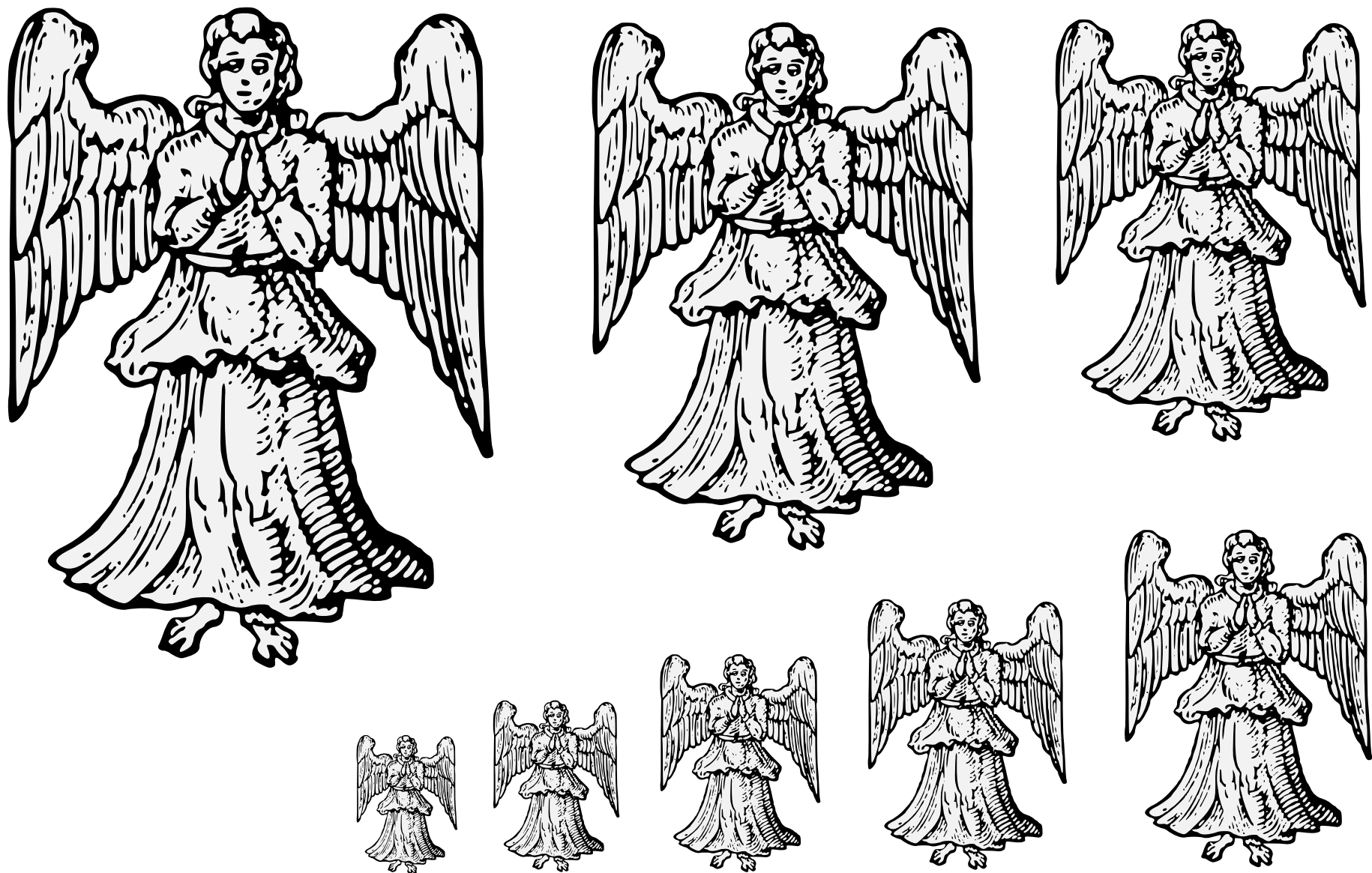


❧ Book of Traceable Heraldic Art ❧

Volume 13: People

Including Human Body Parts
& Partly-Human Monsters



A supernatural being with the form of a winged human.

Default posture: statant affronty, wings displayed. Proper coloration: only if skin tone is blazoned.

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



A supernatural being with the form of a winged human.

Sometimes blazoned as “Archangel Michael.”

Default posture: statant affronty, wings displayed.

Proper coloration: only if skin tone is blazoned.

Source: Pennsic Bored-Artist Collection. Artist unknown.



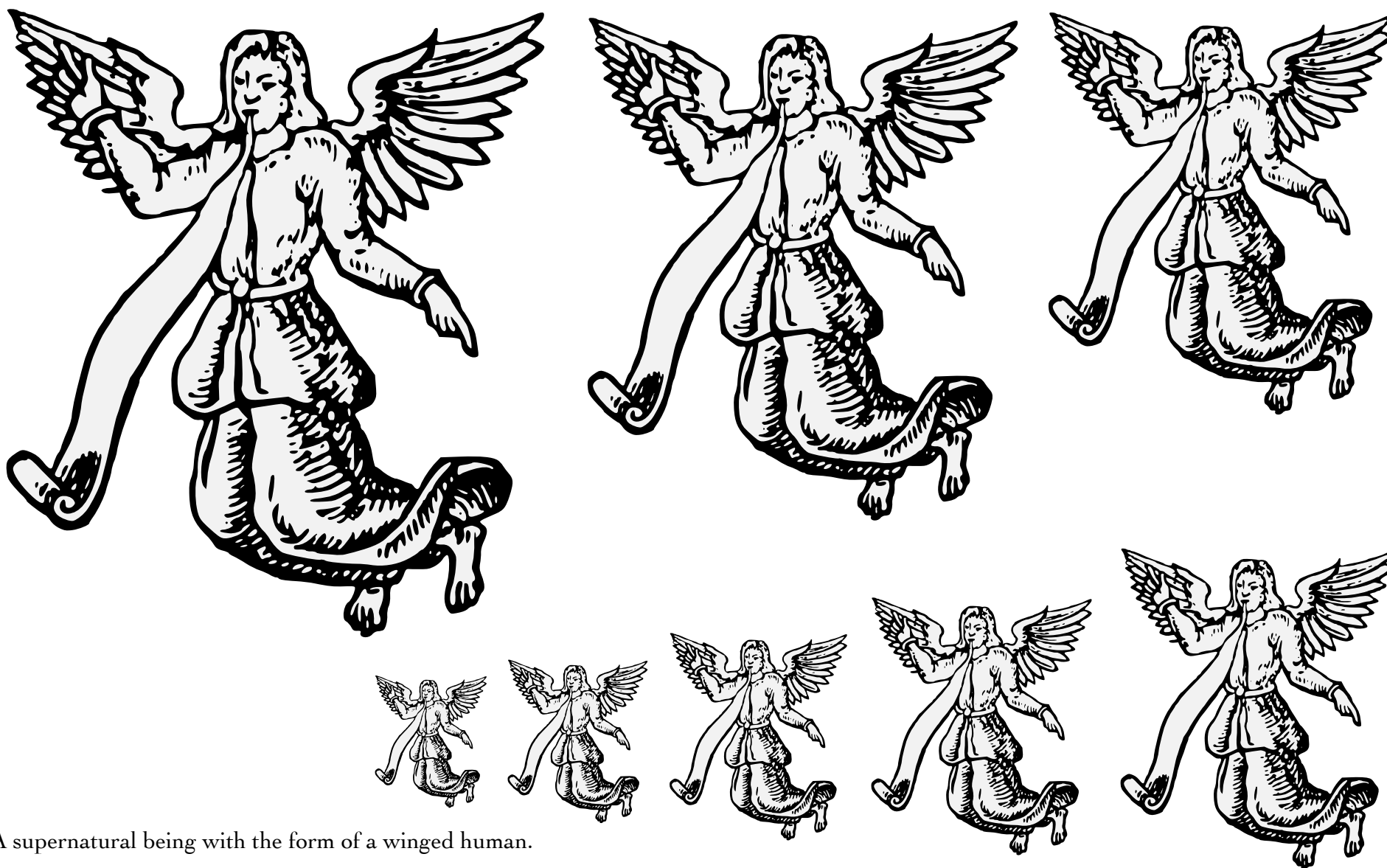
A supernatural being with the form of a winged human.

Default posture: statant affronty. Proper coloration: only if skin tone is blazoned.

Source: Fictitious & Symbolic Creatures in Art.

Artist: John Vinycomb.

Angel Statant Upon A Cloud • 13.4

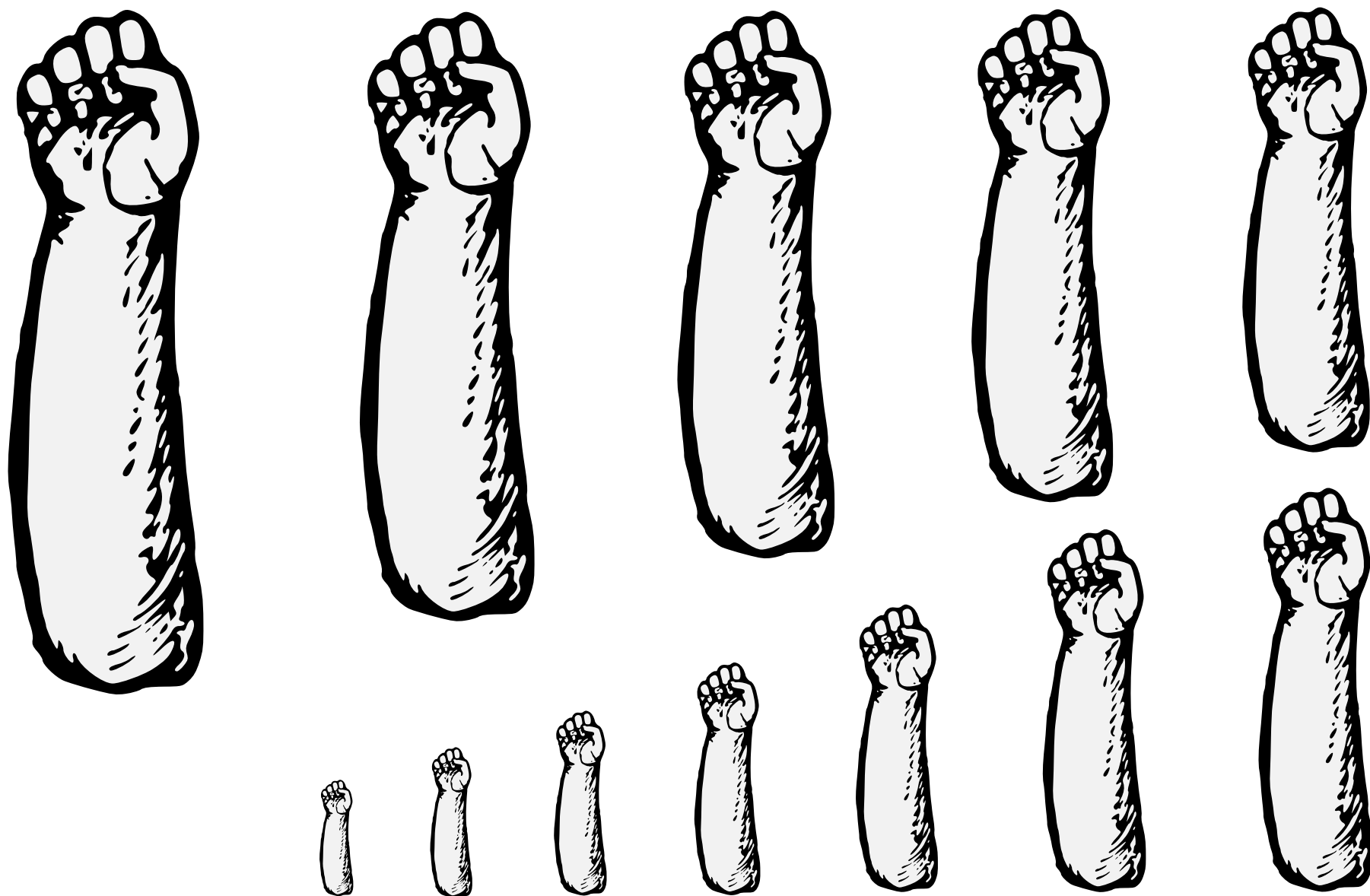


A supernatural being with the form of a winged human.

Default posture: statant affronty. Proper coloration: only if skin tone is blazoned.

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

Angel Volant With a Scroll Issuant From Its Mouth 13.5

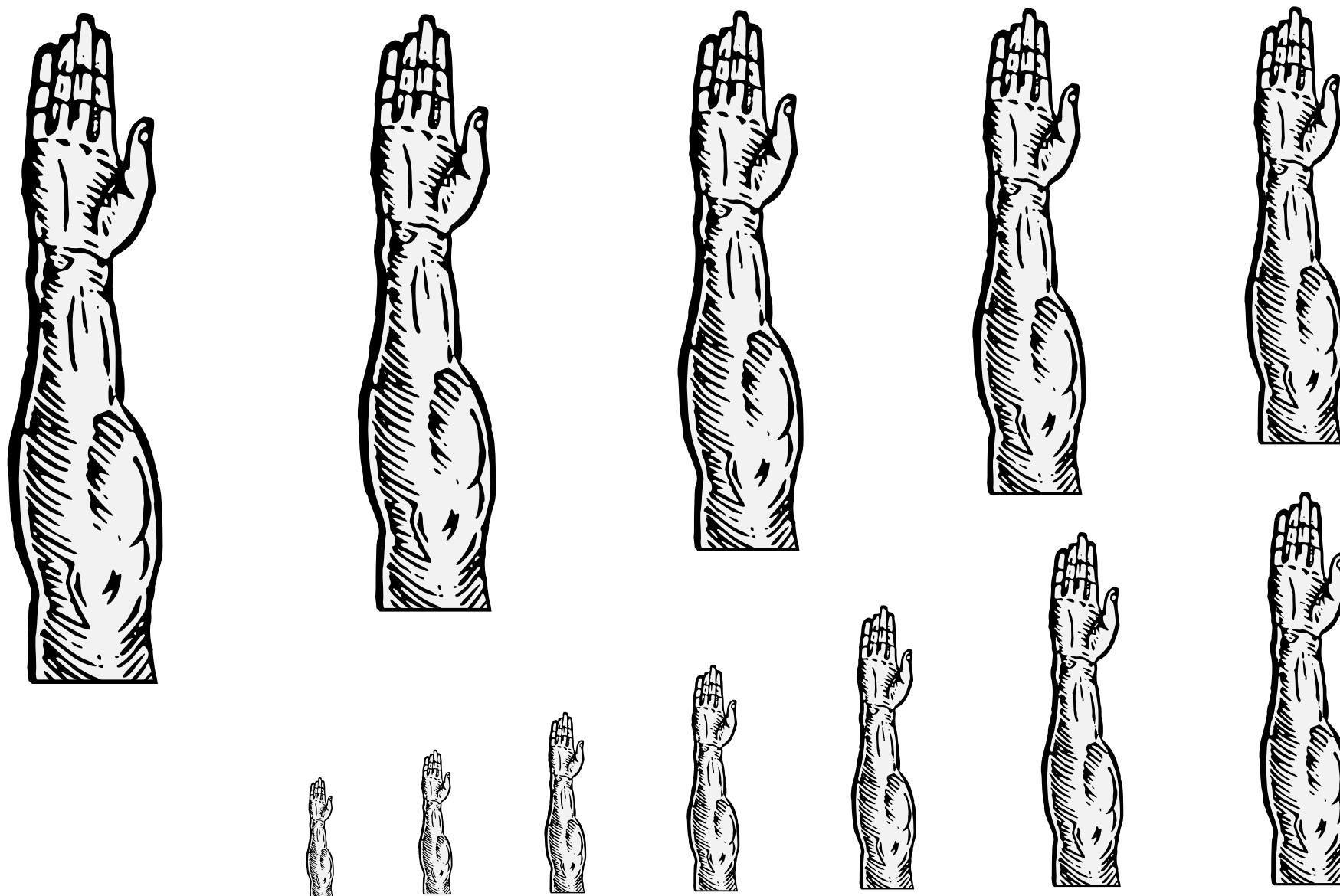


A human arm.

Default alignment: dexter arm, hand to chief. Proper coloration: only if skin tone is blazoned.

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

Arm Couped 13.6

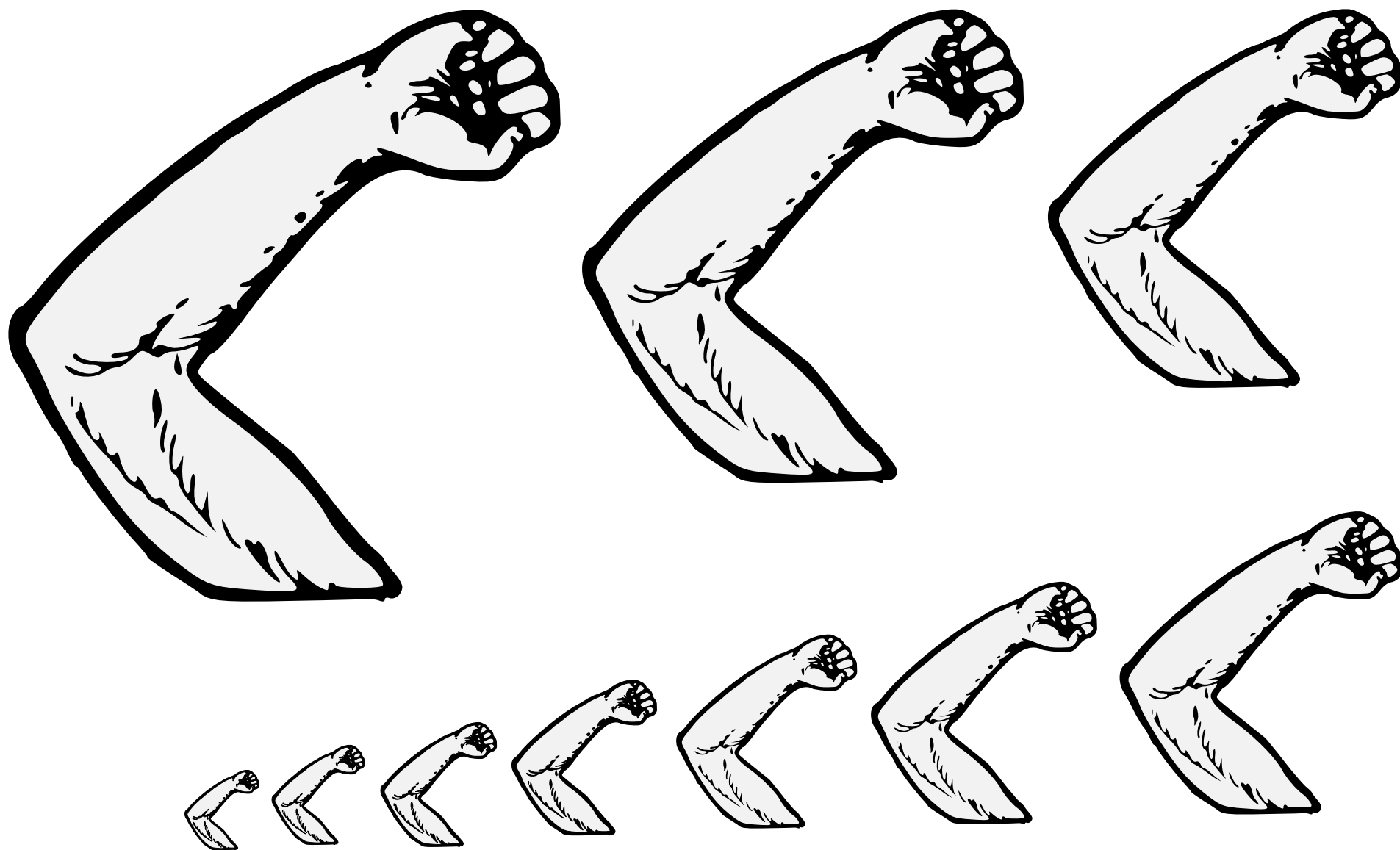


A human arm.

Default alignment: dexter arm, hand to chief. Proper coloration: only if skin tone is blazoned.

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

Arm Couped with Fingers Extended 13.7

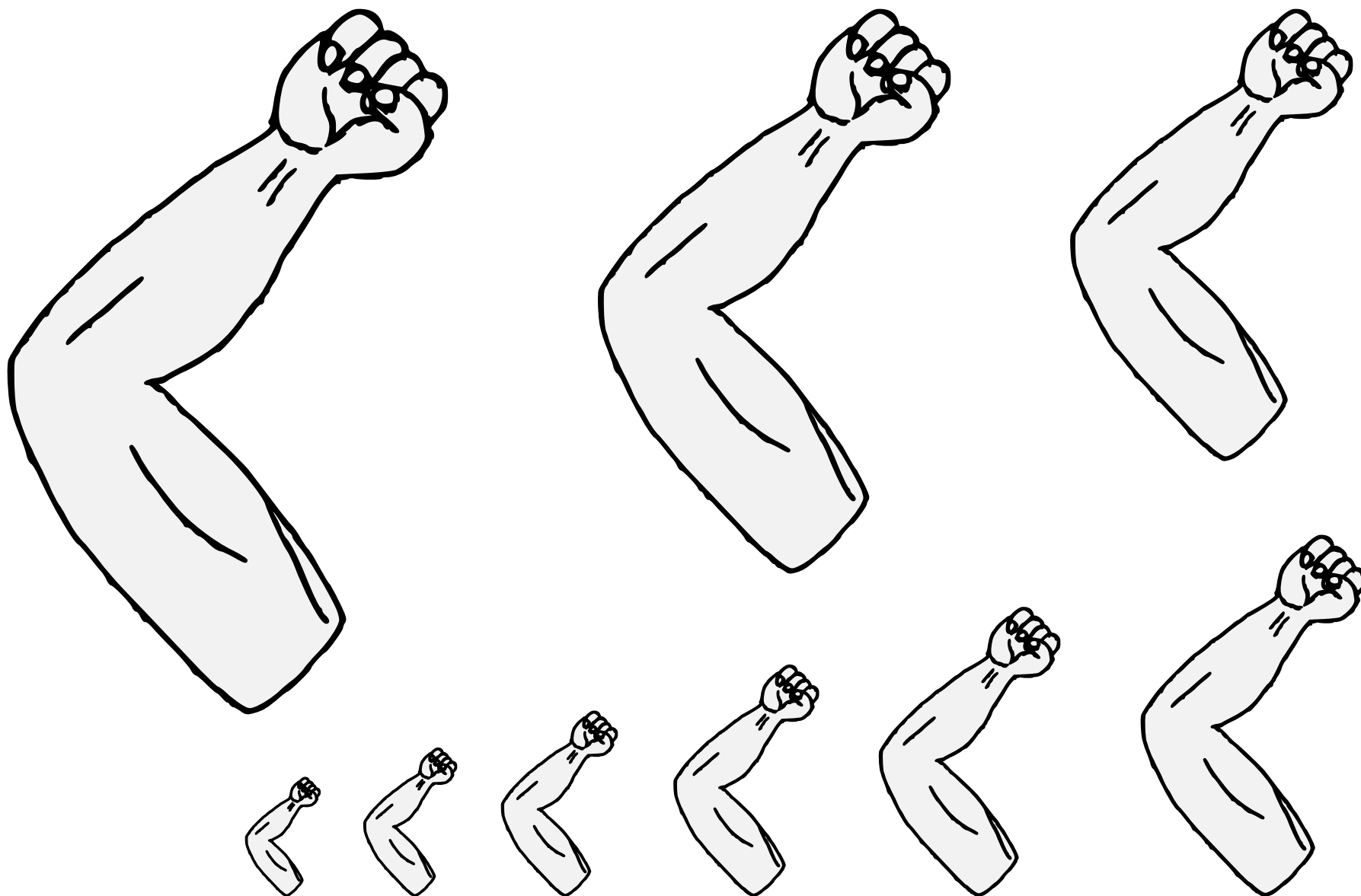


A human arm.

Default alignment: dexter arm, hand to chief. Proper coloration: only if skin tone is blazoned.

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

Arm Embowed (1) 13.8

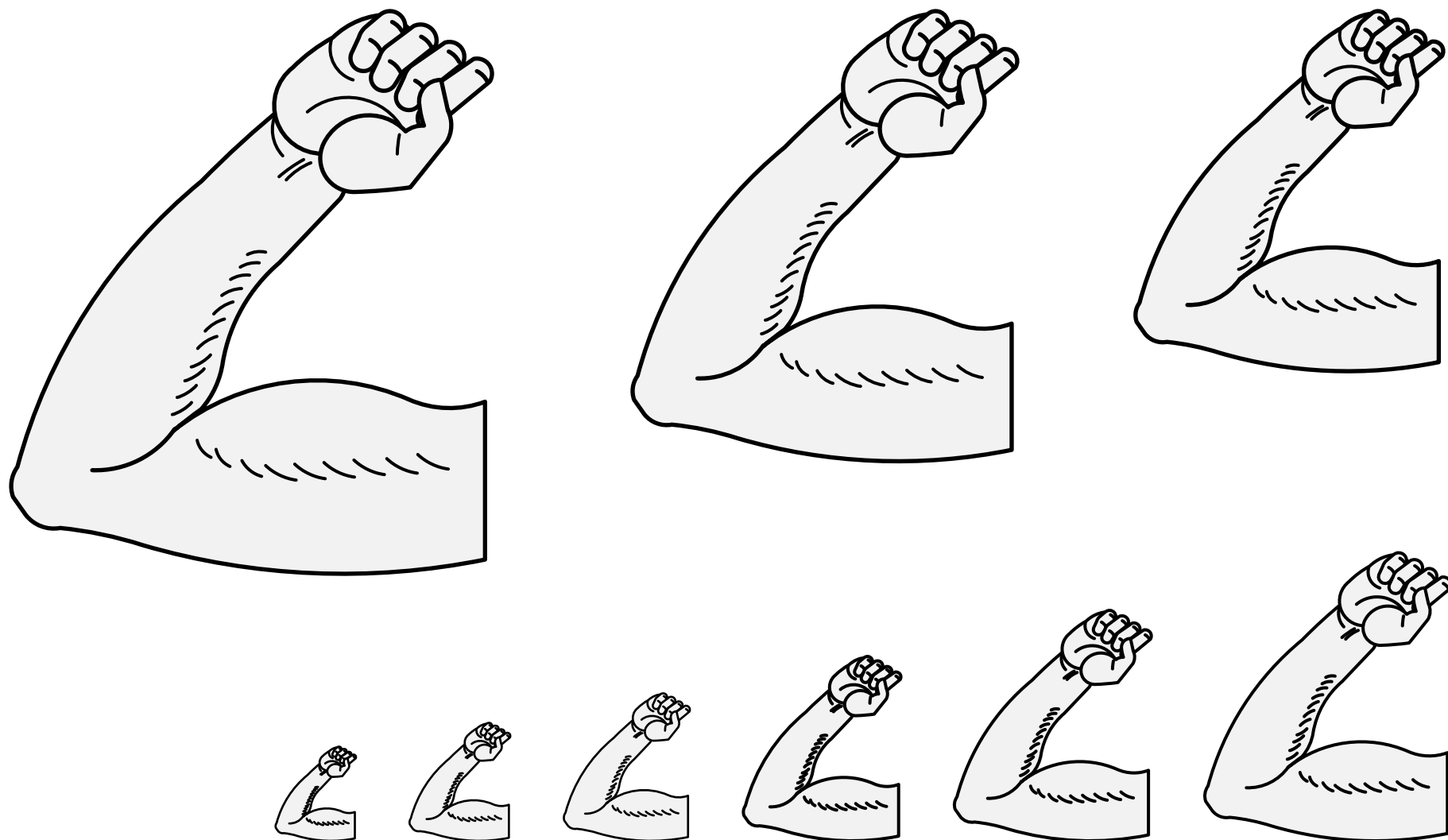


A human arm.

Default alignment: dexter arm, hand to chief. Proper coloration: only if skin tone is blazoned.

Source: Pennsic Traceable Art. Artist unknown.

