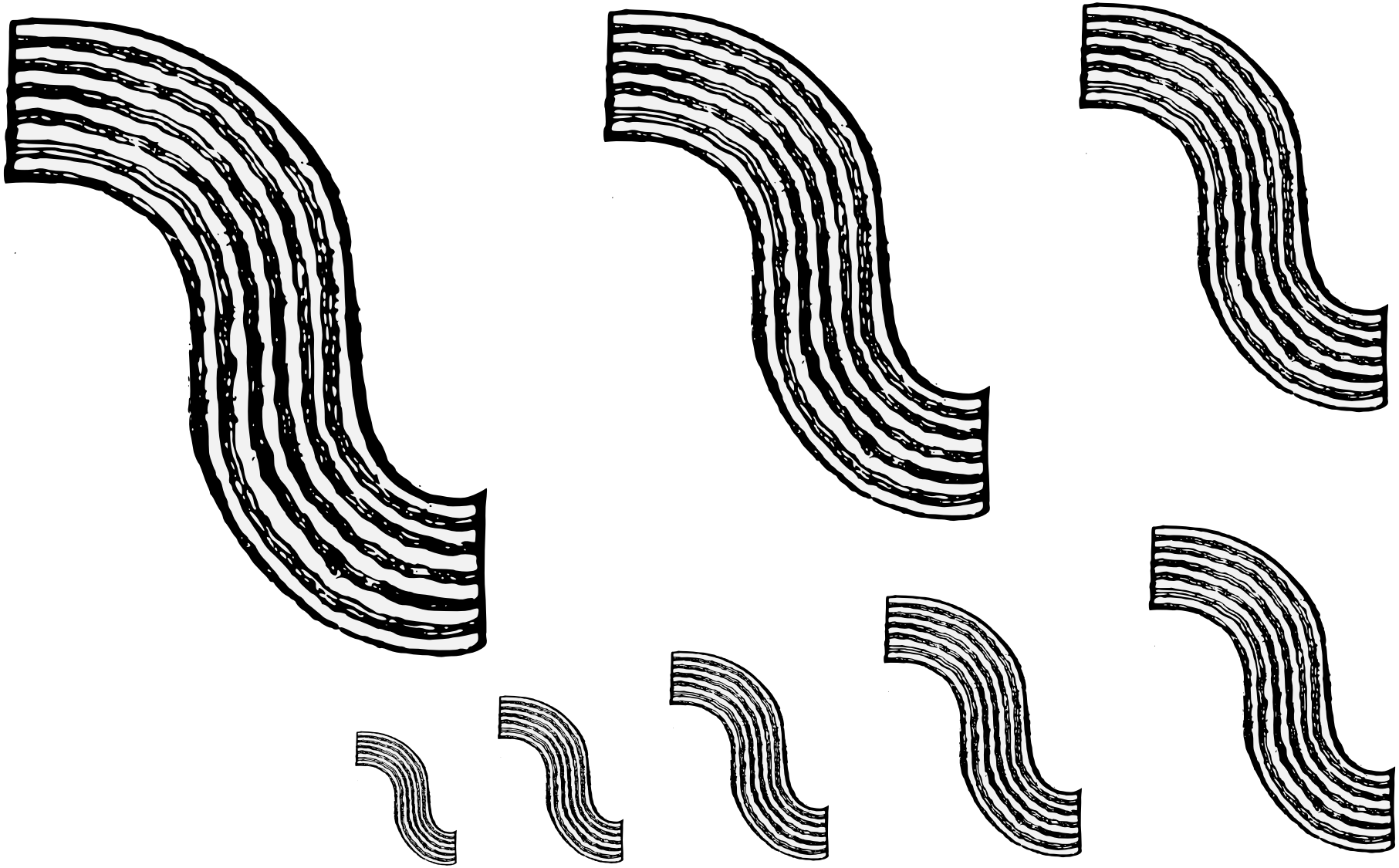


A flat rock.

No default alignment. No proper coloration.

Source: Guillim's Display of Heraldry. Artist unknown.

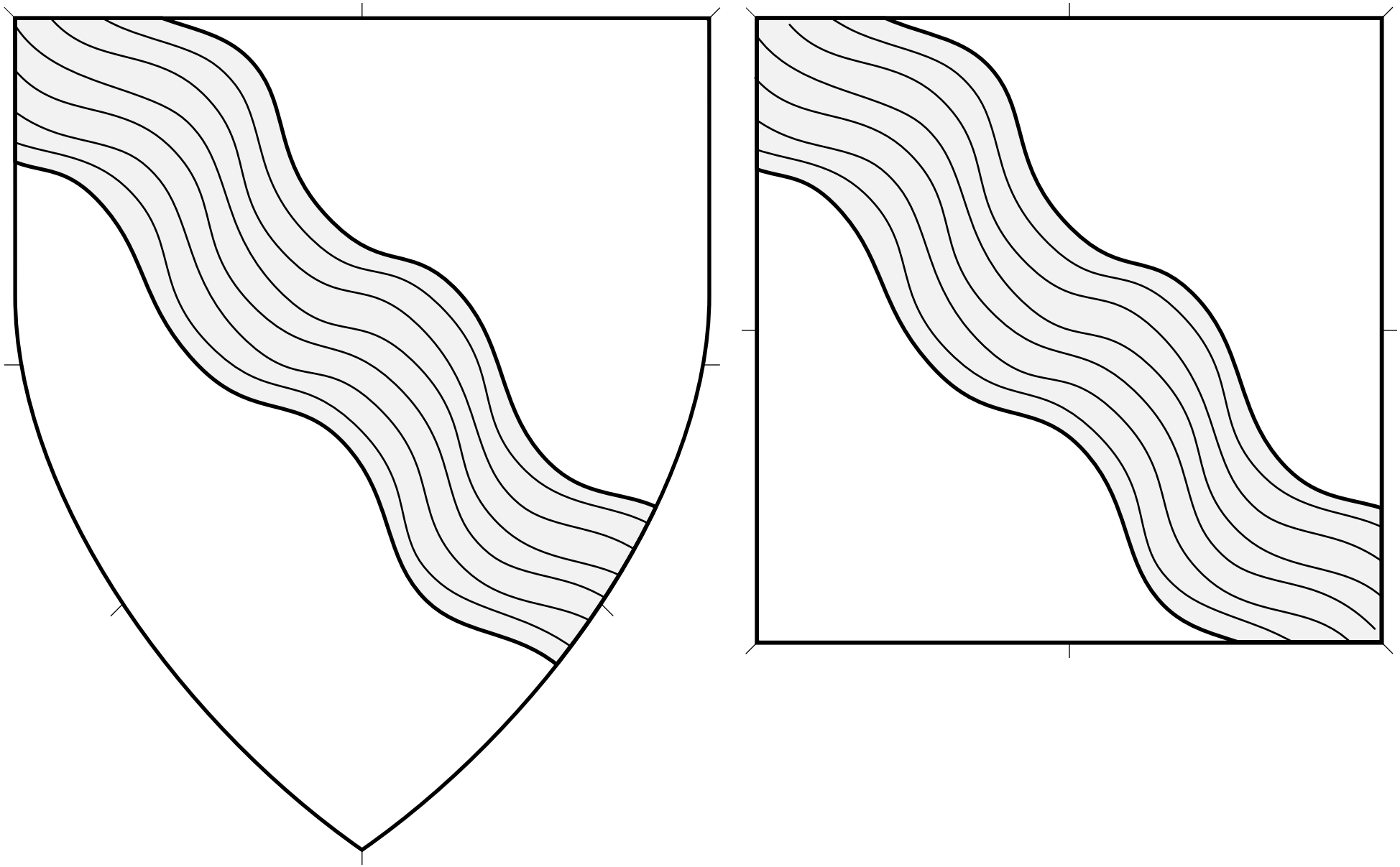
Stone, Flint ❧ 6.141



A small body of flowing water. Depicted in a naturalistic style. Found in Italian armory.

Source: Arma Regni Poloniae. Artist unknown.
(Herb of Drużyna, p. 90.)

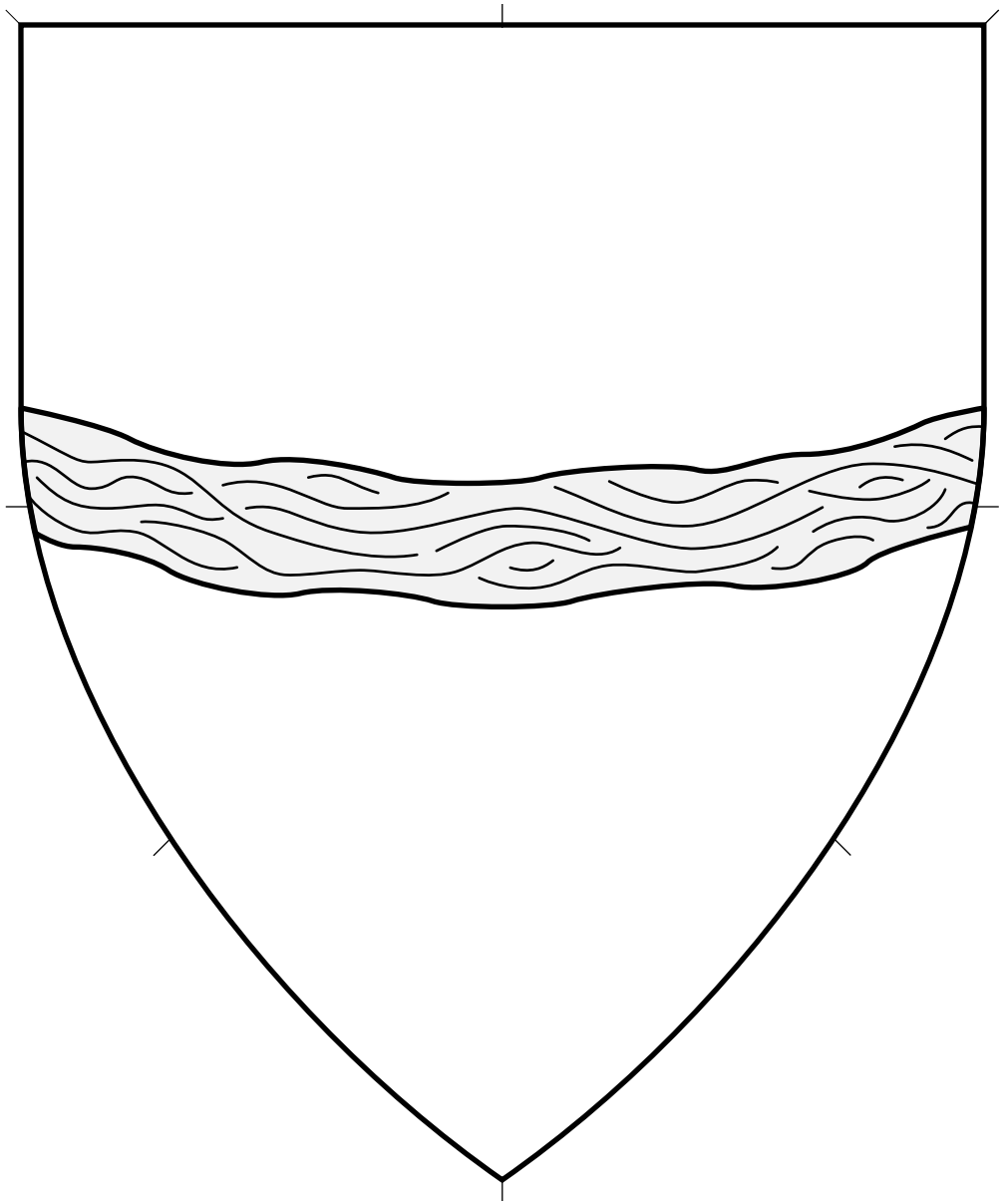
Stream Bendwise Couped ❧ 6.142

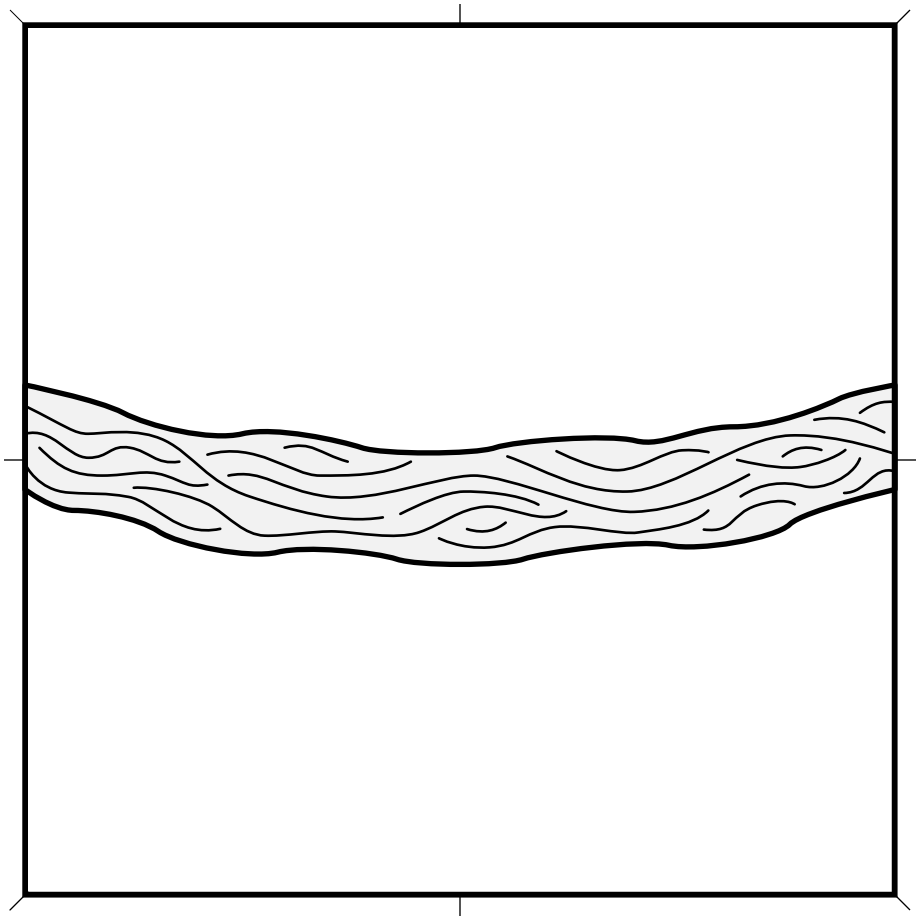


A small body of flowing water. Depicted in a naturalistic style. Found in Italian armory.

Source: BnF MS Allemand 304.
Artist unknown. (Page 515.)

Stream Bendwise Throughout • 6.143

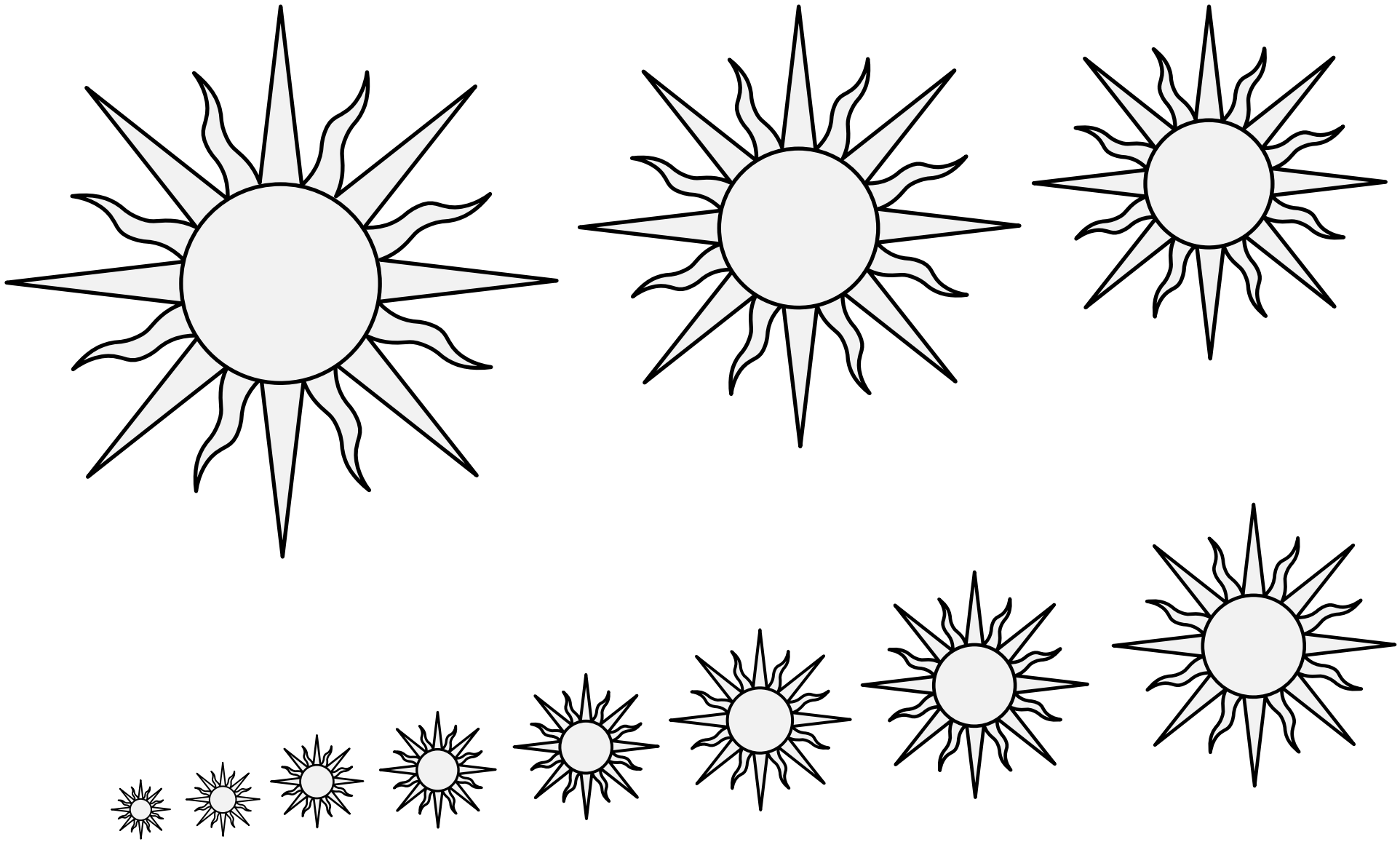




A small body of flowing water. Depicted in a naturalistic style. Found in Italian armory.

Source: Stemmario Trivulziano.
Artist: Gian Antonio da Tradate. (Arms of Da Cabrin.)
Adapted by Mathghamhain Ua Ruadháin.

Stream Fesswise Throughout ❧ 6.144

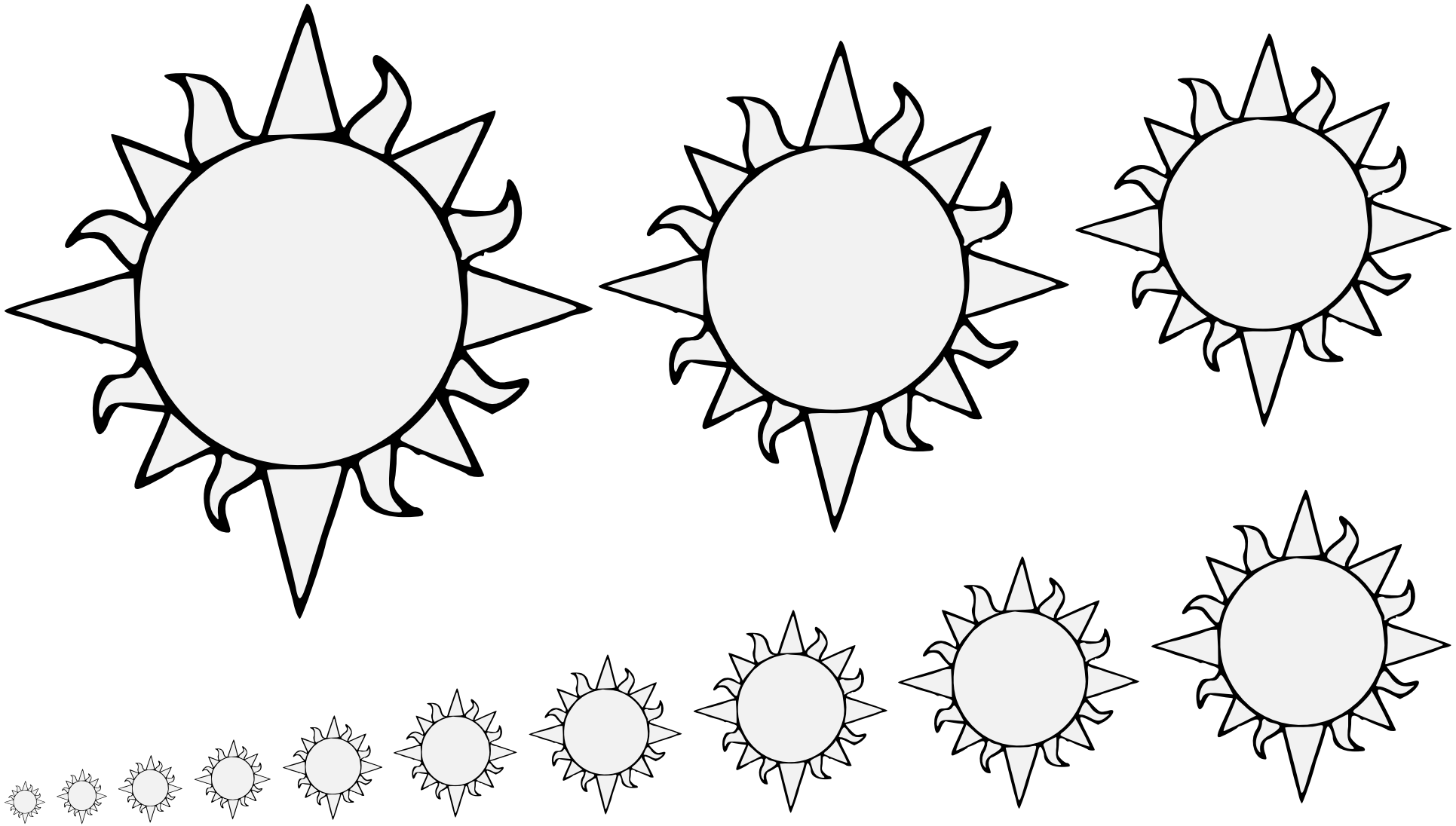


The brightest of the heavenly bodies.

Typically drawn as a disc with between eight and sixteen rays, alternating straight and wavy.

This illustration is no longer registrable following a July 2017 ruling about points of differing lengths.

Sun (1) ❧ 6.145



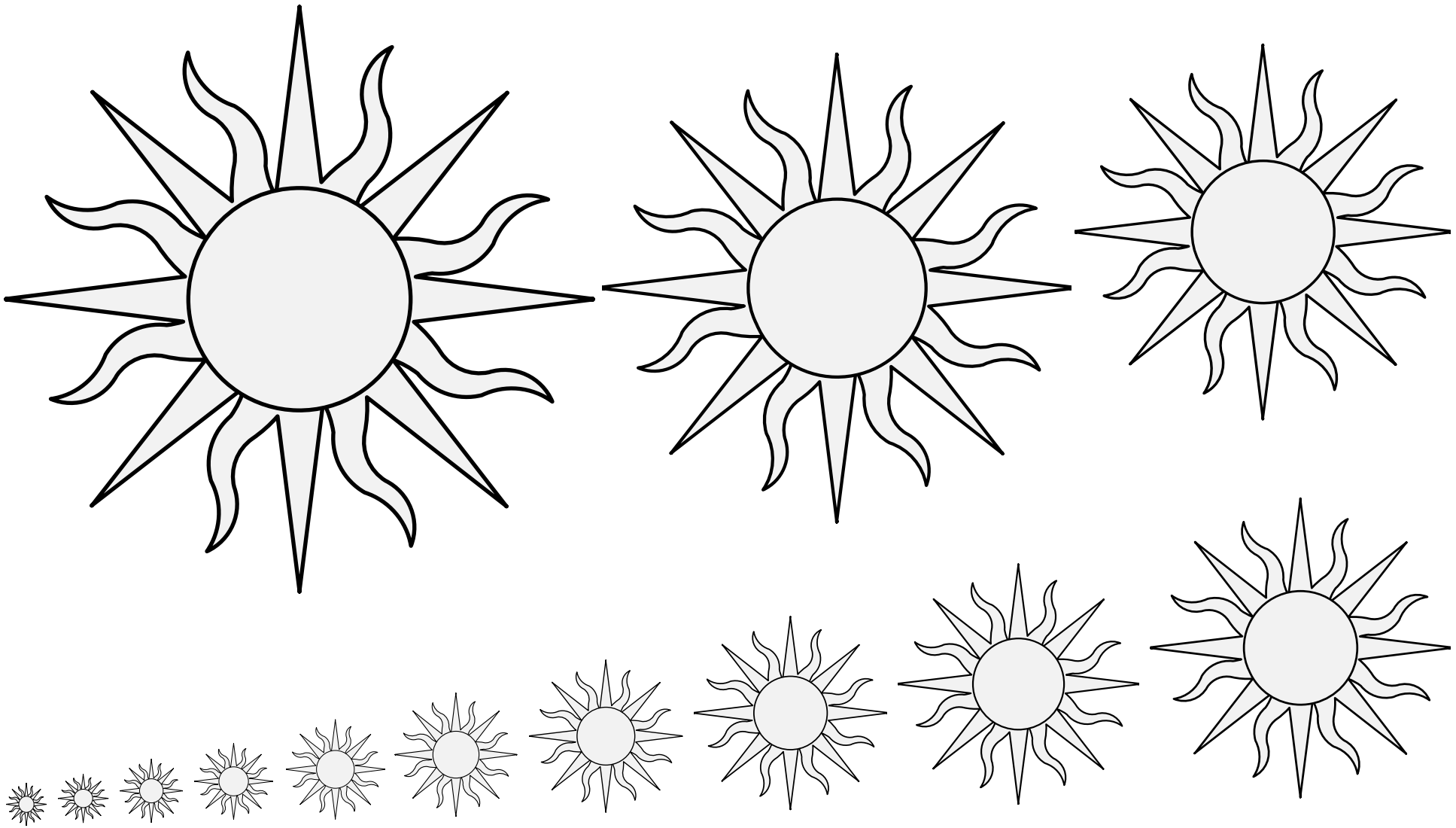
The brightest of the heavenly bodies.

Typically drawn as a disc with between eight and sixteen rays, alternating straight and wavy.

This illustration is no longer registrable following a July 2017 ruling about points of differing lengths.

Source: Pennsic Traceable Art. Artist unknown.

Sun (2) ❧ 6.146

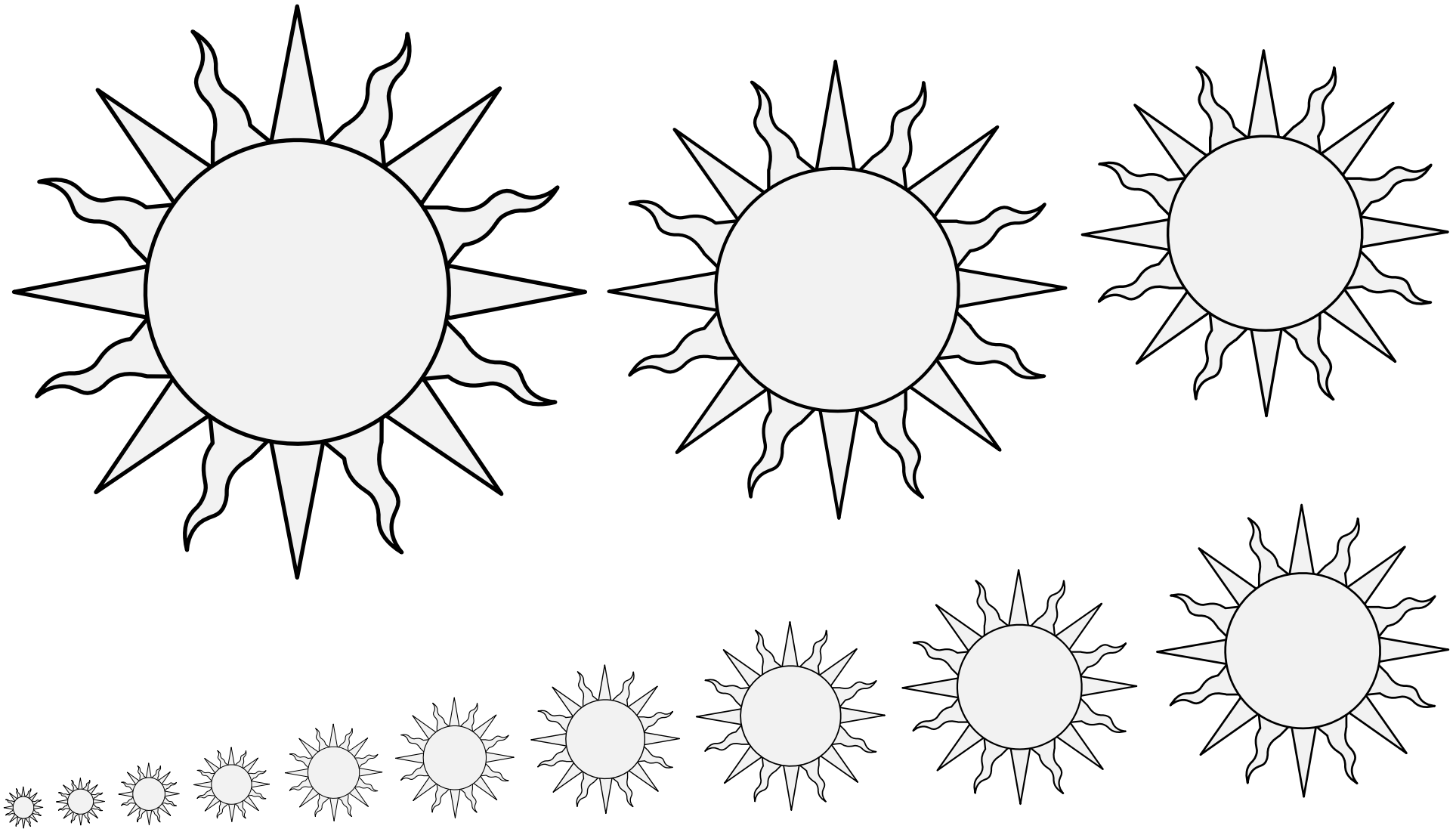


The brightest of the heavenly bodies.

Typically drawn as a disc with between eight and sixteen rays, alternating straight and wavy.

Source: Viking Answer Lady SVG Images For Heralds. Artist: Gunnvôr silfrahárr.

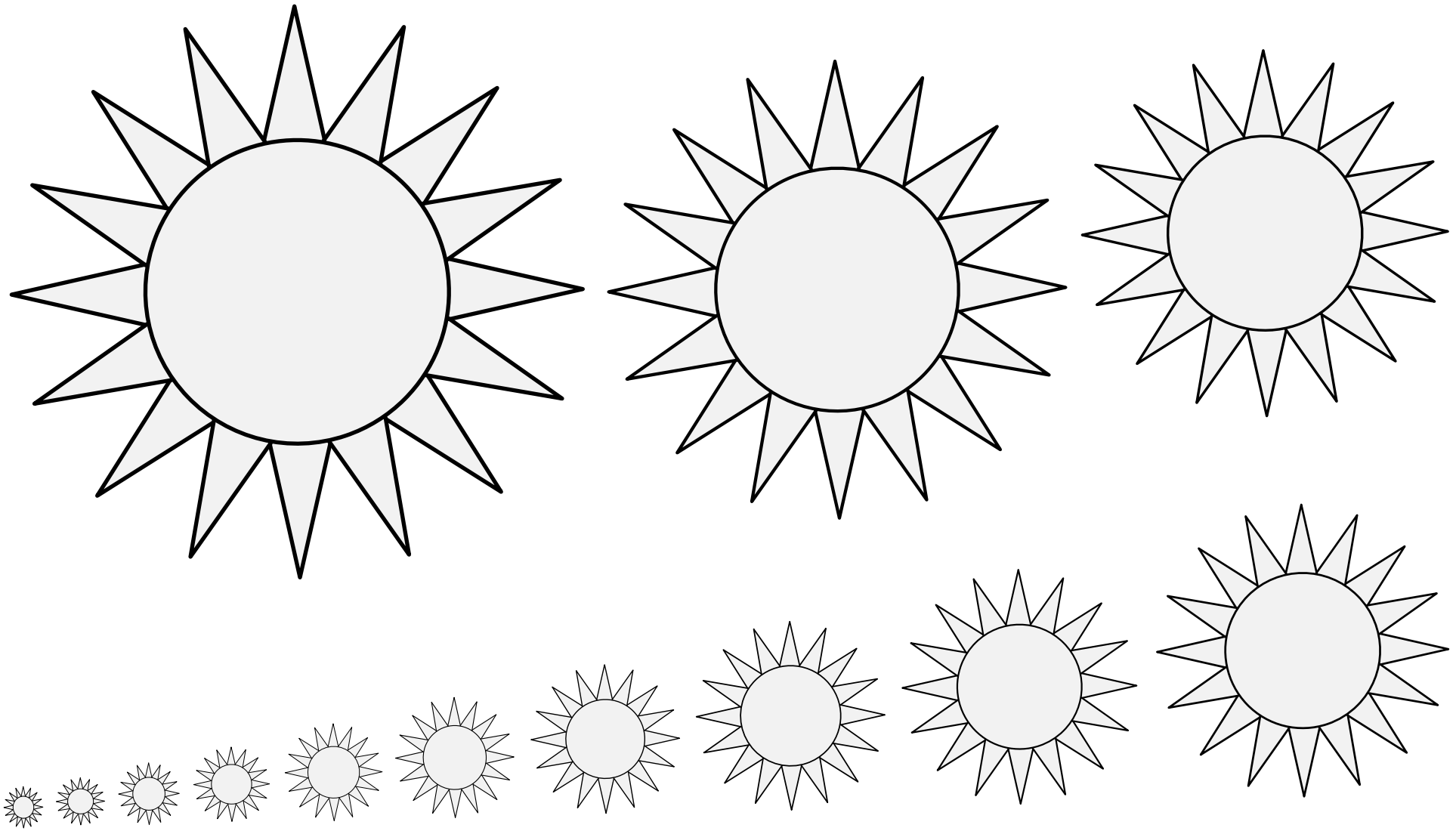
Sun (3) ❧ 6.147



The brightest of the heavenly bodies.

Typically drawn as a disc with between eight and sixteen rays, alternating straight and wavy.

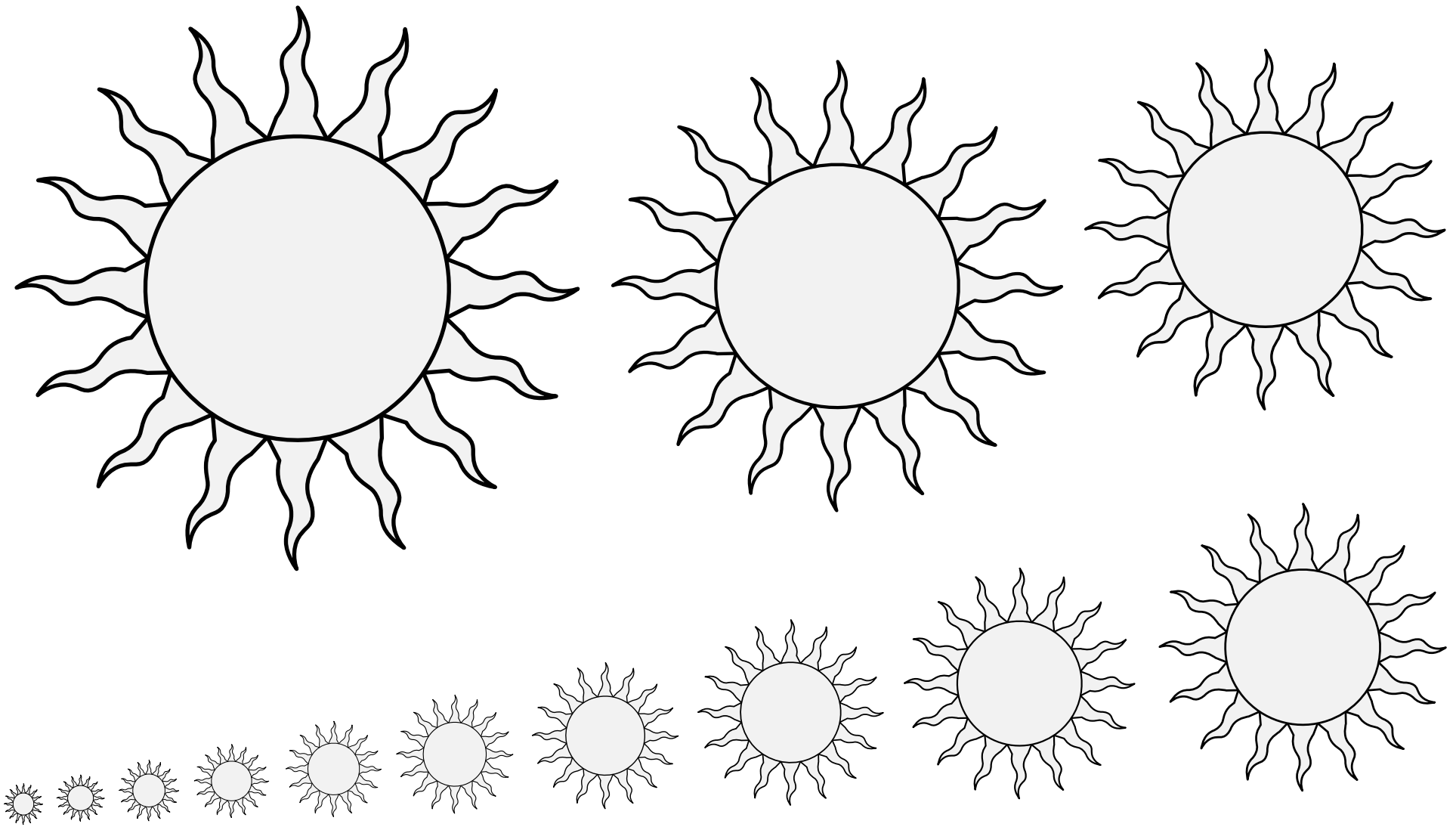
Sun (4) ❧ 6.148



The brightest of the heavenly bodies.

Typically drawn as a disc with between eight and sixteen rays, alternating straight and wavy.

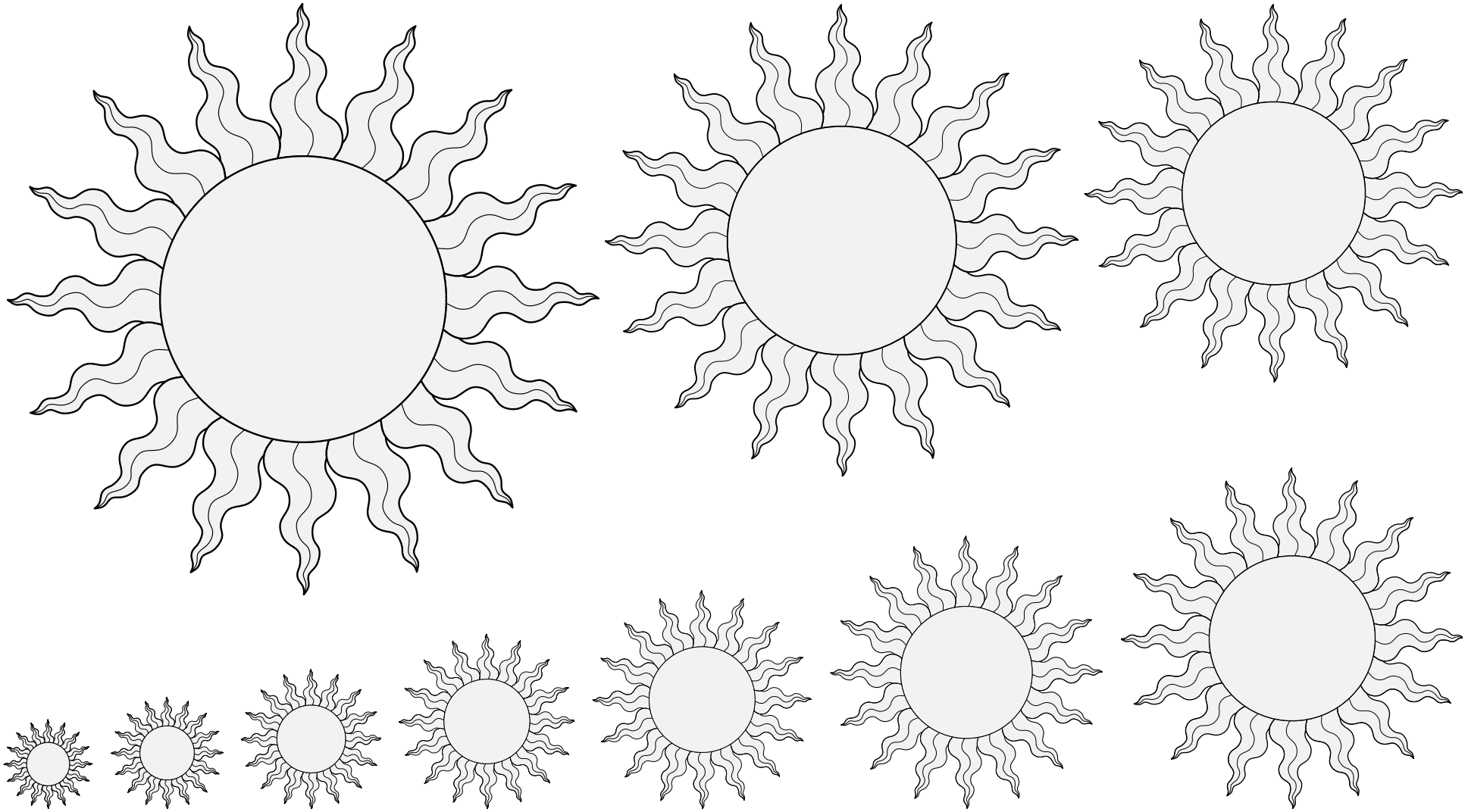
Sun (5) ❧ 6.149



The brightest of the heavenly bodies.

Typically drawn as a disc with between eight and sixteen rays, alternating straight and wavy.

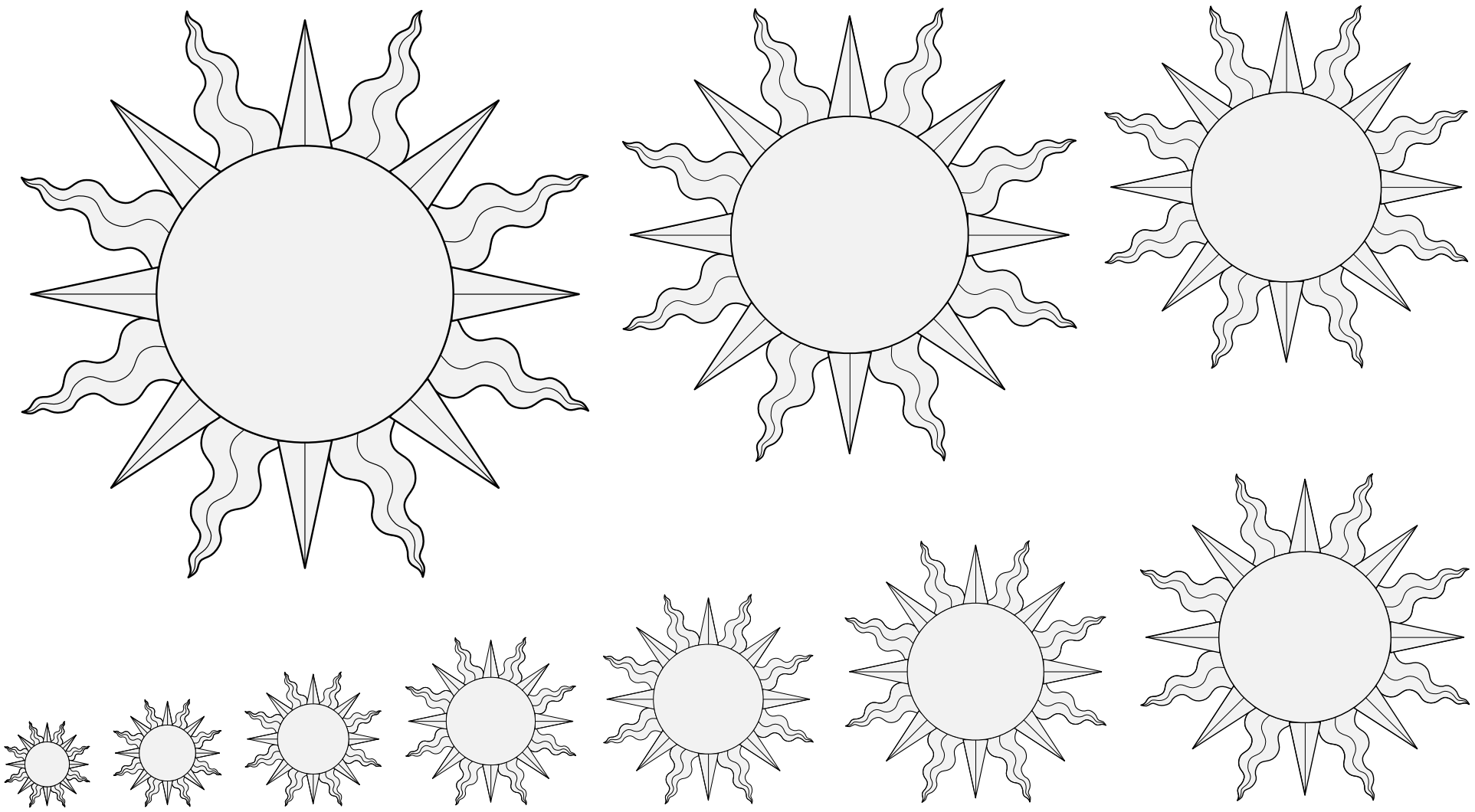
Sun (6) ❧ 6.150



The brightest of the heavenly bodies.

Typically drawn as a disc with between eight and sixteen rays, alternating straight and wavy.