Arm Embowed (2) 13.9

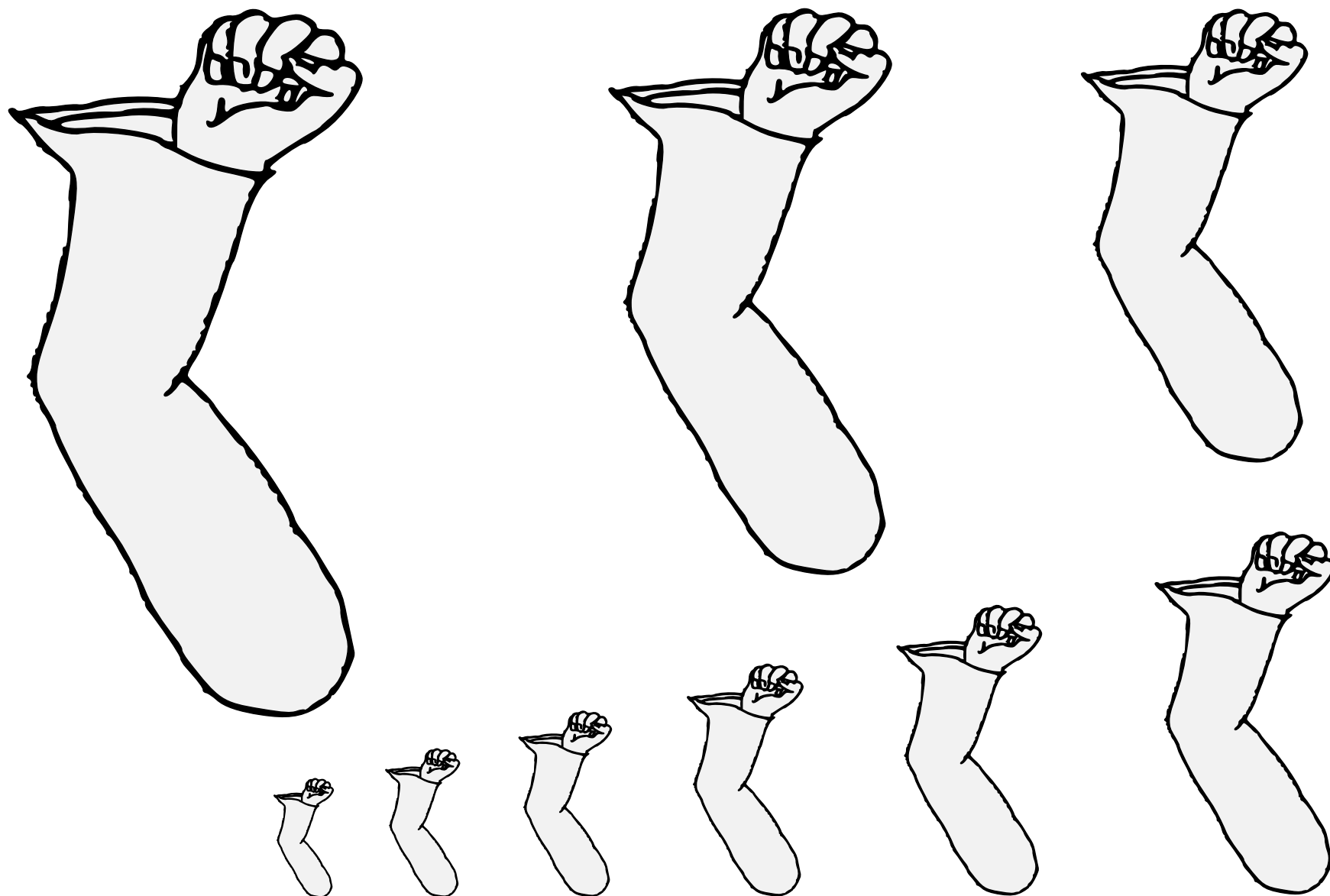


A human arm.

Default alignment: dexter arm, hand to chief. Proper coloration: only if skin tone is blazoned.

Source: Viking Answer Lady SVG Images For Heraldry. Artist: Gunnvôr silfráhr.

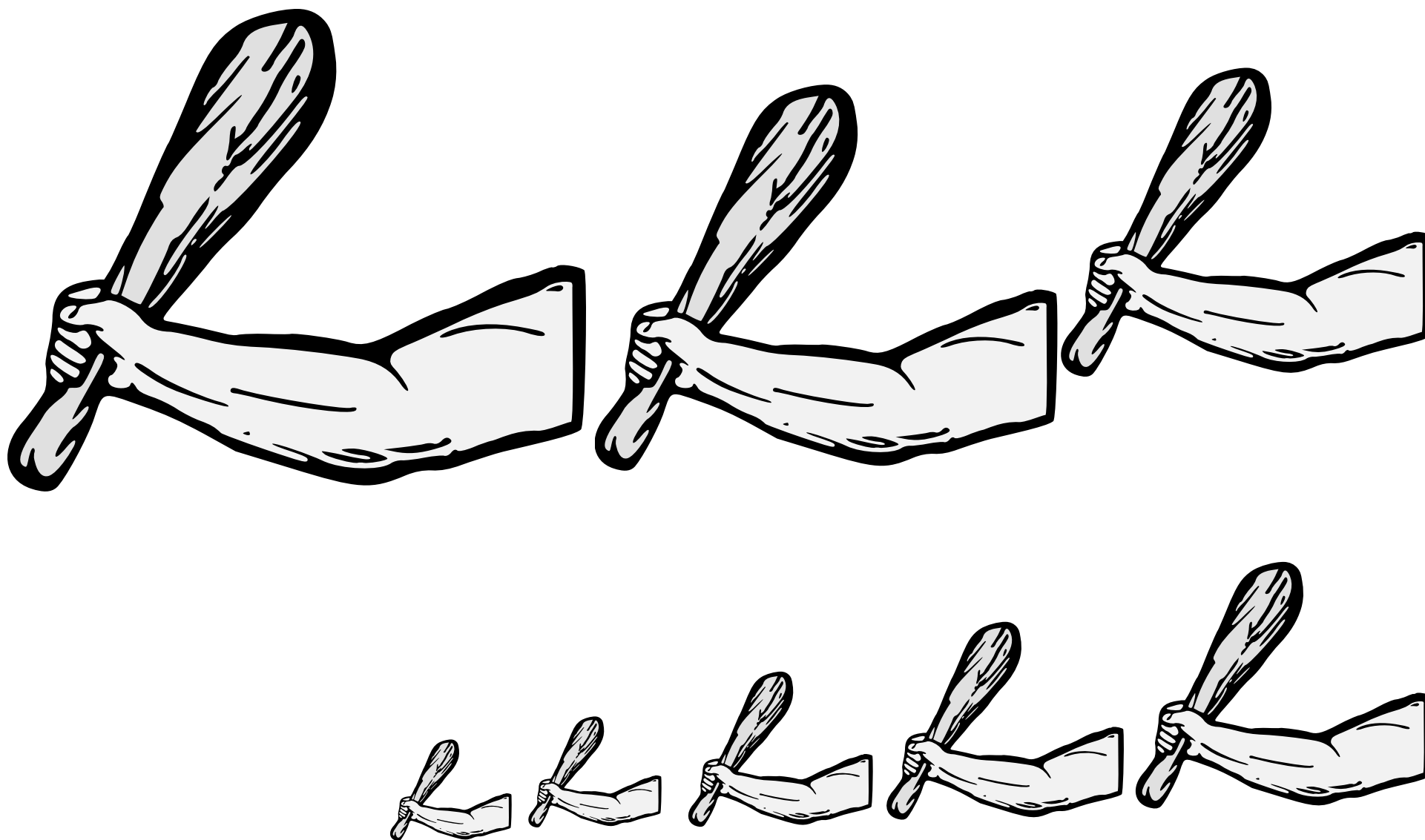
Arm Embowed (3) 13.10



A human arm. Vested indicates that it is clothed.

Default alignment: dexter arm, hand to chief. Proper coloration: only if skin tone is blazoned; clothing must be explicitly blazoned.

Source: Pennsic Traceable Art. Artist unknown.



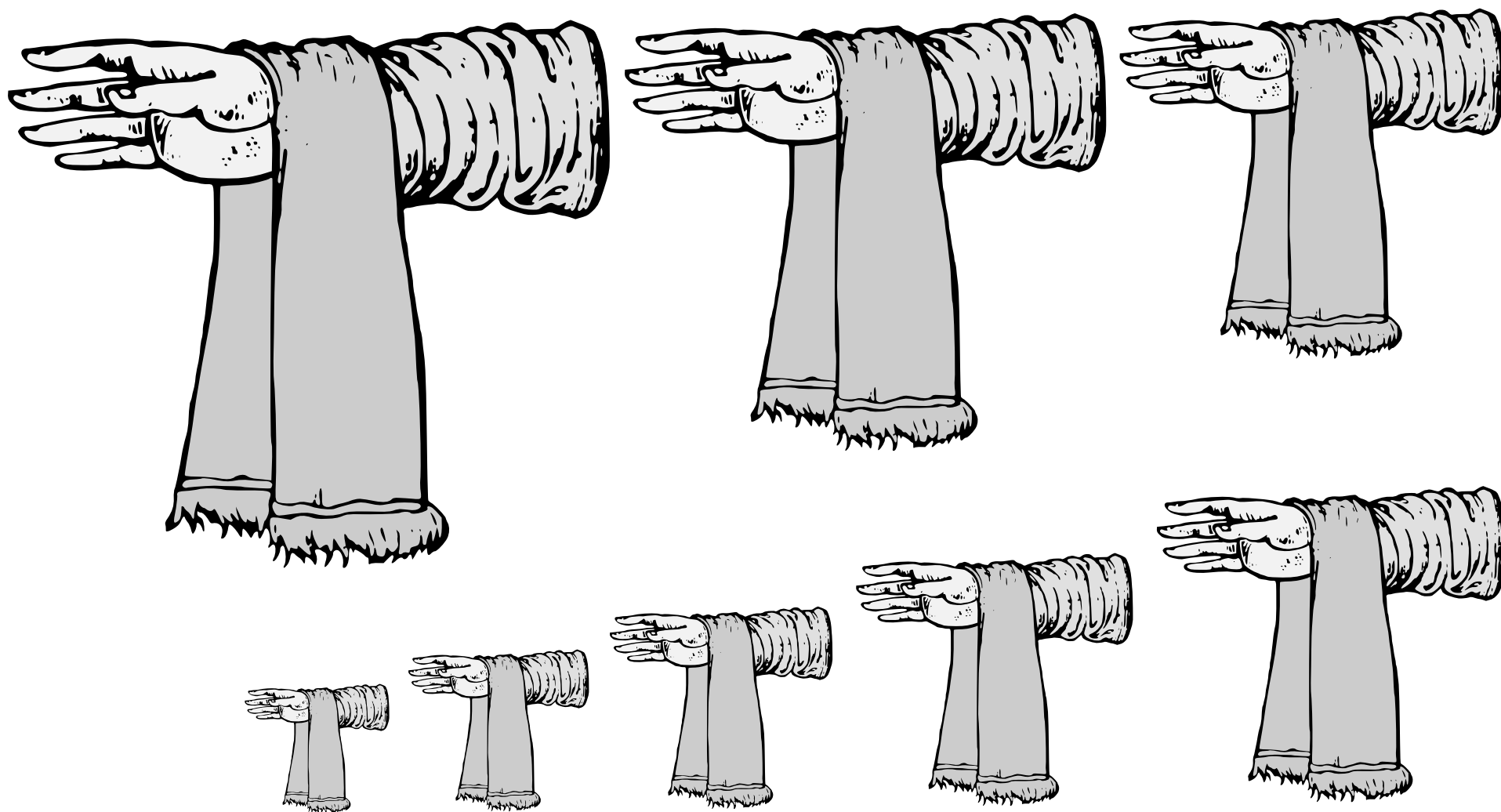
A human arm.

Default alignment: dexter arm, hand to chief. Proper coloration: only if skin tone is blazoned.

Source: Opus Insignium Armorumque.

Artist: Johann Weikhard von Valvasor.

Arm Fesswise Maintaining A Club ♣ 13.12

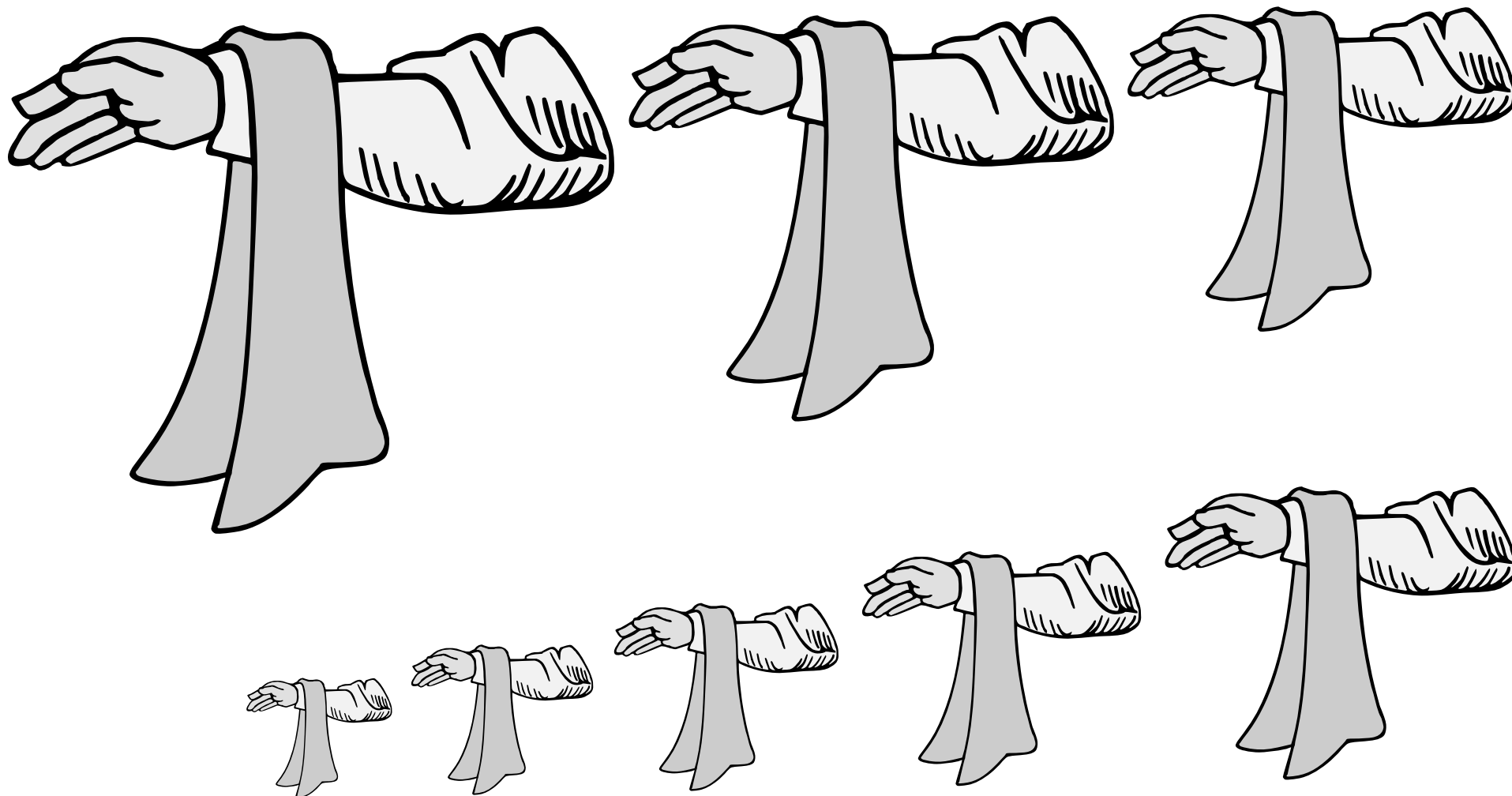


A human arm.

Default alignment: dexter arm, hand to chief. Proper coloration: only if skin tone is blazoned.

Source: Le Blason Des Armoiries. Artist: Jérôme de Bara. (Page 78.)

Arm Fesswise Couped Maintaining A Scarf (1) • 13.13

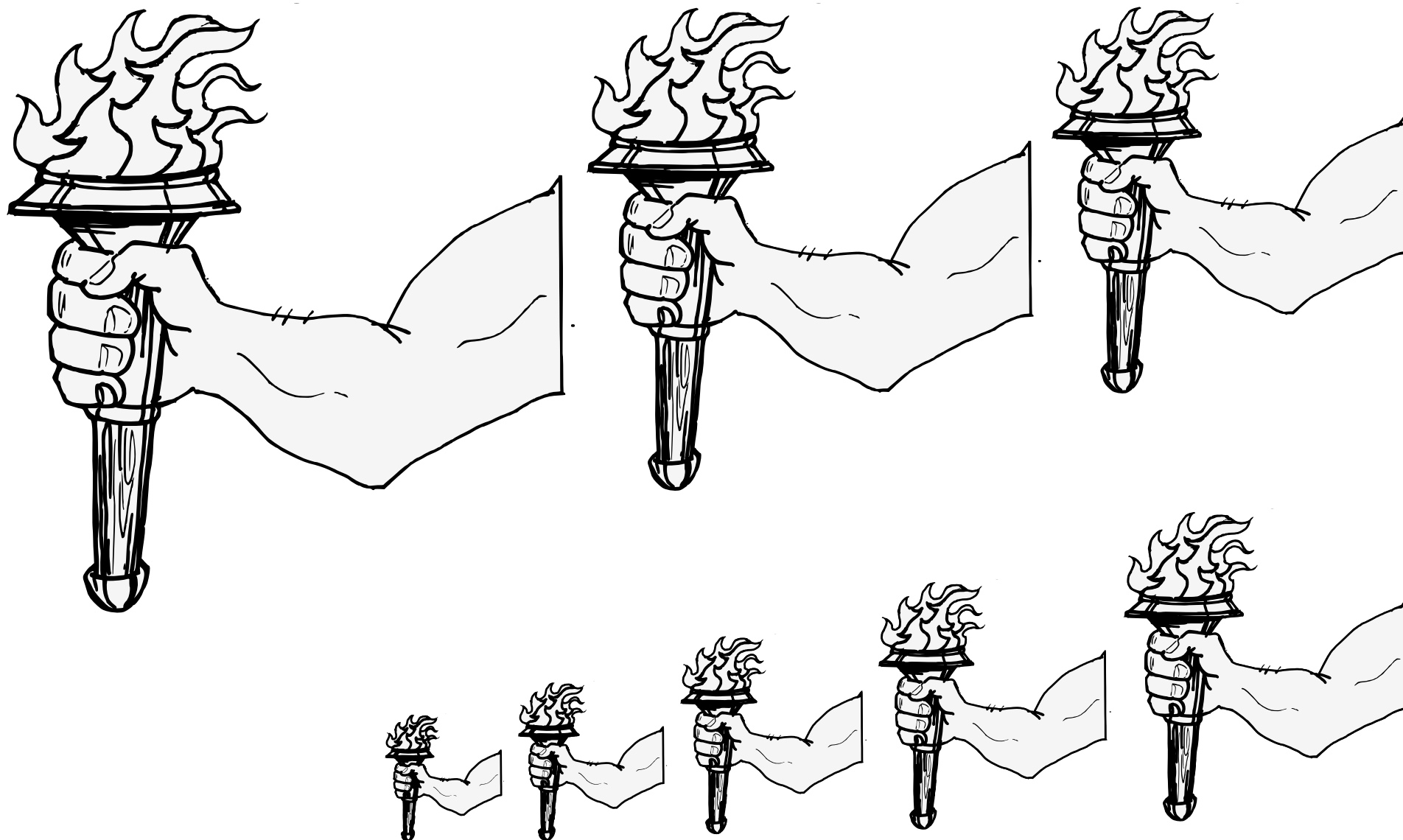


A human arm.

Default alignment: dexter arm, hand to chief. Proper coloration: only if skin tone is blazoned.

Source: Confréries de la Cour Amoureuse. Artist unknown. (Folio 37.) Adapted by Jessimond of Emerickeskepe.

Arm Fesswise Couped Maintaining A Scarf (2) 13.14

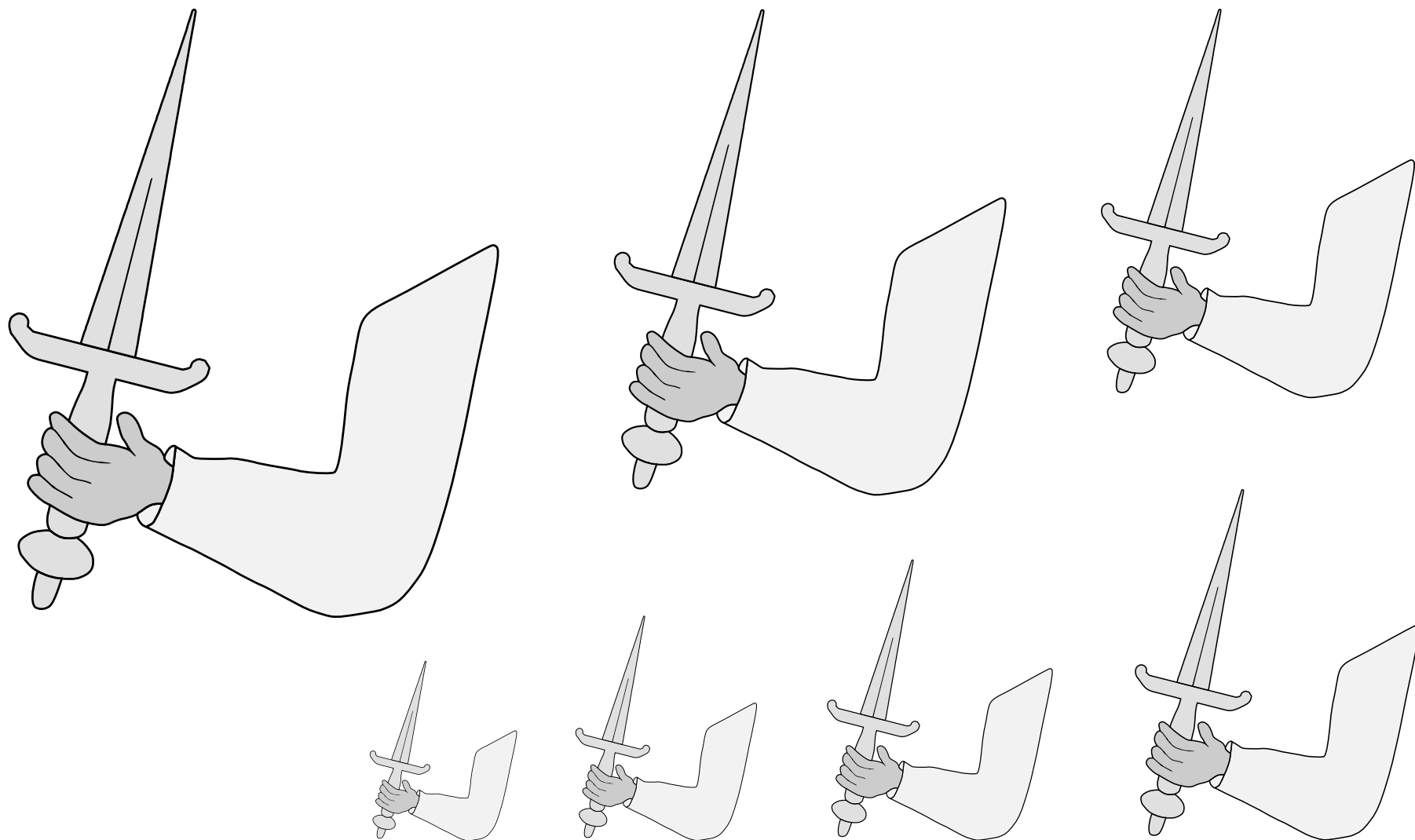


A human arm.

Proper coloration: only if skin tone is blazoned.

Source: Pennsic Bored-Artist Collection.
Artist unknown.

Arm Couped Maintaining a Torch • 13.15

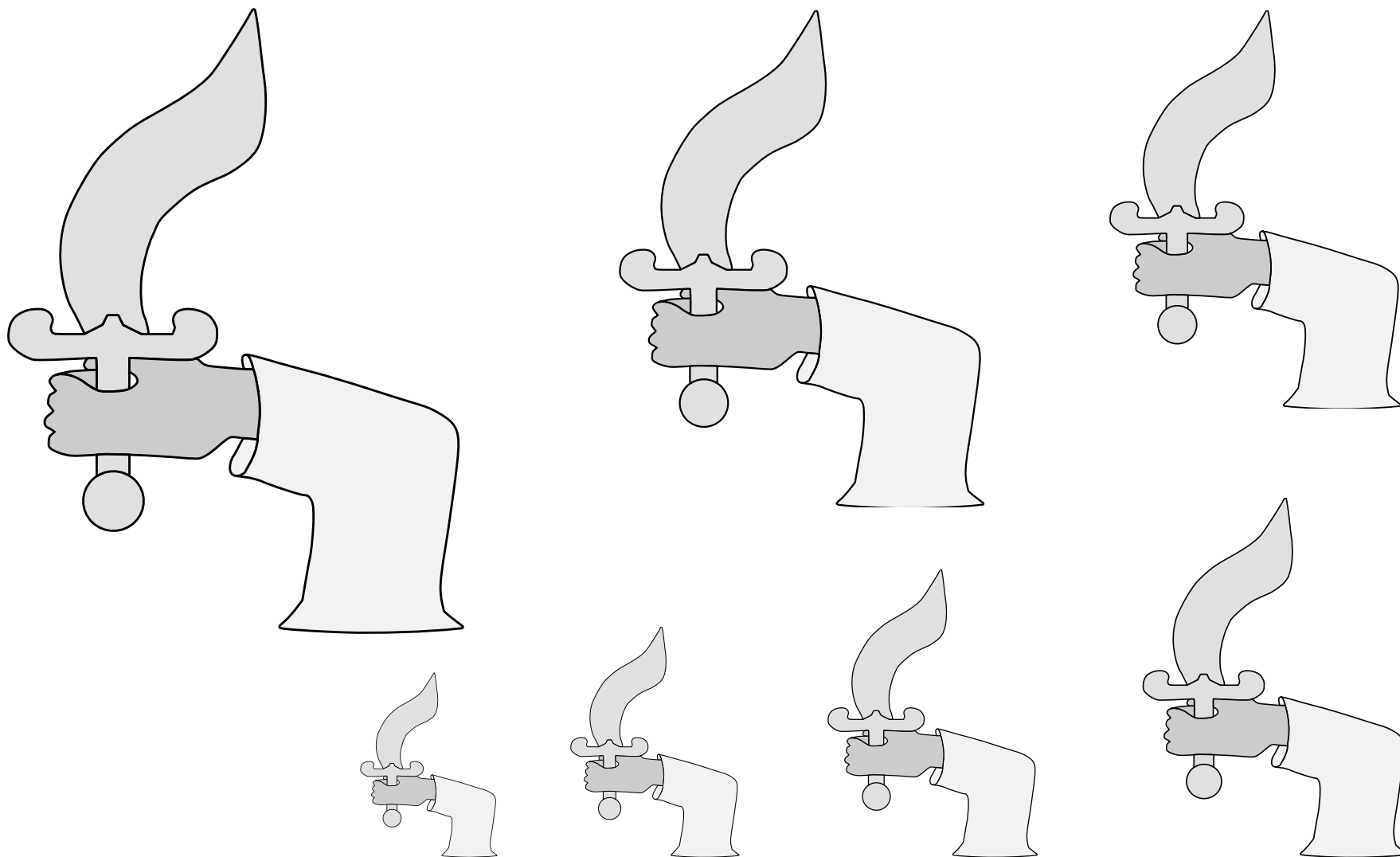


A human arm.

Default alignment: dexter arm, hand to chief. Proper coloration: only if skin tone is blazoned.

Source: Insignia Anglica. Artist unknown.
Adapted by Forveleth Dundee.

Arm Couped Maintaining a Dagger ♣ 13.16

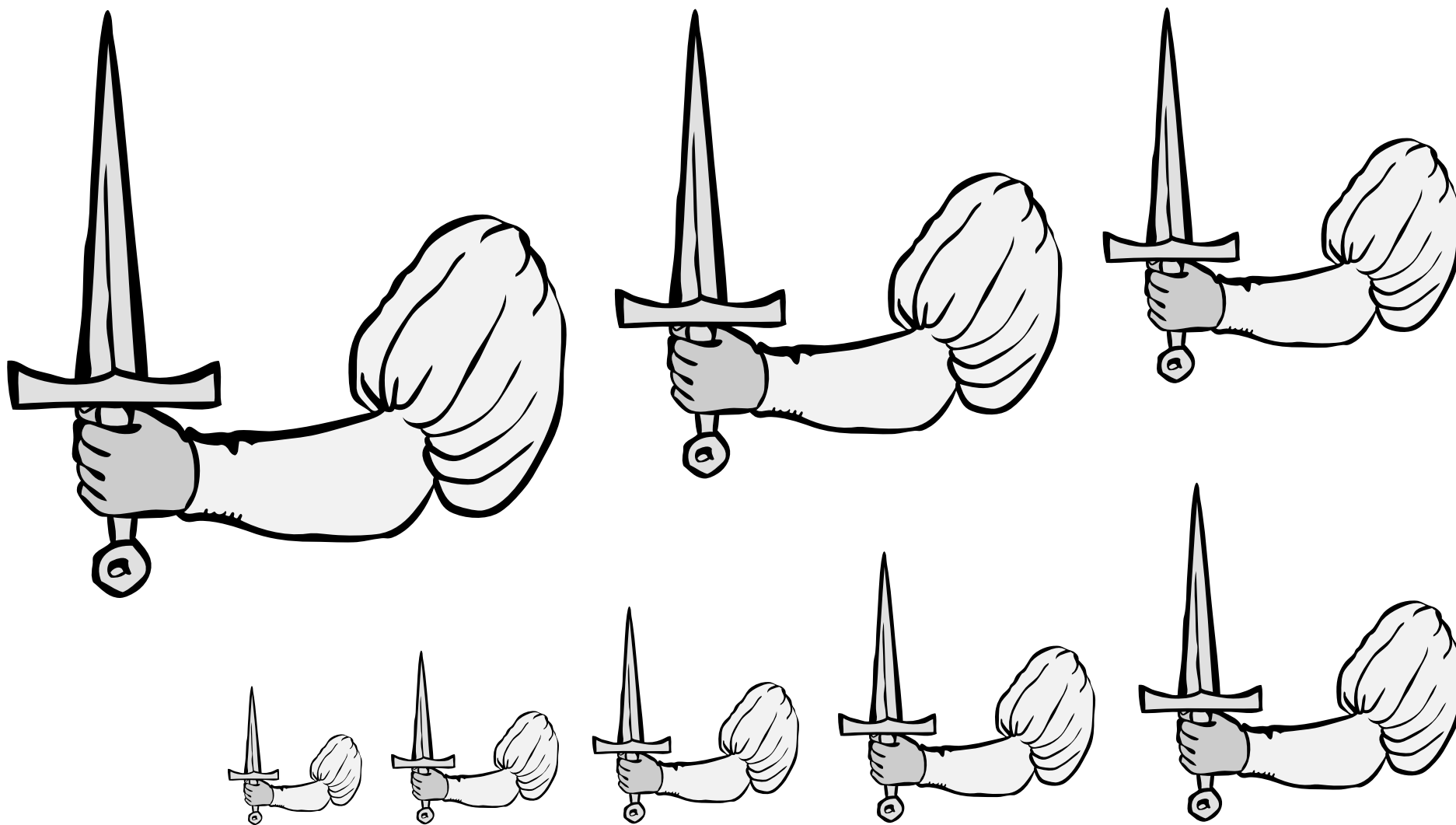


A human arm.

Default alignment: dexter arm, hand to chief. Proper coloration: only if skin tone is blazoned.

Source: Insignia Anglica. Artist unknown. Adapted by Forveleth Dundee.

Arm Embowed Maintaining a Scimitar 13.17



A human arm.

Proper coloration: only if skin tone is blazoned.

Source: The Nobility of Venice. Artist unknown. (Folio 96v.) Adapted by Saewynn aet Cnolle.

Arm Couped and Vested Maintaining a Dagger ♣ 13.18

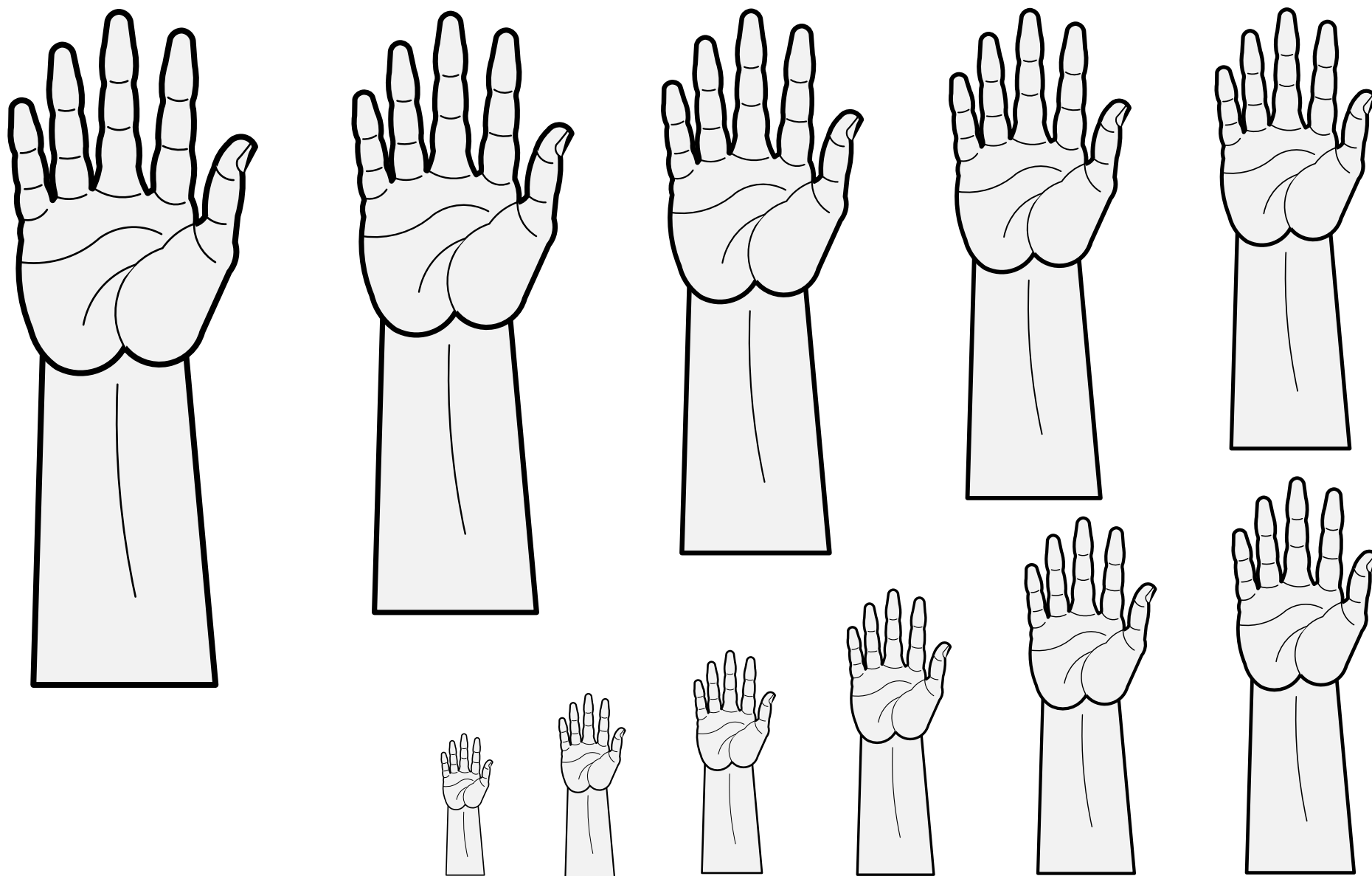


A human arm. The cubit arm is cut off at the elbow.

Default alignment: dexter arm, hand to chief, fingers clenched. Proper coloration: only if skin tone is blazoned.

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

Arm, Cubit 13.19

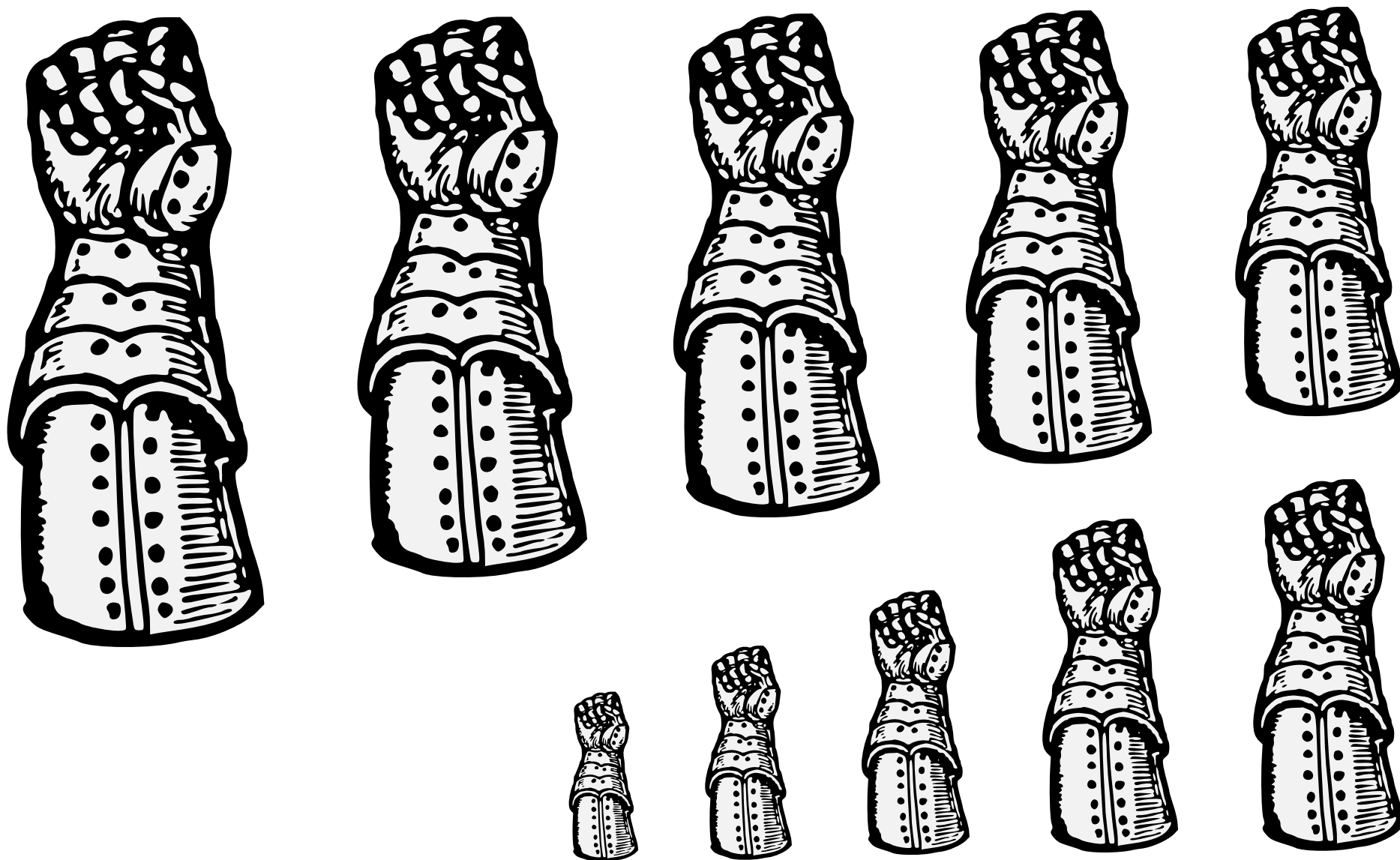


A human arm. The cubit arm is cut off at the elbow.

Default alignment: dexter arm, hand to chief, fingers clenched. Proper coloration: only if skin tone is blazoned.

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

Arm, Cubit, with Fingers Extended 13.20



A human arm.

Default alignment: dexter arm, hand to chief. Proper coloration: only if skin tone is blazoned.

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

Arm, Cubit, in Armor 13.21



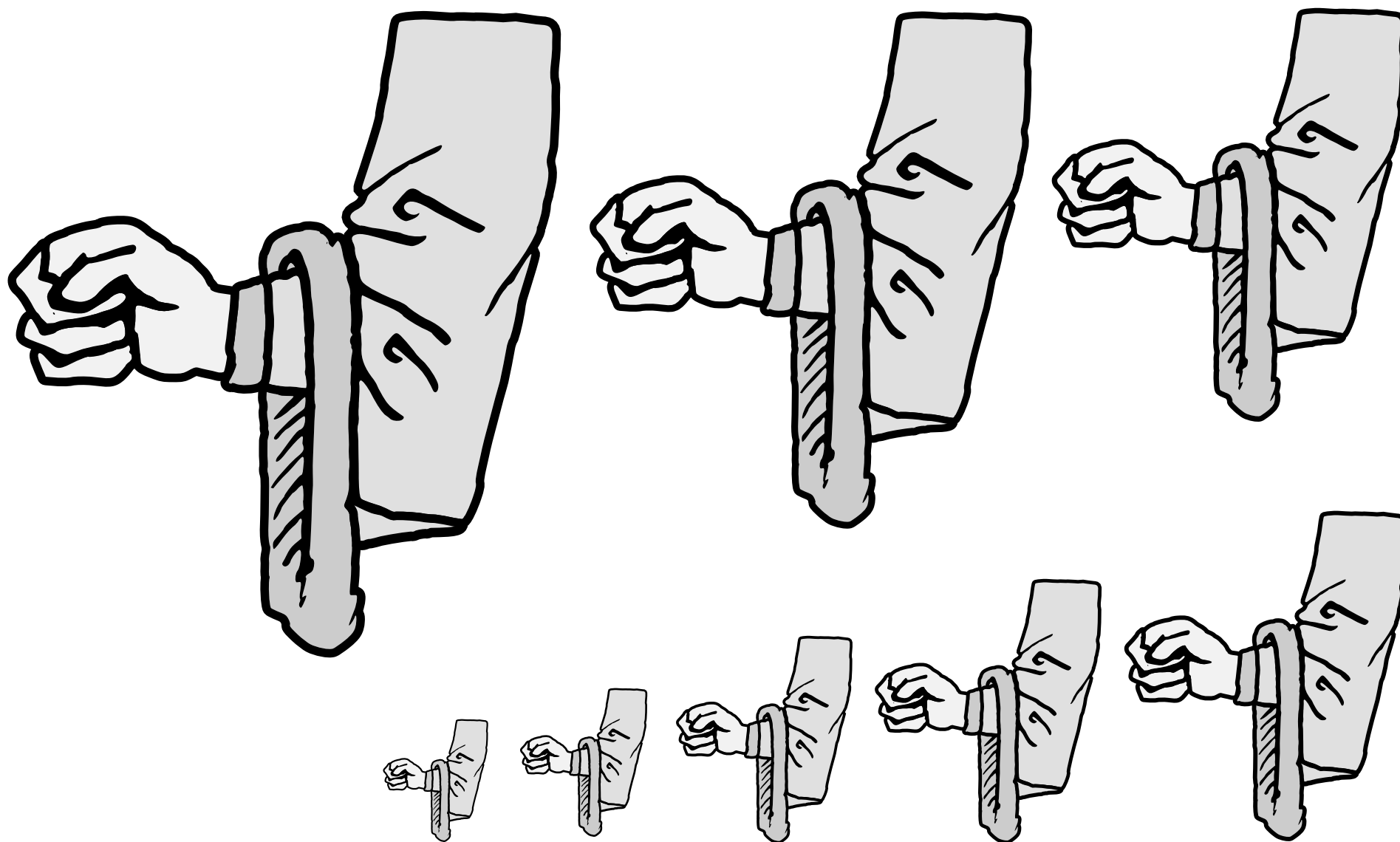
A human arm. The cubit arm is cut off at the elbow.

Default alignment: dexter arm, hand to chief, fingers clenched. Proper coloration: only if skin tone is blazoned; clothing must be explicitly blazoned.

The term "vested" indicates that it is clothed.

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

Arm, Cubit, Vested 13.22



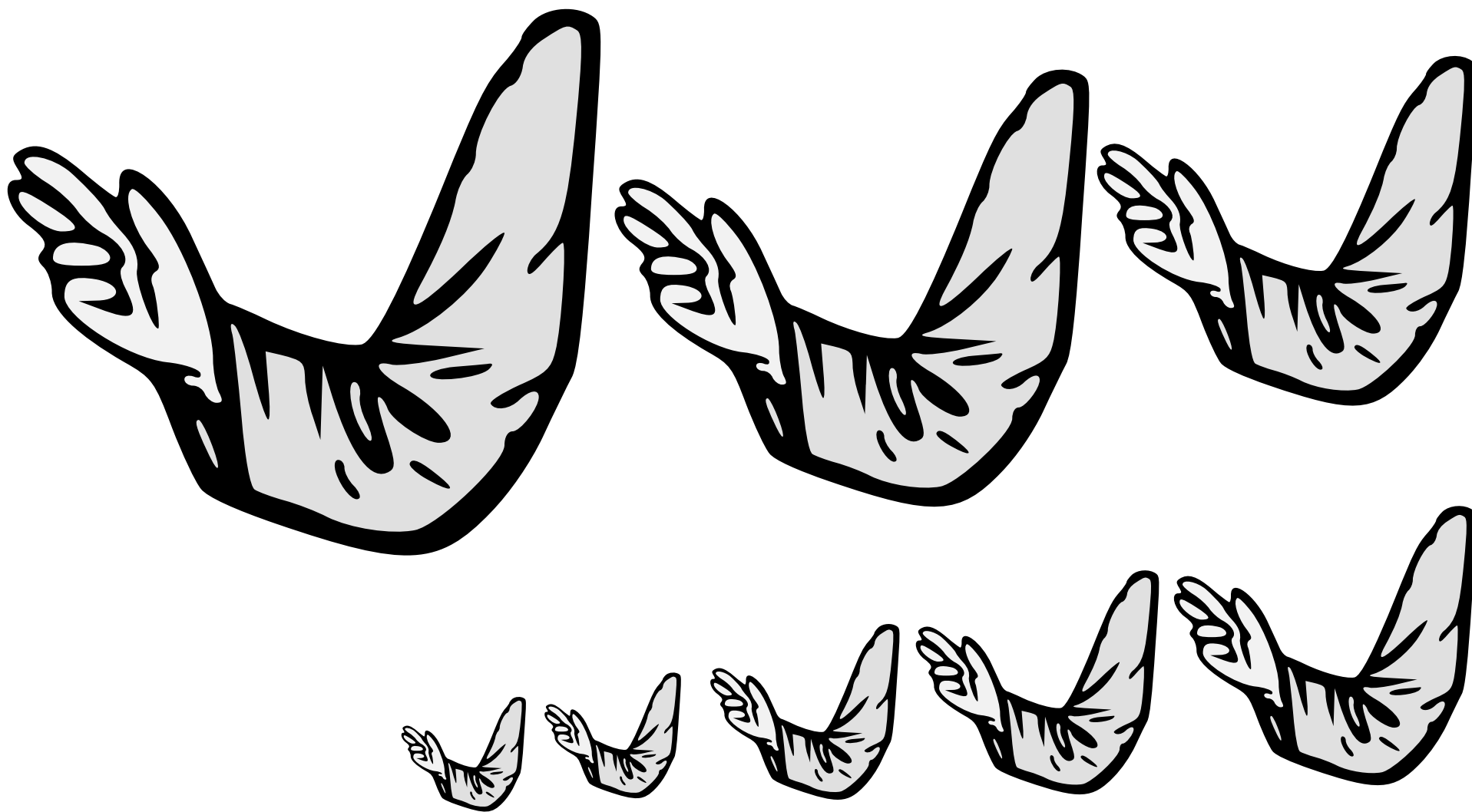
A human arm.

Default alignment: dexter arm, hand to chief.

Proper coloration: only if skin tone is blazoned.

Source: St. Gallen Armorial. Artist unknown. (Page 149.)

Arm Vested Fesswise 13.23



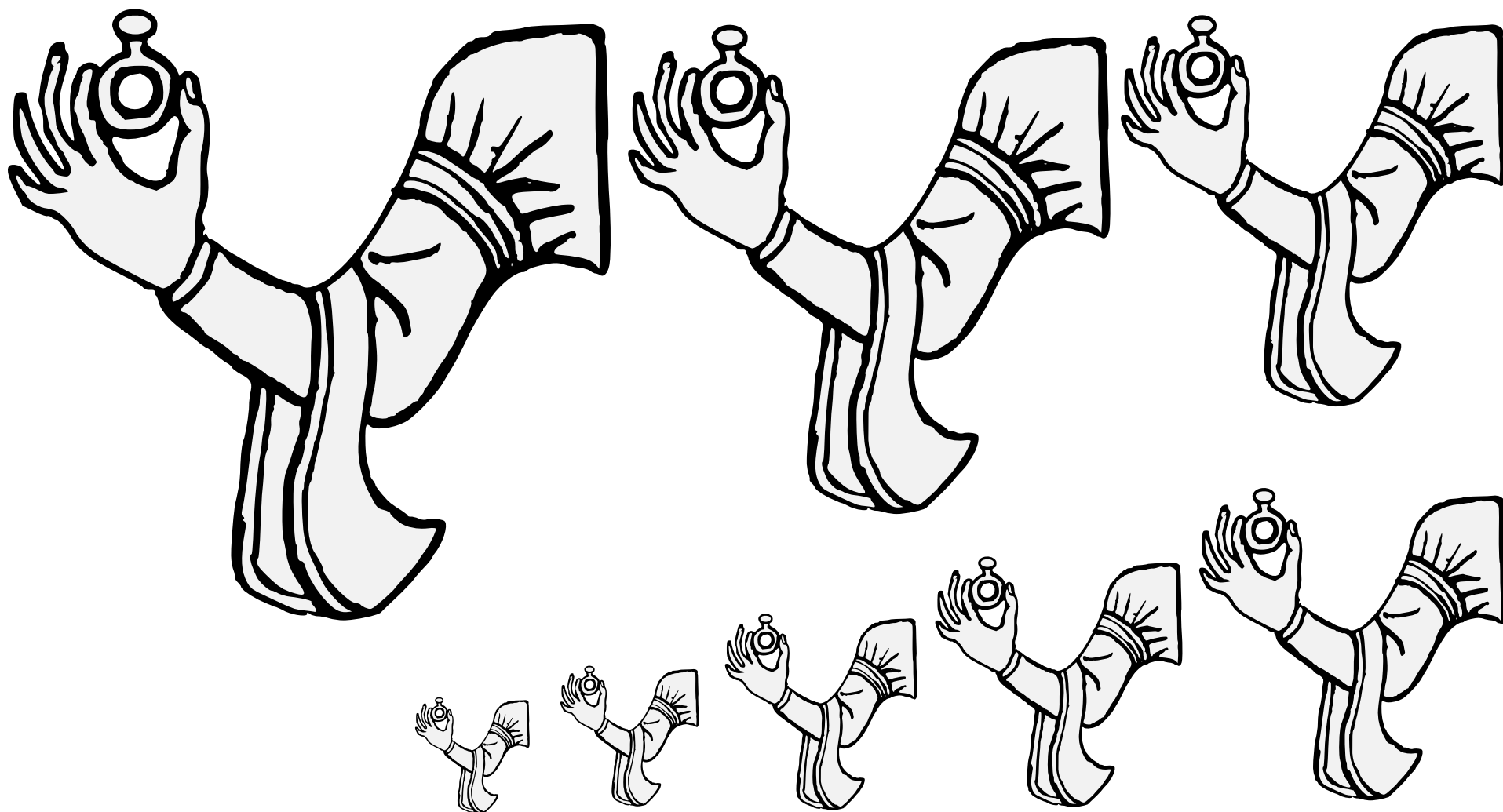
A human arm.

Default alignment: dexter arm, hand to chief. Proper coloration: only if skin tone is blazoned.

The “hand of benediction” has two fingers raised and two tucked against the palm.

Source: Opus Insignium Armorumque. (Folio 12.) Artist: Johann Weikhard von Valvasor.

Arm Vested Fesswise With A Hand Of Benediction • 13.24

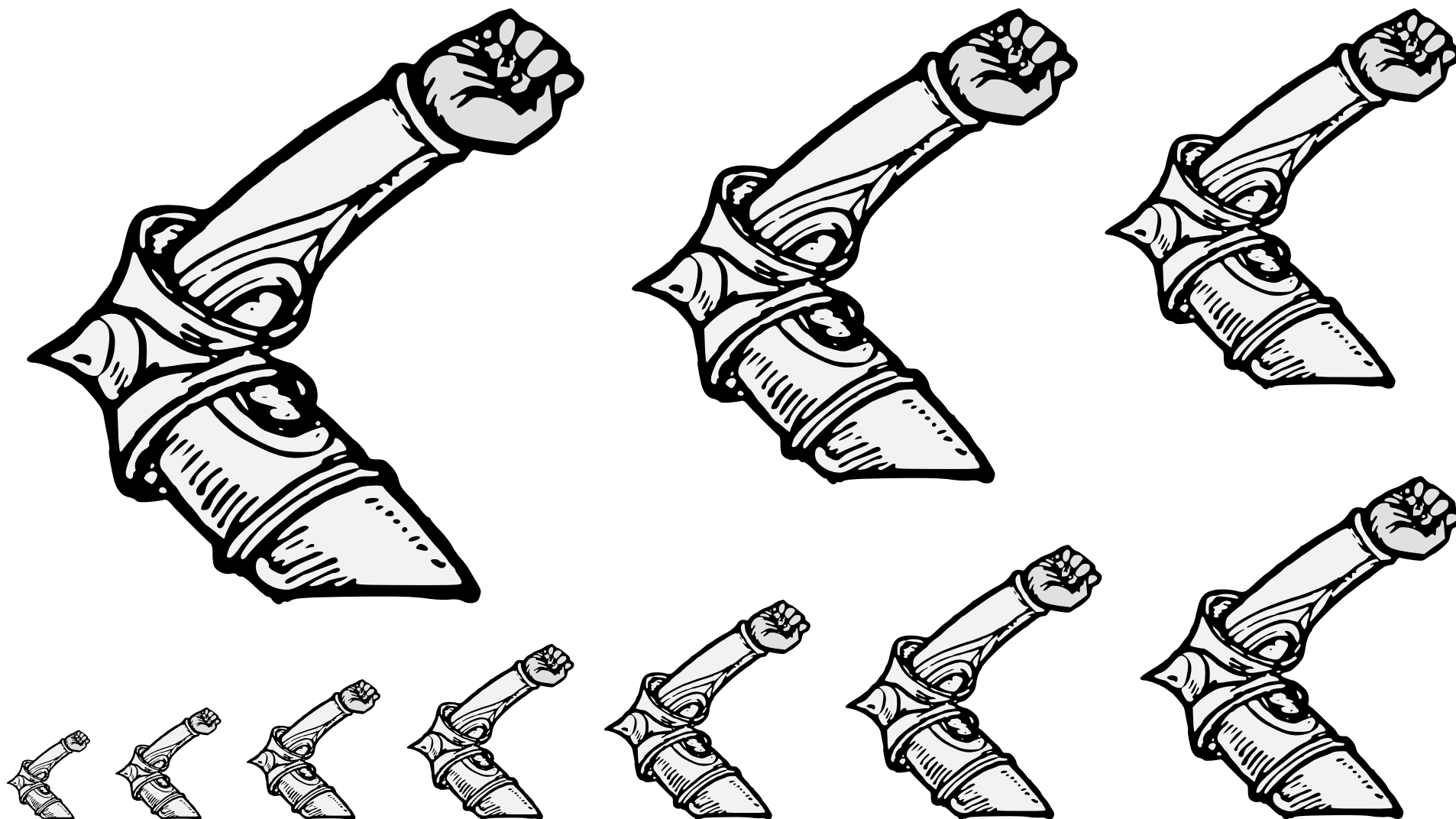


A human arm.