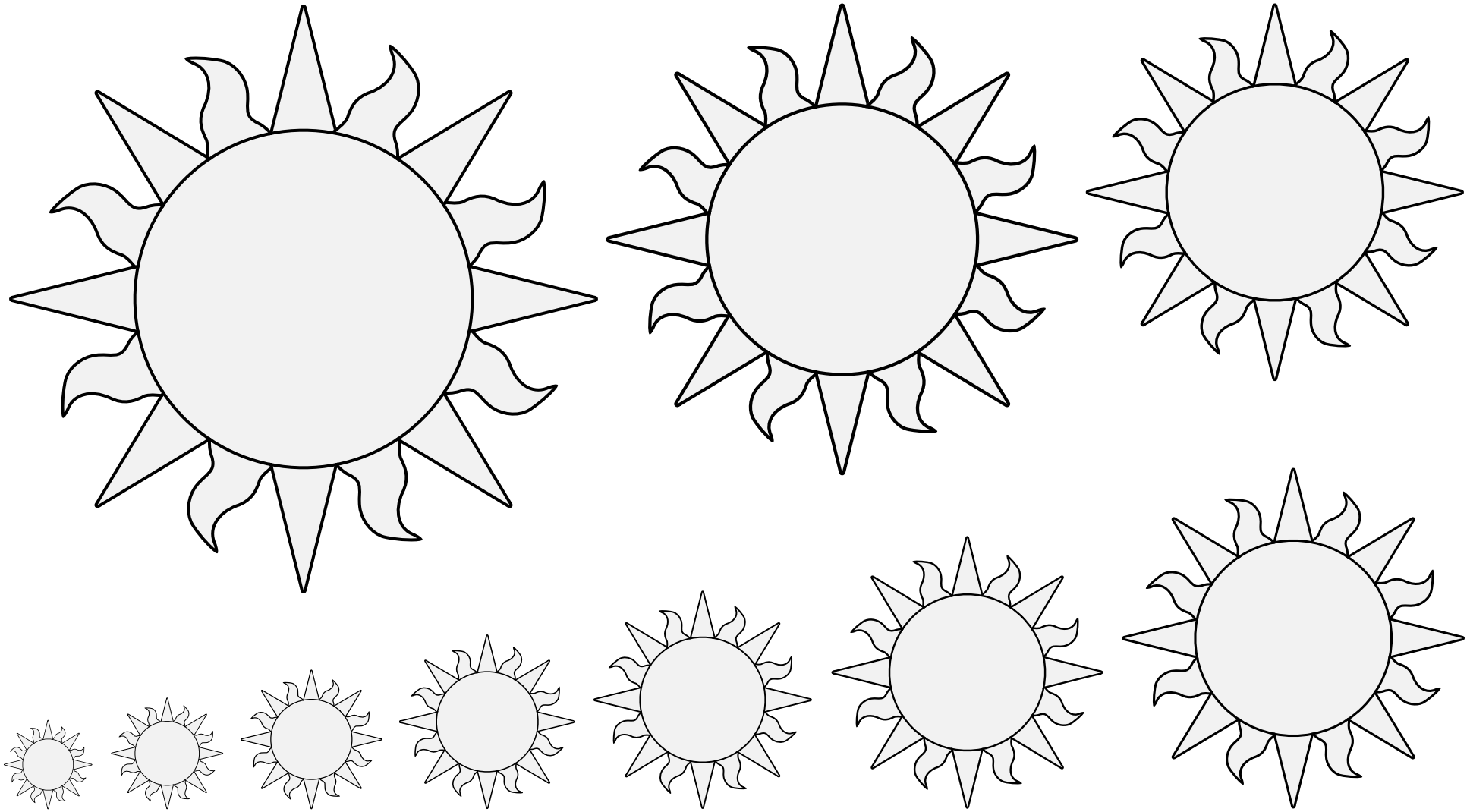
Sun (7) ❧ 6.151



The brightest of the heavenly bodies.

Typically drawn as a disc with between eight and sixteen rays, alternating straight and wavy.

Sun (8) ❧ 6.152

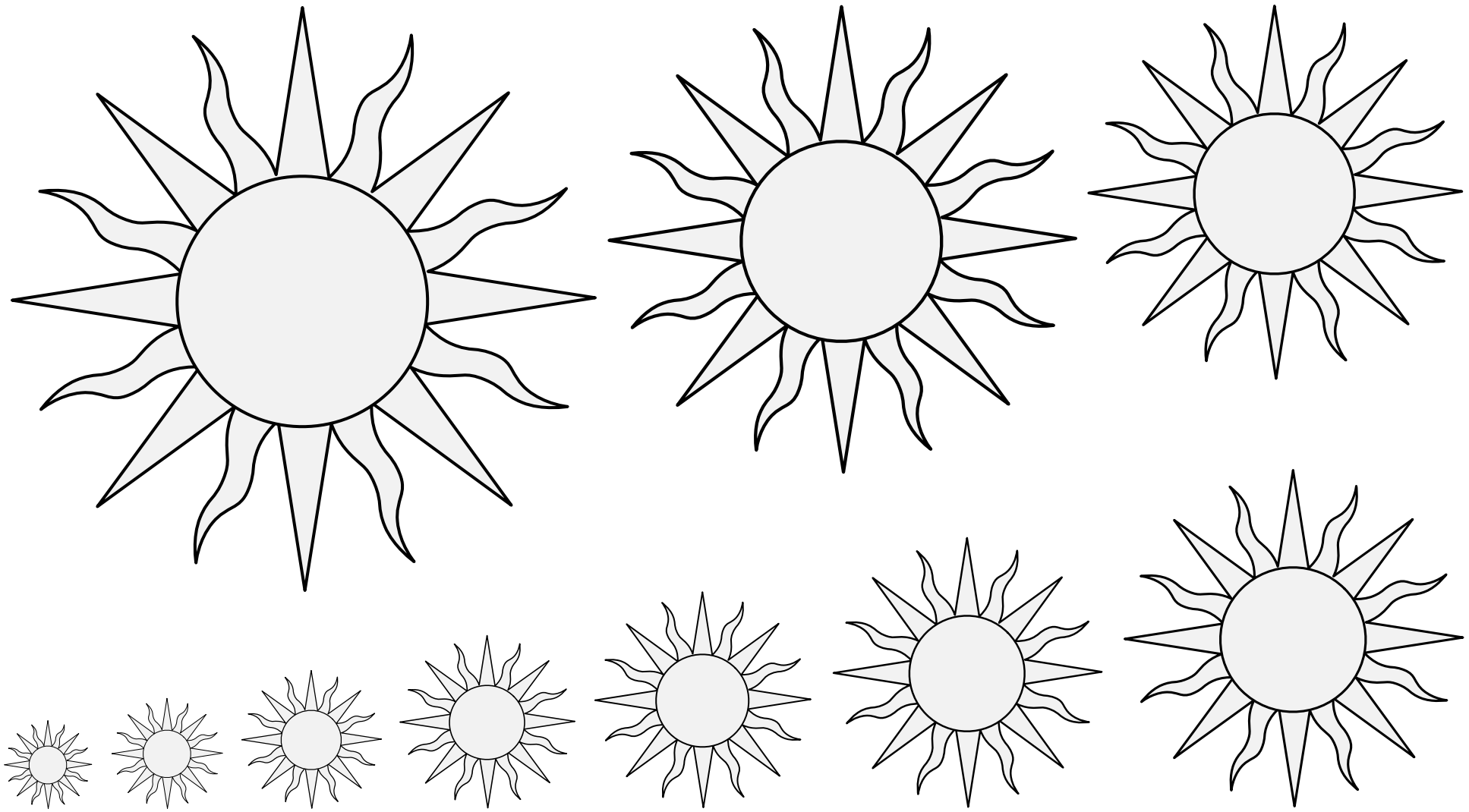


The brightest of the heavenly bodies.

Typically drawn as a disc with between eight and sixteen rays, alternating straight and wavy.

Source: Pennsic Traceable Art. Artist unknown. Adapted by Mathghamhain Ua Ruadháin.

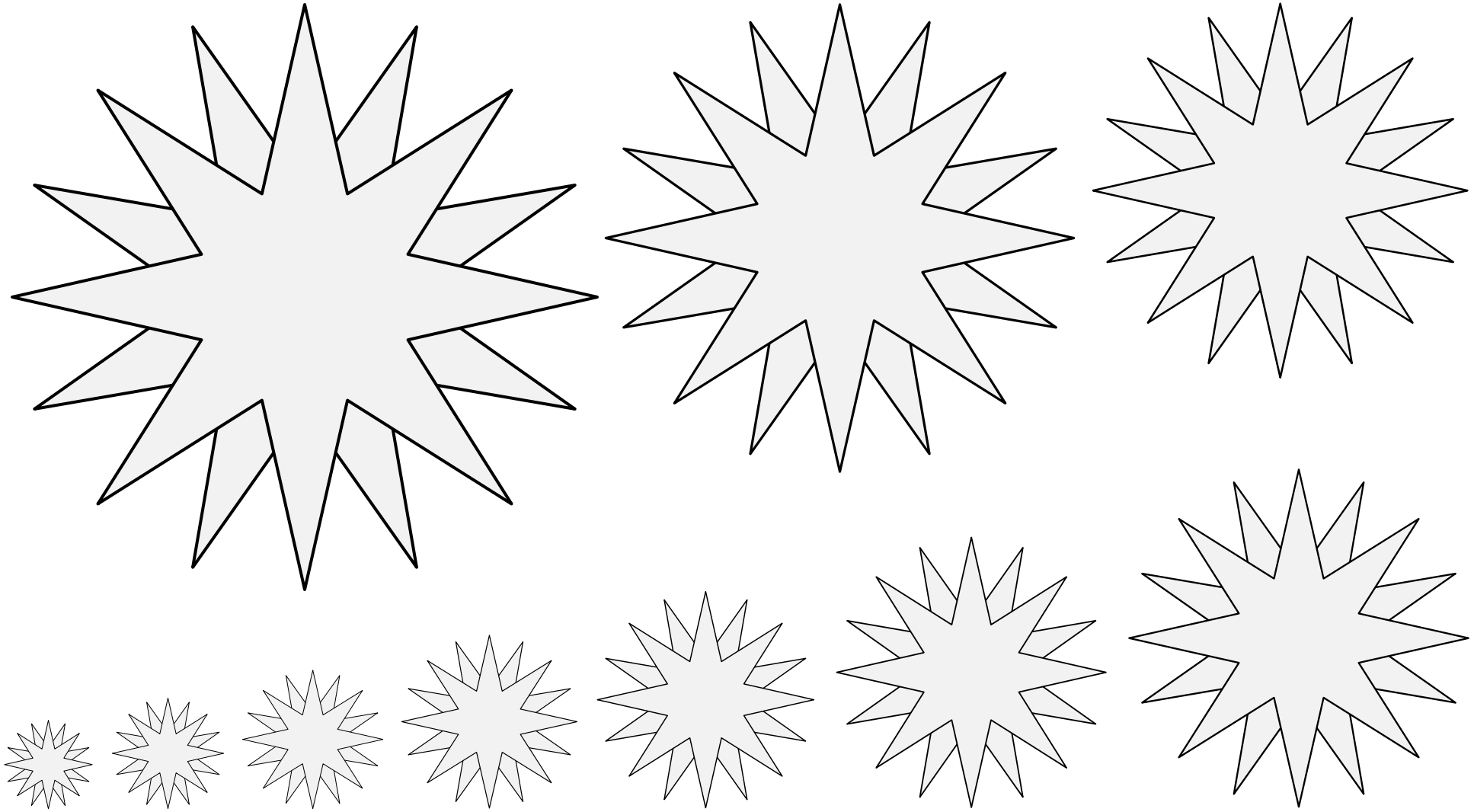
Sun (9) ❧ 6.153



The brightest of the heavenly bodies.

Typically drawn as a disc with between eight and sixteen rays, alternating straight and wavy.

Sun (10) ❧ 6.154

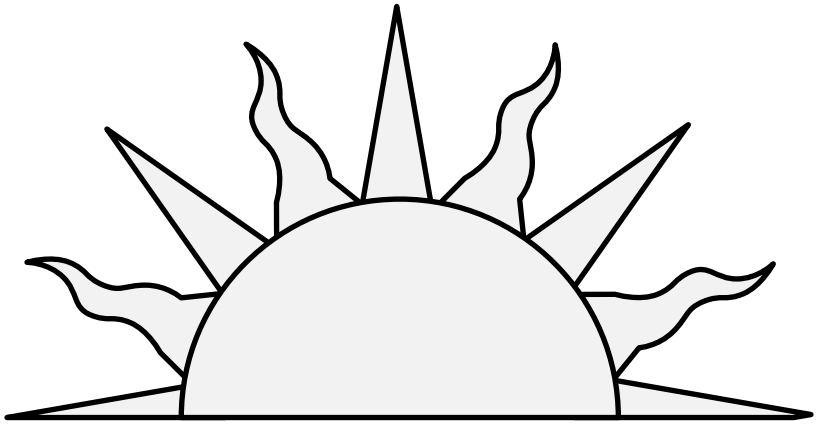


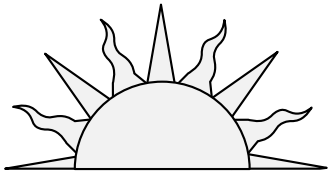
The brightest of the heavenly bodies.

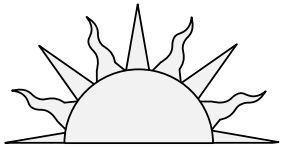
Typically drawn as a disc with between eight and sixteen rays, alternating straight and wavy.

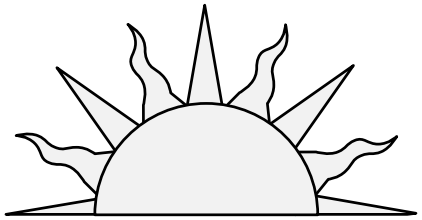
Source: Thomas Jenyn's Book. Artist unknown. (Folio 97v.)

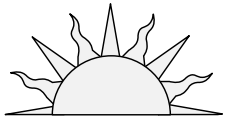
Sun (11) ❧ 6.155

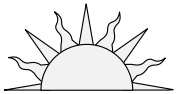


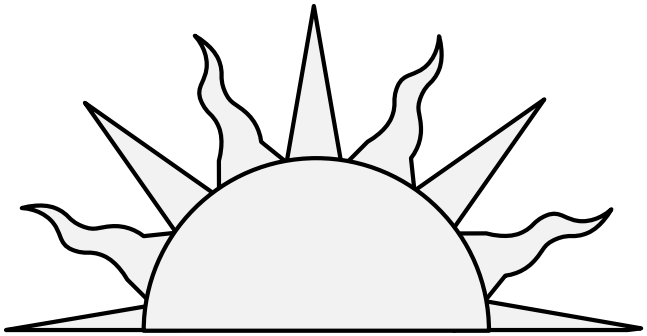


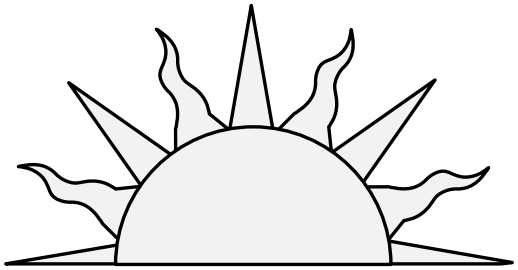








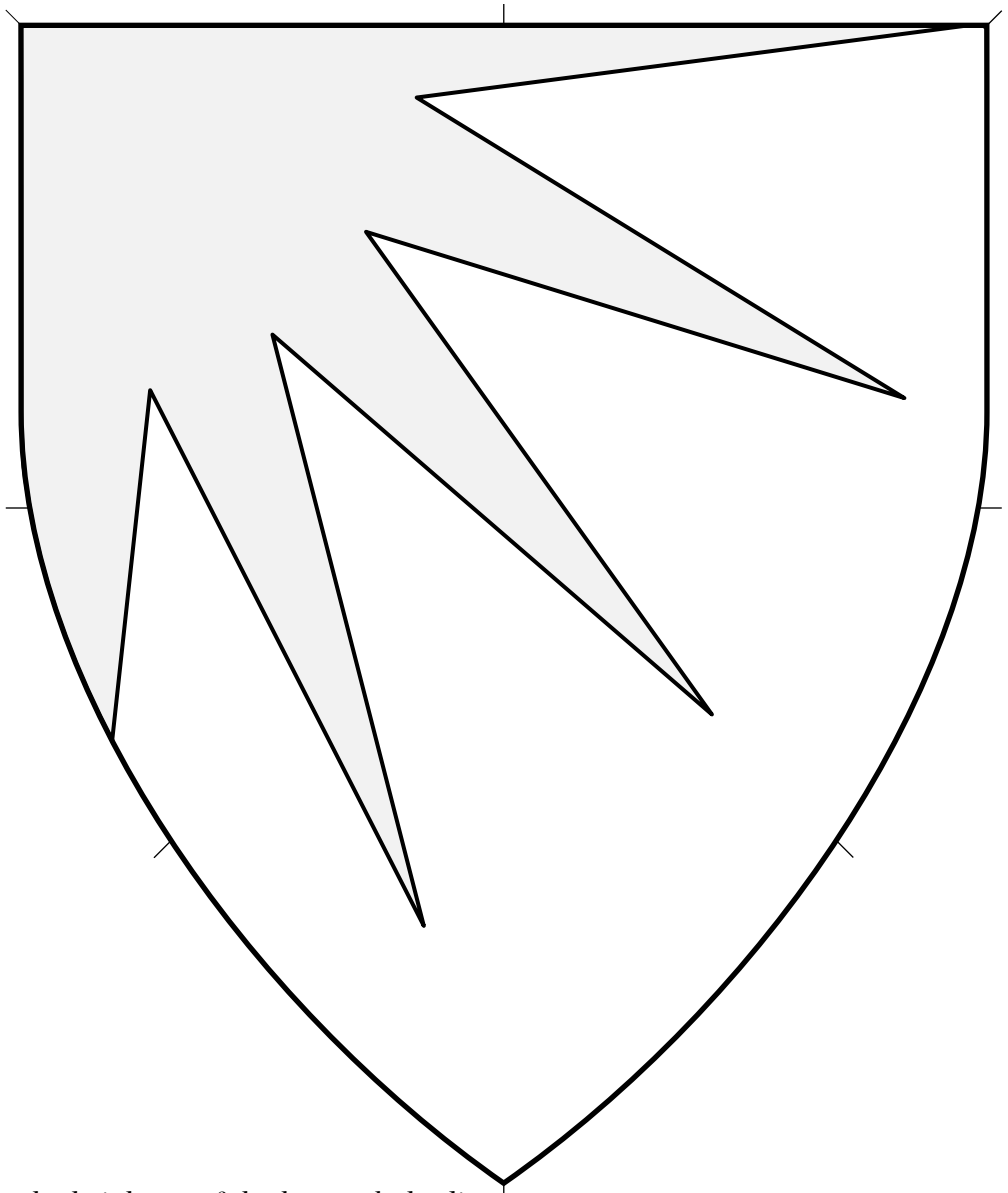


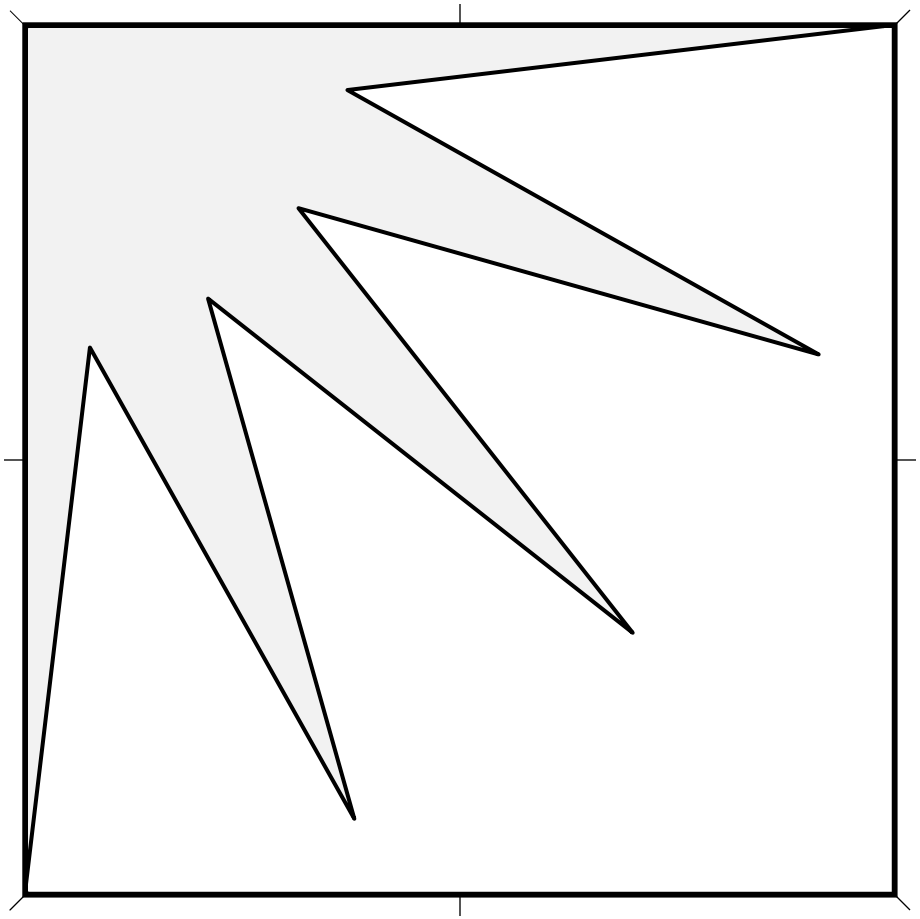


The brightest of the heavenly bodies.

Typically drawn as a disc with between eight and sixteen rays, alternating straight and wavy.

Sun, Demi- ❧ 6.156



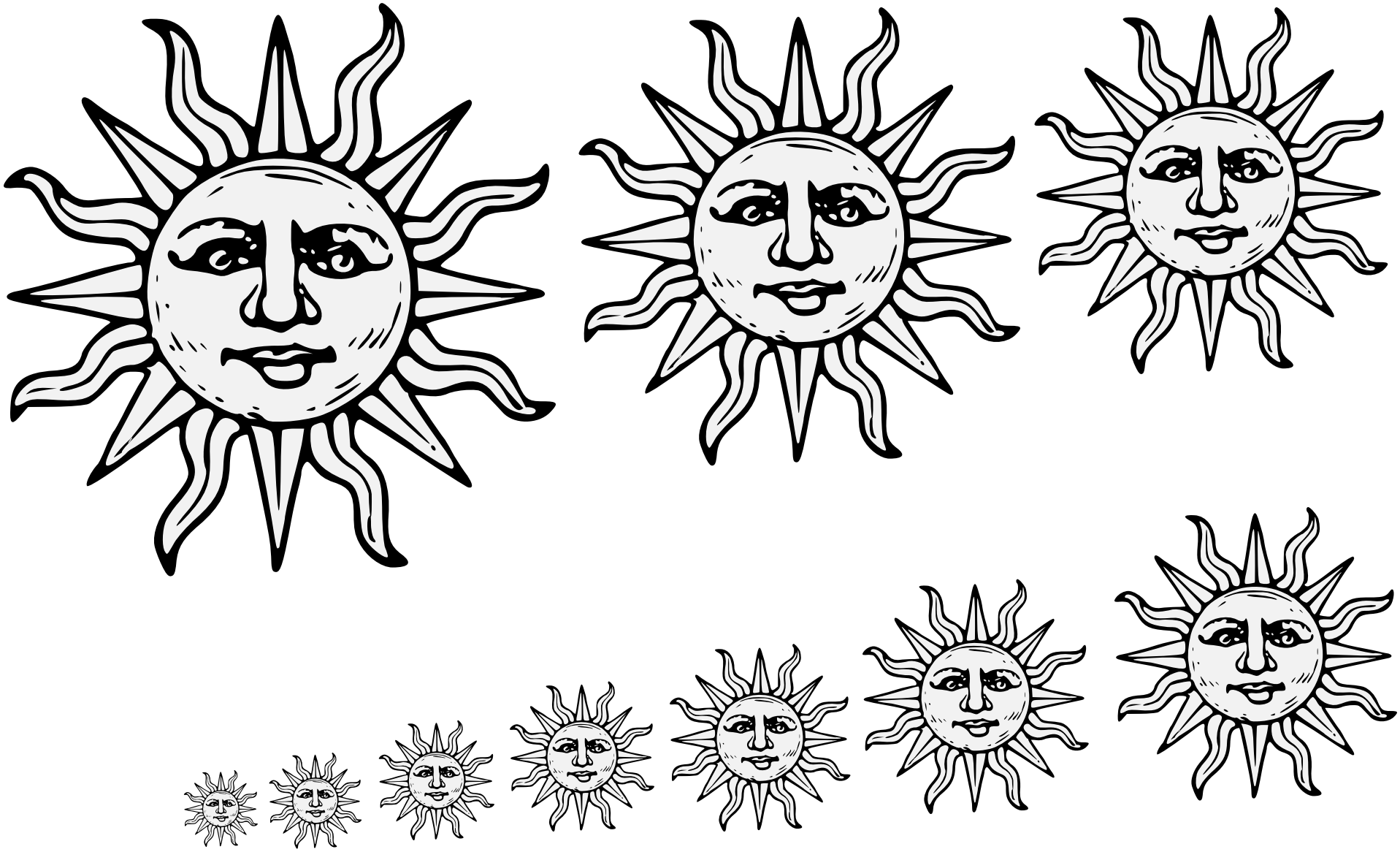


The brightest of the heavenly bodies.

Typically drawn as a disc with between eight and sixteen rays, alternating straight and wavy.

'Source: Wappenbuch der Arlberg-Bruderschaft. Artist: Vigil Raber. (Folio 13r.)

Sun, Demi-, Issuant from Dexter Chief ❧ 6.157



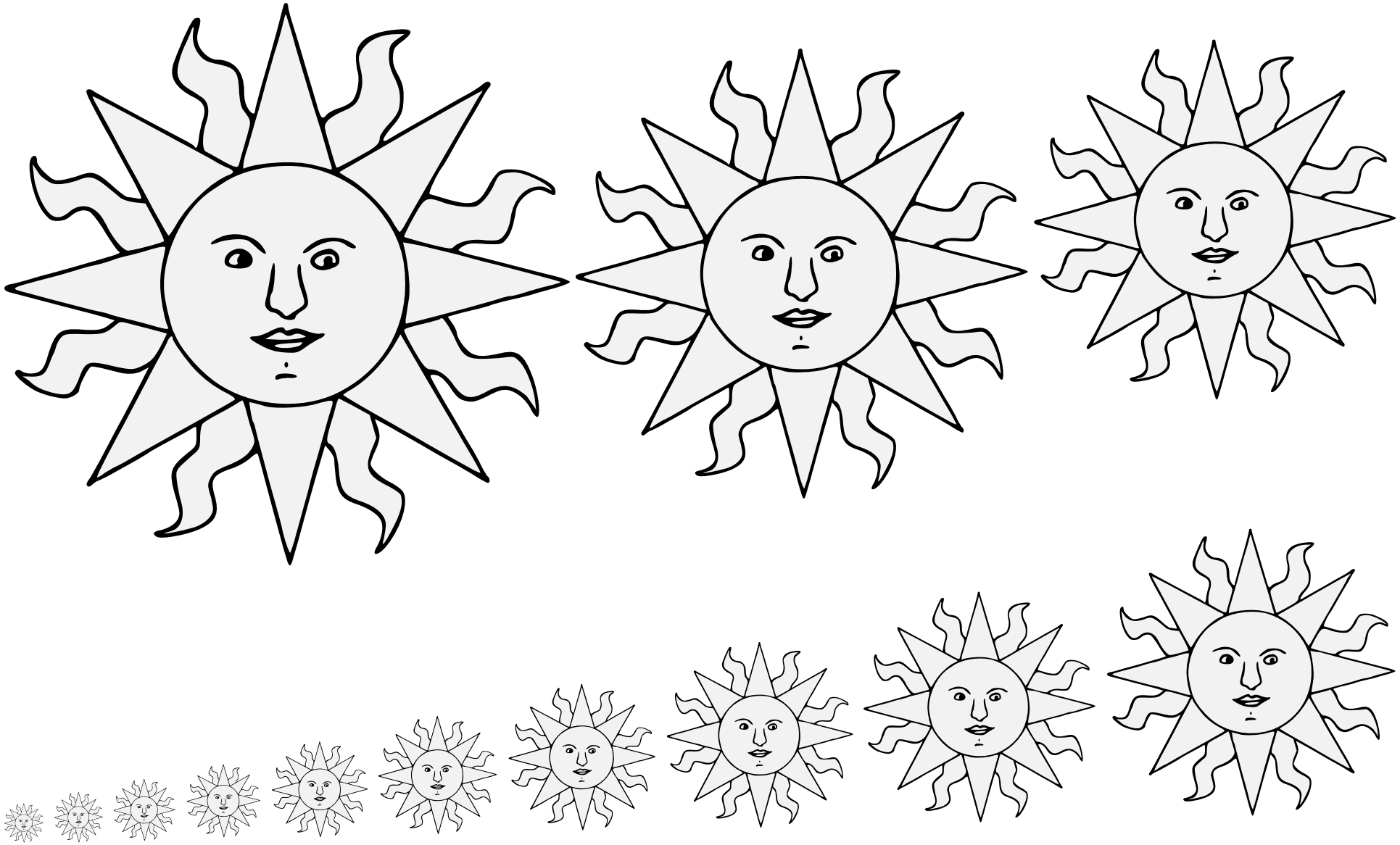
The brightest of the heavenly bodies.

Typically drawn as a disc with between eight and sixteen rays, alternating straight and wavy.

Shown here with a human face, blazoned as “in his splendor.”

Source: A Complete Guide to Heraldry. Artist: Graham Johnston.

Sun In His Splendor (1) ❧ 6.158



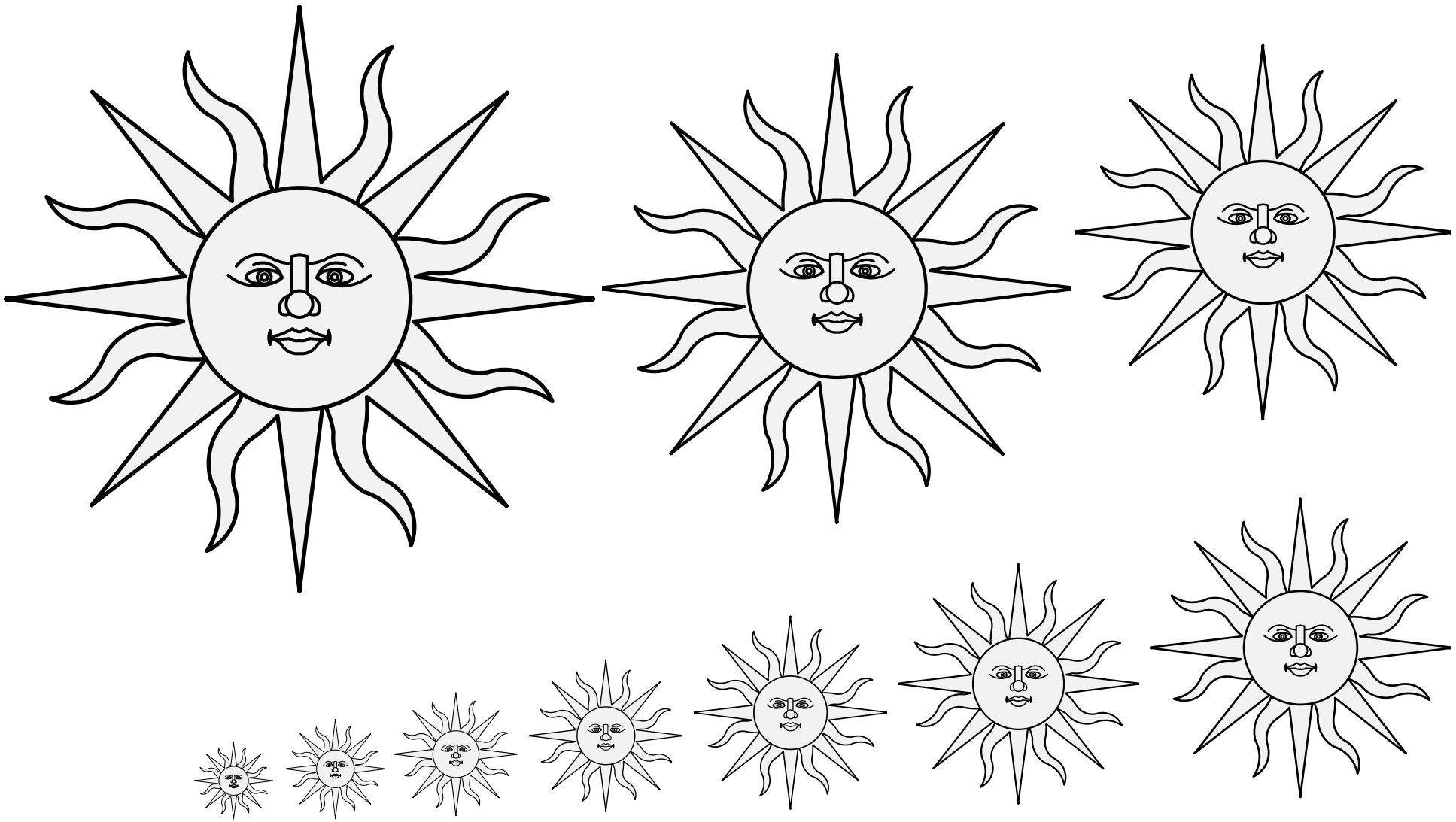
The brightest of the heavenly bodies.

Typically drawn as a disc with between eight and sixteen rays, alternating straight and wavy.

Shown here with a human face, blazoned as “in his splendor.”

Source: Pennsic Traceable Art. Artist: Roana d’Evreux.

Sun In His Splendor (2) ❧ 6.159



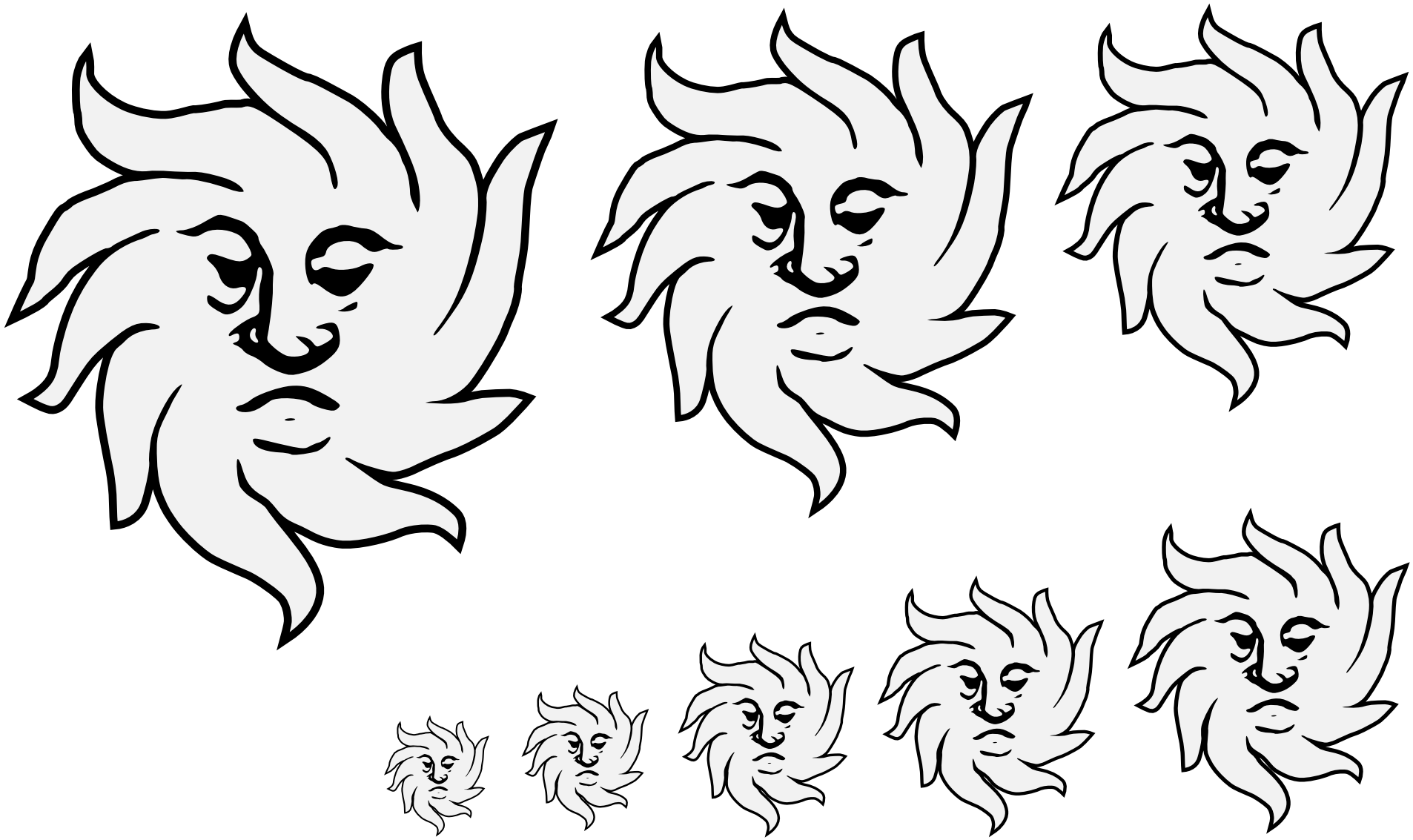
The brightest of the heavenly bodies.

Typically drawn as a disc with between eight and sixteen rays, alternating straight and wavy.

Shown here with a human face, blazoned as “in his splendor.”

Source: Viking Answer Lady SVG Images For Heralds.
Artist: Gunnvôr silfrahárr.

Sun In His Splendor (3) ❧ 6.160



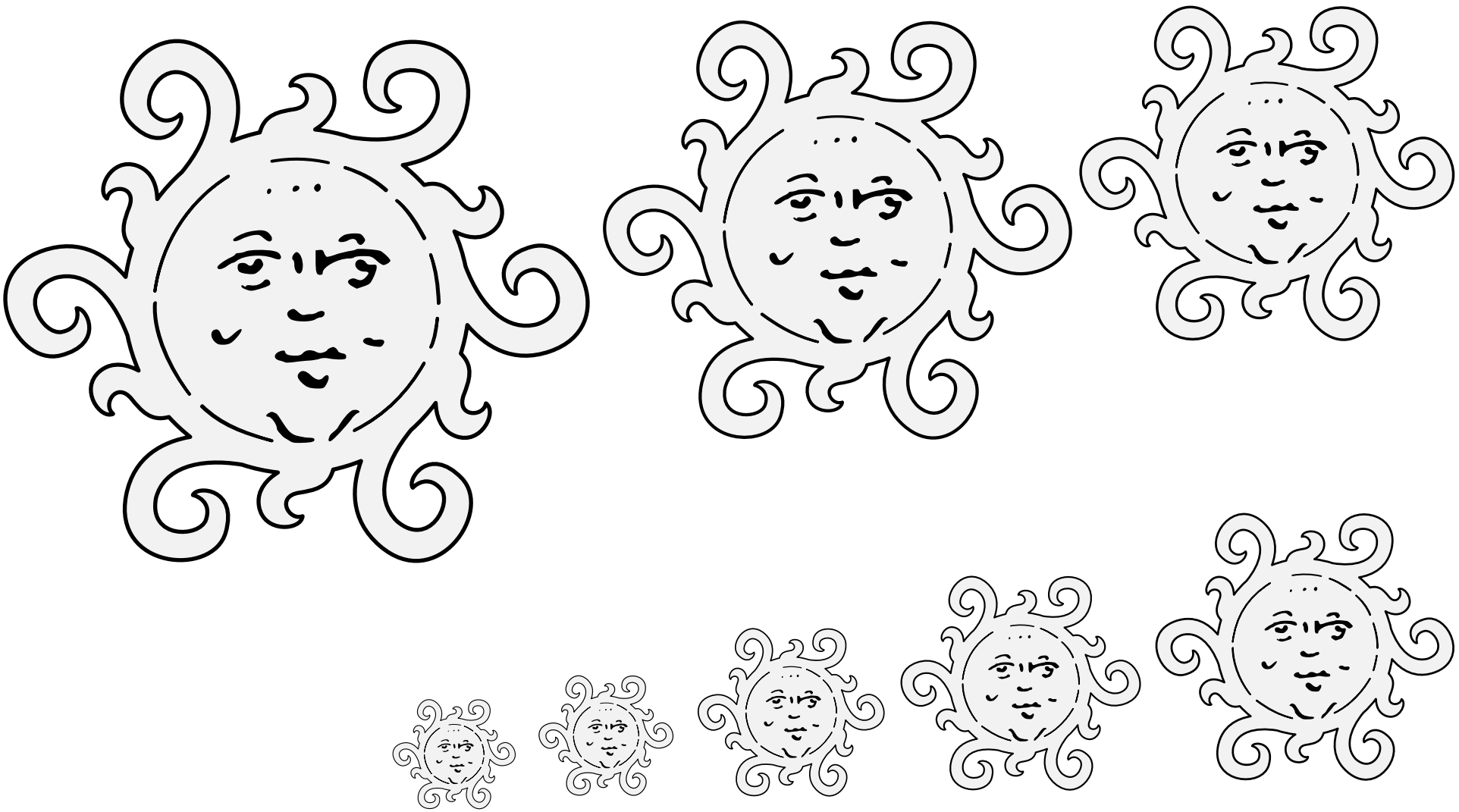
The brightest of the heavenly bodies.

Typically drawn as a disc with between eight and sixteen rays, alternating straight and wavy.

Shown here with a human face, blazoned as “in his splendor.”

Source: Armorial de Gelre. Artist: Claes Heinenzoon. (Folio 54r.)

Sun In His Splendor (4) ❧ 6.161



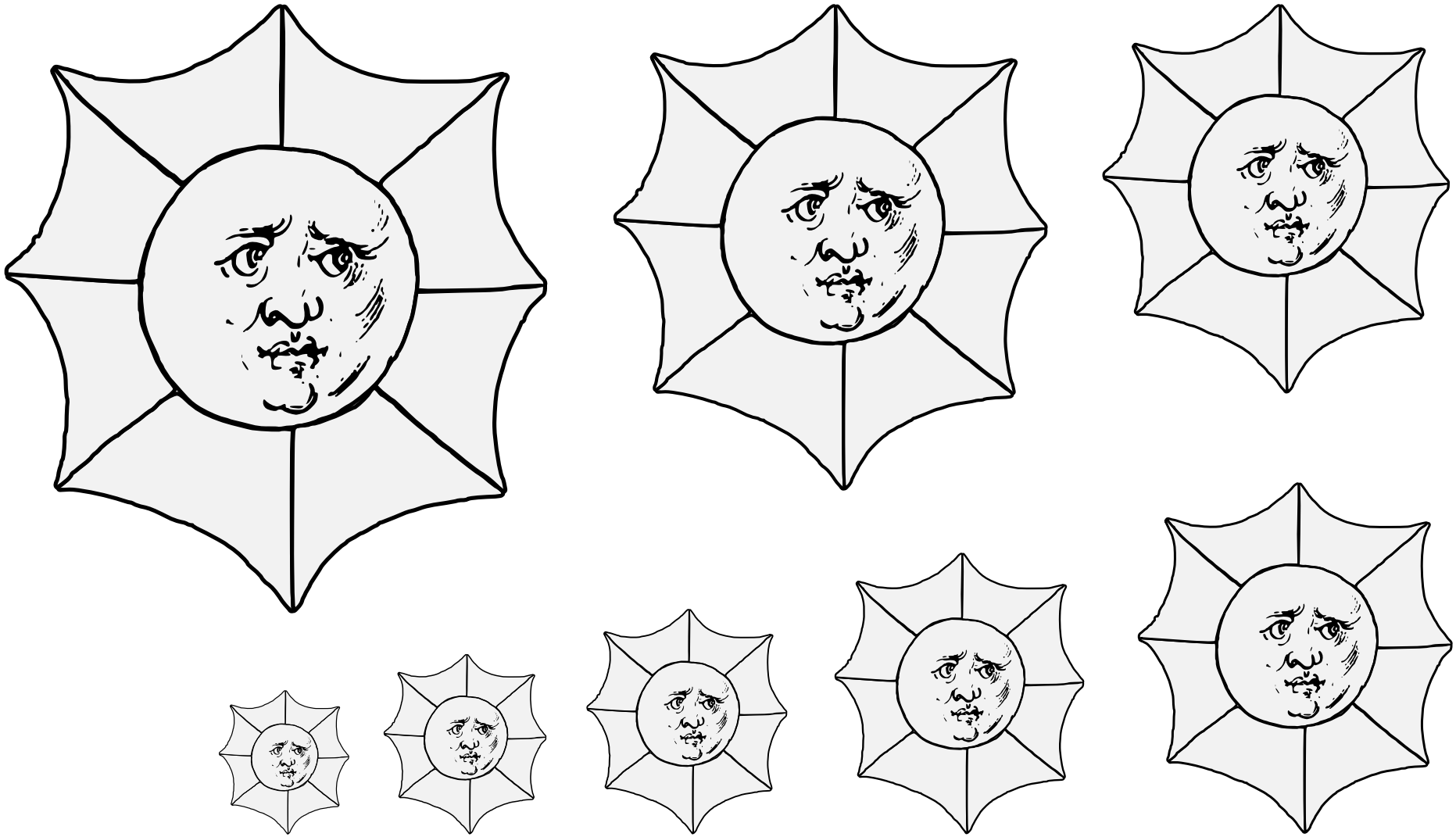
The brightest of the heavenly bodies.

Typically drawn as a disc with between eight and sixteen rays, alternating straight and wavy.

Shown here with a human face, blazoned as “in his splendor.”

Source: Wappenbuch der Arlberg-Bruderschaft.
Artist: Vigil Raber. (From page 262.)

Sun In His Splendor (5) ❧ 6.162



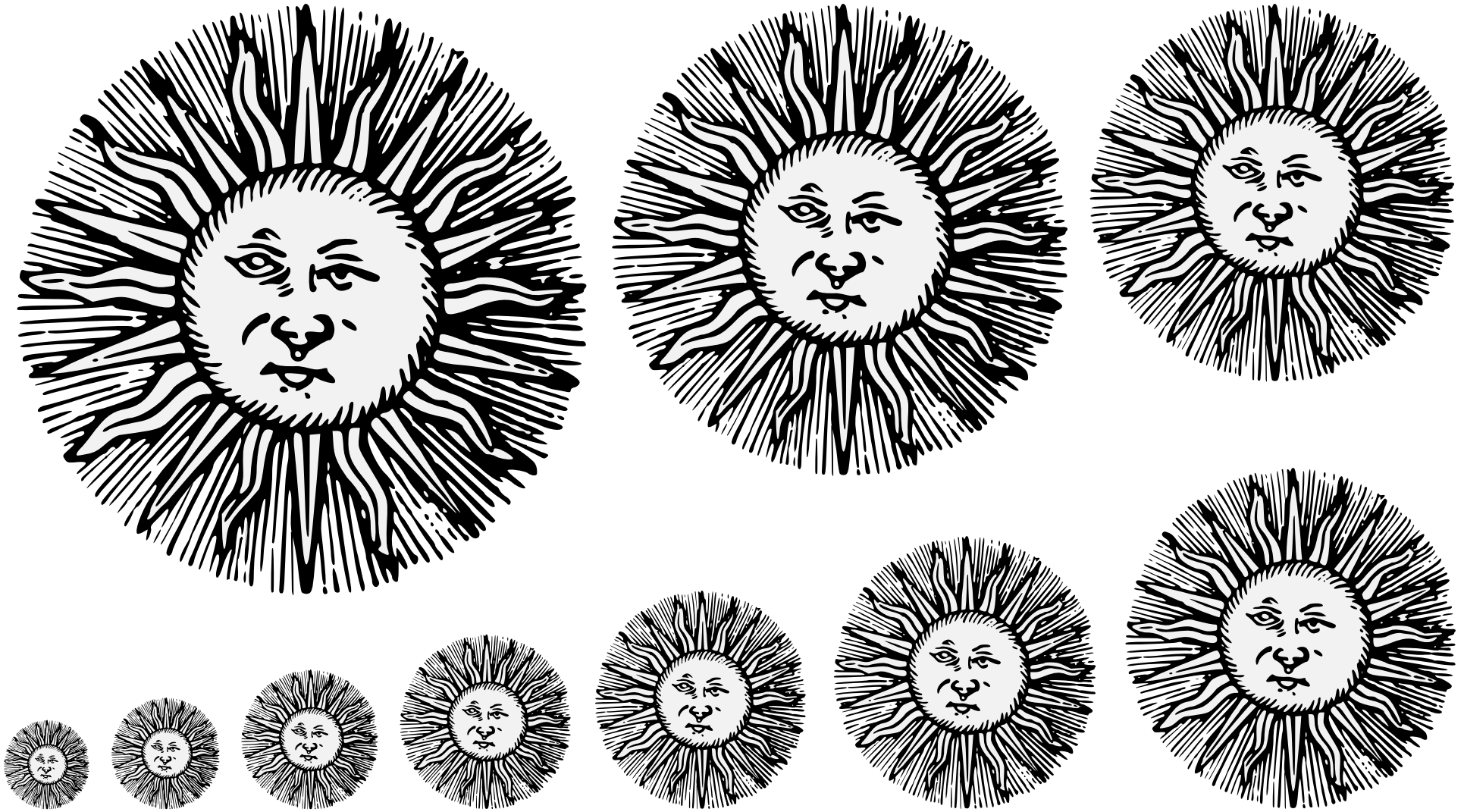
The brightest of the heavenly bodies.