Default alignment: dexter arm, hand to chief. Proper coloration: only if skin tone is blazoned.

Source: Beyeren Armorial. Artist: Claes Heinenzoon. (Folio 61r.)

Arm Vested Fesswise Maintaining a Gemmed Ring 13.25



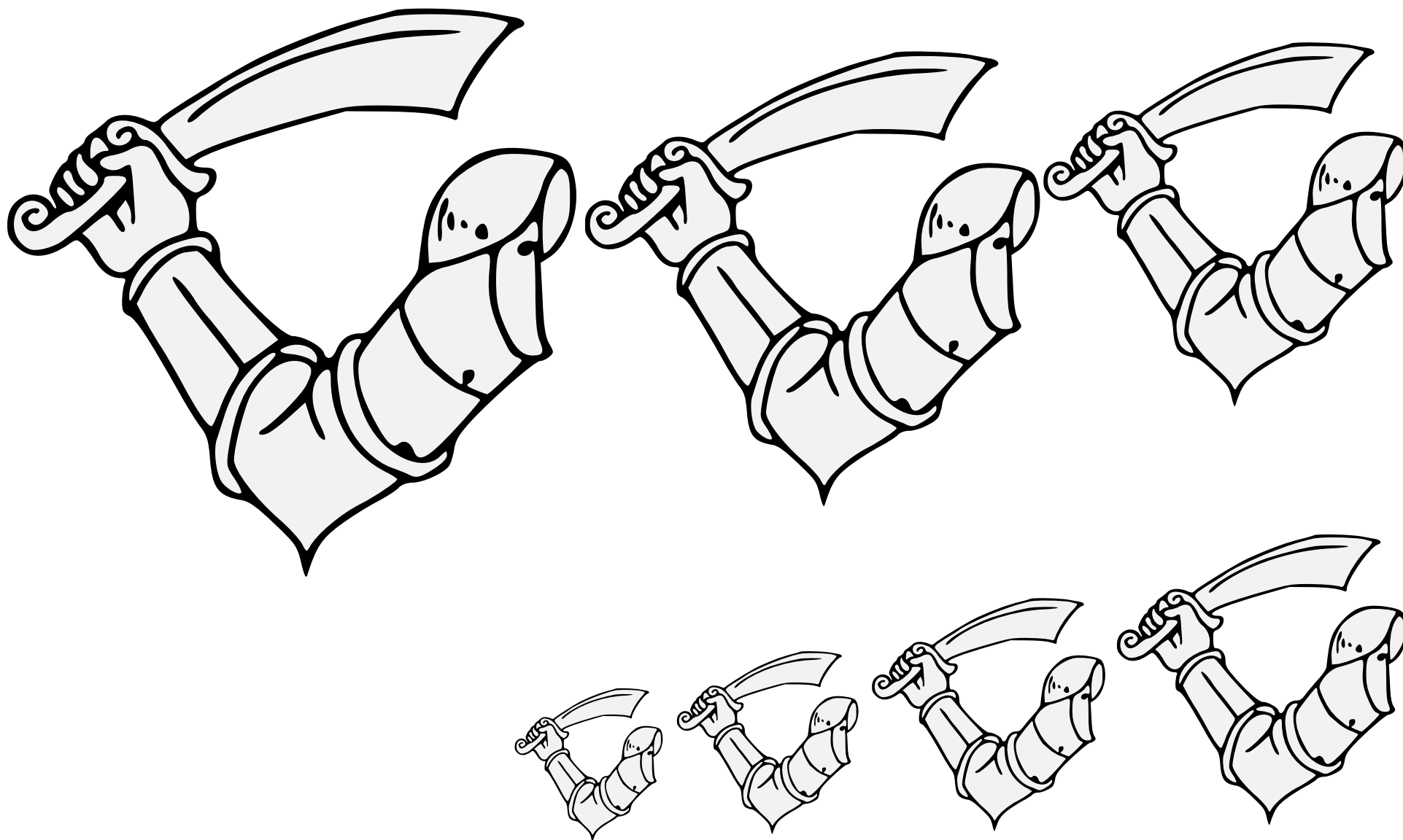
A human arm.

Default alignment: dexter arm, hand to chief.

Proper coloration: only if skin tone is blazoned.

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

Arm in Armor Embowed 13.26

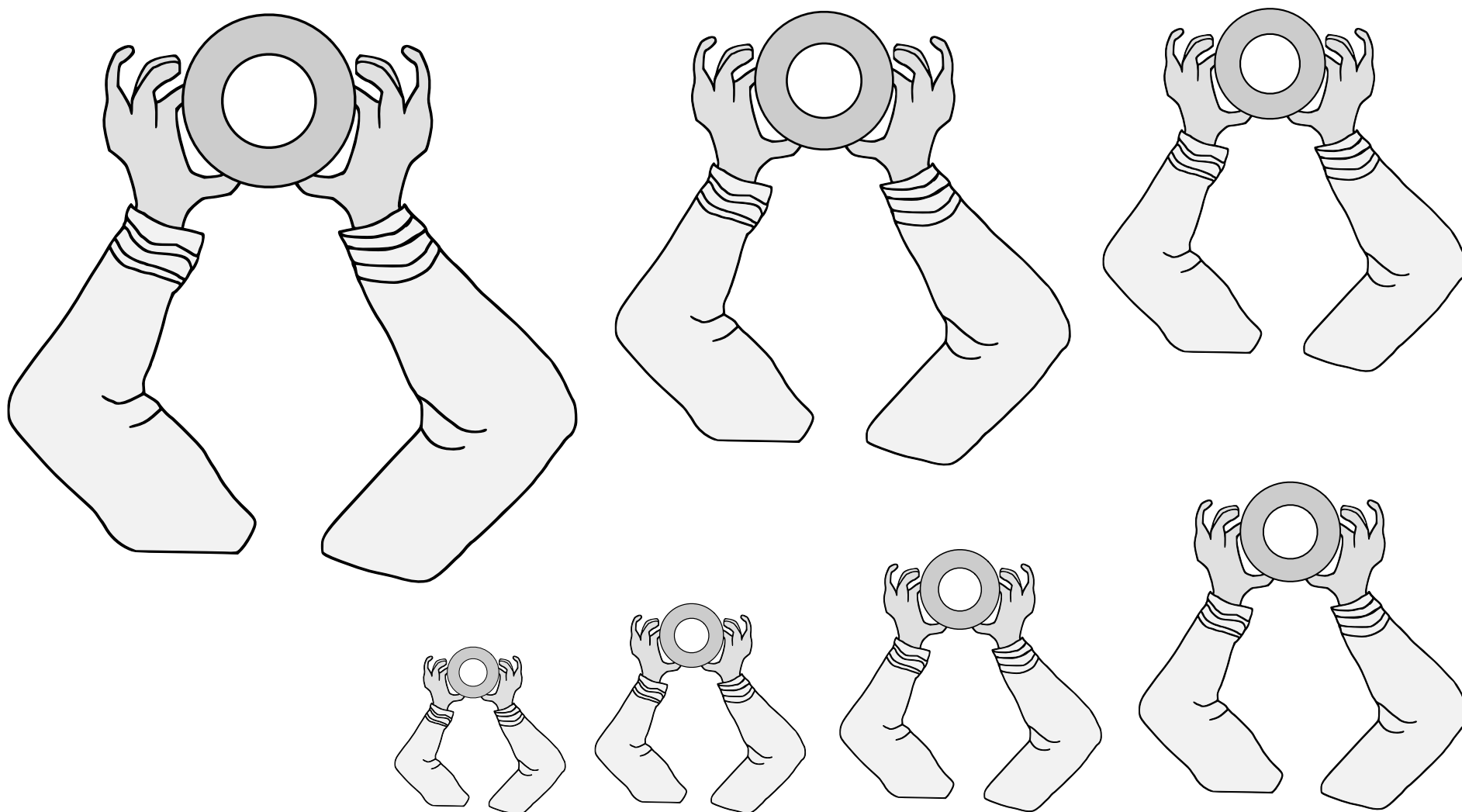


A human arm.

Default alignment: dexter arm, hand to chief. Proper coloration: only if skin tone is blazoned.

Source: Pennsic Traceable Art. Artist unknown.

Arm In Armor Fesswise Embowed Brandishing A Sword 13.27

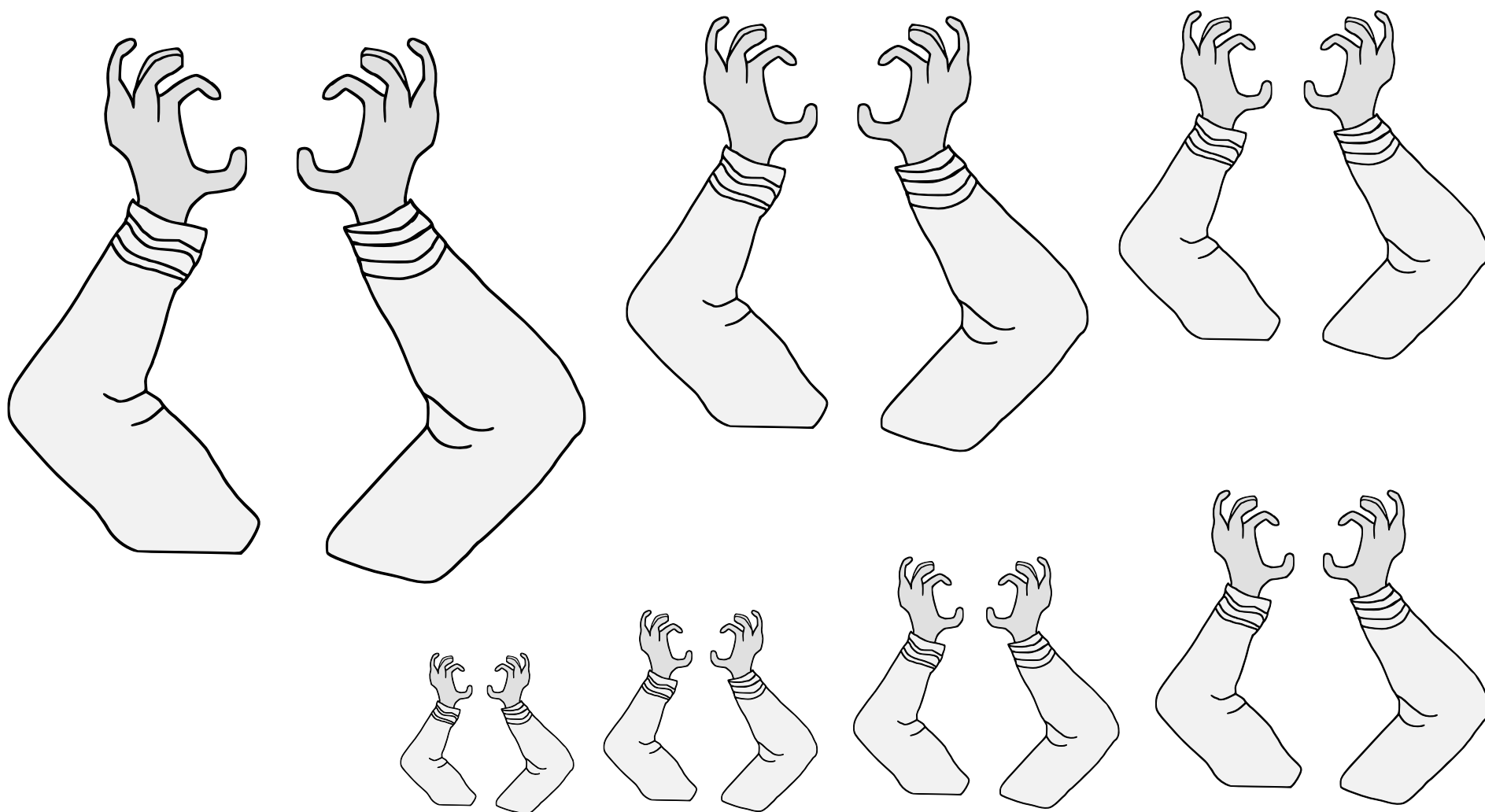


A human arm.

Proper coloration: only if skin tone is blazoned.

Source: Insignia Anglica. Artist unknown. Adapted by Forveleth Dundee.

Arms, Pair of, Vested Maintaining an Annulet 13.28

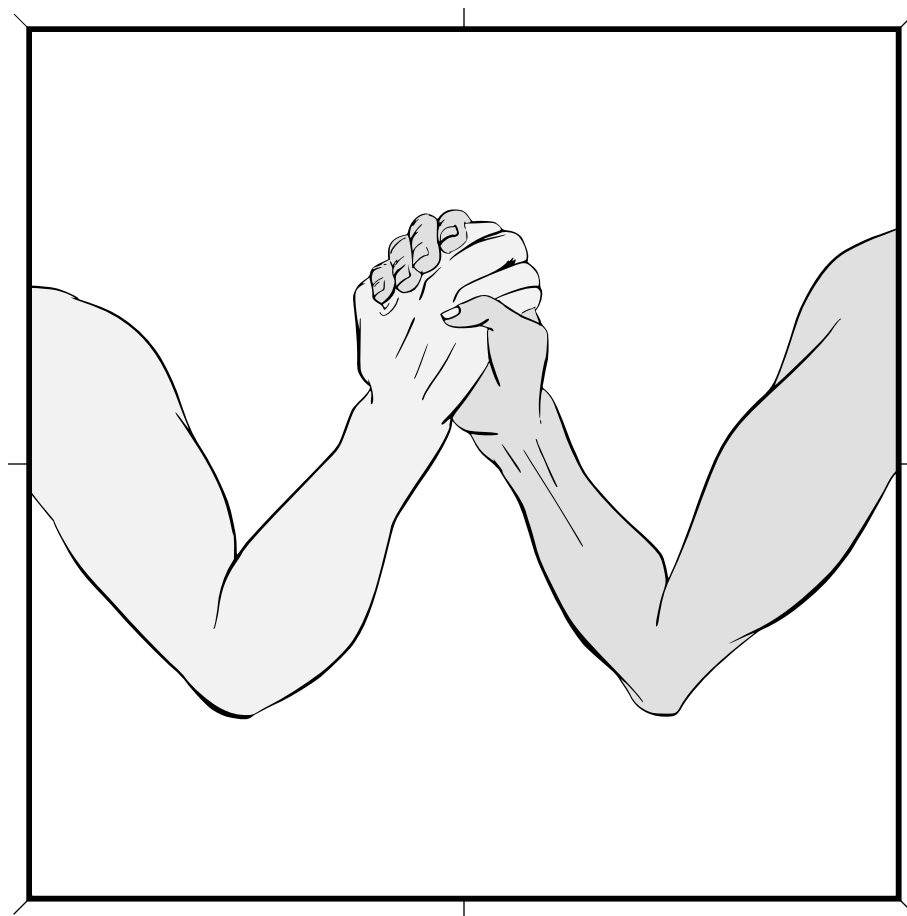
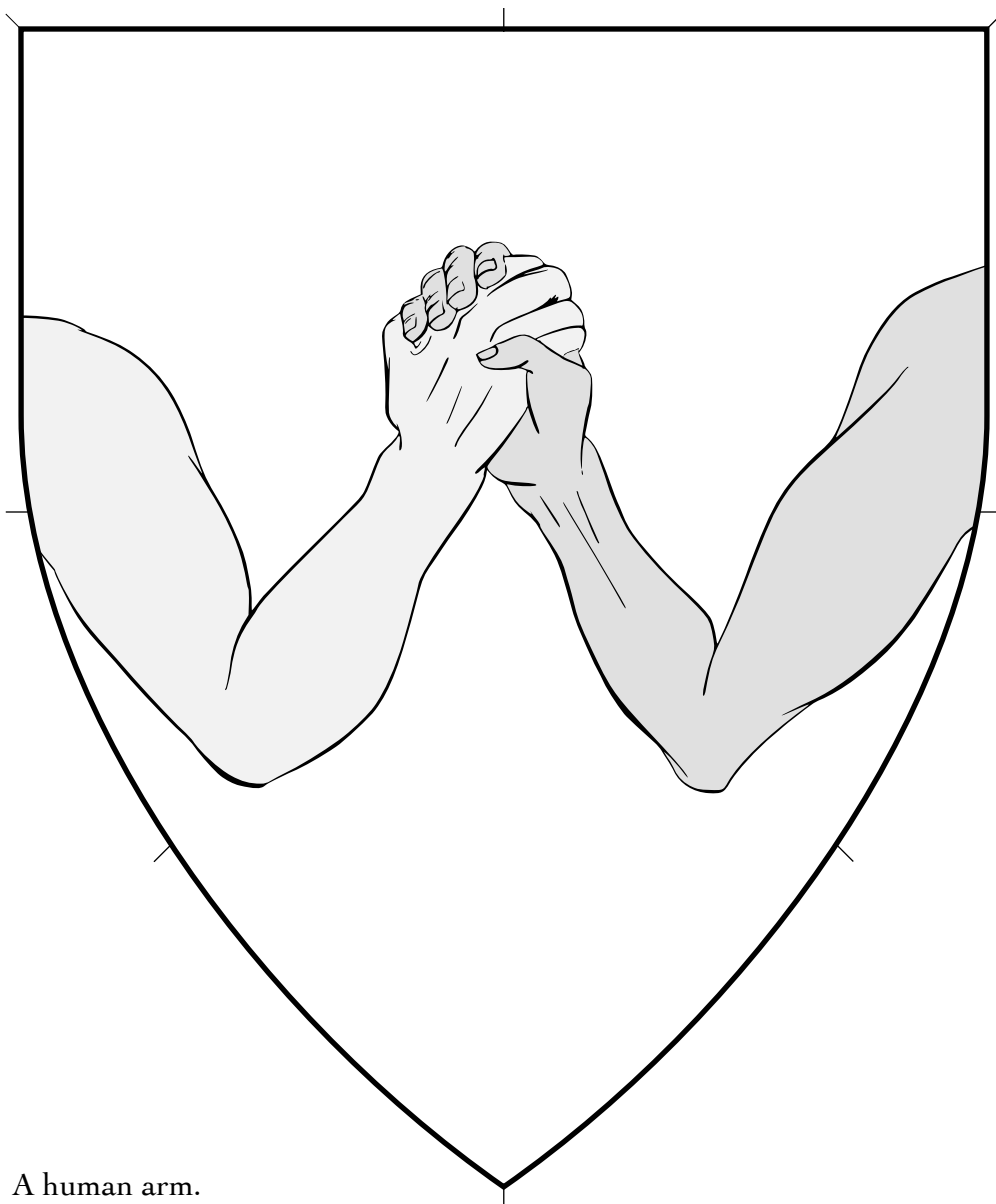


A human arm.

Proper coloration: only if skin tone is blazoned.

Source: Insignia Anglica. Artist unknown. Adapted by Forveleth Dundee.

Arms, Pair of, Vested 13.29

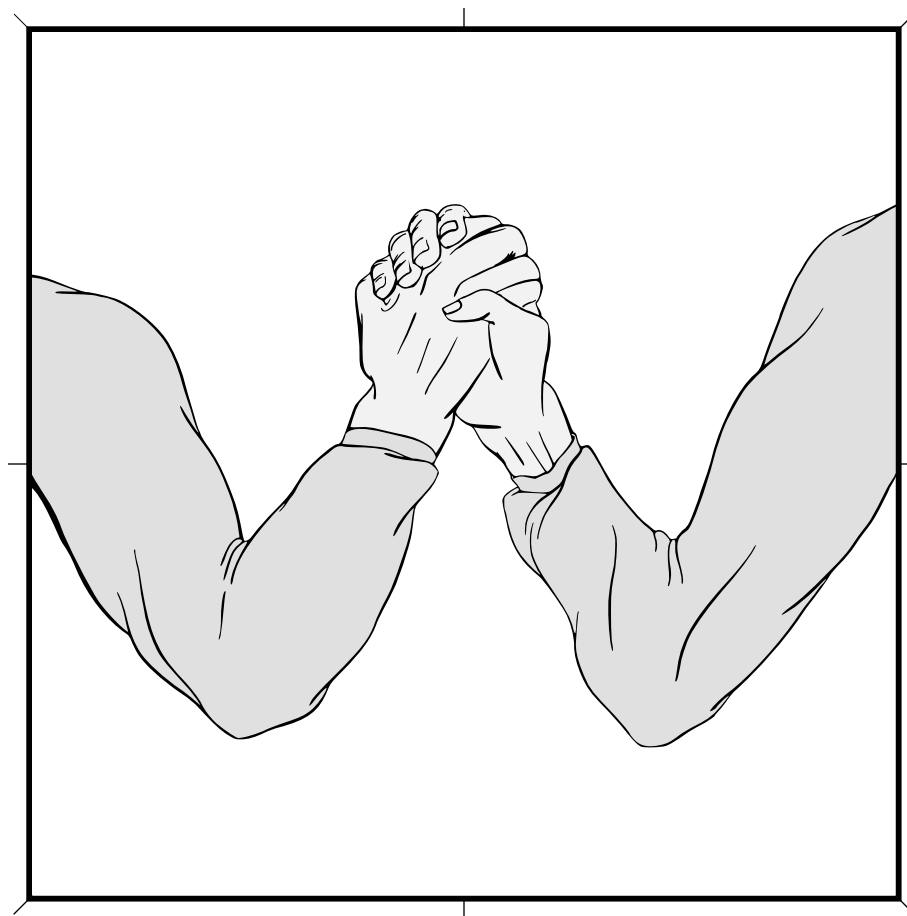
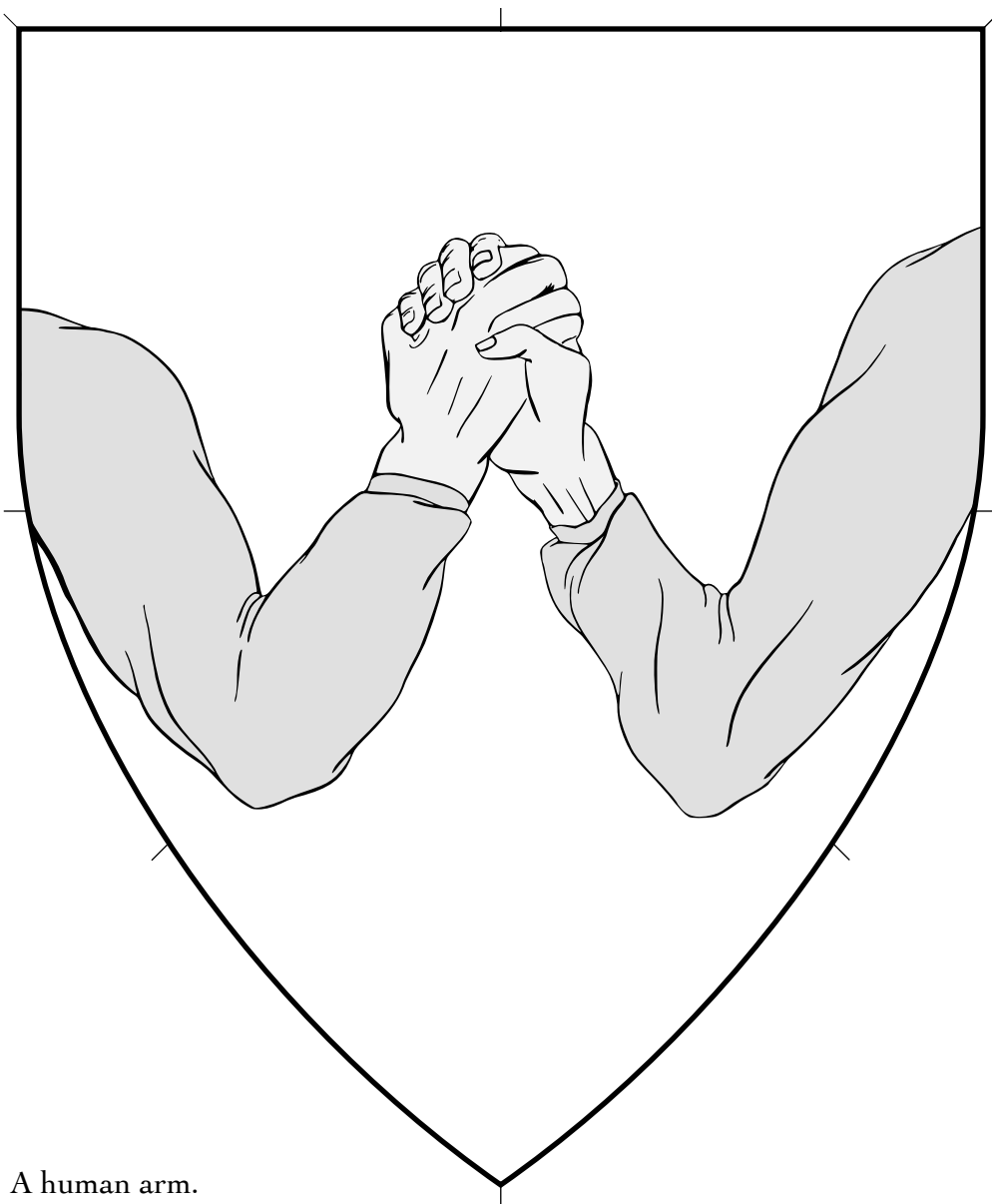


A human arm.

Default alignment: dexter arm, hand to chief. Proper coloration: only if skin tone is blazoned.

Artist: Bahja al-Azraq. Adapted from Wappenbuch der Arlberg-Bruderschaft. (Folio 45r.)

Arms, Two, Issuant with Hands Clasped 13.30

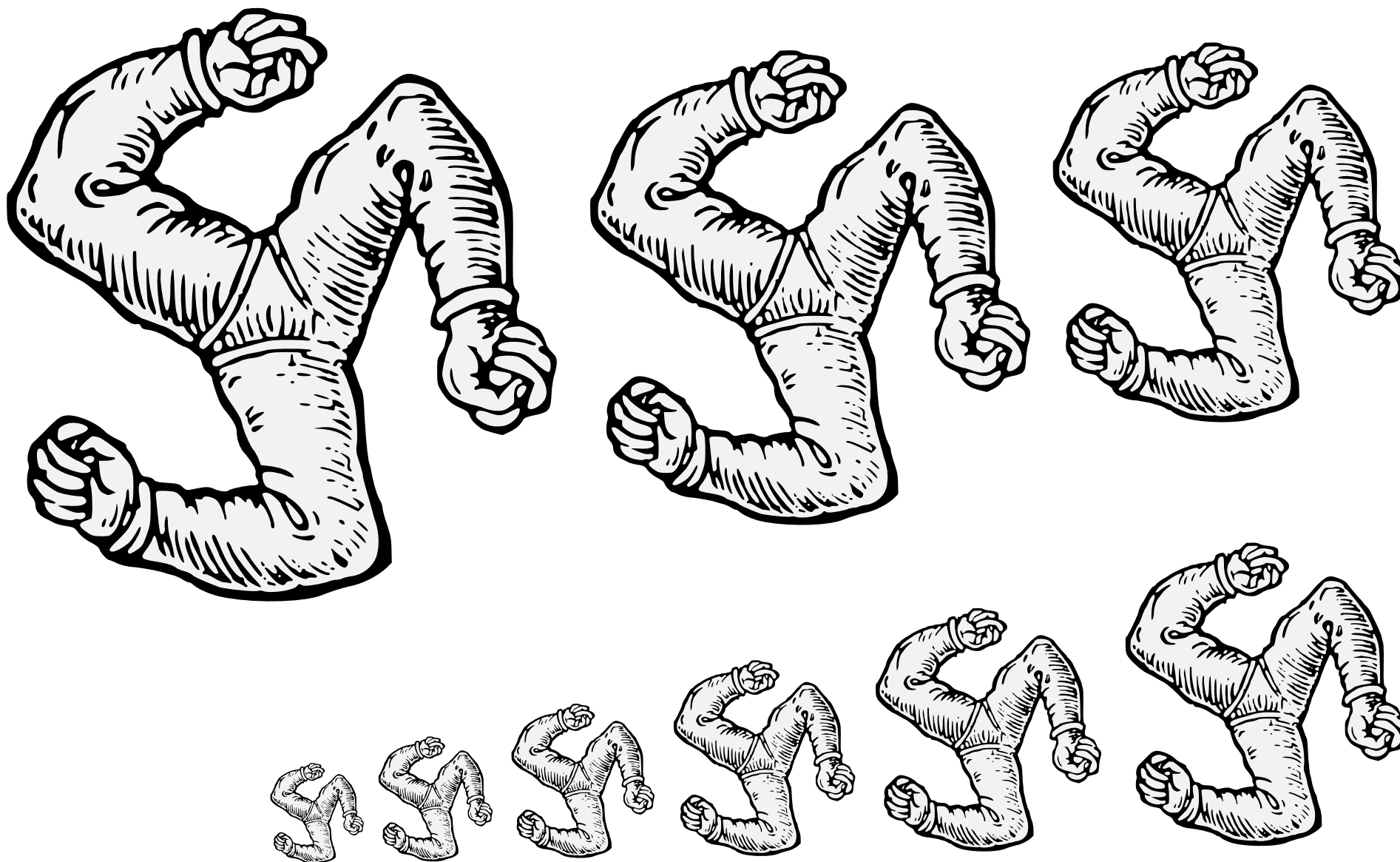


A human arm.