Typically drawn as a disc with between eight and sixteen rays, alternating straight and wavy.

Shown here with a human face, blazoned as “in his splendor.”

Source: Sammelband Mehrerer Wappenbücher.
Artist unknown. (Folio 33r.)

Sun In His Splendor (6) ❧ 6.163



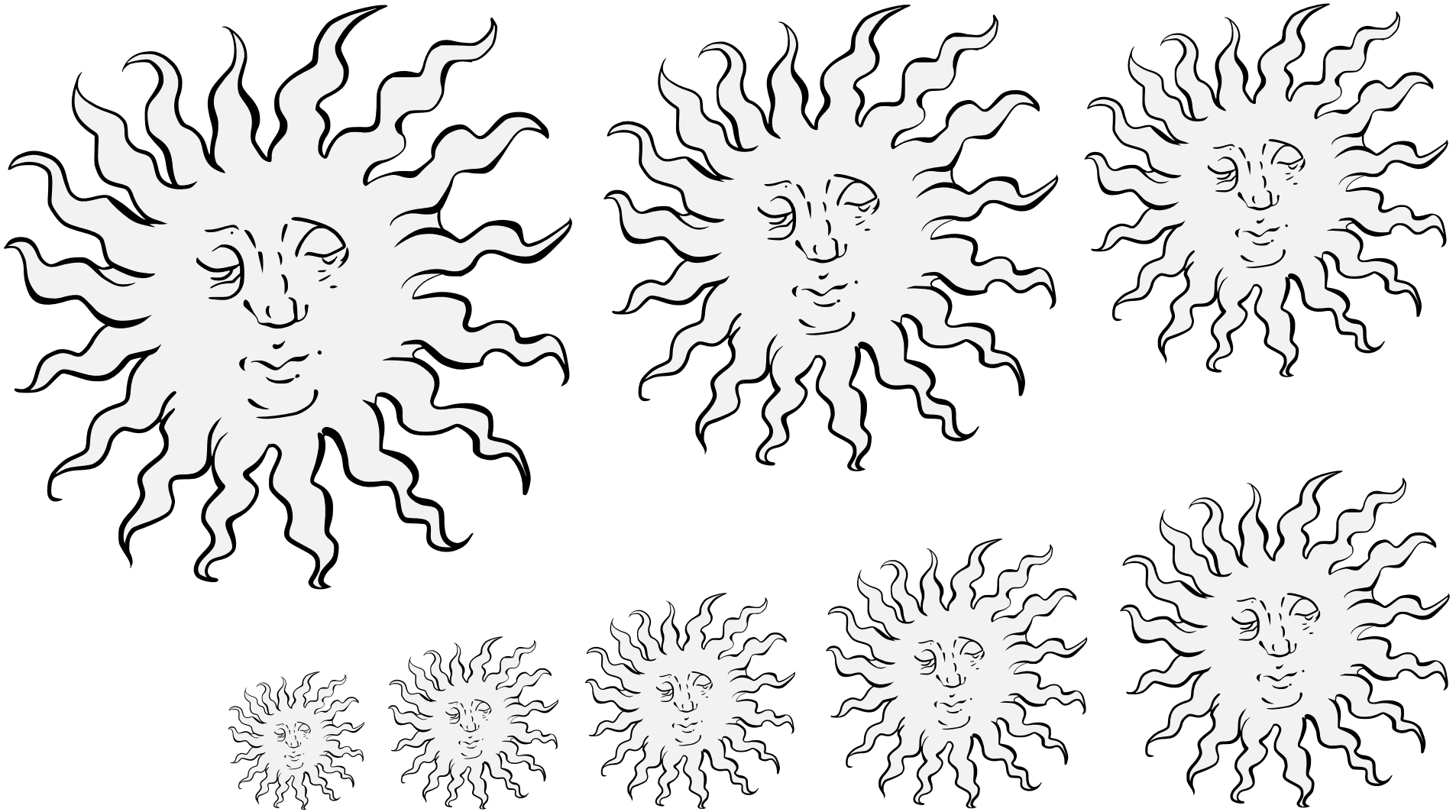
The brightest of the heavenly bodies.

Typically drawn as a disc with between eight and sixteen rays, alternating straight and wavy.

Shown here with a human face, blazoned as “in his splendor.”

Source: Herby Rycerstwa Polskiego. Artist unknown. (Page 711.)

Sun In His Splendor (7) ❧ 6.164



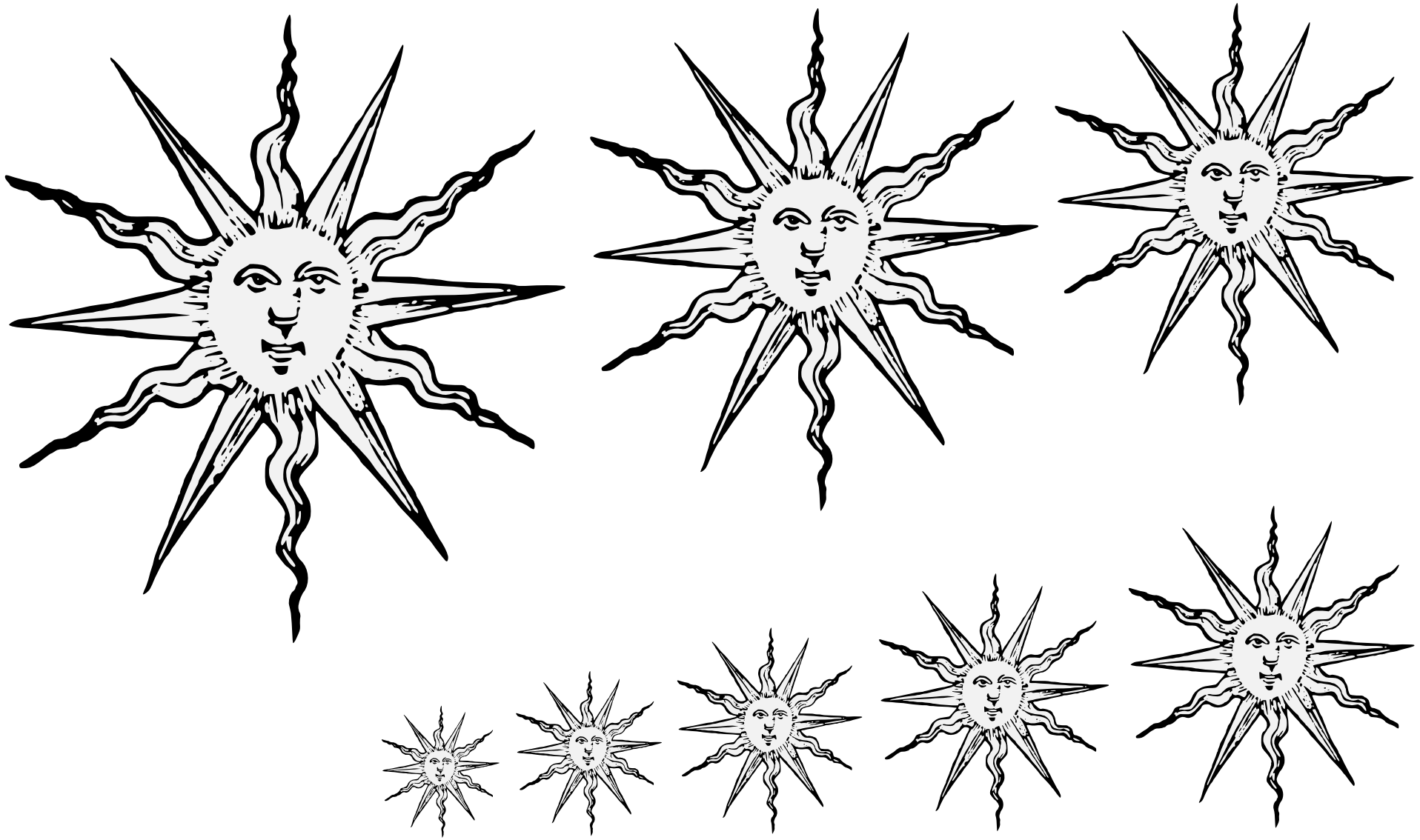
The brightest of the heavenly bodies.

Typically drawn as a disc with between eight and sixteen rays, alternating straight and wavy.

Shown here with a human face, blazoned as “in his splendor.”

Source: Anton Tirol's Wappenbuch. Artist: Anton Tirol.
(Folio 3r.) Adapted by Elionora inghean Ui Cheallaigh.

Sun In His Splendor (8) ❧ 6.165



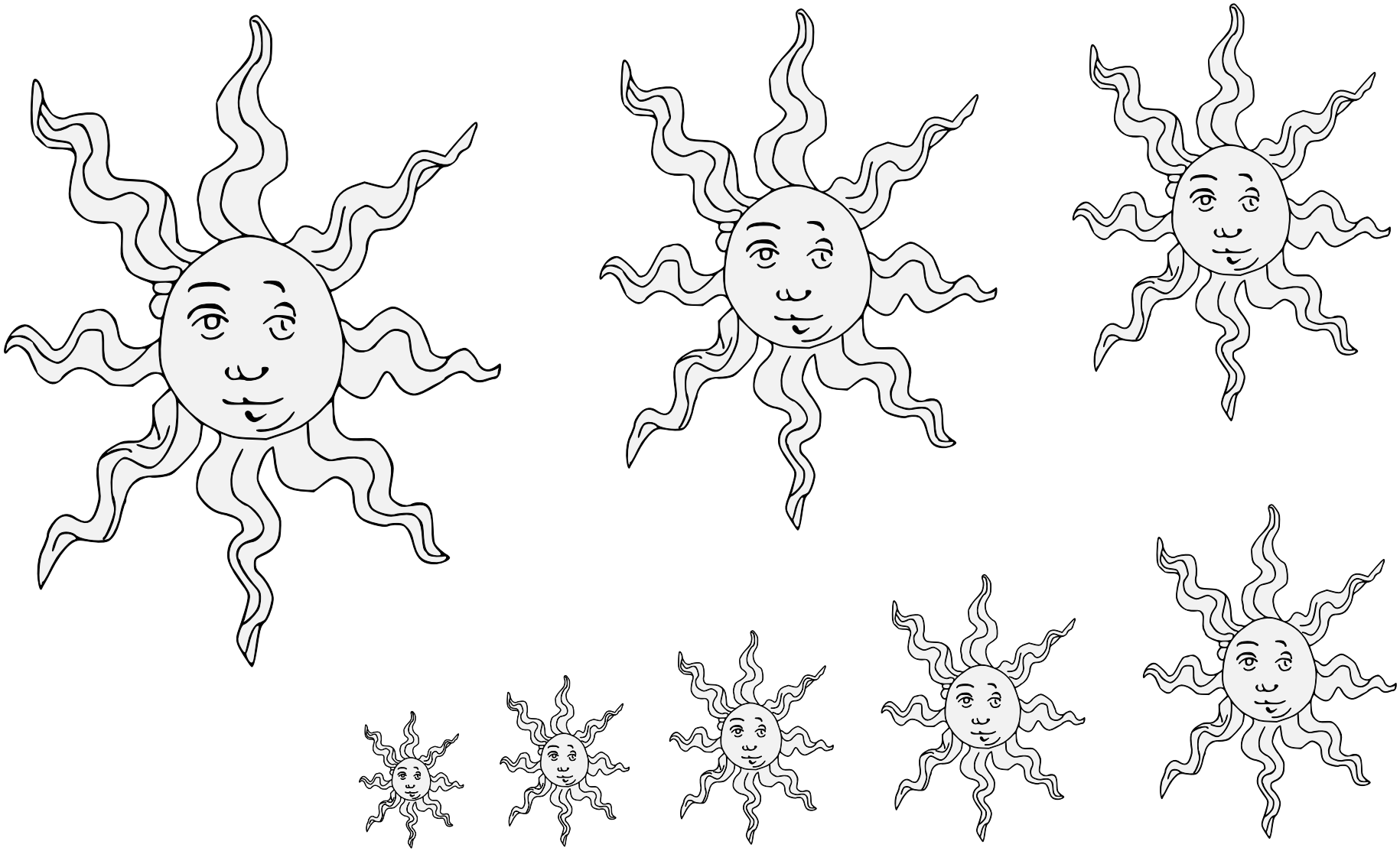
The brightest of the heavenly bodies.

Typically drawn as a disc with between eight and sixteen rays, alternating straight and wavy.

Shown here with a human face, blazoned as “in his splendor.”

Source: Le Blason Des Armoiries. Artist: Jérôme de Bara. (Page 56.)

Sun In His Splendor (9) ❧ 6.166



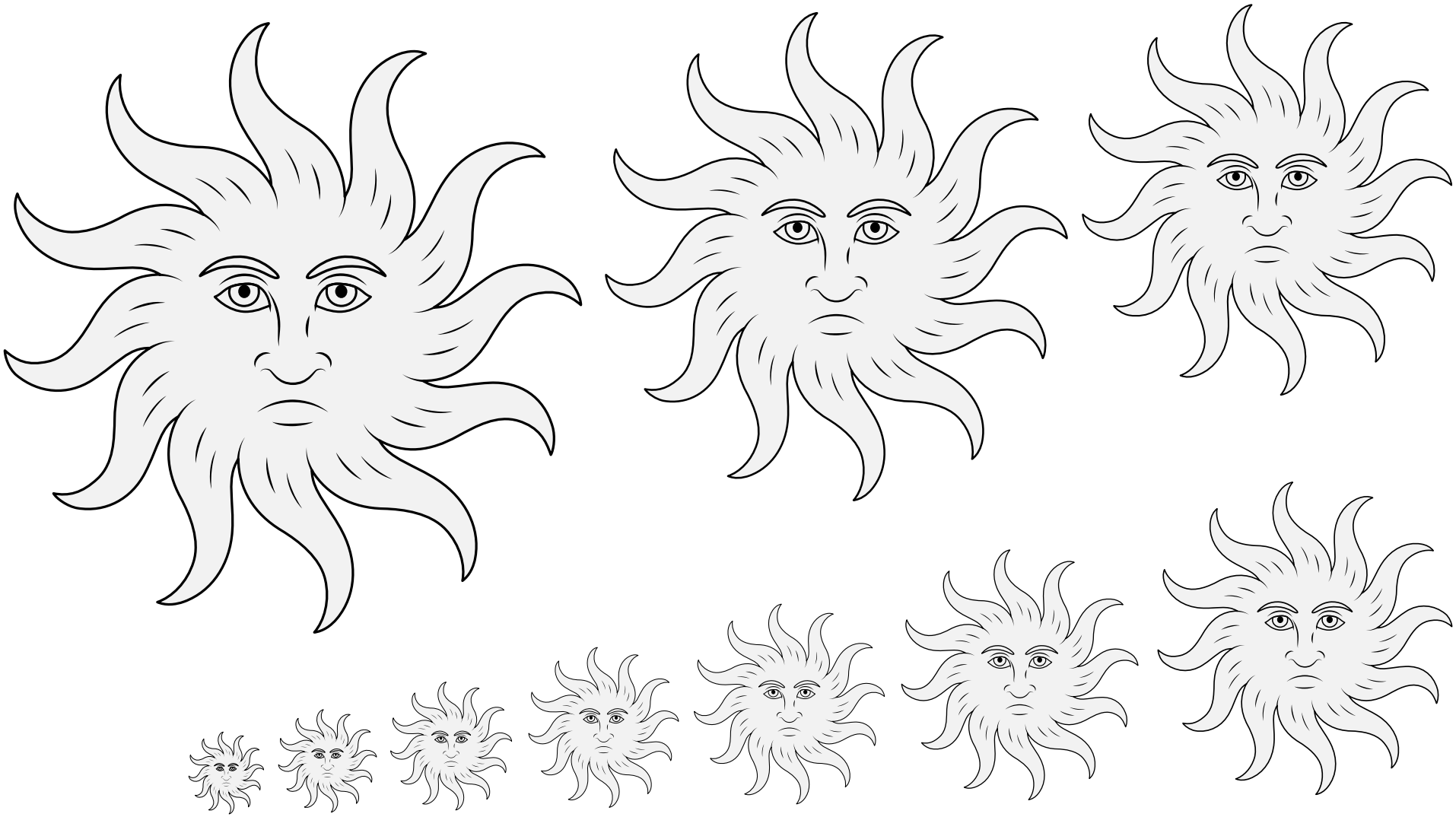
The brightest of the heavenly bodies.

Typically drawn as a disc with between eight and sixteen rays, alternating straight and wavy.

Shown here with a human face, blazoned as "in his splendor."

Source: Nobiliario de Armas de Valencia, Aragón y Cataluña. Artist unknown. (Folo 48r.) Adapted by Forveleth Dunde.

Sun In His Splendor (10) ❧ 6.167



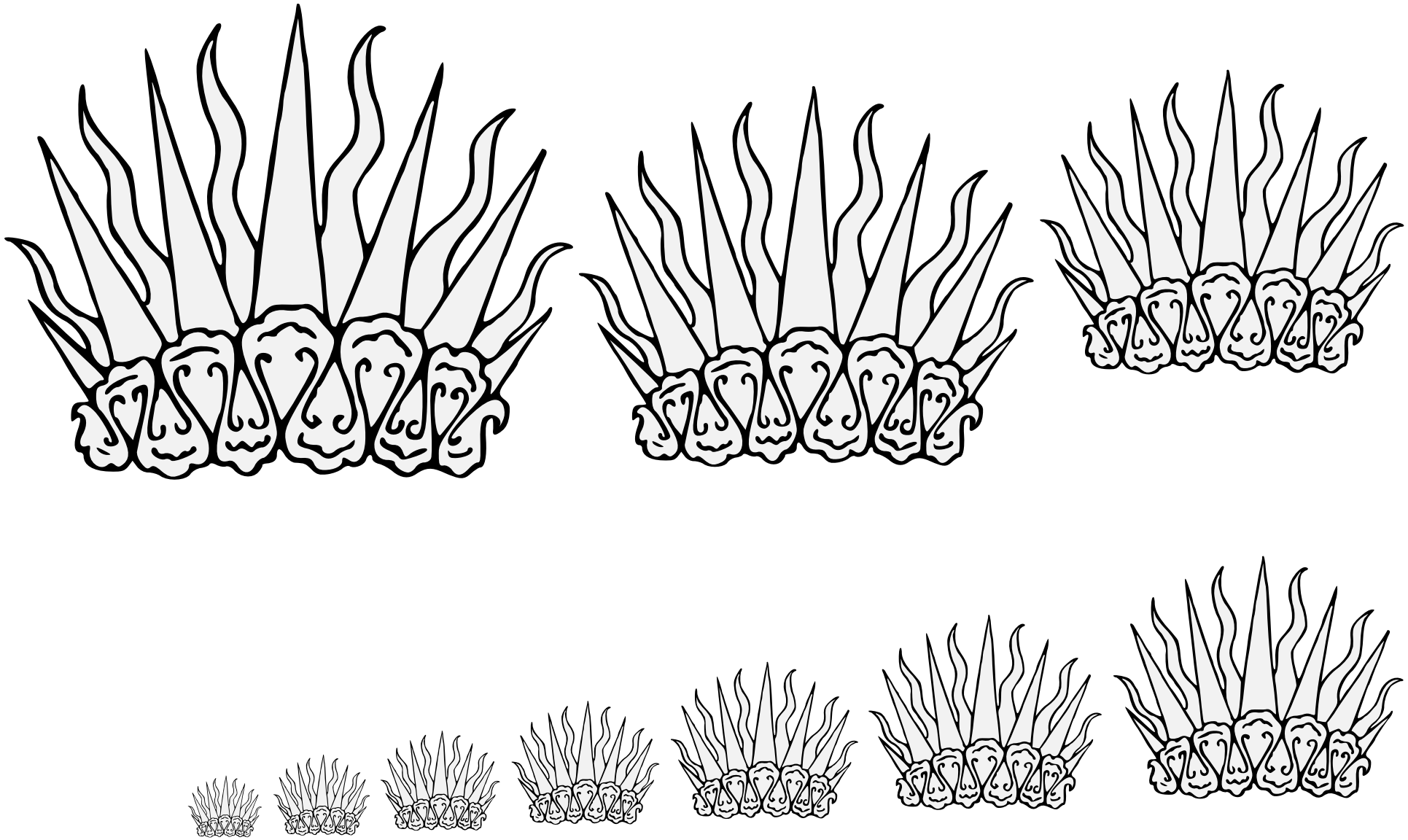
The brightest of the heavenly bodies.

Typically drawn as a disc with between eight and sixteen rays, alternating straight and wavy.

Shown here with a human face, blazoned as “in his splendor.”

Source: WappenWiki. Artist: Joakim Spuller. Adapted by Novov.

Sun In His Splendor (11) ❧ 6.168

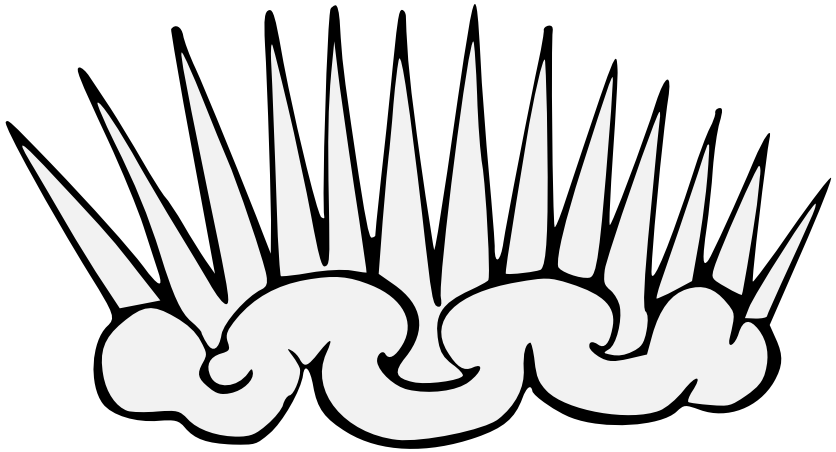


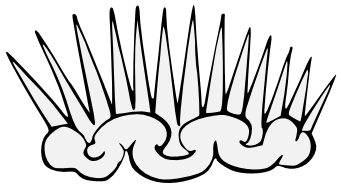
Rays emerging from behind a cloud.

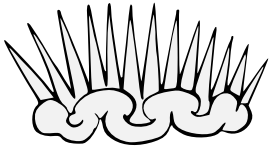
Default orientation: rays to chief. No proper coloration.

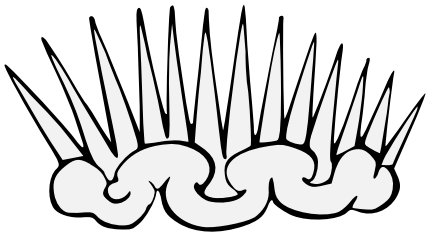
Source: Pennsic Traceable Art. Artist: Roana d'Evreux.