Default alignment: dexter arm, hand to chief. Proper coloration: only if skin tone is blazoned.

Artist: Bahja al-Azraq. Adapted from Wappenbuch der Arlberg-Bruderschaft. (Folio 45r.)

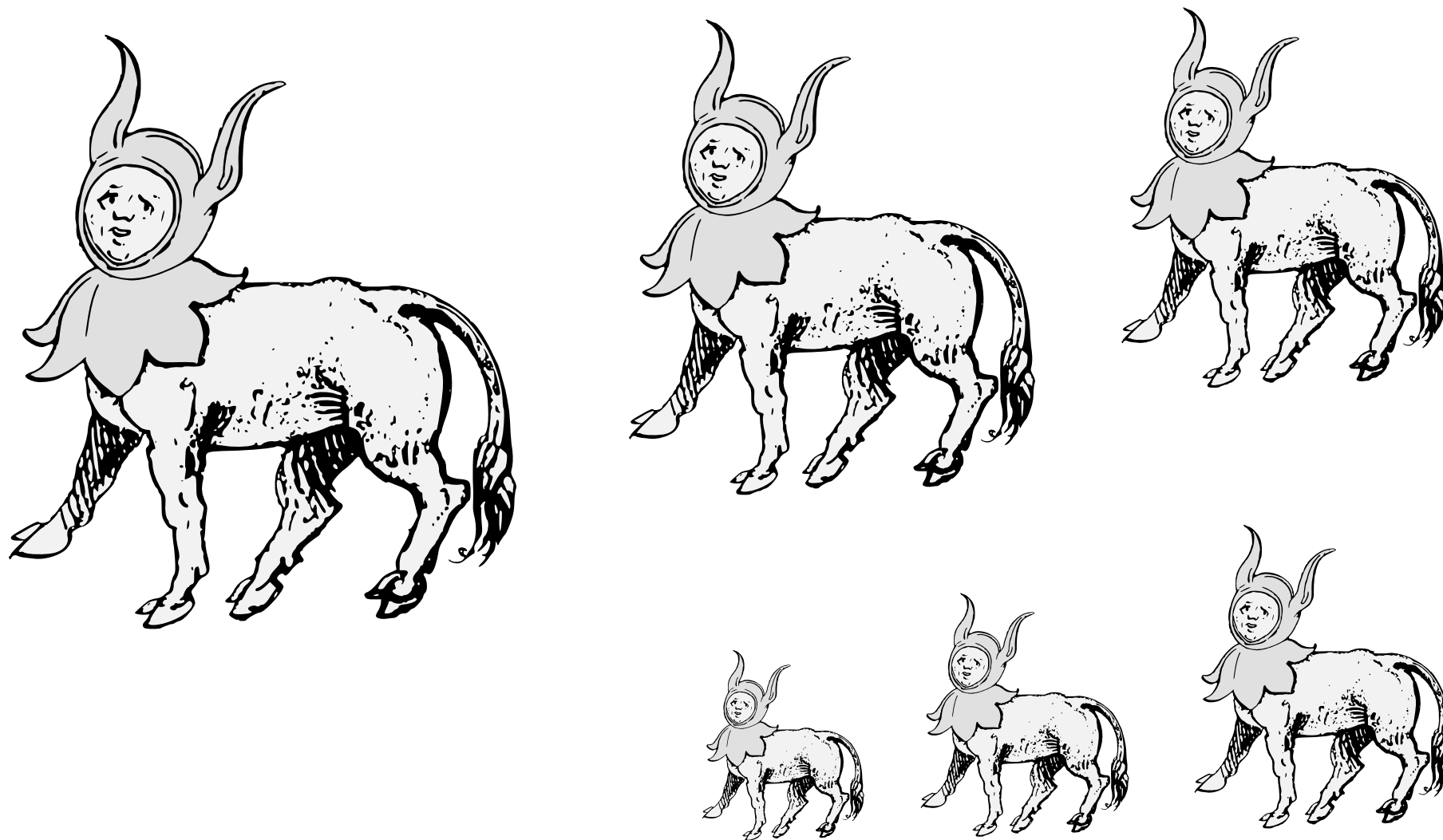
Arms, Two, Vested Issuant with Hands Clasped ♣ 13.31



A three-armed curving spiral shape.

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

Arms, Triskelion of 13.32

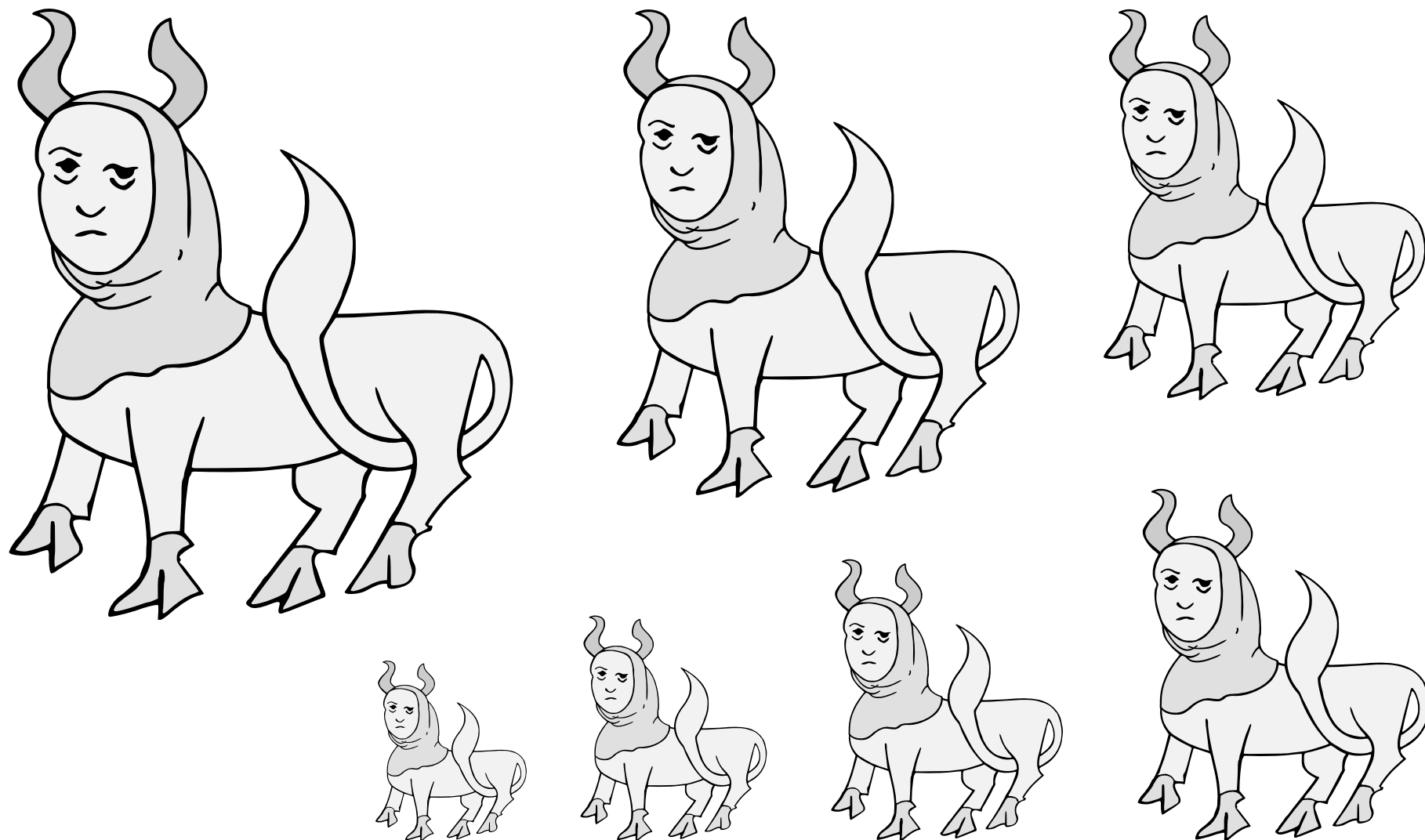


A stubborn smaller cousin of the horse. Known in modern times as a “donkey.”

No default posture. No proper coloration.

Source: Sammelband Mehrerer
Wappenbücher. Artist unknown.
(Folio 30v.)

Ass With A Fool's Head Passant (1) 13.33



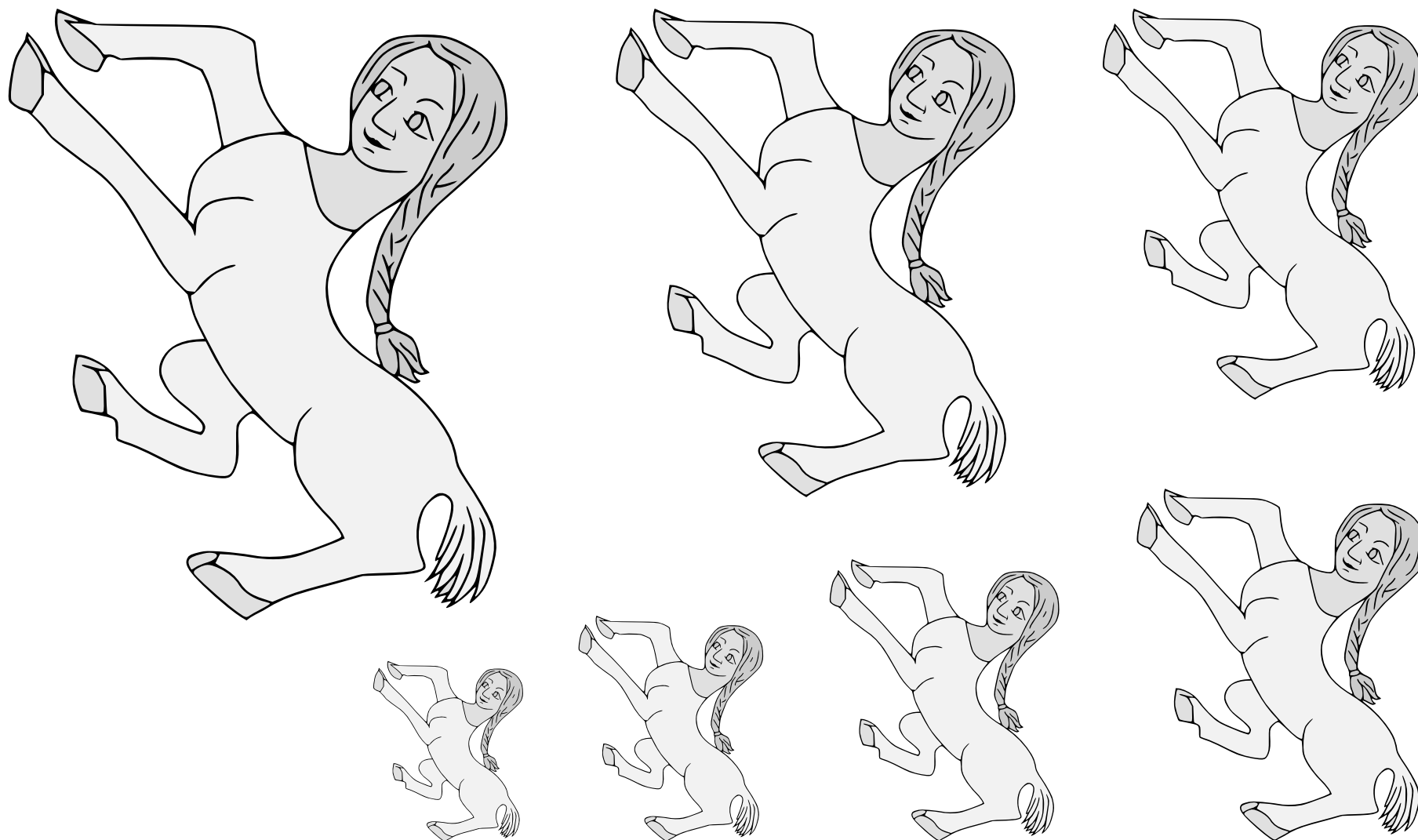
A stubborn smaller cousin of the horse. Known in modern times as a “donkey.”

No default posture. No proper coloration.

Source: BSB Cgm 8030.

Artist unknown. (Folio 26r.)

Ass With A Fool's Head Passant (2) 13.34

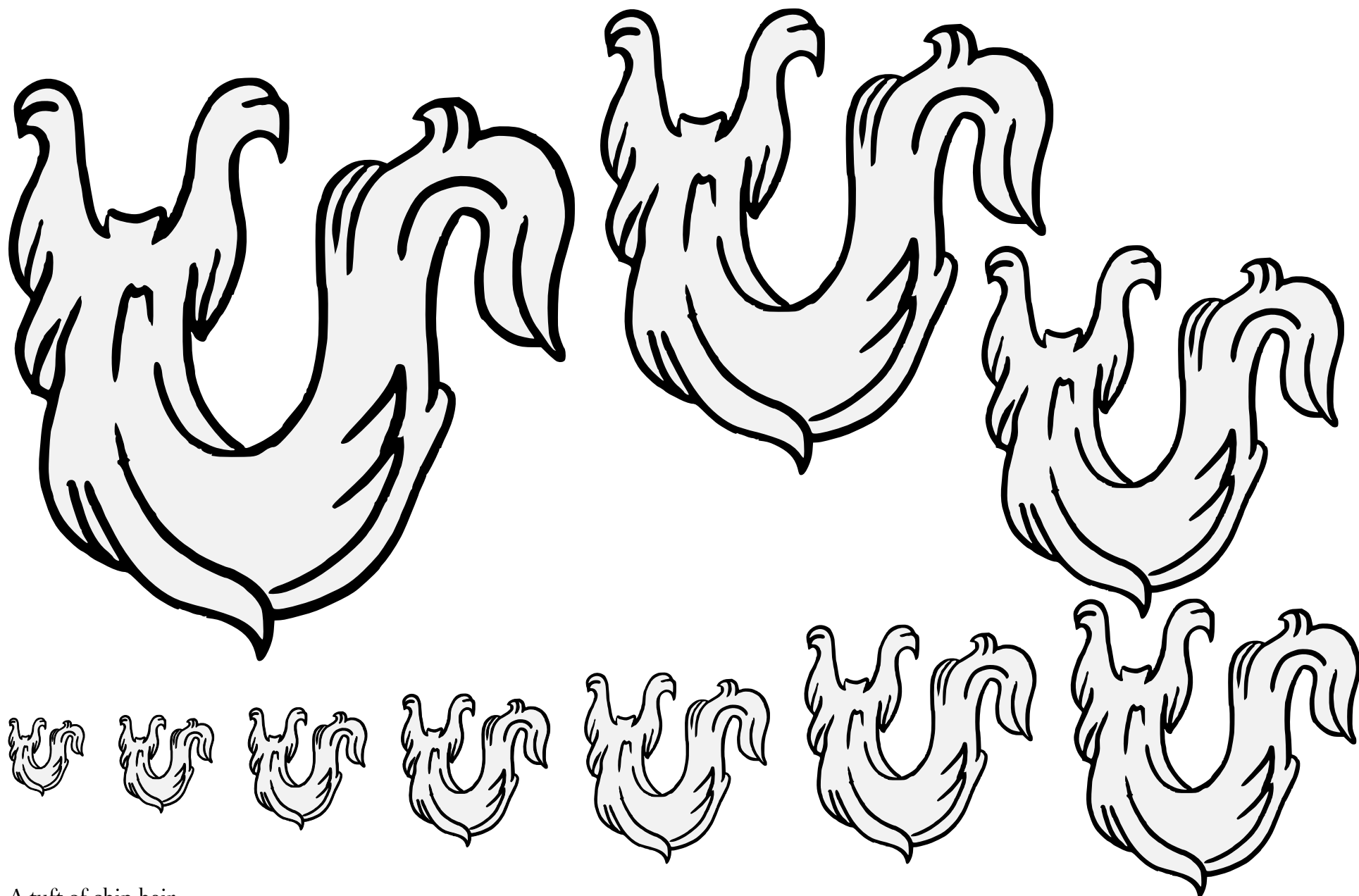


A stubborn smaller cousin of the horse. Known in modern times as a “donkey.”

No default posture. No proper coloration.

Source: Münchner Handschrift. Artist: Unknown. Adapted by Owen Tegg.

Ass with a Woman's Head Rampant 13.35

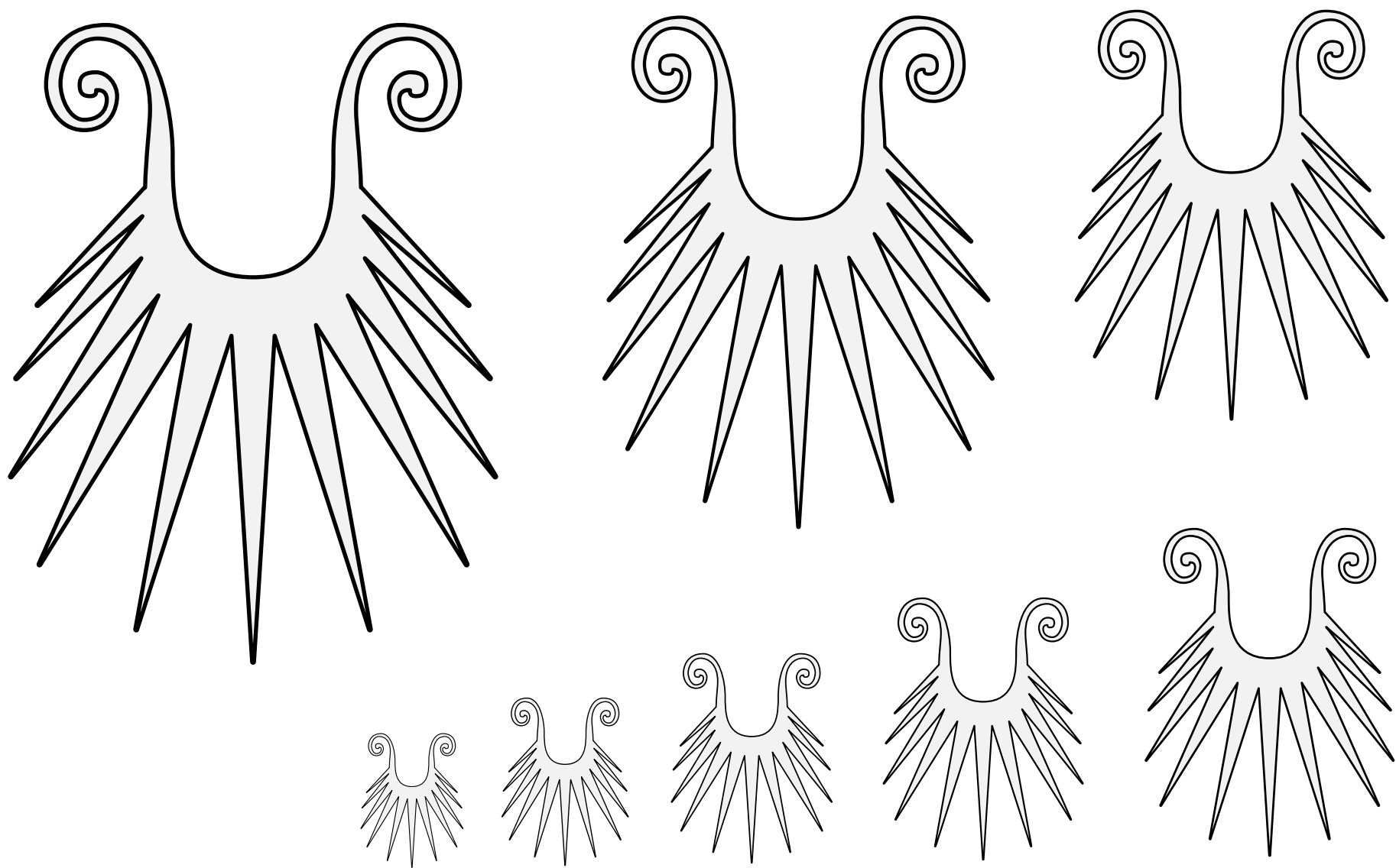


A tuft of chin hair.

Default alignment: Upright. No proper coloration.

Source: Pennsic Bored-Artist Collection. Artist: `Aziza al-Shiraziyya.

Beard (1) • 13.36

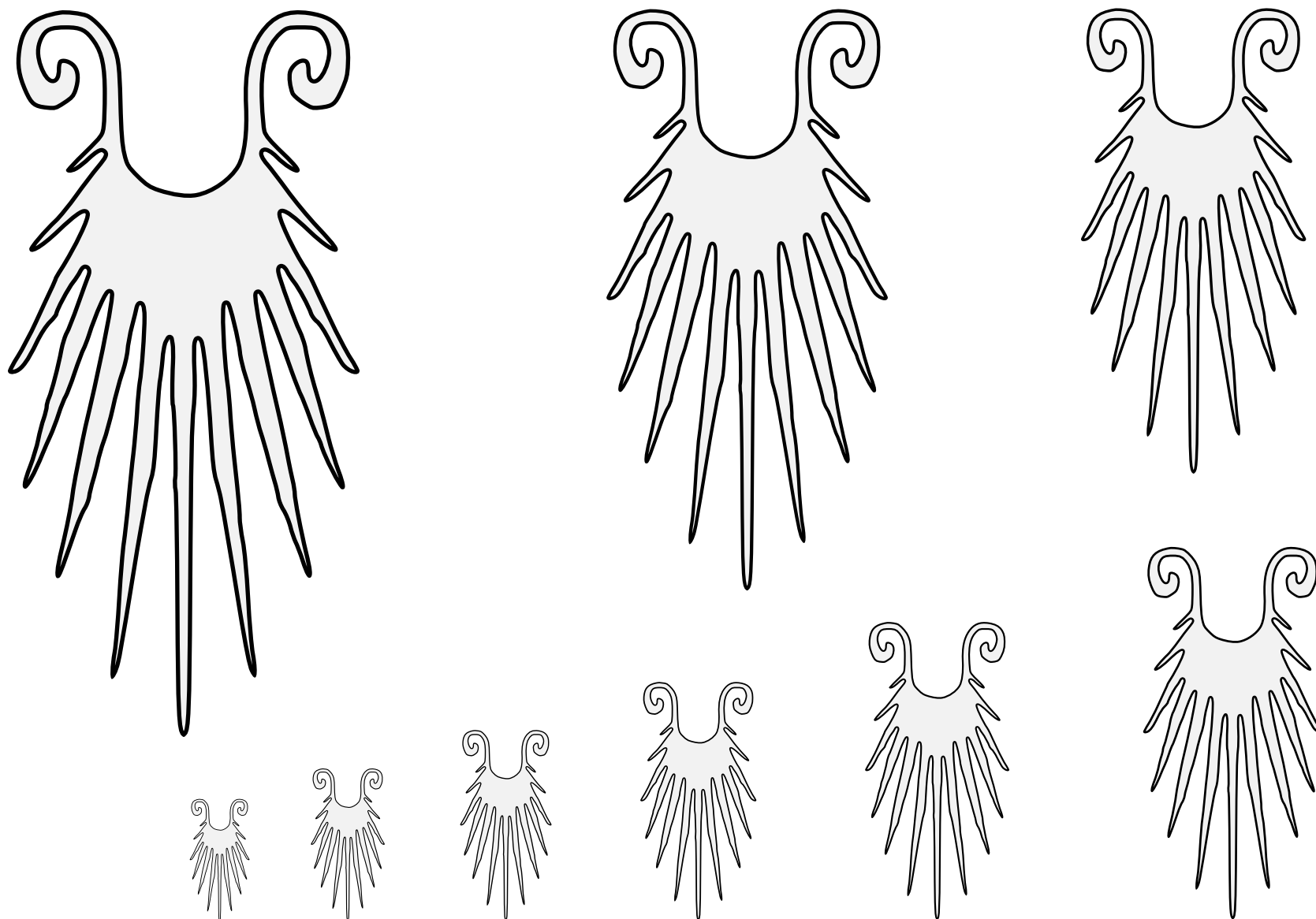


A tuft of chin hair.

Default alignment: Upright. No proper coloration.

Source: Insignia Venetorum Nobilium II. Artist unknown.
(From the arms of Barbetta, folio 24.)

Beard (2) 🦁 13.37

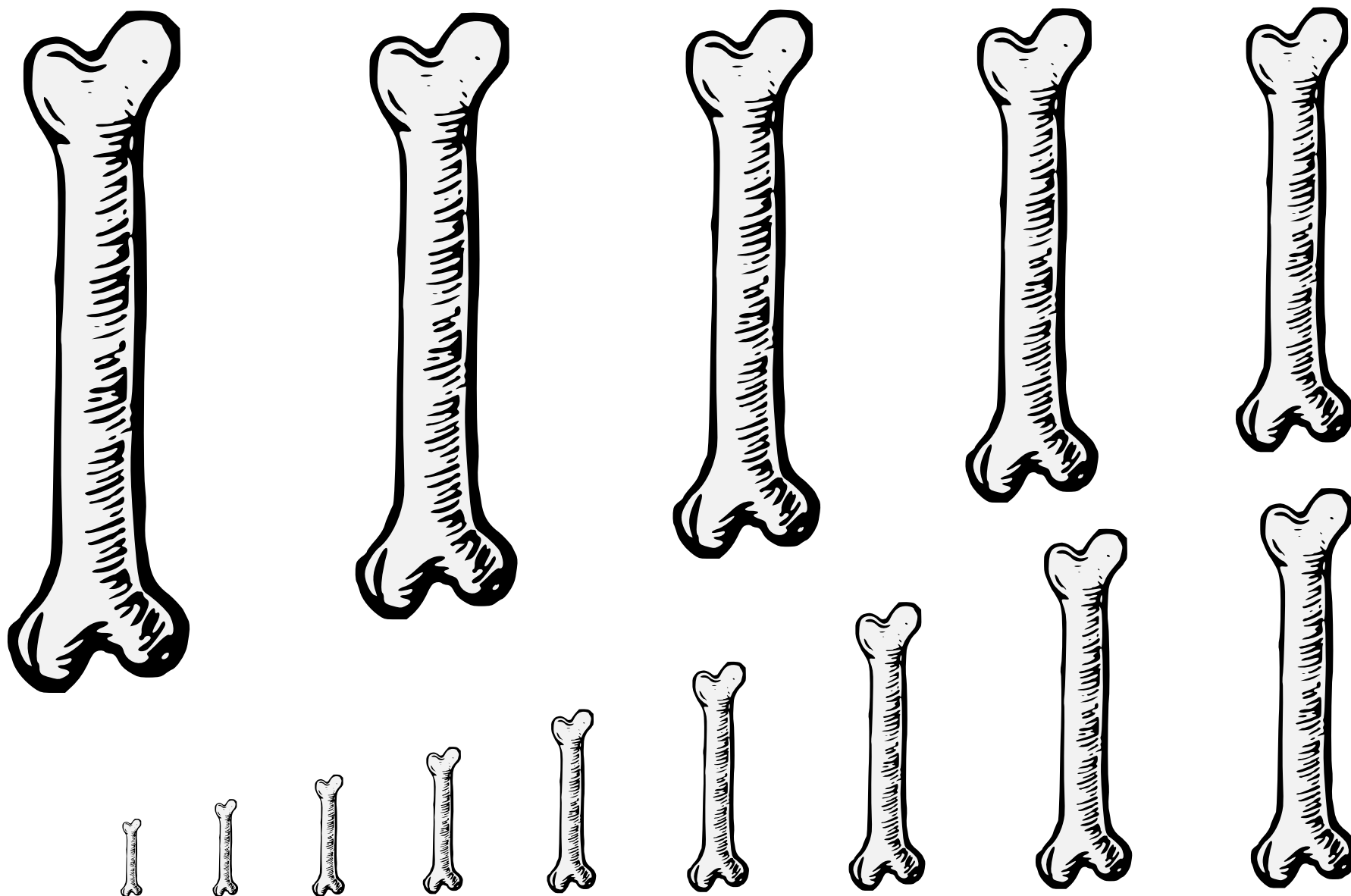


A tuft of chin hair.

Default alignment: Upright. No proper coloration.

Source: Insignia Venetorum Nobilium II. Artist unknown.
(From the arms of Barbarigi, folio 34.)

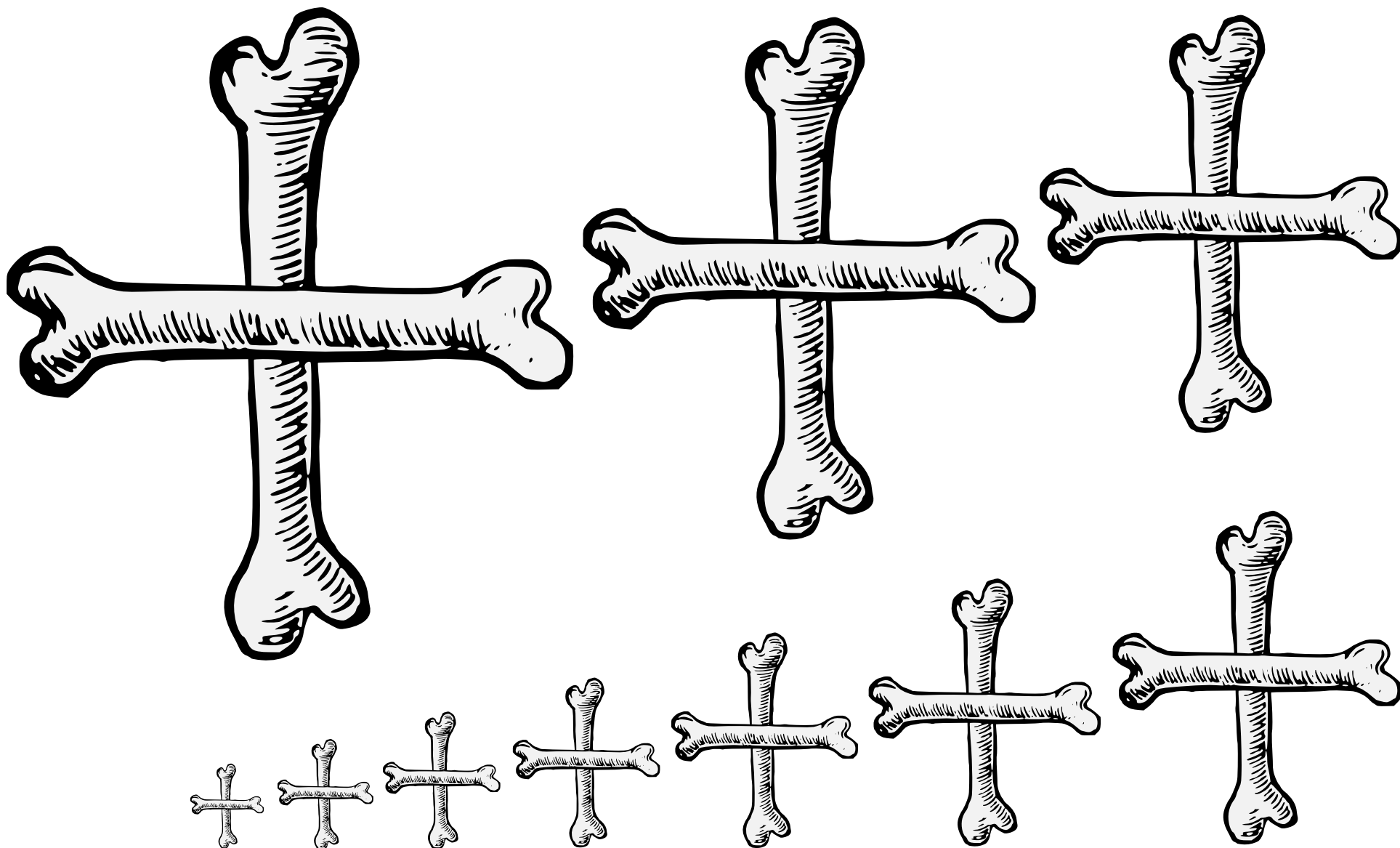
Beard (3) 13.38



A piece of a skeleton.

Default posture: palewise. Proper coloration: argent.

Source: Guillim's Display of Heraldry. Artist unknown. Adapted by Mathghamhain Ua Ruadháin.

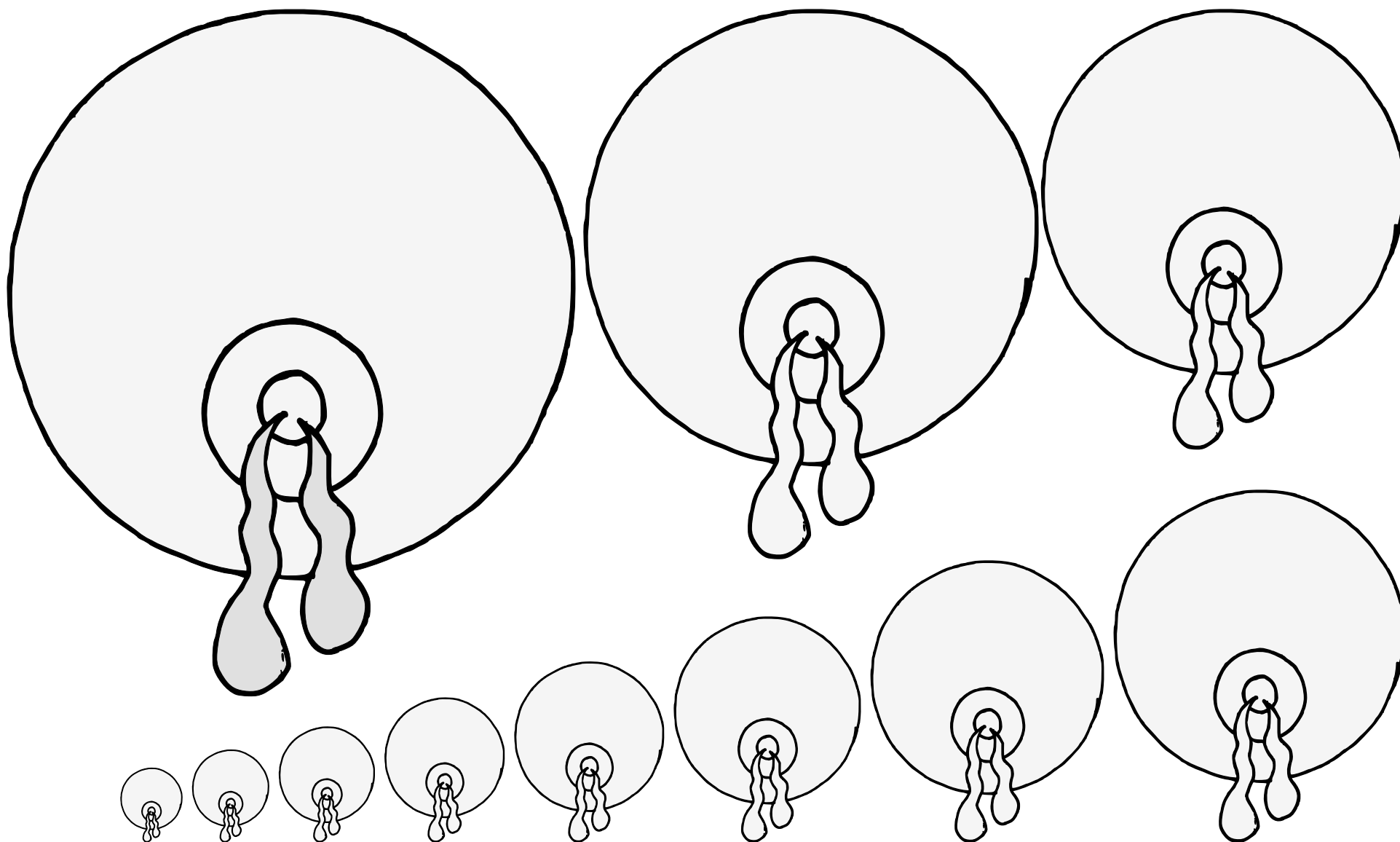


A piece of a skeleton.

Default posture: palewise. Proper coloration: argent.

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

Bones, Two, In Cross 13.40



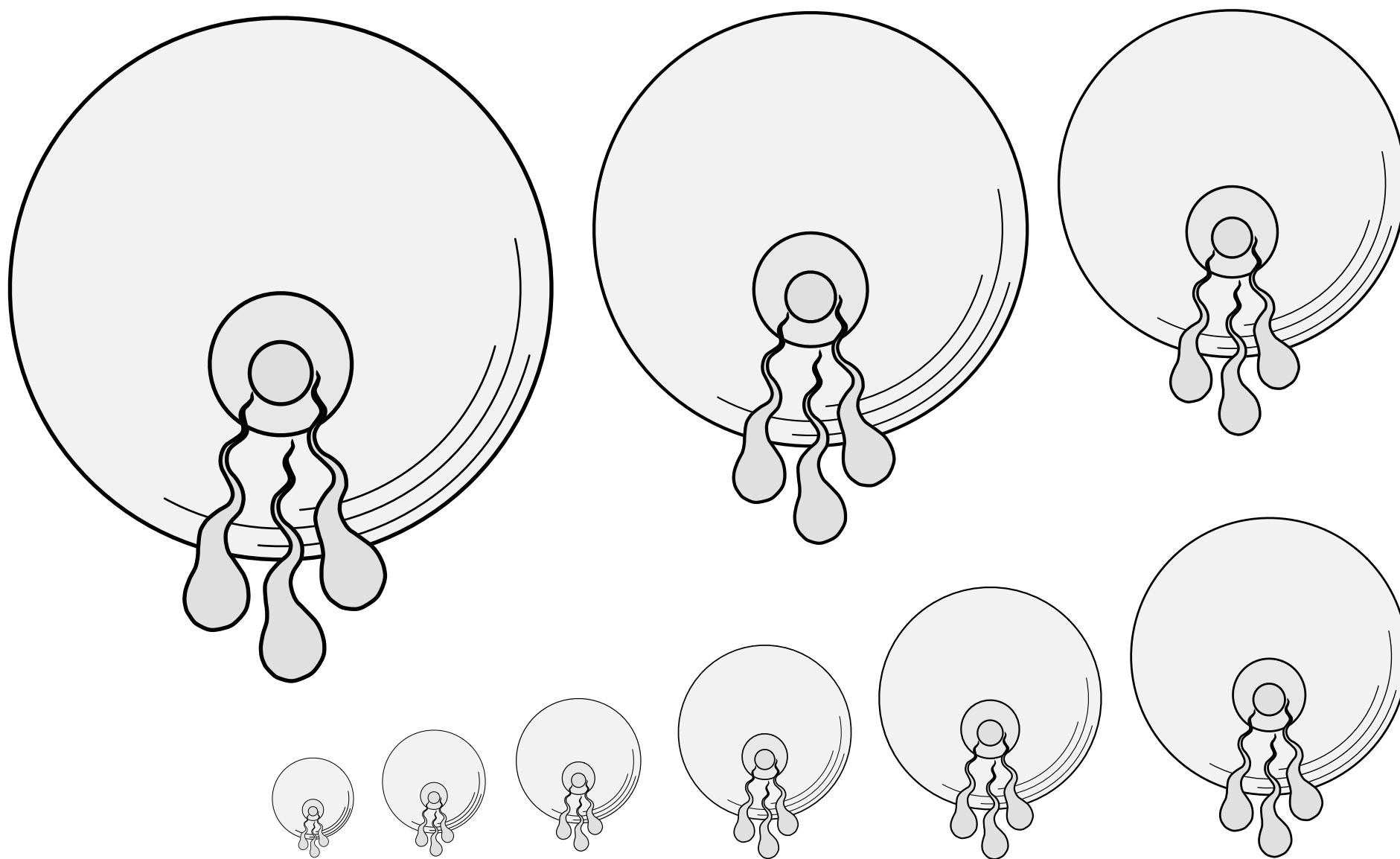
A human breast producing drops of milk.

Default orientation: affronty. Proper coloration: only if skin tone is blazoned, gouttes explicitly blazoned.

Source: Pennsic Bored-Artist Collection.

Artist: Kjalvor Sæbjarnardottir.

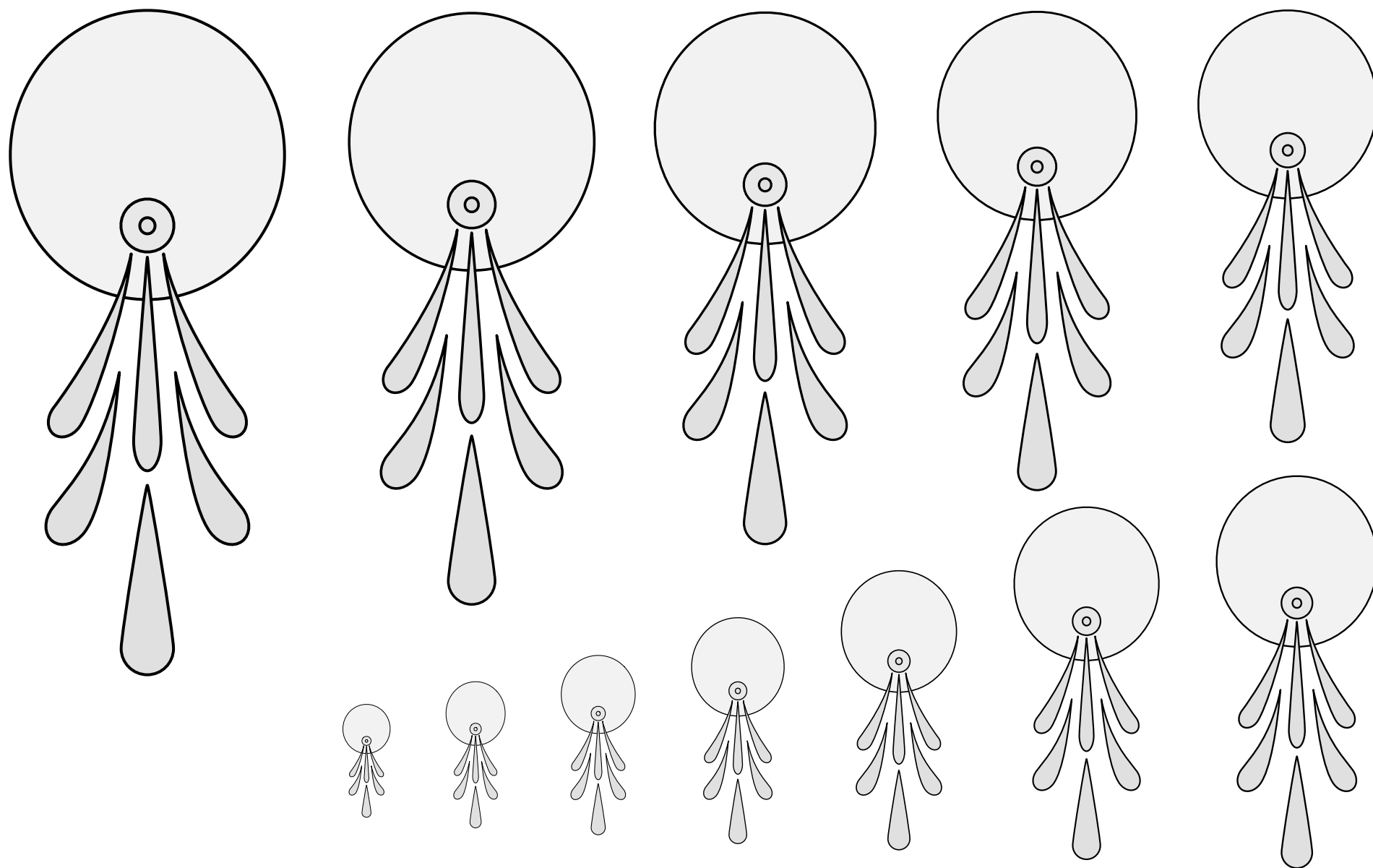
Breast Distilling Gouttes (1) 13.41



A human breast producing drops of milk.

Default orientation: affronty. Proper coloration:
only if skin tone is blazoned, goutes explicitly blazoned.

Breast Distilling Gouttes (2) 13.42



A human breast producing drops of milk.

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

Breast Distilling Gouttes (3) 13.43



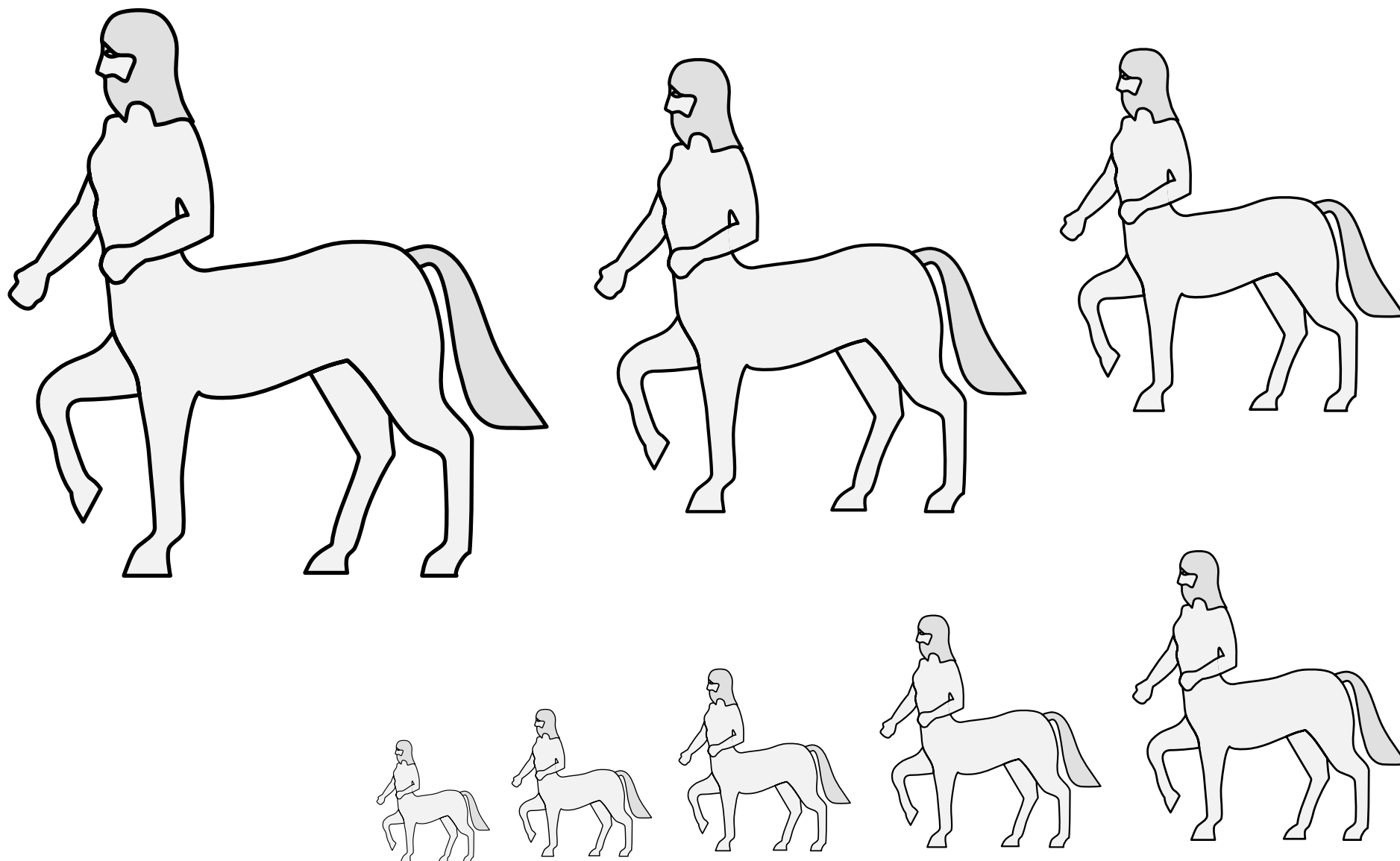
The torso of a human attached to the body of a horse.

No default posture. No proper coloration.

A centaur carrying a bow may be blazoned a "Sagittarius."

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

Centaur Passant (1) 13.44

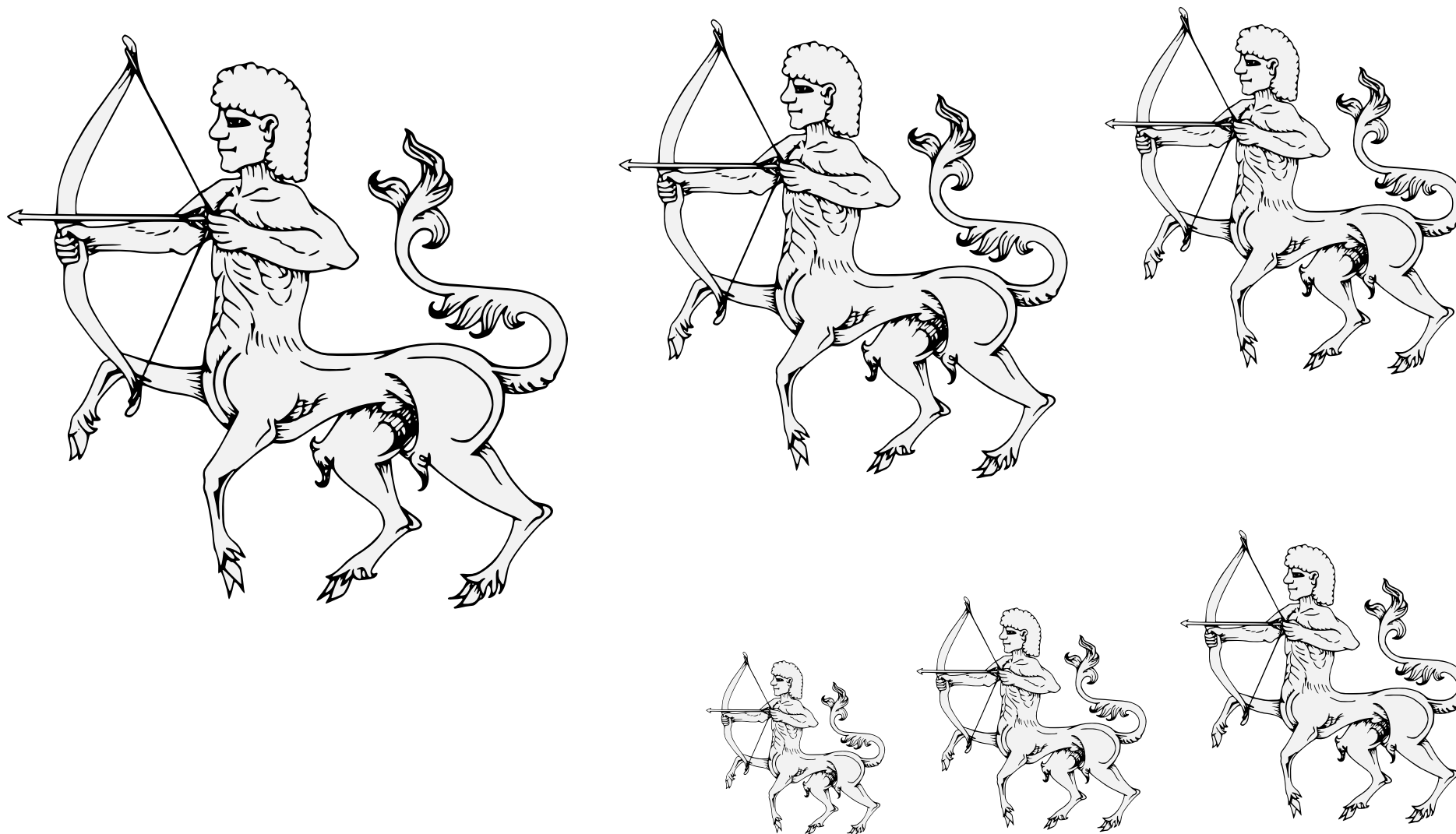


The torso of a human attached to the body of a horse.

No default posture. No proper coloration.

Source: OpenClipArt. Artist: Rones.

Centaur Passant (2) 🐉 13.45



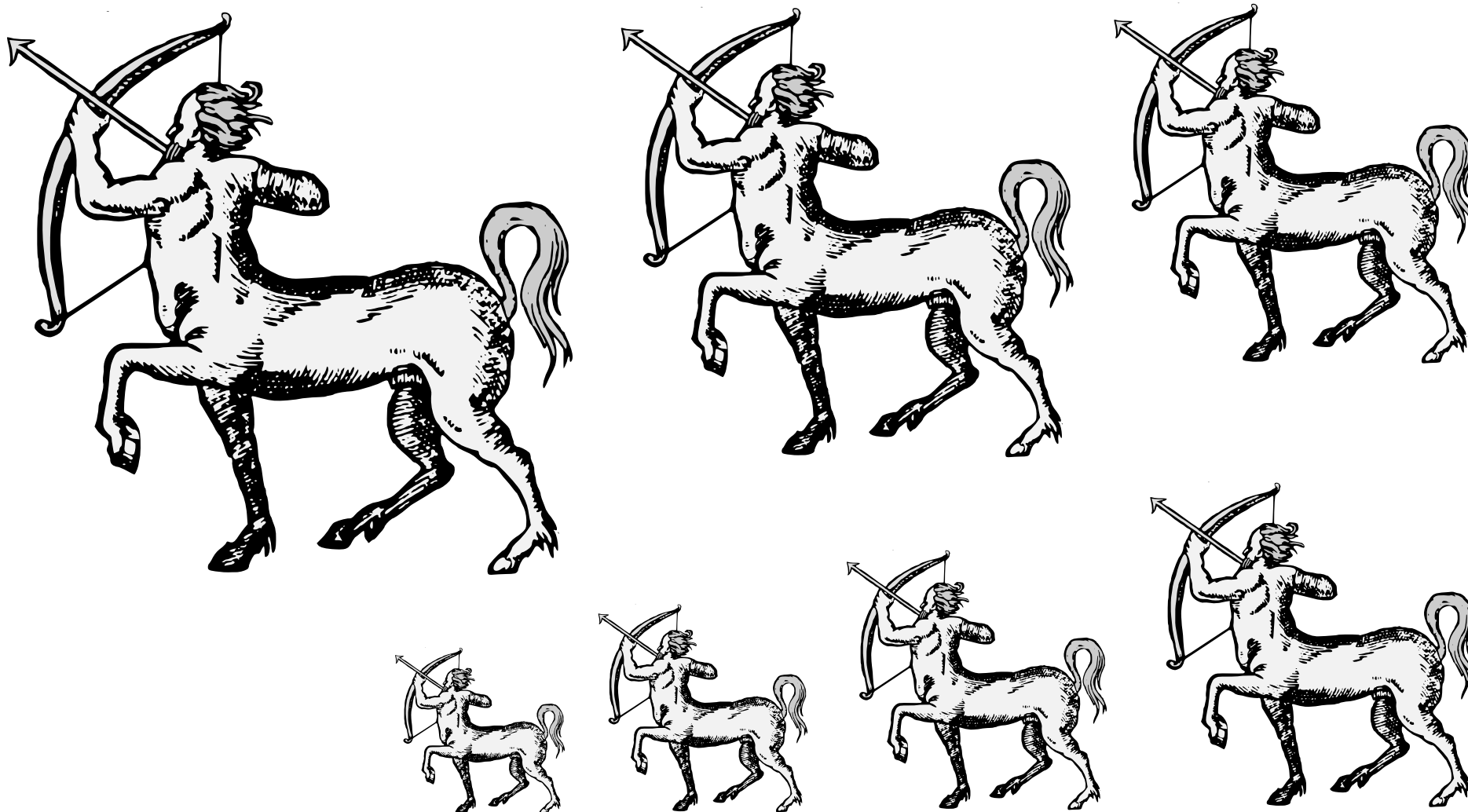
The torso of a human attached to the body of a horse.