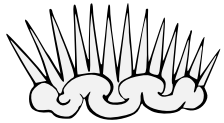
Sunburst (1) ❧ 6.169

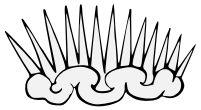


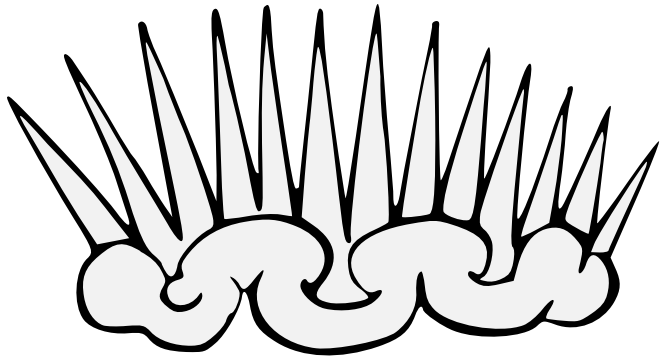


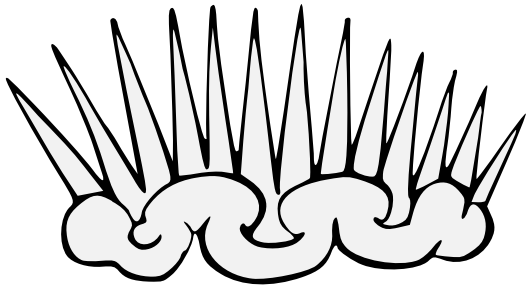










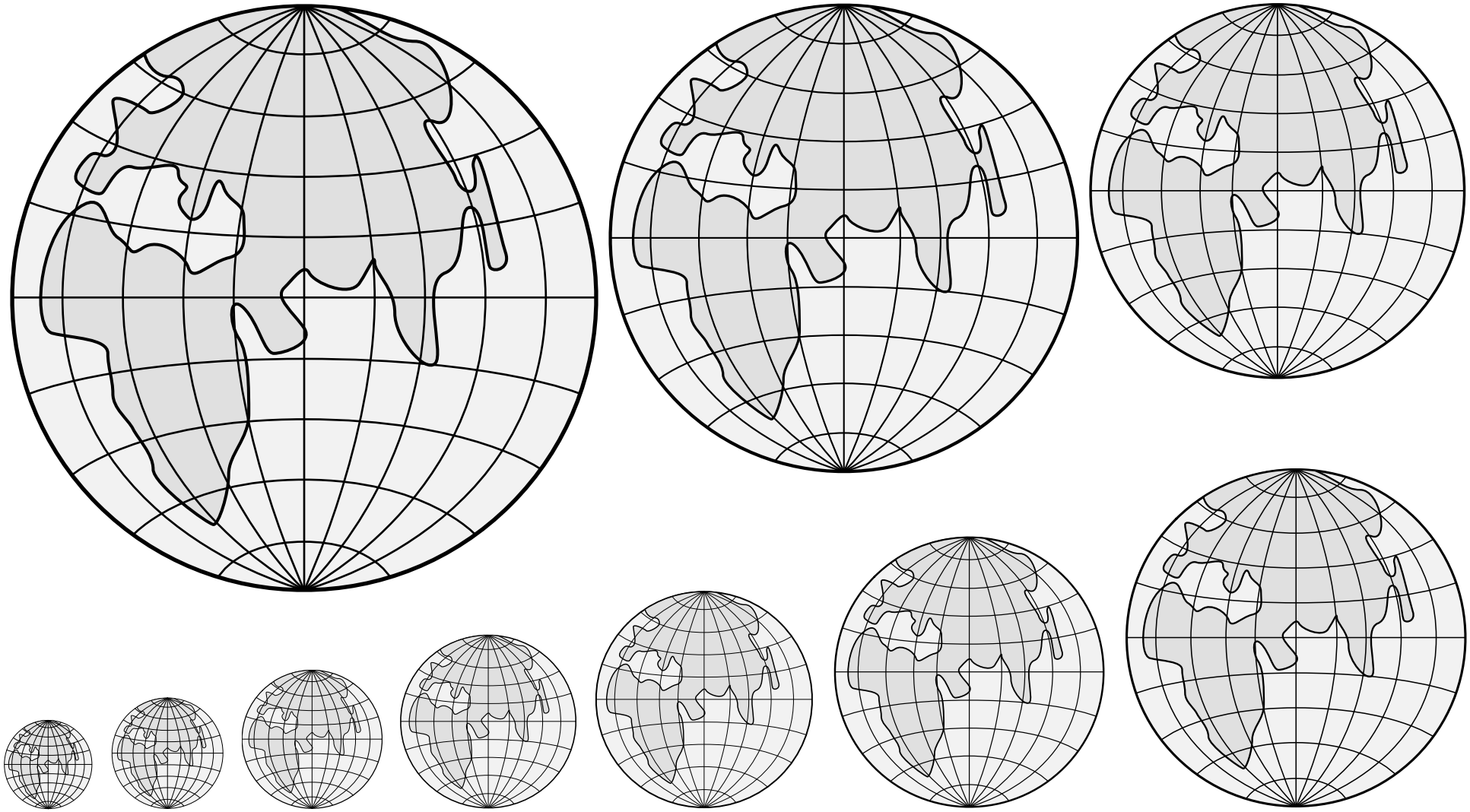


Rays emerging from behind a cloud.

Default orientation: rays to chief. No proper coloration.

Source: Banners, Standards, and Badges. Artist: Thomas Willement.

Sunburst (2) ❧ 6.170

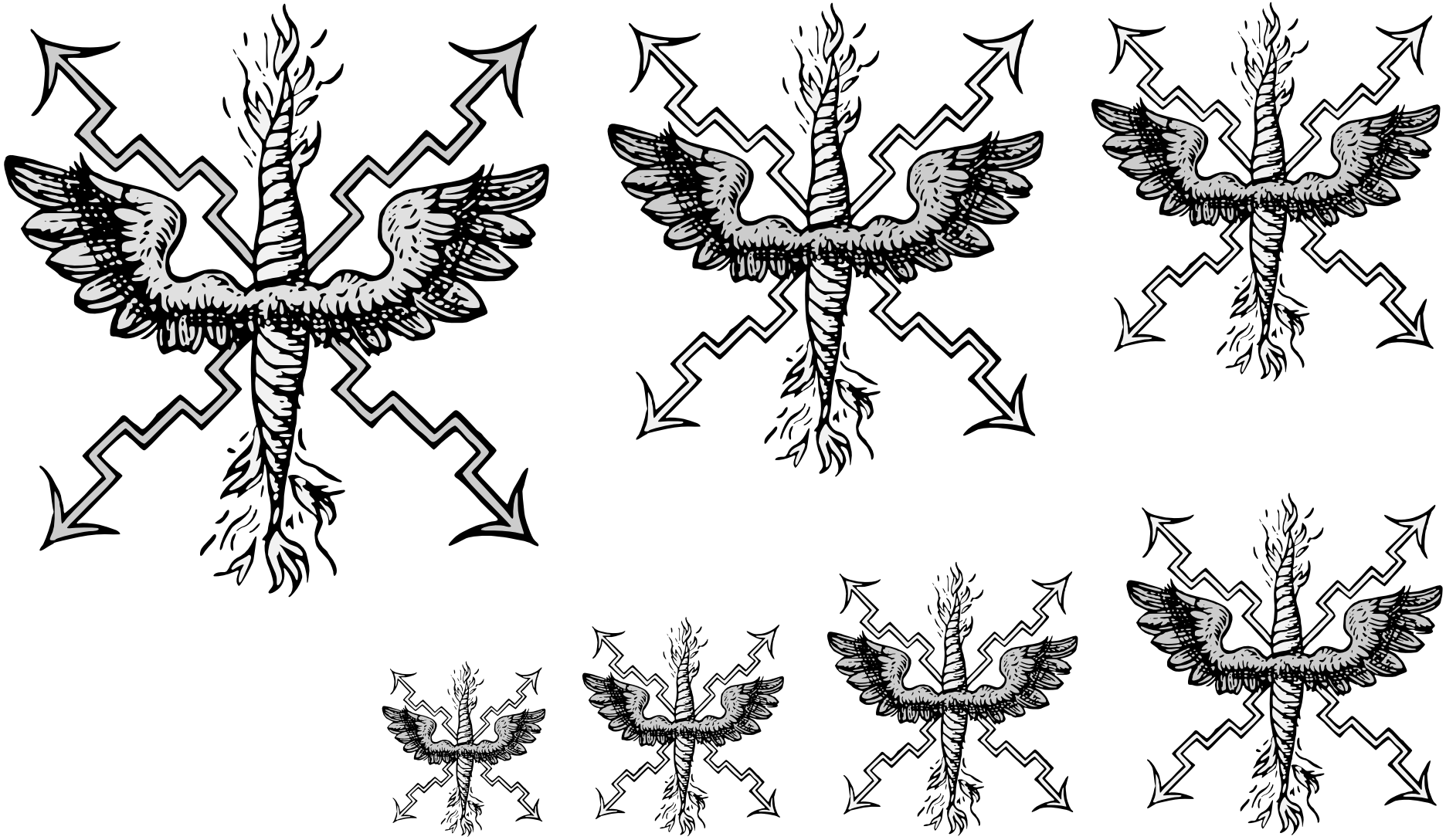


A globe displaying a map of the Earth.

No default orientation. No proper coloration.

Source: A Complete Guide to Heraldry. Artist unknown.
(Plate VI, crest of Francis Drake, granted 1581.)
Adapted by Mathghamhain Ua Ruadháin.

Terrestrial Sphere ❧ 6.171

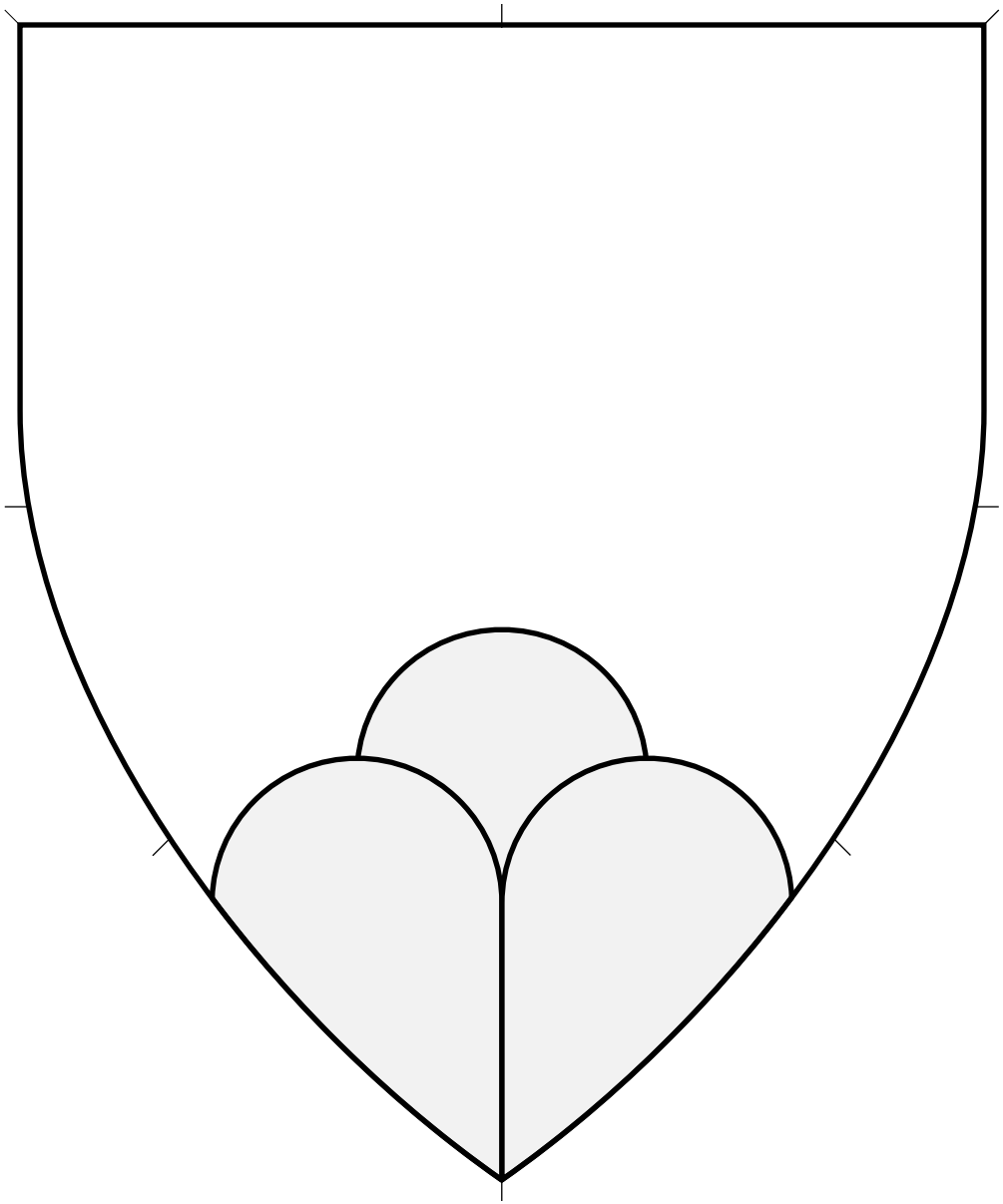


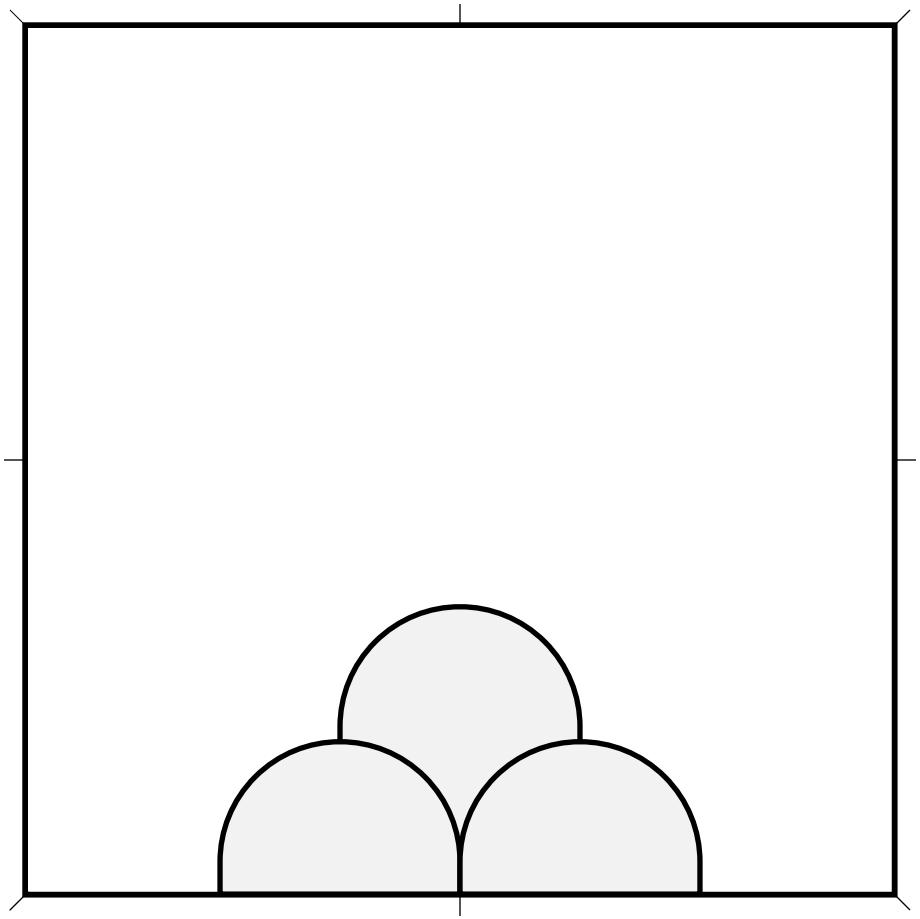
An aerial column of fire, shown winged and accompanied by lightning bolts.
Default orientation: flame palewise, wings fesswise, lightning in saltire.
Source: Le Blason Des Armoiries. Artist: Jérôme de Bara. (Page 128.)

Thunderbolt (1) • 6.172

An aerial column of fire, shown winged and accompanied by lightning bolts.
Default orientation: flame palewise, wings fesswise, lightning in saltire.
Source: Catalogvs Gloriae Mundi. Artist unknown. (Arms of Scythia, p 40.)

Thunderbolt (2) ❧ 6.173

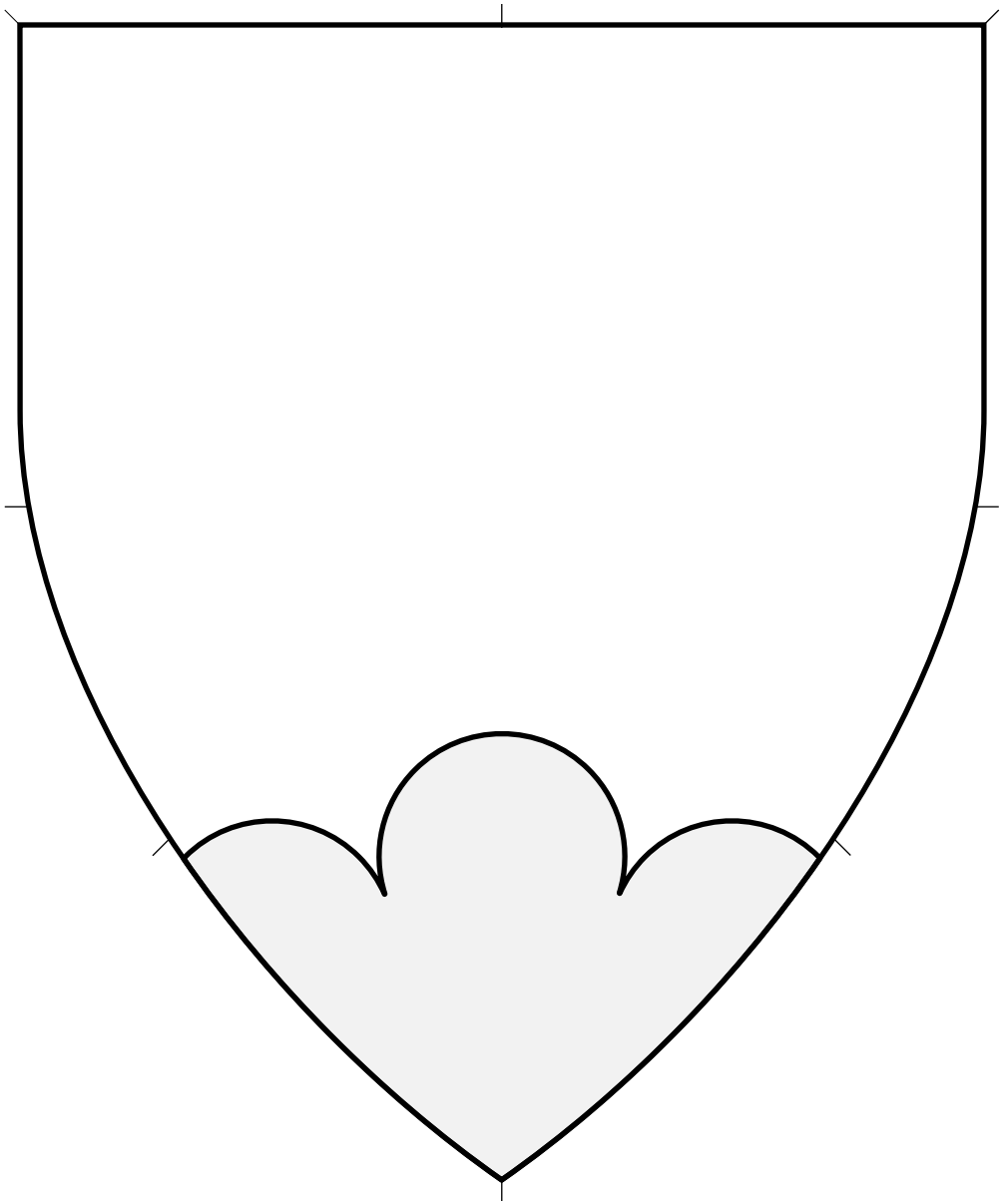


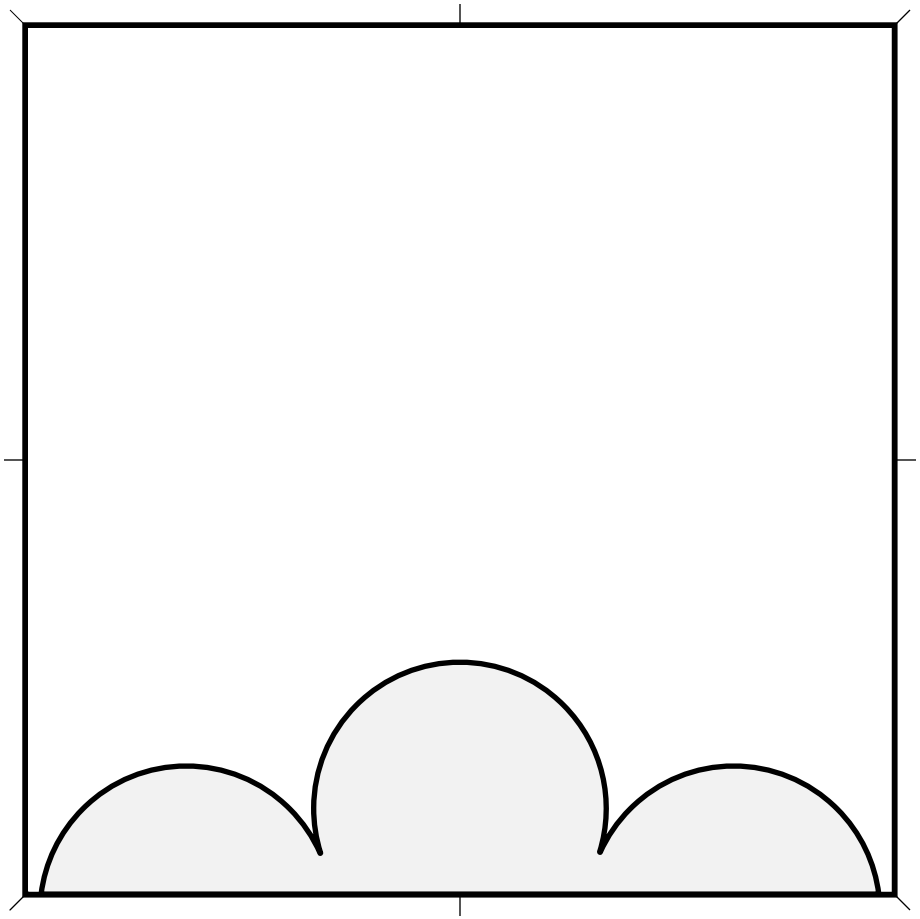


A group of hills. May be blazoned a "mount of 3 hillocks."
Common in Italian and German heraldry.

Default orientation: issuant from base. Proper coloration: vert.