No default posture. No proper coloration.

A centaur carrying a bow may be blazoned a "Sagittarius."

Source: Heraldic Templates. Artist: Torric inn Björn.

Centaur Passant (3) 13.46



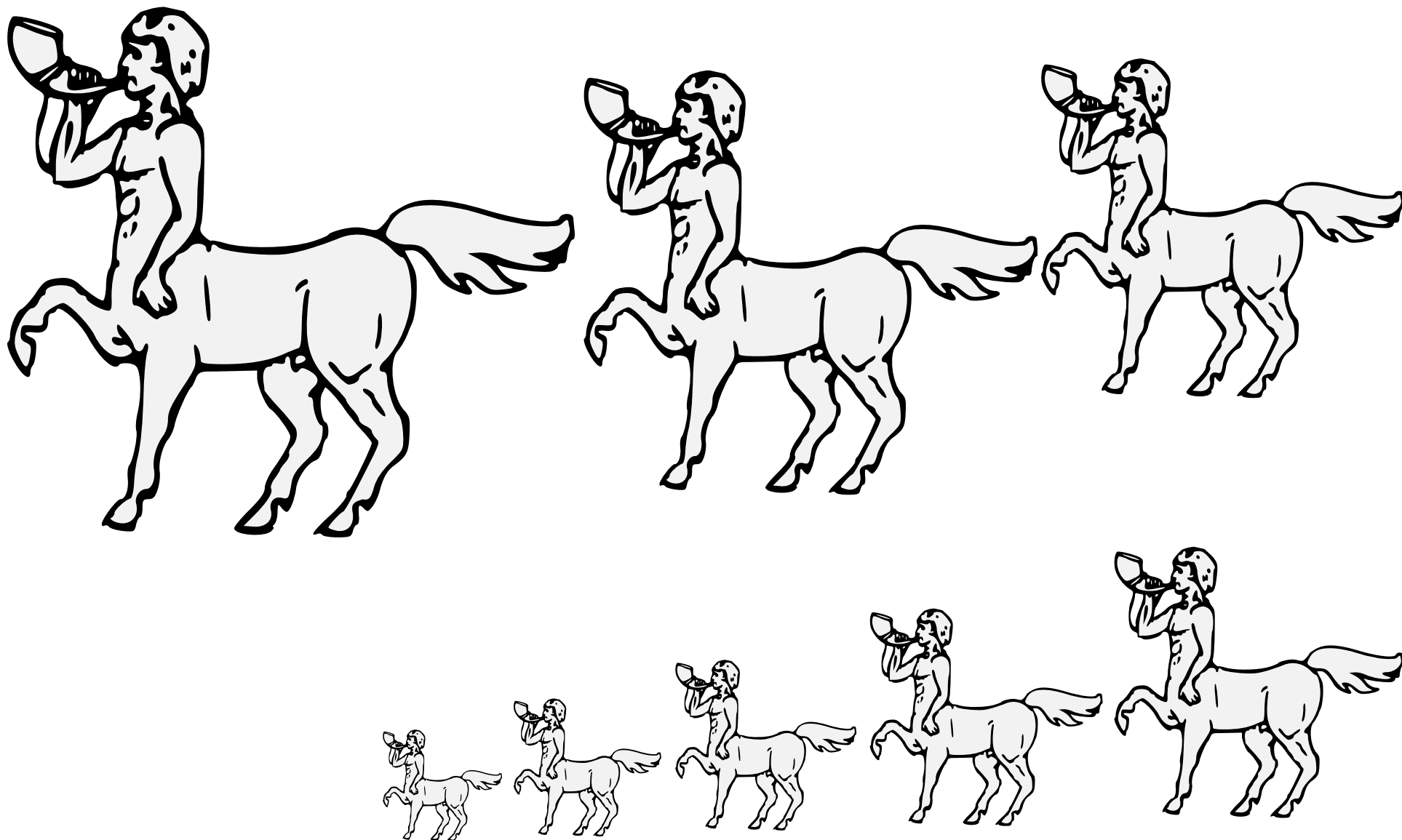
The torso of a human attached to the body of a horse.

No default posture. No proper coloration.

A centaur carrying a bow may be blazoned a "Sagittarius."

Source: Le Blason Des Armoiries. Artist: Jérôme de Bara. (Page 197.)

Centaur Passant (4) 13.47



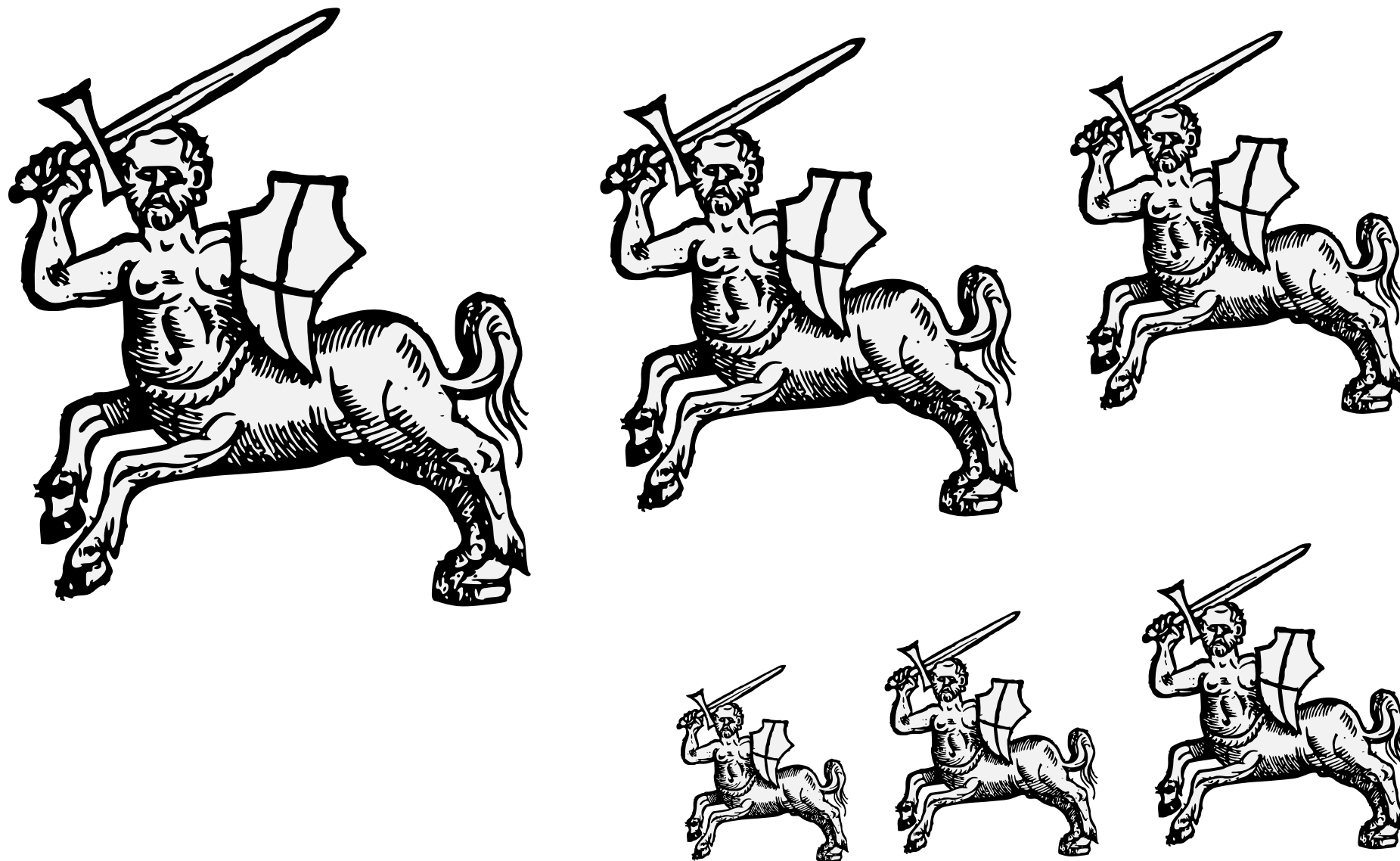
A monster with a human head and torso joined to a horse's body.

No default posture. No proper coloration.

Source: Pennsic Traceable Art.

Artist: Roana d'Evreux (attributed).

Centaur Passant Blowing A Horn 13.48



A monster with a human head and torso joined to a horse's body.

No default posture. No proper coloration.

Source: Workes of Armorie.

Artist: John Bossewell.

Centaur Passant Guardant Armed 13.49



A monster with a human head and torso joined to a horse's body.

No default posture. No proper coloration.

Source: Sledgehammer. Artist: Grimwulf Harland.

Centaur Passant Regardant ♣ 13.50



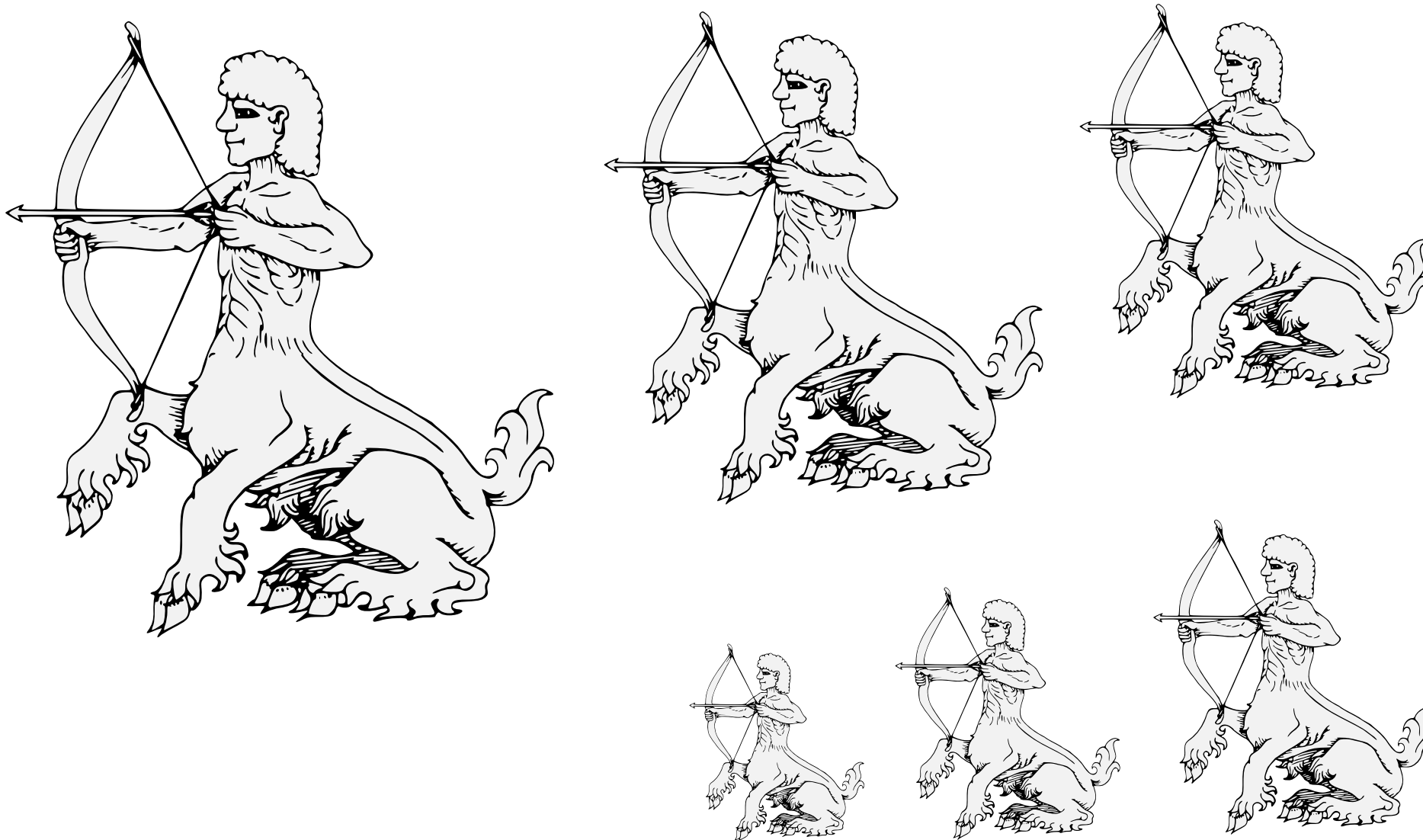
The torso of a human attached to the body of a horse.

No default posture. No proper coloration.

Source: Heraldic Templates.

Artist: Torric inn Björn.

Centaur Sejant Brushing Her Hair 13.51



The torso of a human attached to the body of a horse.

No default posture. No proper coloration.

Source: Heraldic Templates.

Artist: Torric inn Björn.

Centaur Sejant Drawing A Bow 13.52

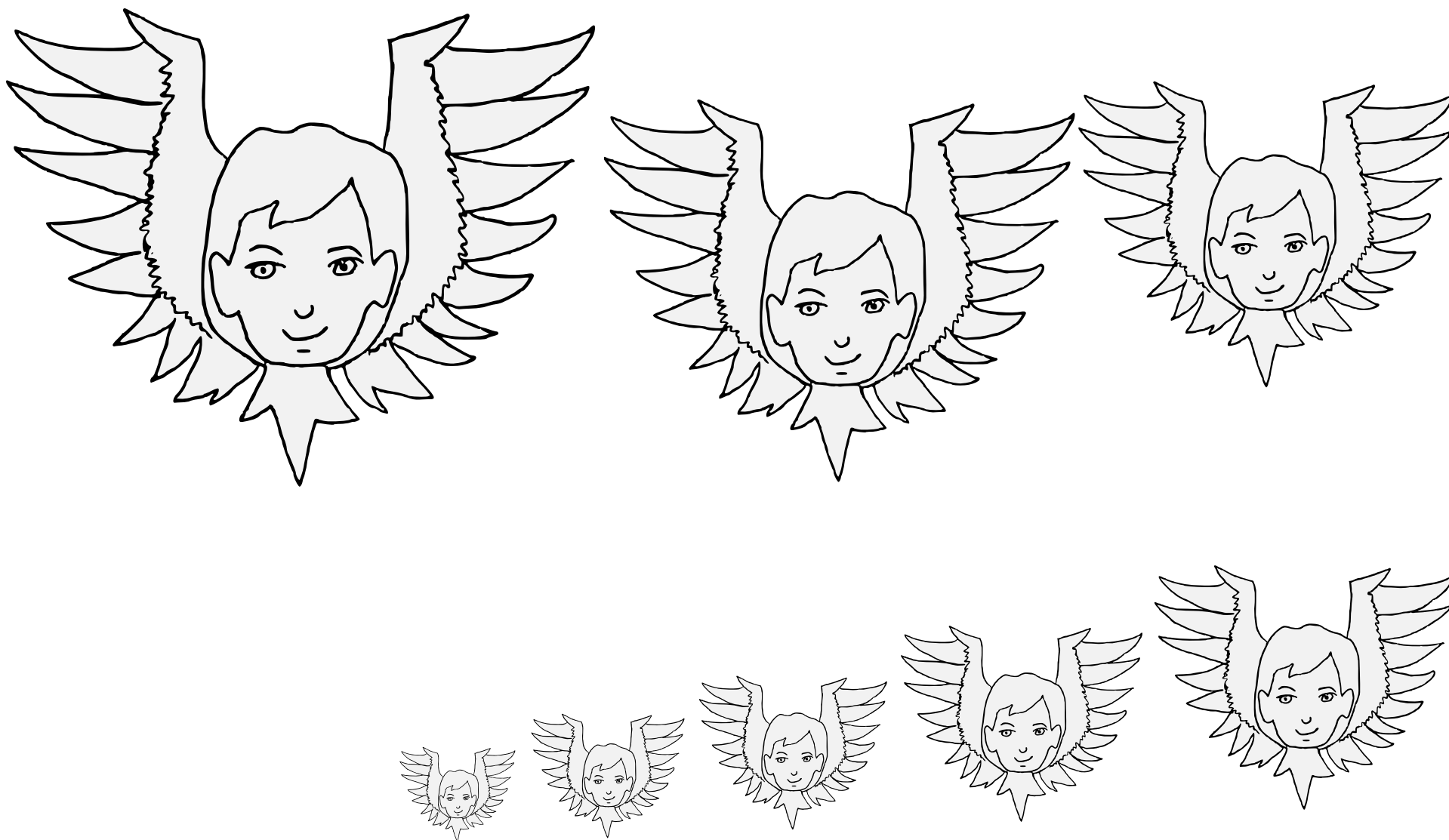


A variety of angel, represented as a winged child's face.

Default posture: affronty. No proper coloration.

Source: Fictitious & Symbolic Creatures in Art. Artist: John Vinycomb.

Cherub (1) • 13.53

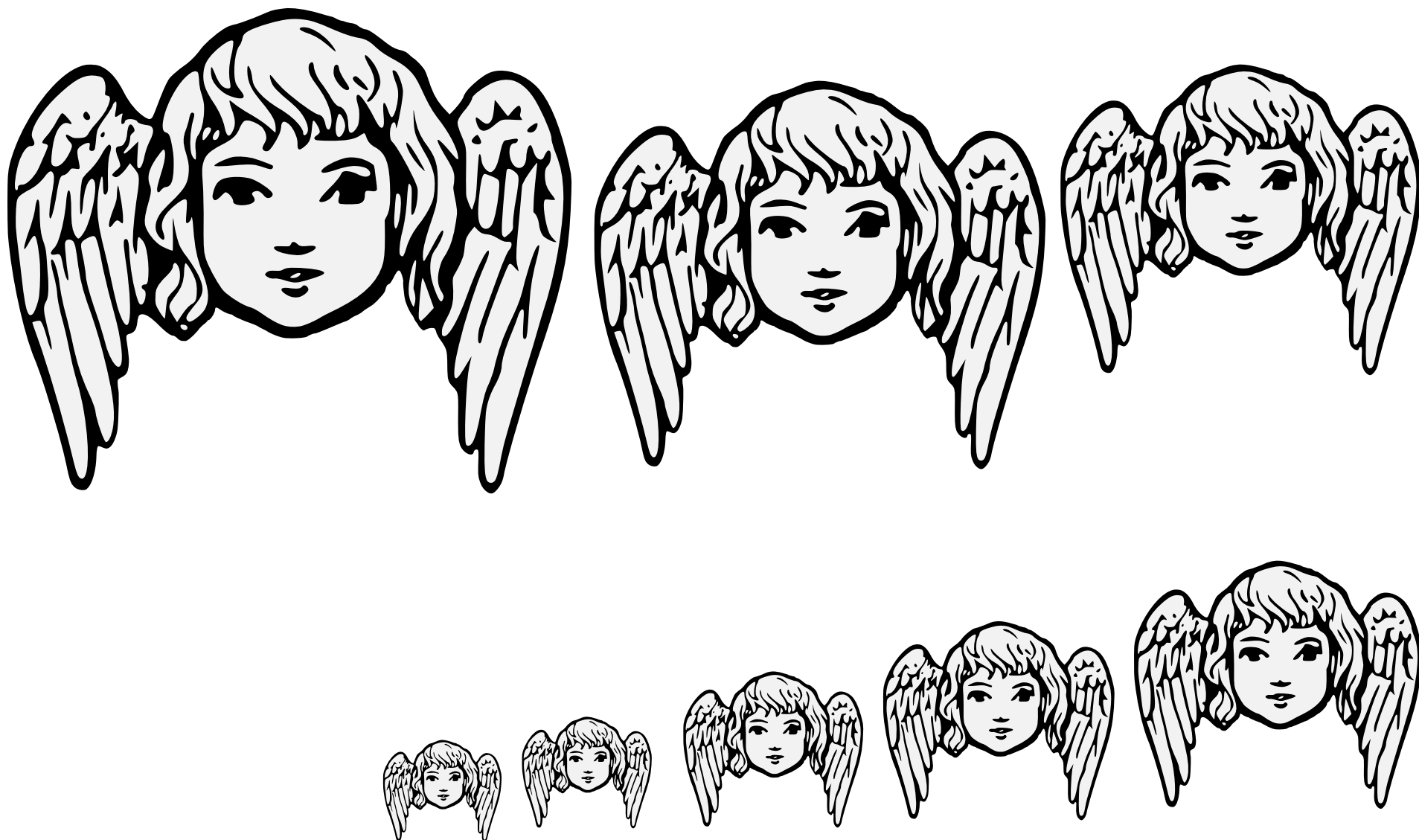


A variety of angel, represented as a winged child's face.

Default posture: affronty. No proper coloration.

Source: Pennsic Herald's Point Artists. Artist unknown.

Cherub (2) 13.54



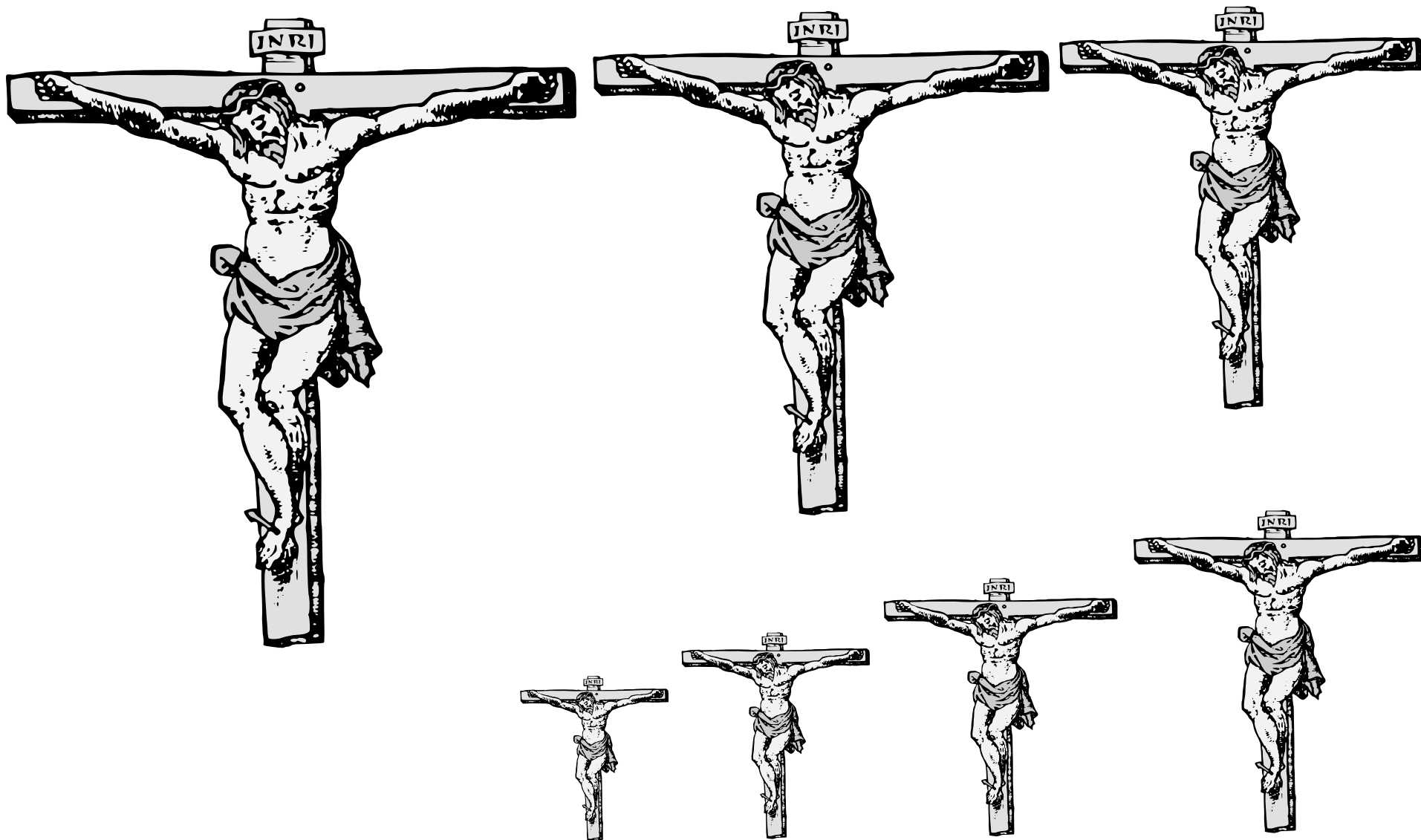
A variety of angel, represented as a winged child's face.

Default posture: affronty. No proper coloration.

Source: Fictitious & Symbolic Creatures in Art. Artist: John Vinycomb.

Adapted by Mathghamhain Ua Ruadháin.

Cherub (3) 13.55

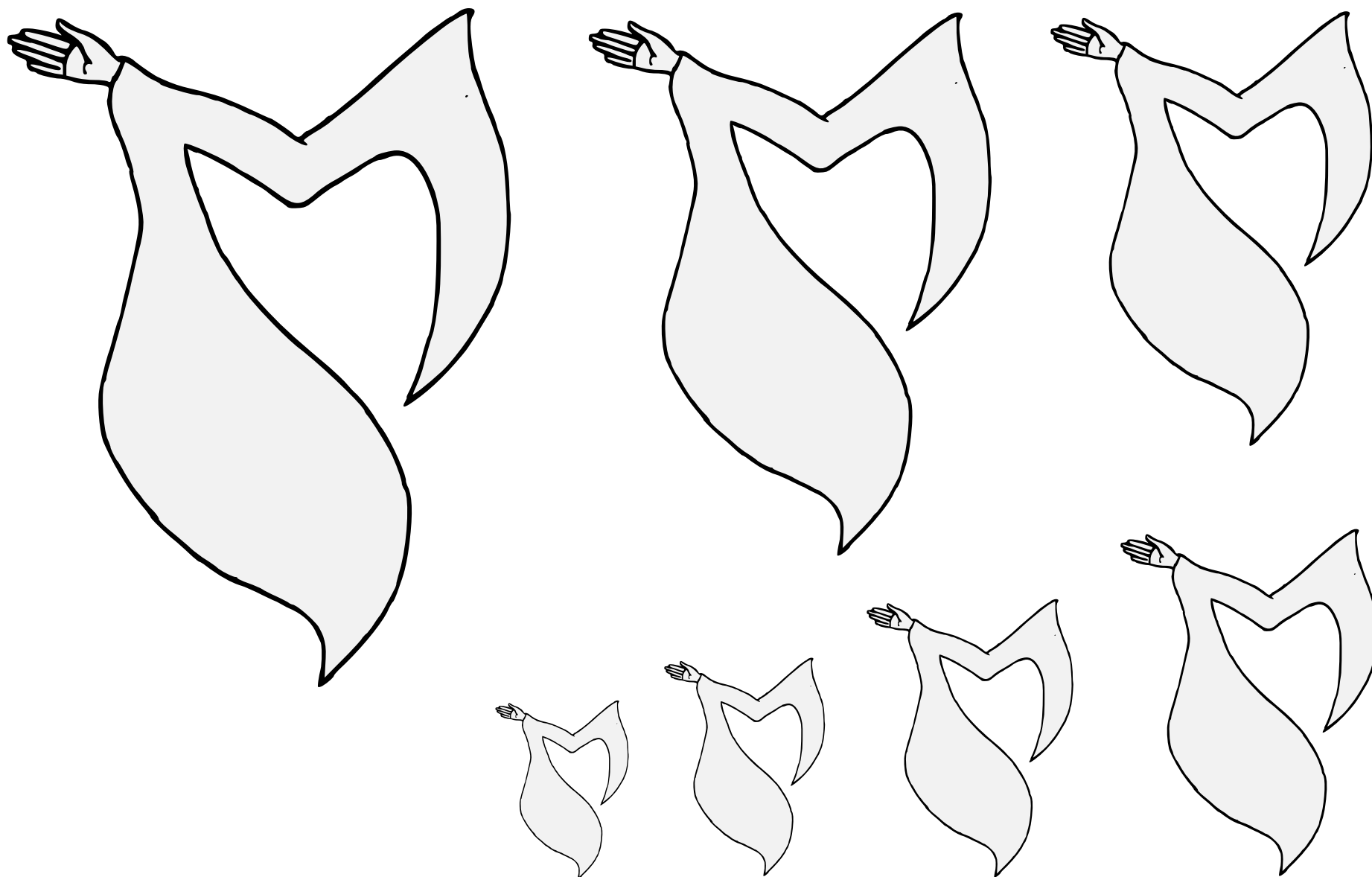


A human figure bound to a wooden cross.