Trimount (1) ❧ 6.174



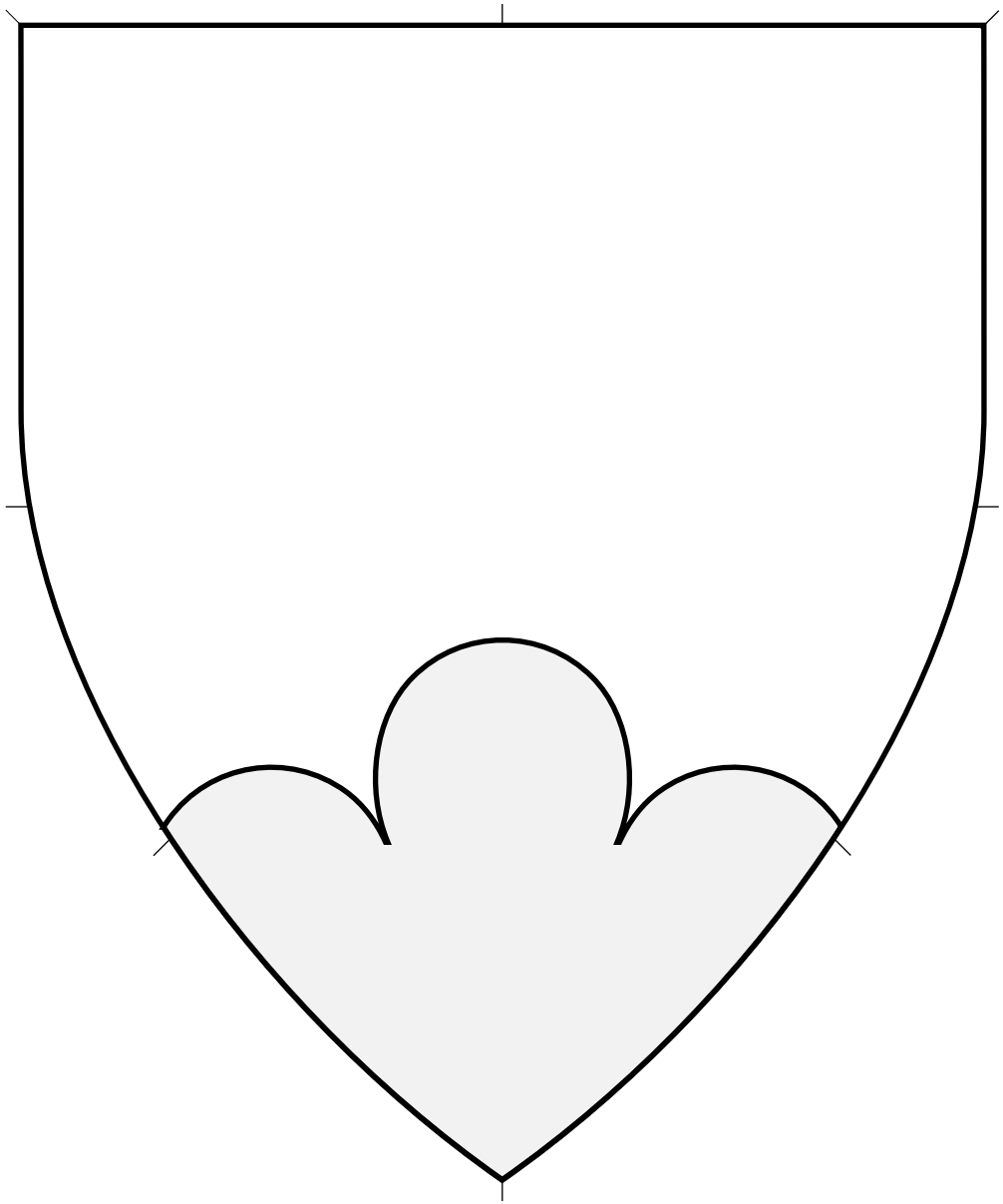


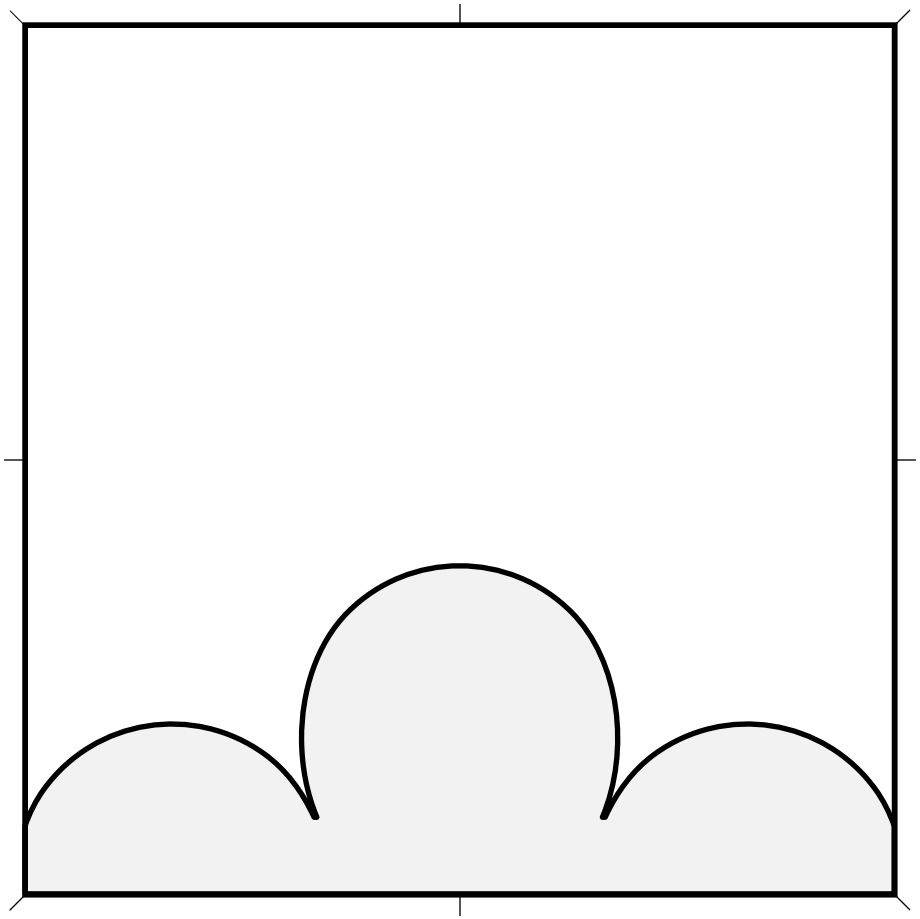
A group of hills. May be blazoned a "mount of 3 hillocks." Common in Italian and German heraldry.

Default orientation: issuant from base. Proper coloration: vert.

Source: Wappenbuch der Arlberg-Bruderschaft. Artist: Vigil Raber.

Trimount (2) ❧ 6.175



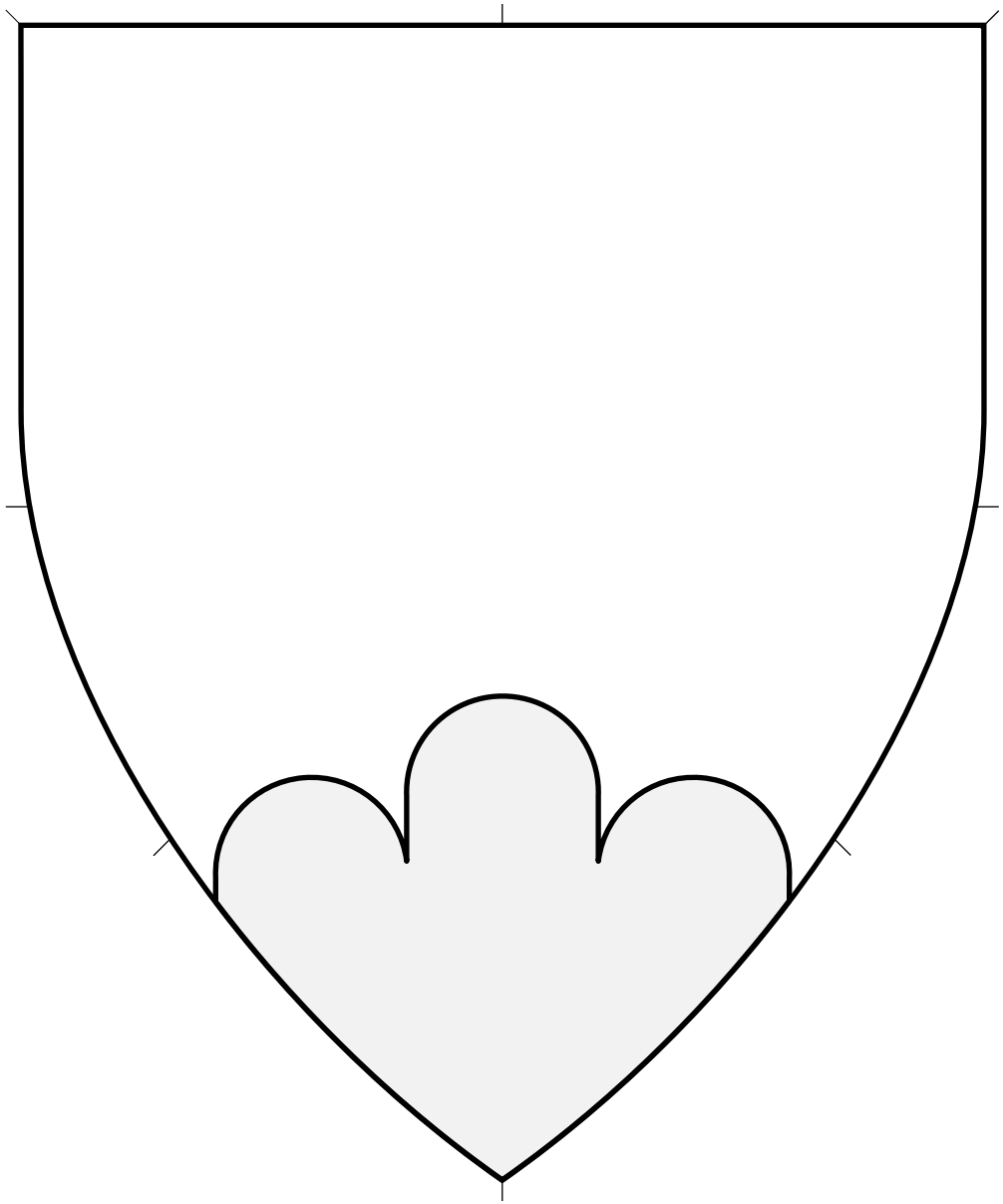


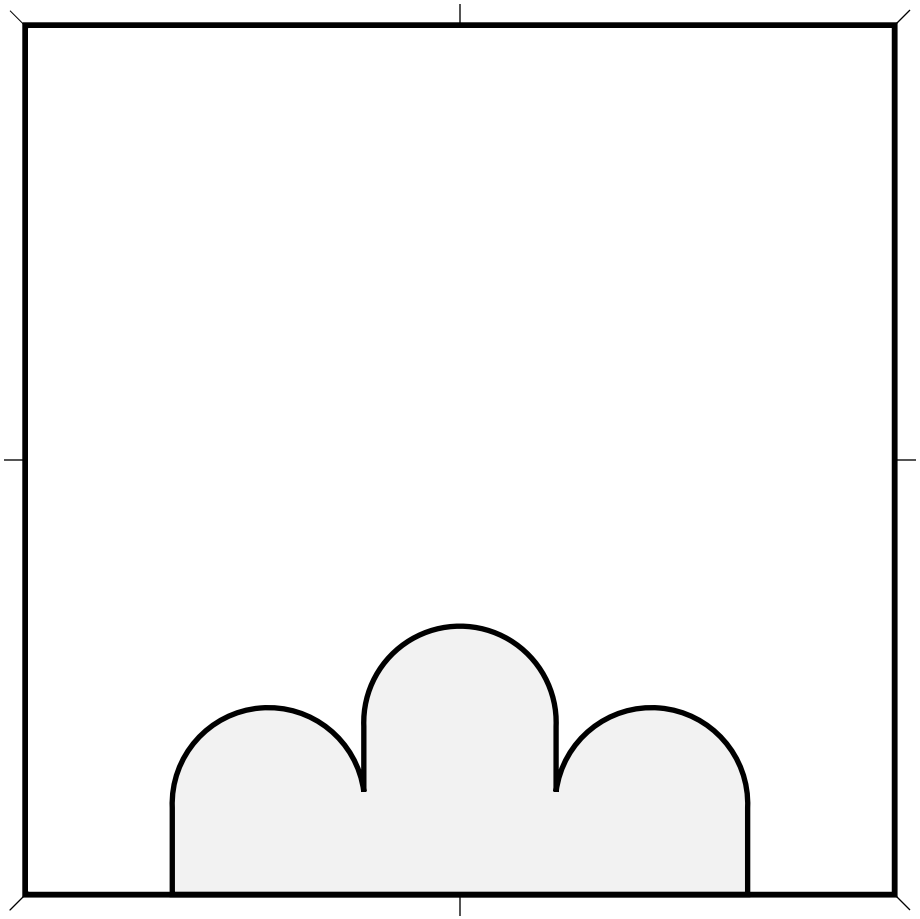
A group of hills. May be blazoned a "mount of 3 hillocks." Common in Italian and German heraldry.

Default orientation: issuant from base. Proper coloration: vert.

Source: Neustifter Wappenbuch. Artist: Vigil Raber. (Page 16.)

Trimount (3) ❧ 6.176



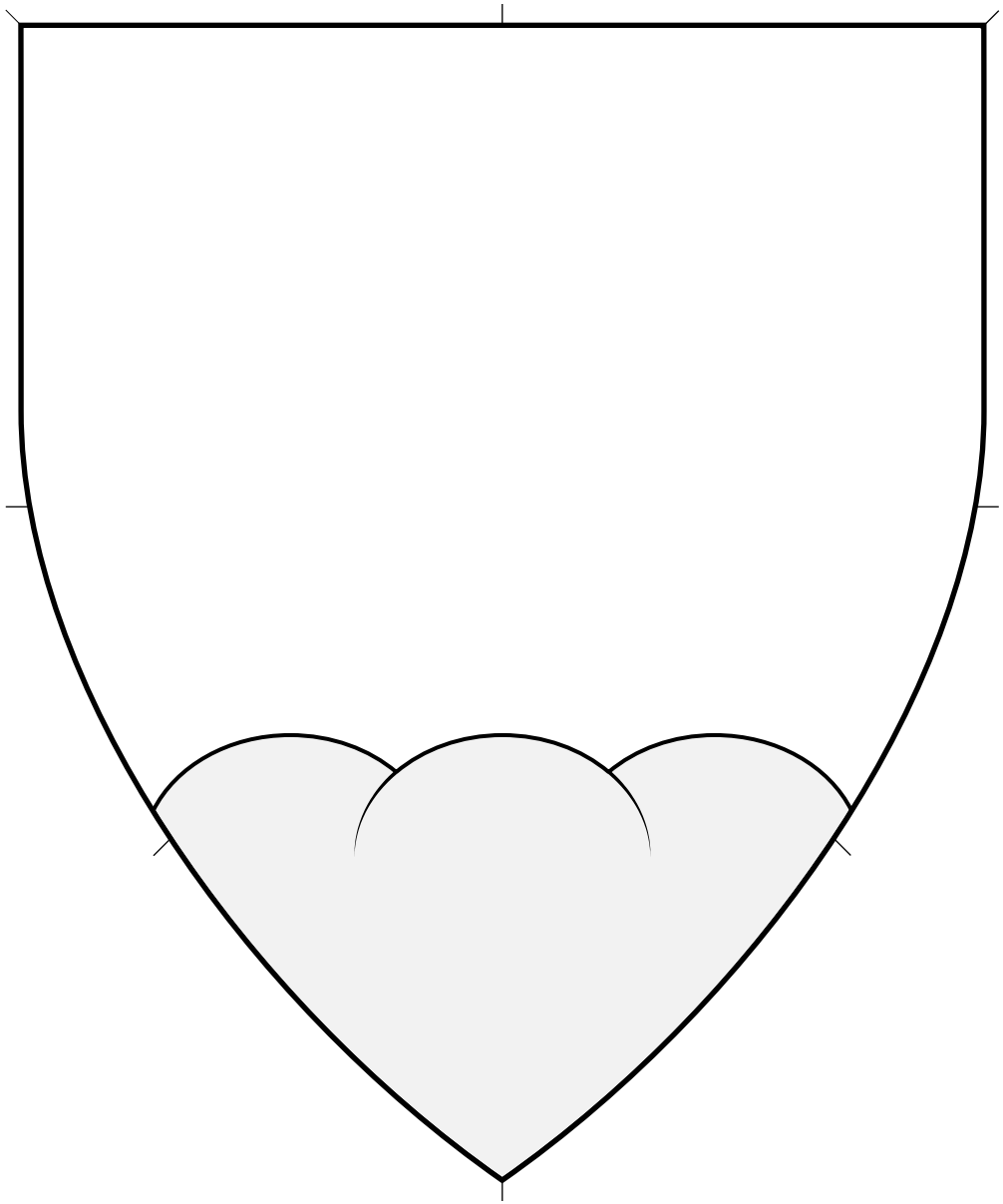


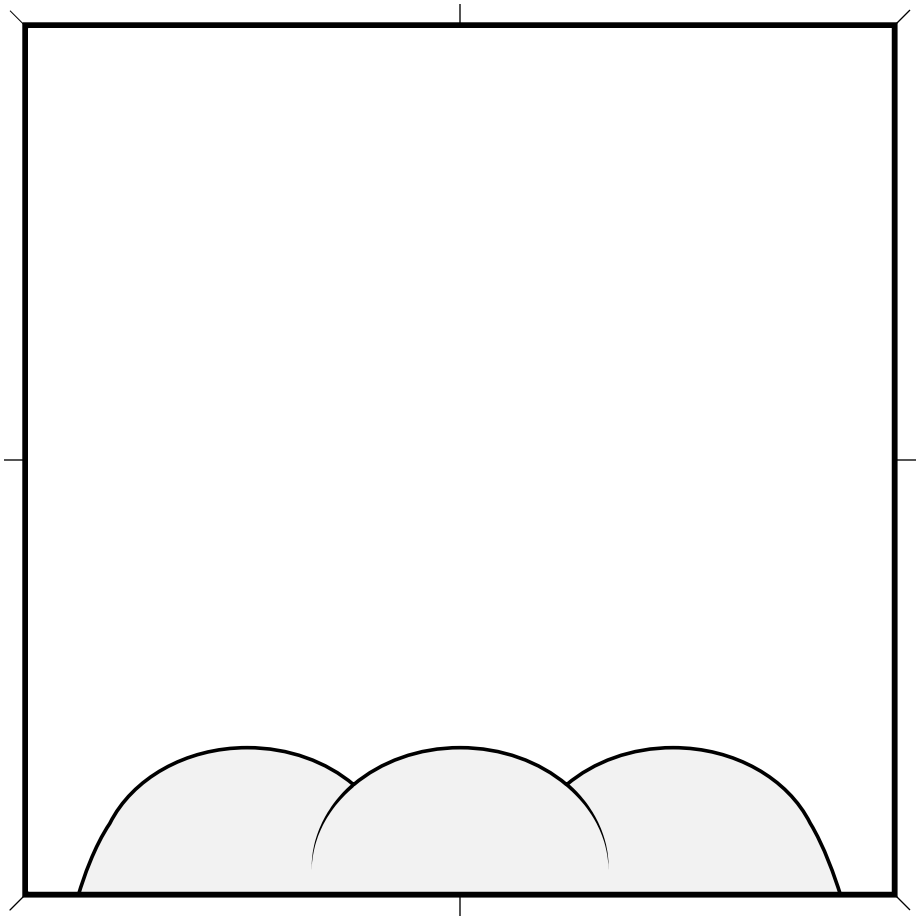
A group of hills. May be blazoned a "mount of 3 hillocks." Common in Italian and German heraldry.

Default orientation: issuant from base. Proper coloration: vert.

Source: Viking Answer Lady SVG Images For Heralds. Artist: Gunnvôr silfrahárr.

Trimount (4) ❧ 6.177



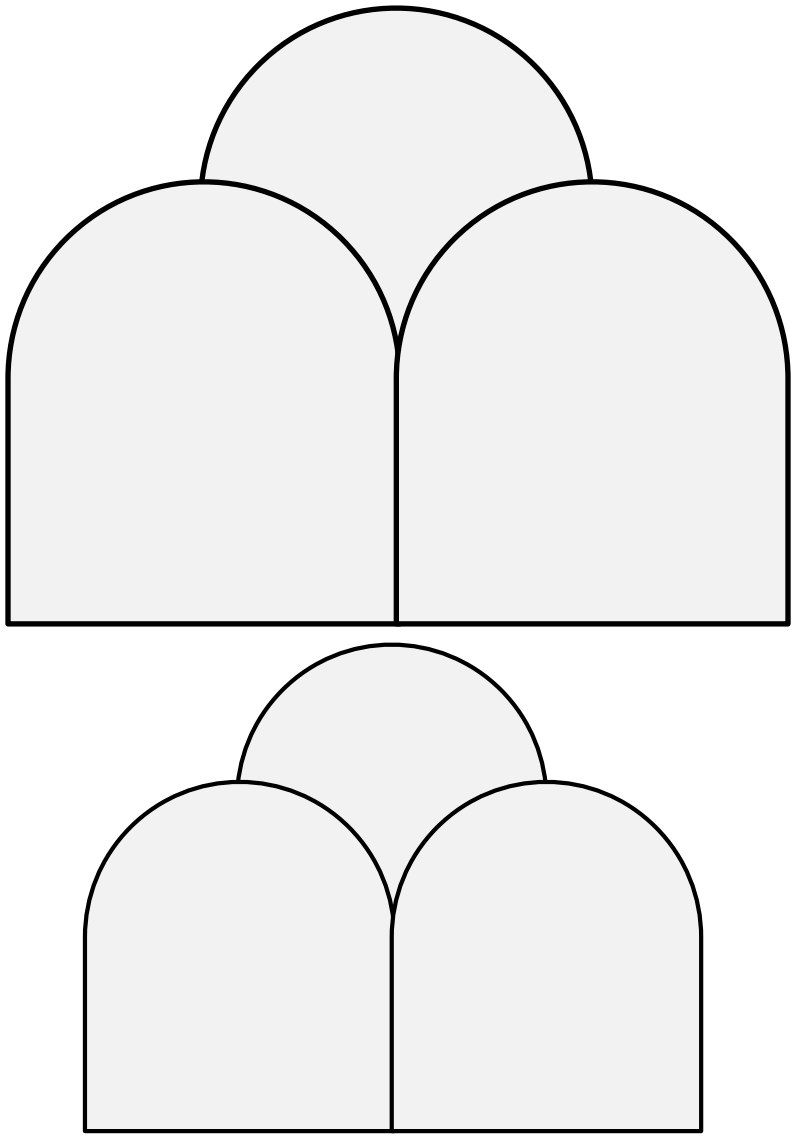


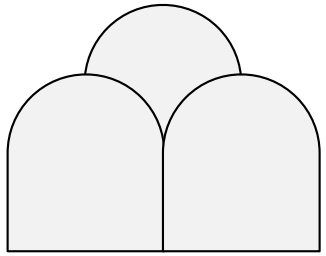
A group of hills. May be blazoned a "mount of 3 hillocks." Common in Italian and German heraldry.

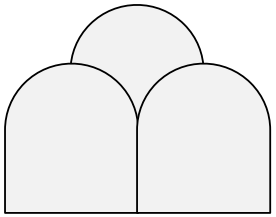
Default orientation: issuant from base. Proper coloration: vert.

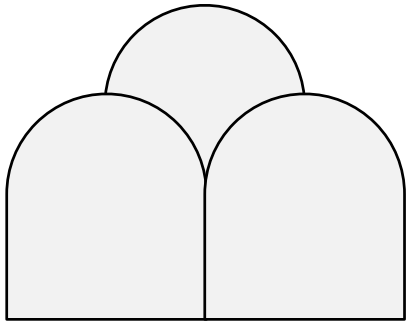
Source: WappenWiki. Artist: Joakim Spuller.

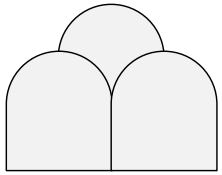
Trimount (5) · 6.178

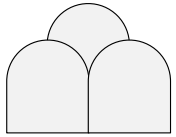


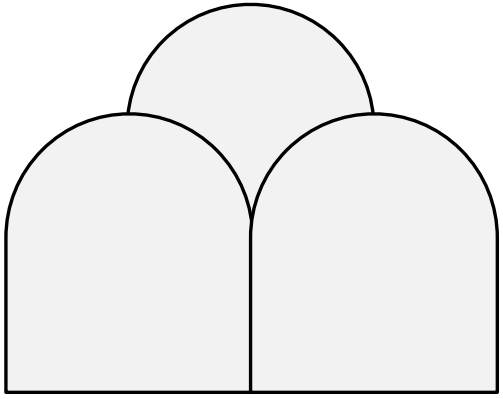


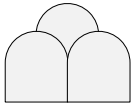








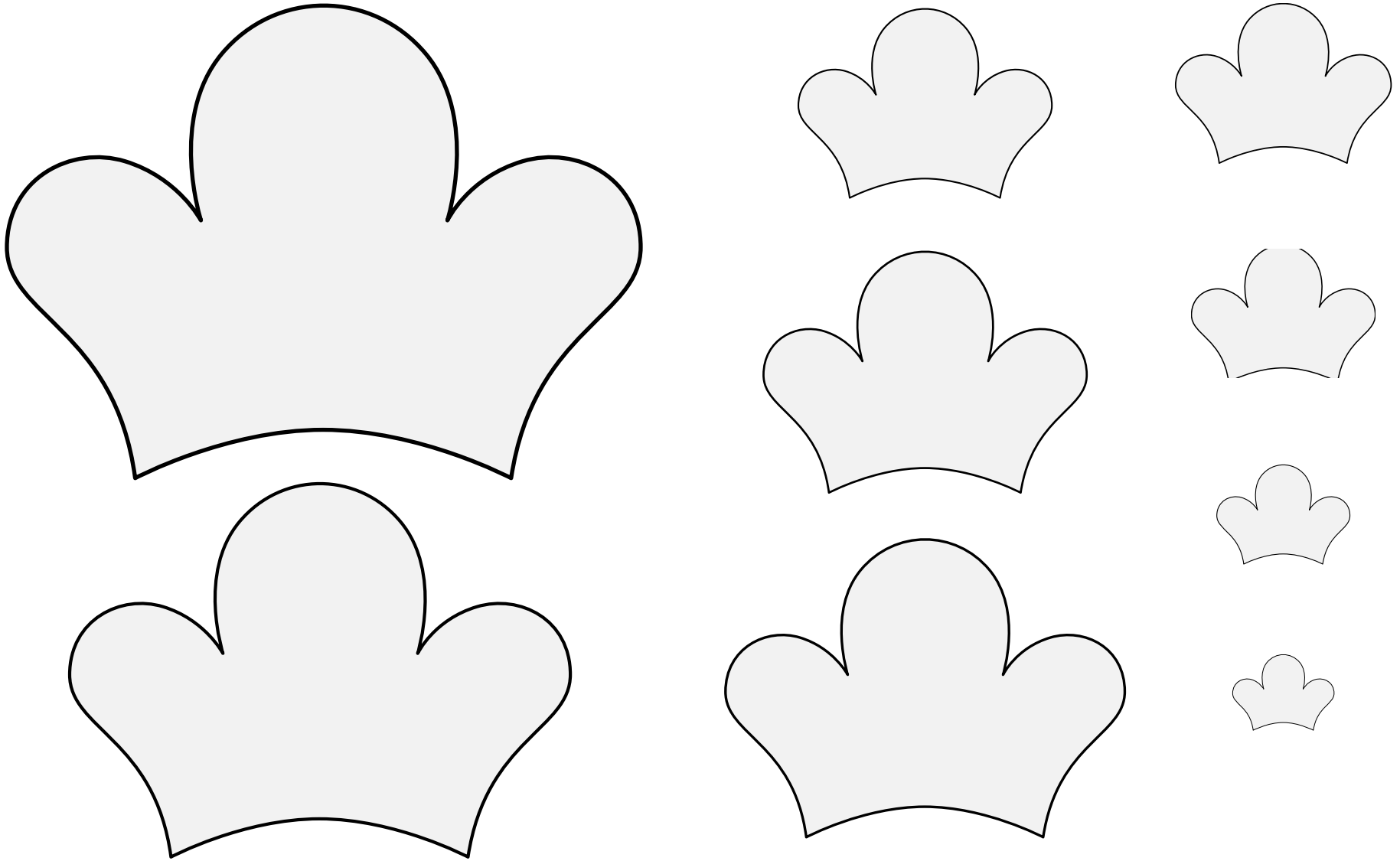




A group of hills. May be blazoned a "mount of 3 hillocks." Common in Italian and German heraldry.

Default orientation: issuant from base. Proper coloration: vert.

Trimount Couped (1) ❧ 6.179

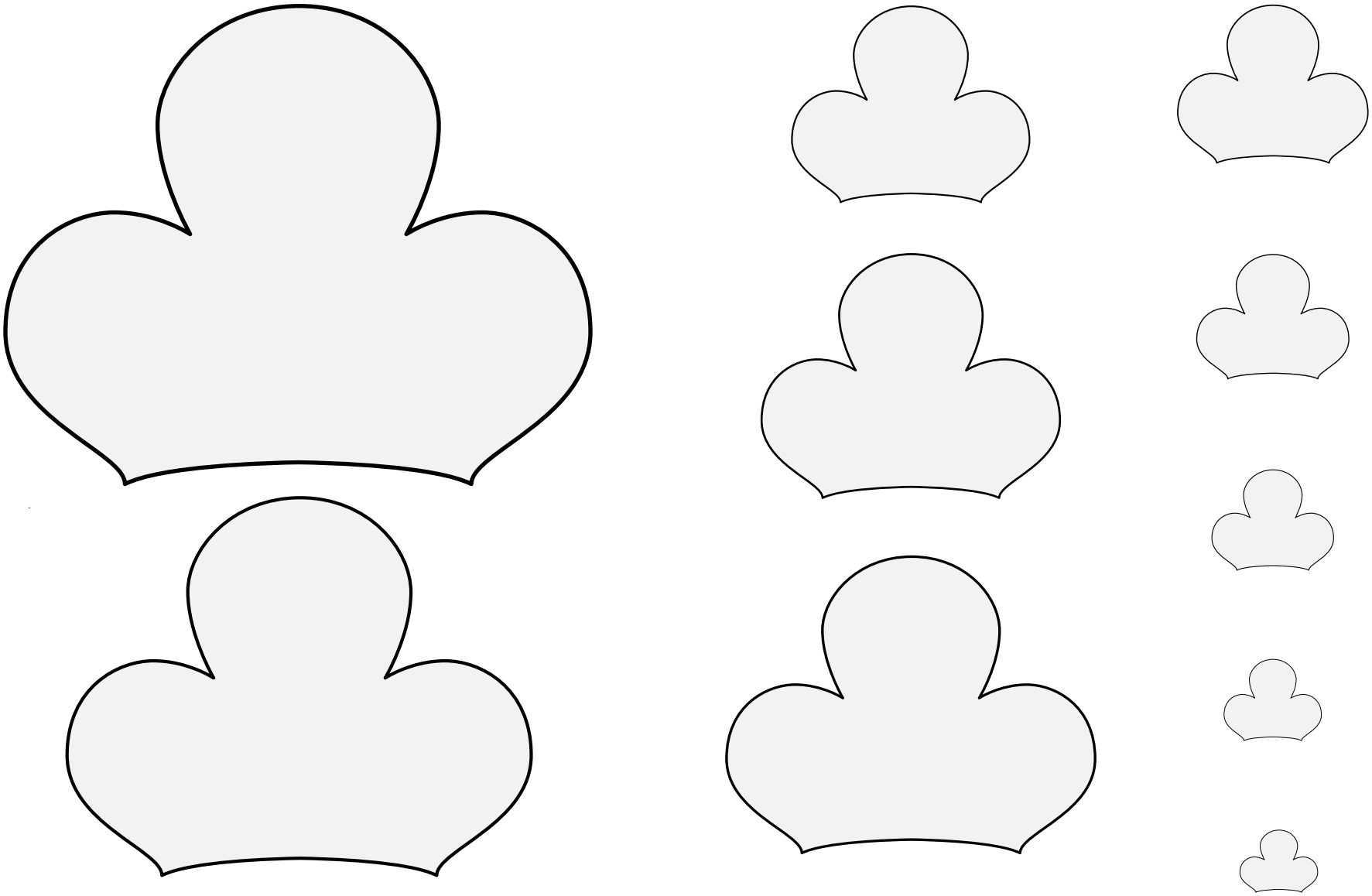


A group of hills. May be blazoned a "mount of 3 hillocks." Common in Italian and German heraldry.

Default orientation: issuant from base. Proper coloration: vert.

Source: Wappenbuch der Arlberg-Bruderschaft.
Artist: Vigil Raber. (Page 273.)

Trimount Couped (2) ❧ 6.180

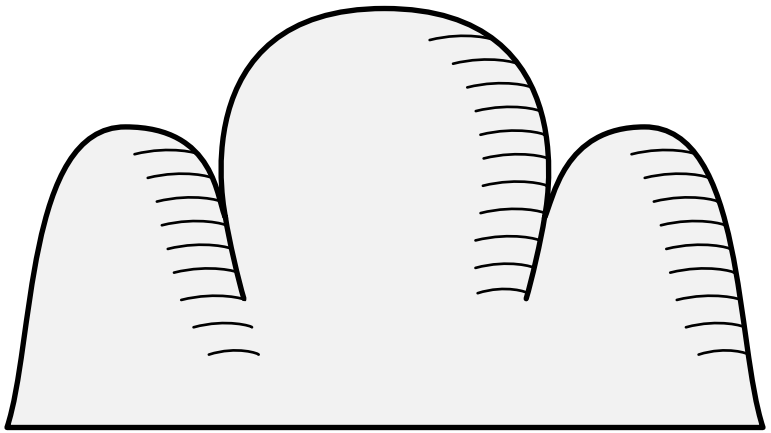


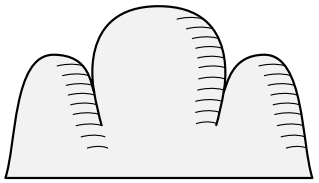
A group of hills. May be blazoned a "mount of 3 hillocks." Common in Italian and German heraldry.

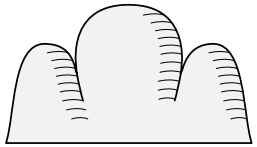
Default orientation: issuant from base. Proper coloration: vert.

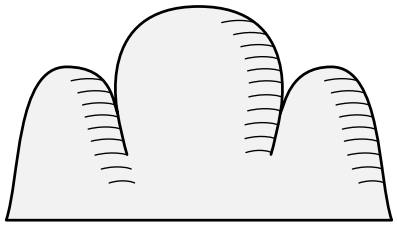
Source: Wappenbuch of the Holy Roman Empire.
Artist unknown. (Page 375.)

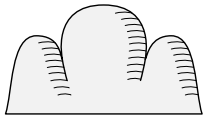
Trimount Couped (3) ❧ 6.181

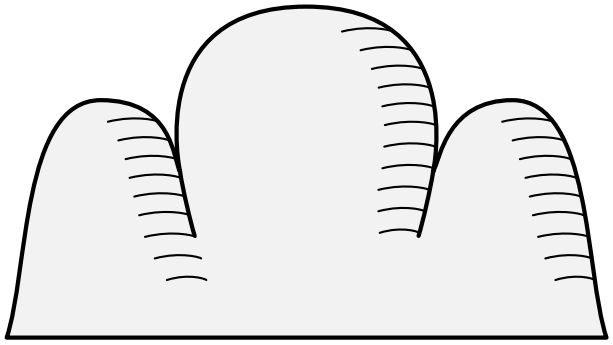


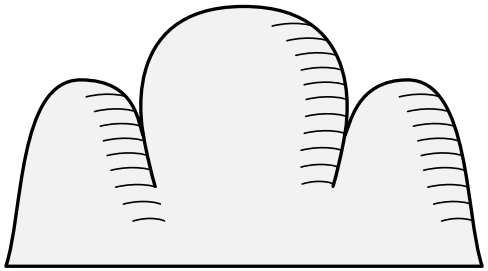










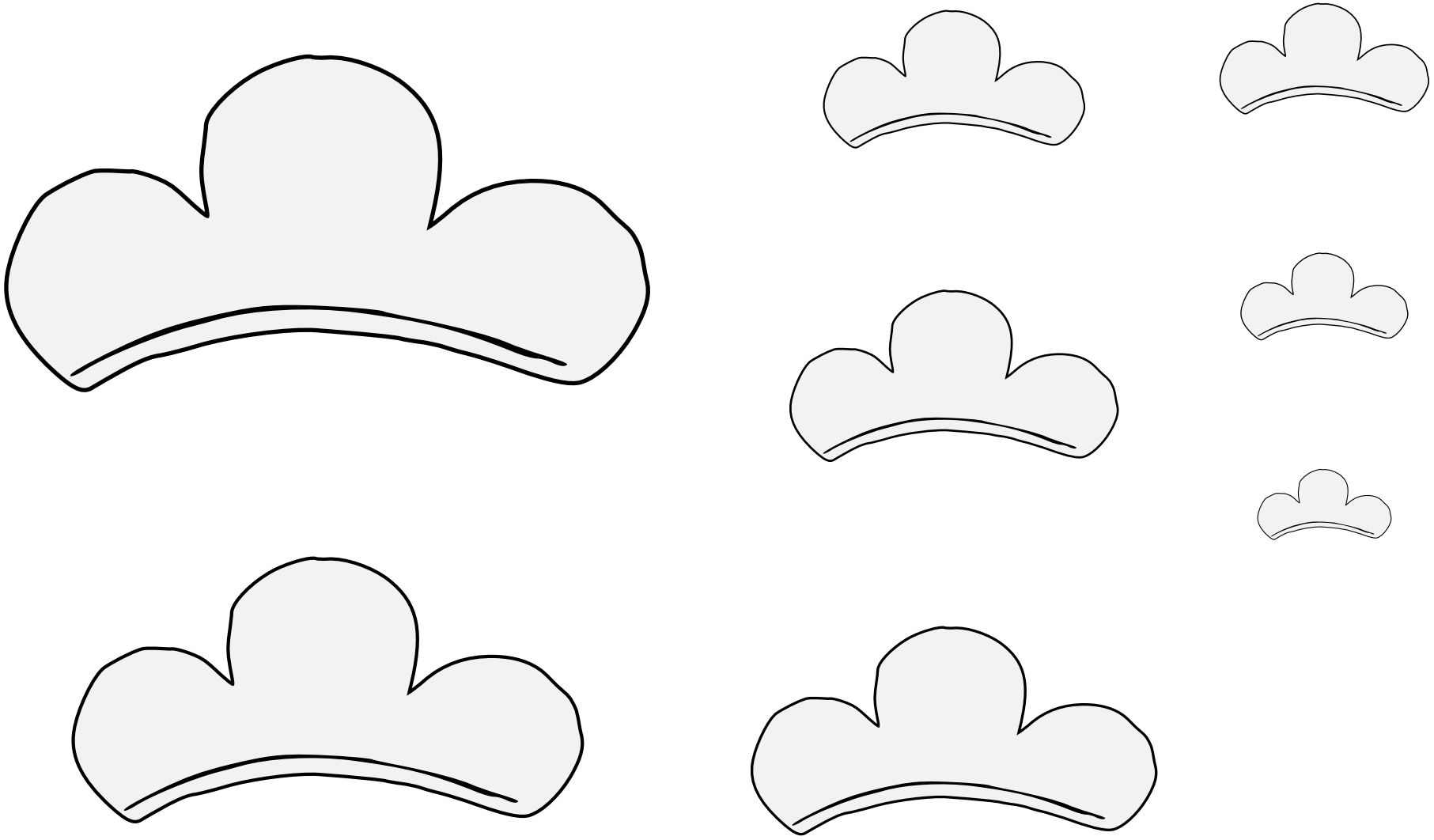


A group of hills. May be blazoned a "mount of 3 hillocks." Common in Italian and German heraldry.

Default orientation: issuant from base. Proper coloration: vert.

Source: Libro II Della Natione Normanda.
Artist unknown. (Page 164, arms of Moraní.)
Adapted by Mathghamhain Ua Ruadháin.

Trimount Couped (4) ❧ 6.182

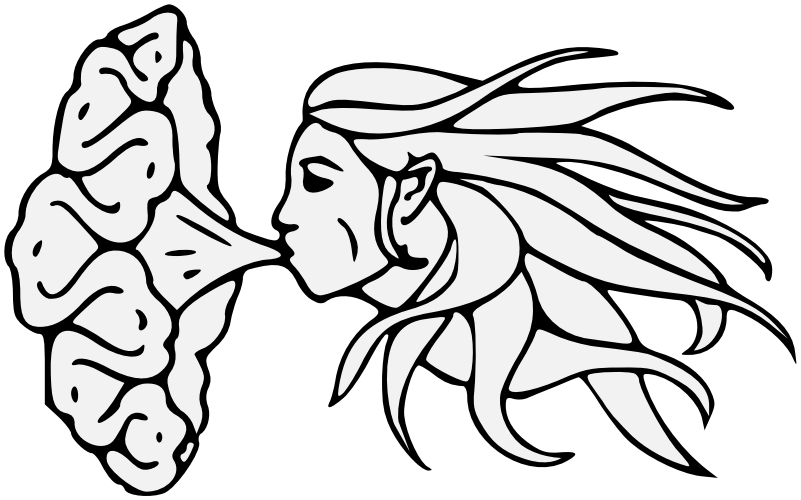


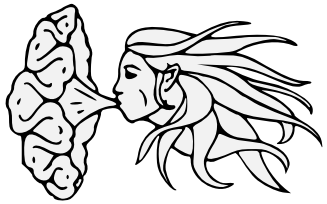
A group of hills. May be blazoned a "mount of 3 hillocks." Common in Italian and German heraldry.

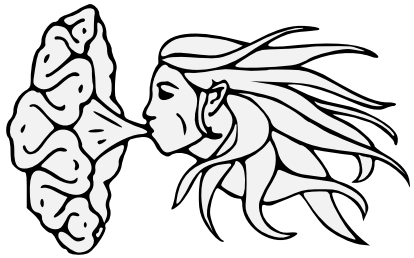
Default orientation: issuant from base. Proper coloration: vert.

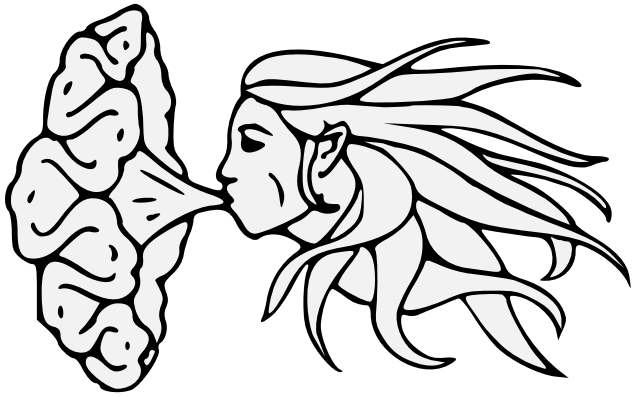
Source: Schlesisches Wappenbuch. Artist unknown.
(Page 50, arms of Hornstain.)

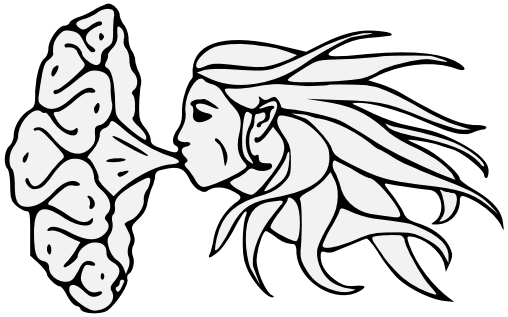
Trimount Couped (5) ❧ 6.183











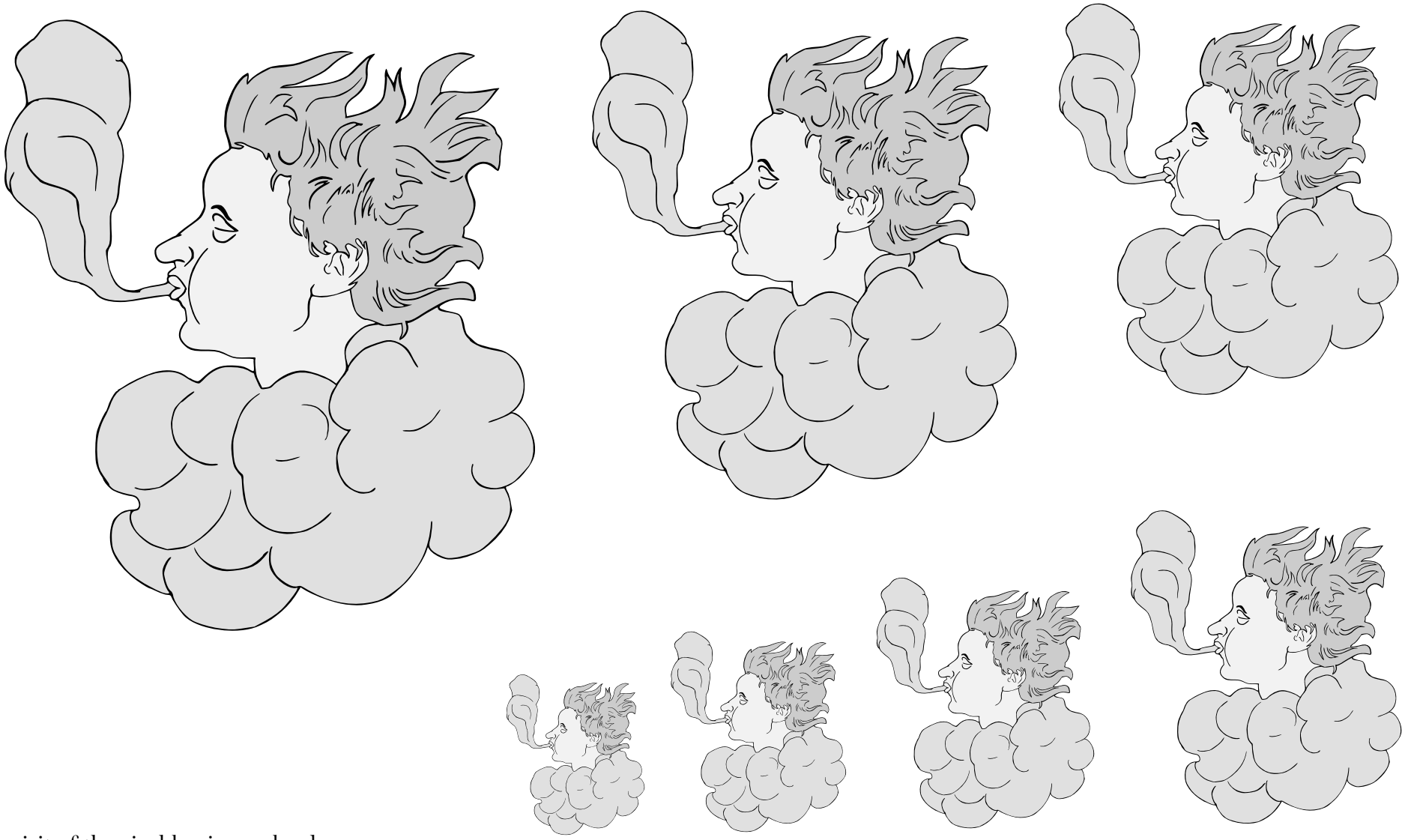
A spirit of the air, blowing a cloud.

Default posture: upright, facing dexter. No proper coloration.

A “mistral” is a female wind.

Source: Pennsic Traceable Art. Artist unknown.

Wind, Mistral ❧ 6.184



A spirit of the air, blowing a cloud.

Default posture: upright, facing dexter. No proper coloration.

A "zephyr" is a youthful wind.

Source: Insignia Nobilium Urbis Romae. Artist unknown.
(Arms of Zeffiro, folio 112.) Adapted by Thora Brandsdottir.

Wind, Zephyr ❧ 6.185