Default orientation: crosswise, upright.

Proper coloration: brown wood; human figure must be blazoned.

Source: Le Blason Des Armoiries. Artist: Jérôme de Bara. (Page 221.)

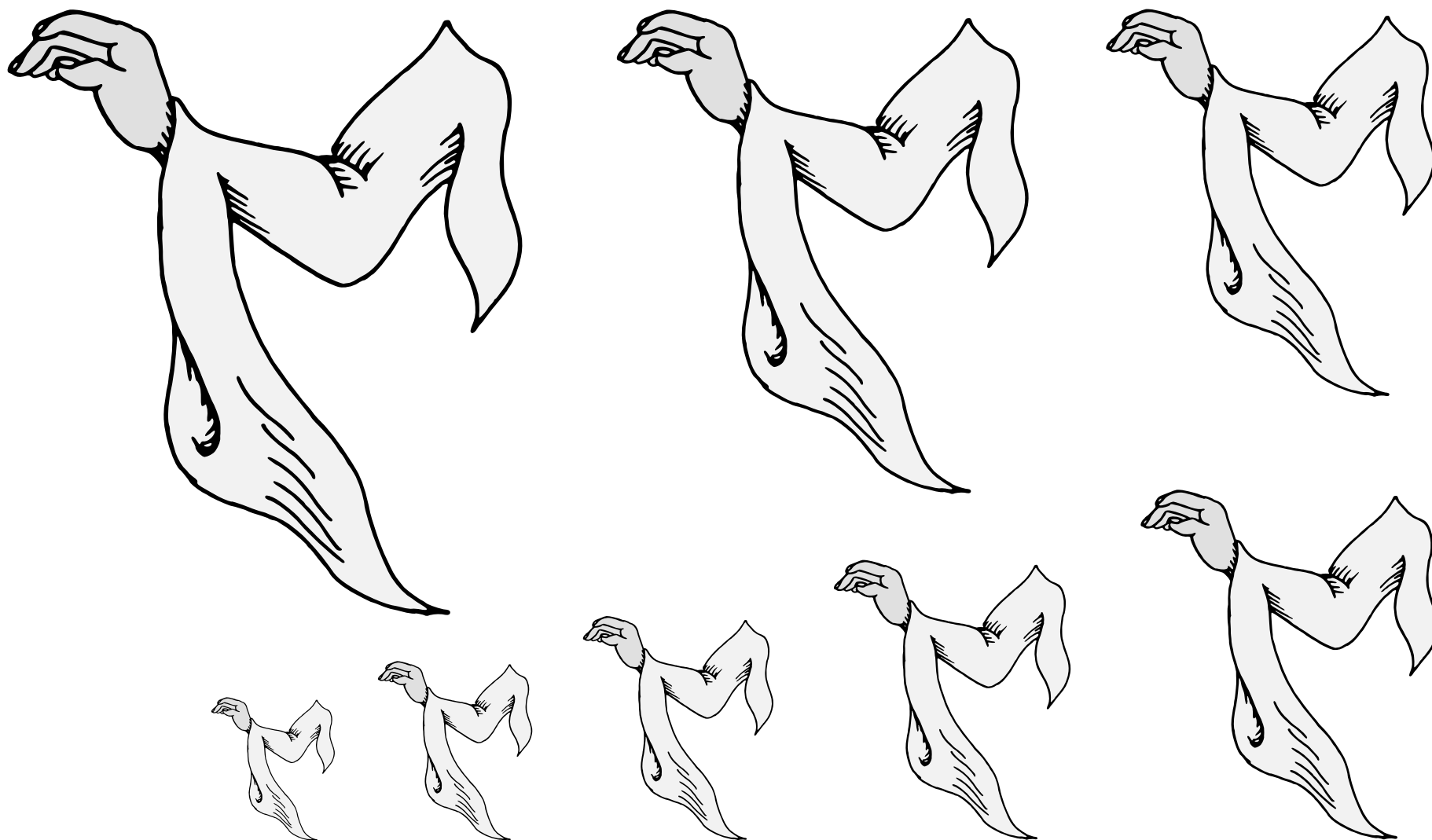


An arm garbed in a maunch.

Default posture: dexter arm fesswise embowed. No proper coloration.

Source: Pennsic Traceable Art. Artist unknown.

Dextrochère (1) • 13.57

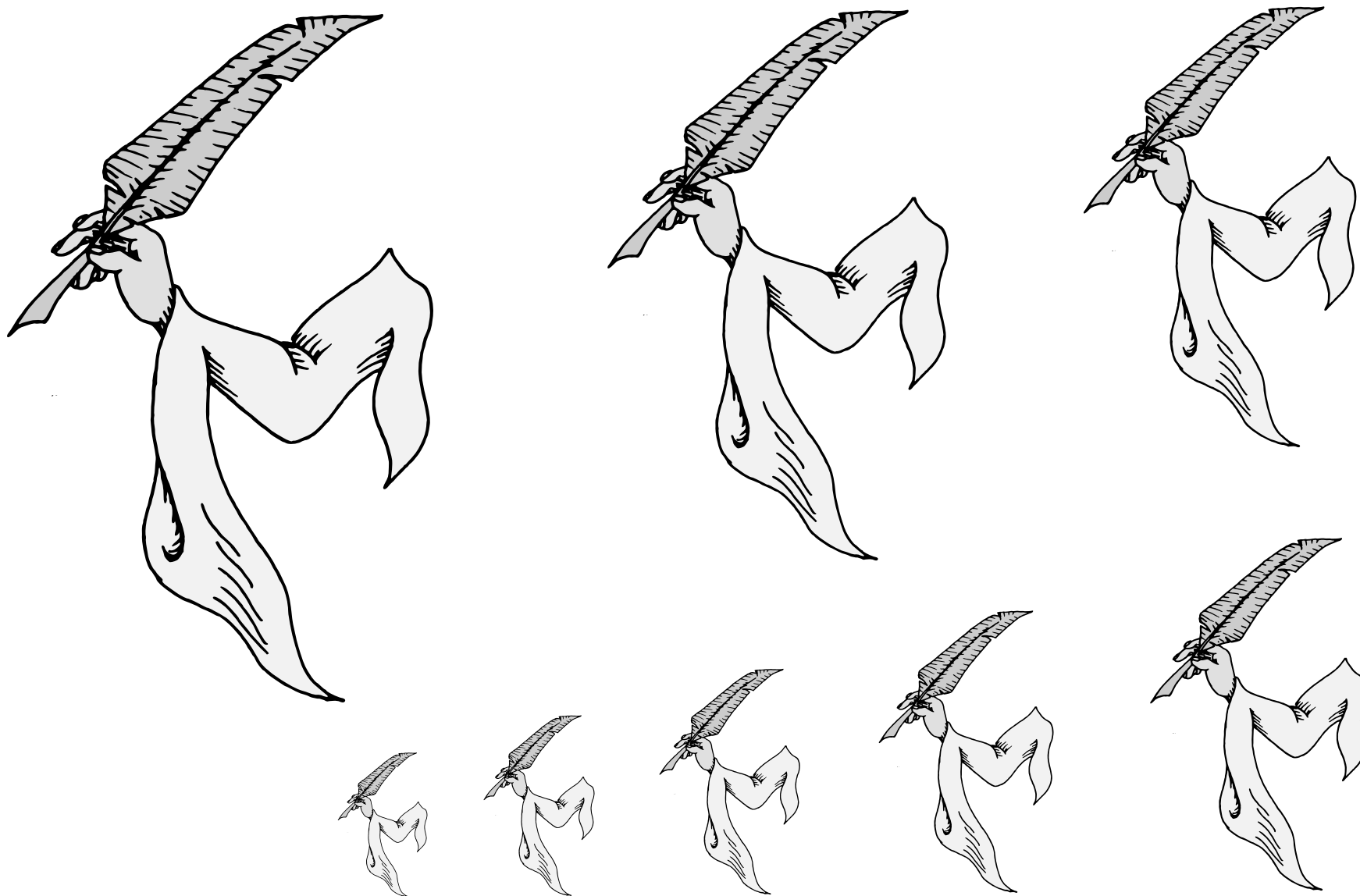


An arm garbed in a maunch.

Default posture: dexter arm fesswise embowed. No proper coloration.

Source: Heraldic Templates. Artist: Torric inn Björn.

Dextrochere (2) • 13.58



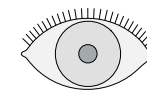
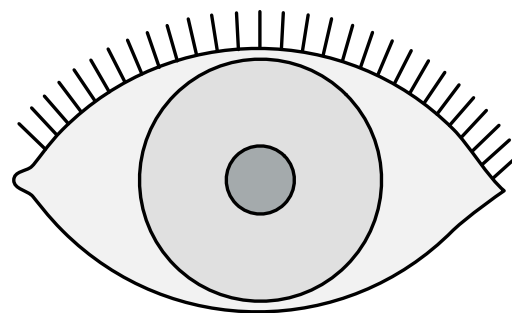
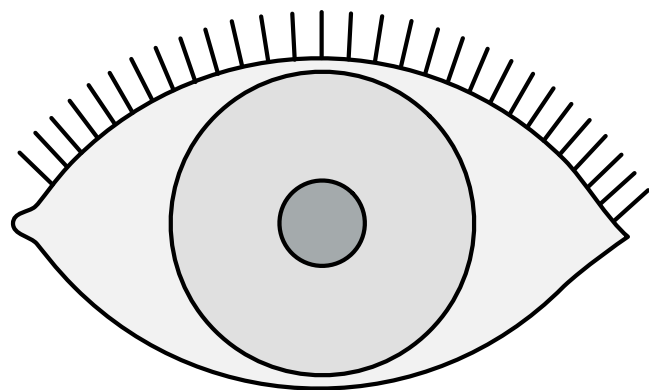
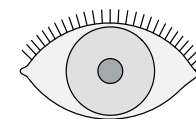
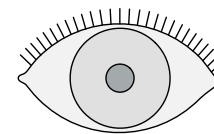
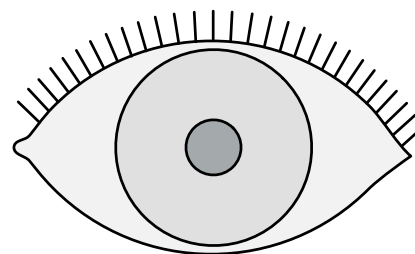
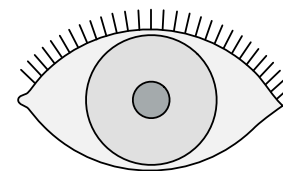
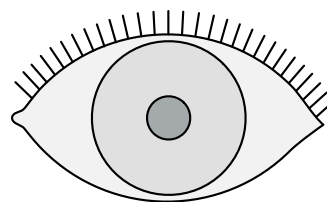
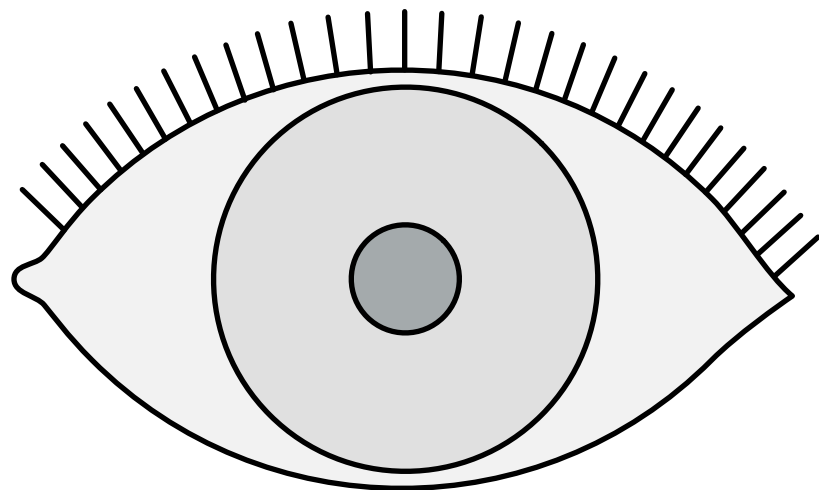
An arm garbed in a maunch.

Default posture: dexter arm fesswise embowed. No proper coloration.

Source: Heraldic Templates.

Artist: Torric inn Björn.

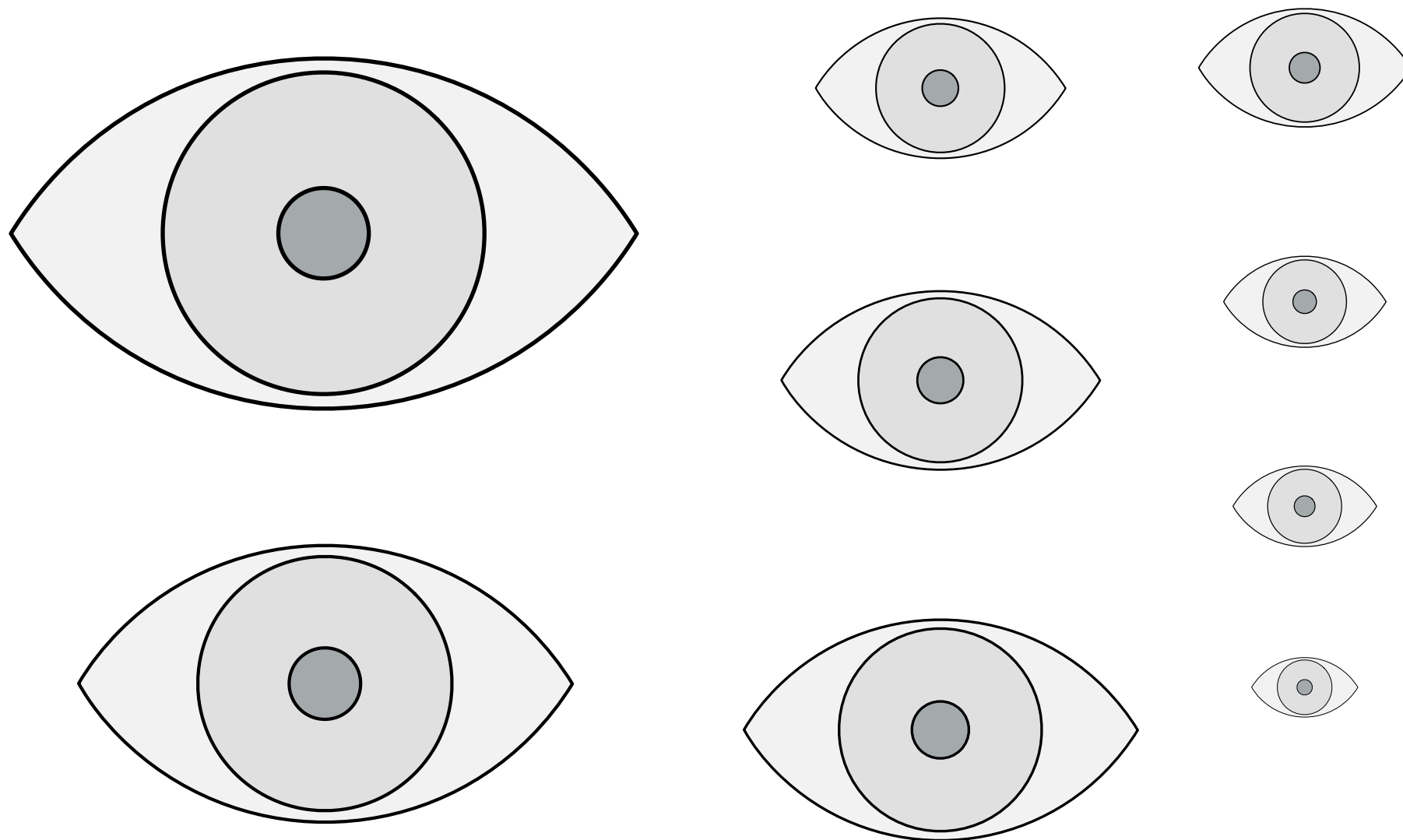
Dextrochere Maintaining a Pen • 13.59



A human eye.

Default posture: fesswise. No proper coloration; tincture of iris often blazoned separately, as “eye <tincture> irised <tincture>.”

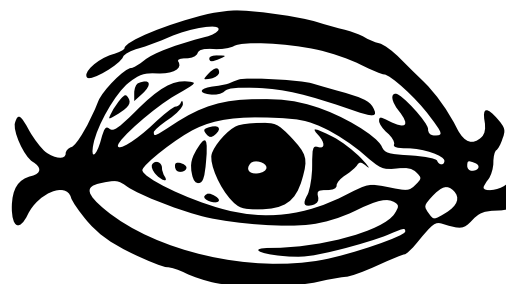
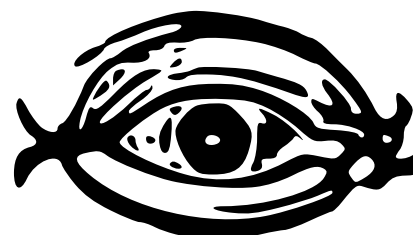
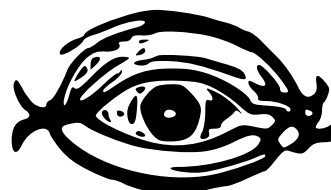
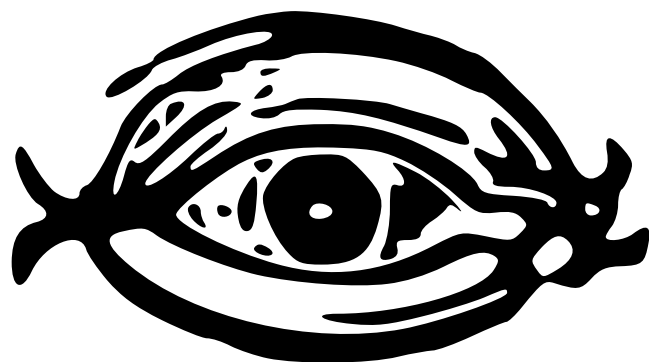
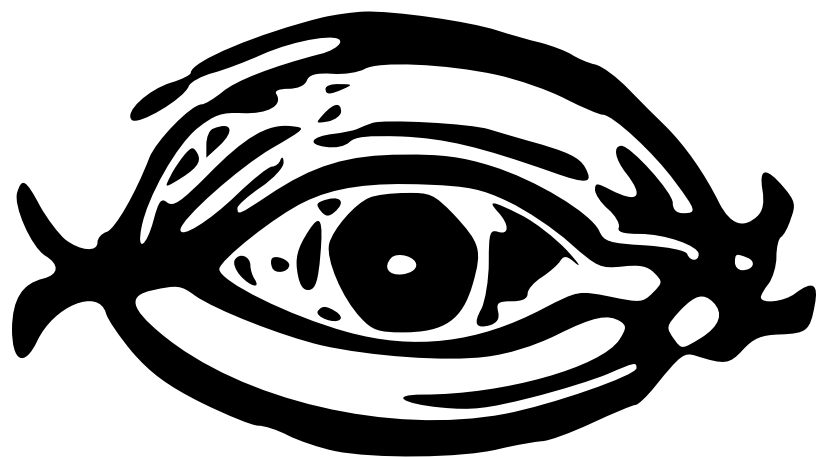
Eye (1) 13.60



A human eye.

Default posture: fesswise. No proper coloration; tincture of iris often blazoned separately, as “eye <tincture> irised <tincture>.”

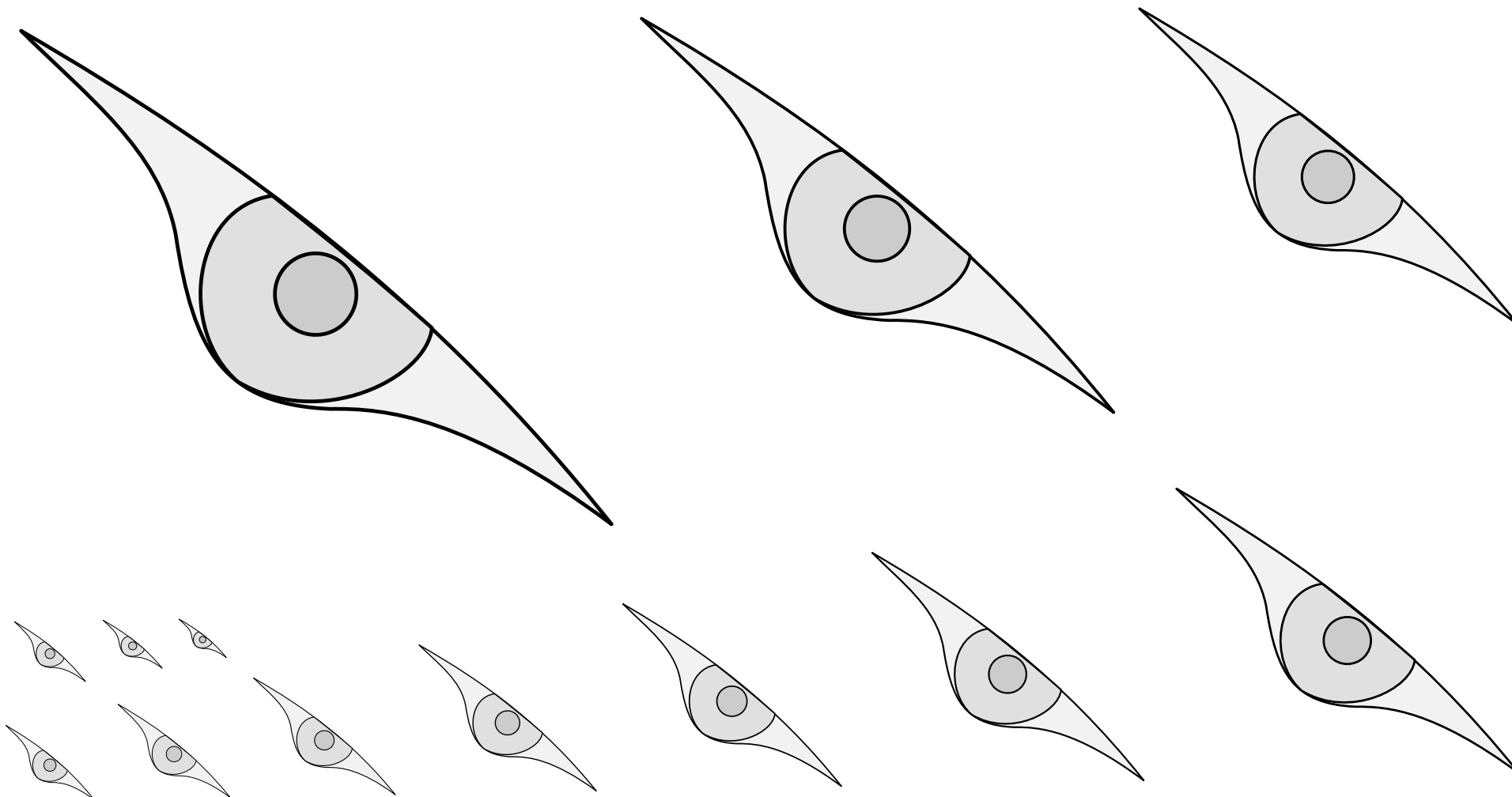
Eye (2) 13.61



A human eye.

Default posture: fesswise. No proper coloration; tincture of iris often blazoned separately, as “eye <tincture> irised <tincture>.”

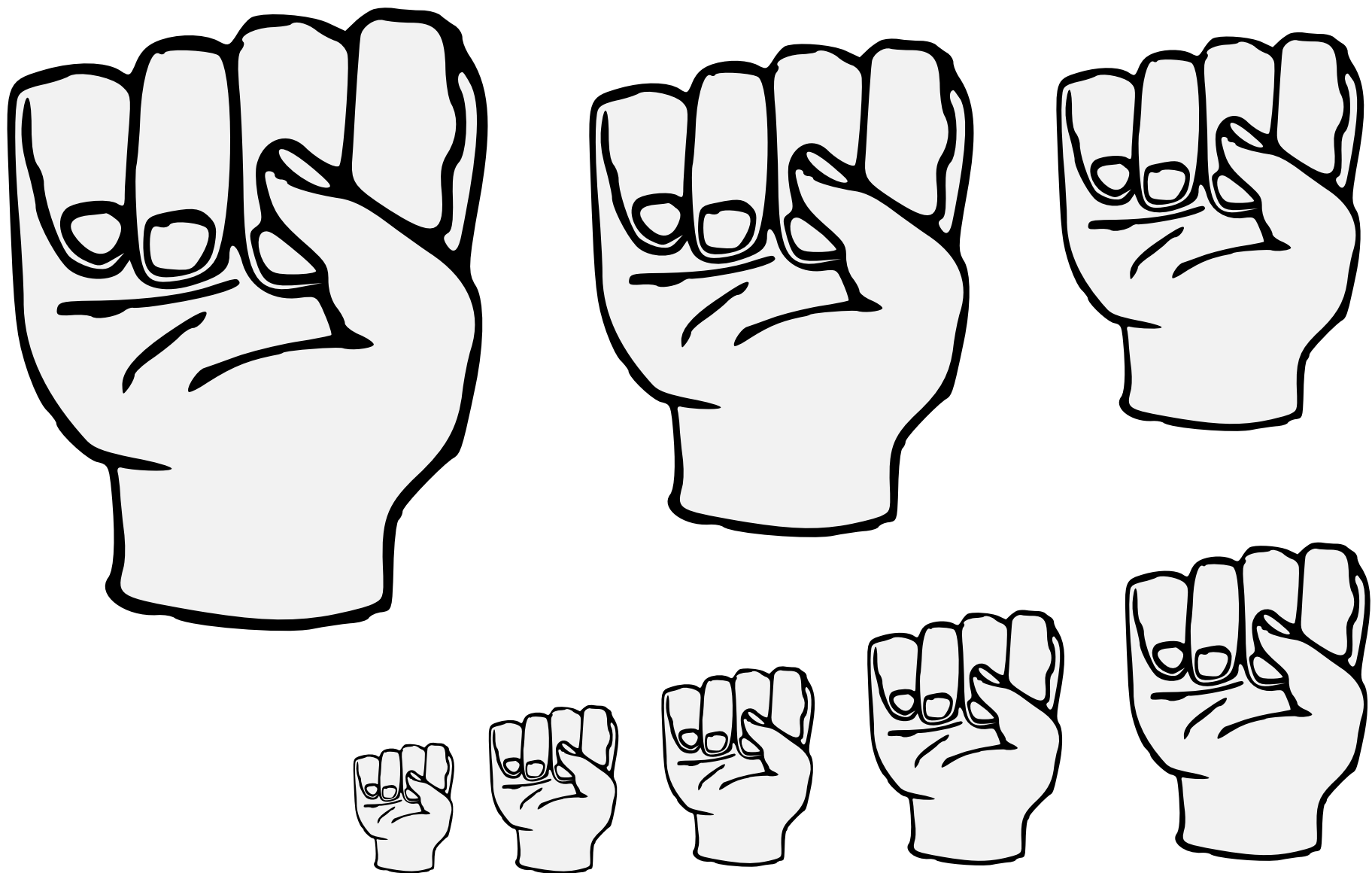
Source: Guillim’s Display of Heraldry. Artist unknown.



A human eye.

Default posture: fesswise. No proper coloration; tincture of iris often blazoned separately, as “eye <tincture> irised <tincture>.”

Source: Wapenboek B 89420 A. Artist unknown. (Folio 44v.) Adapted by Iago ab Adam.

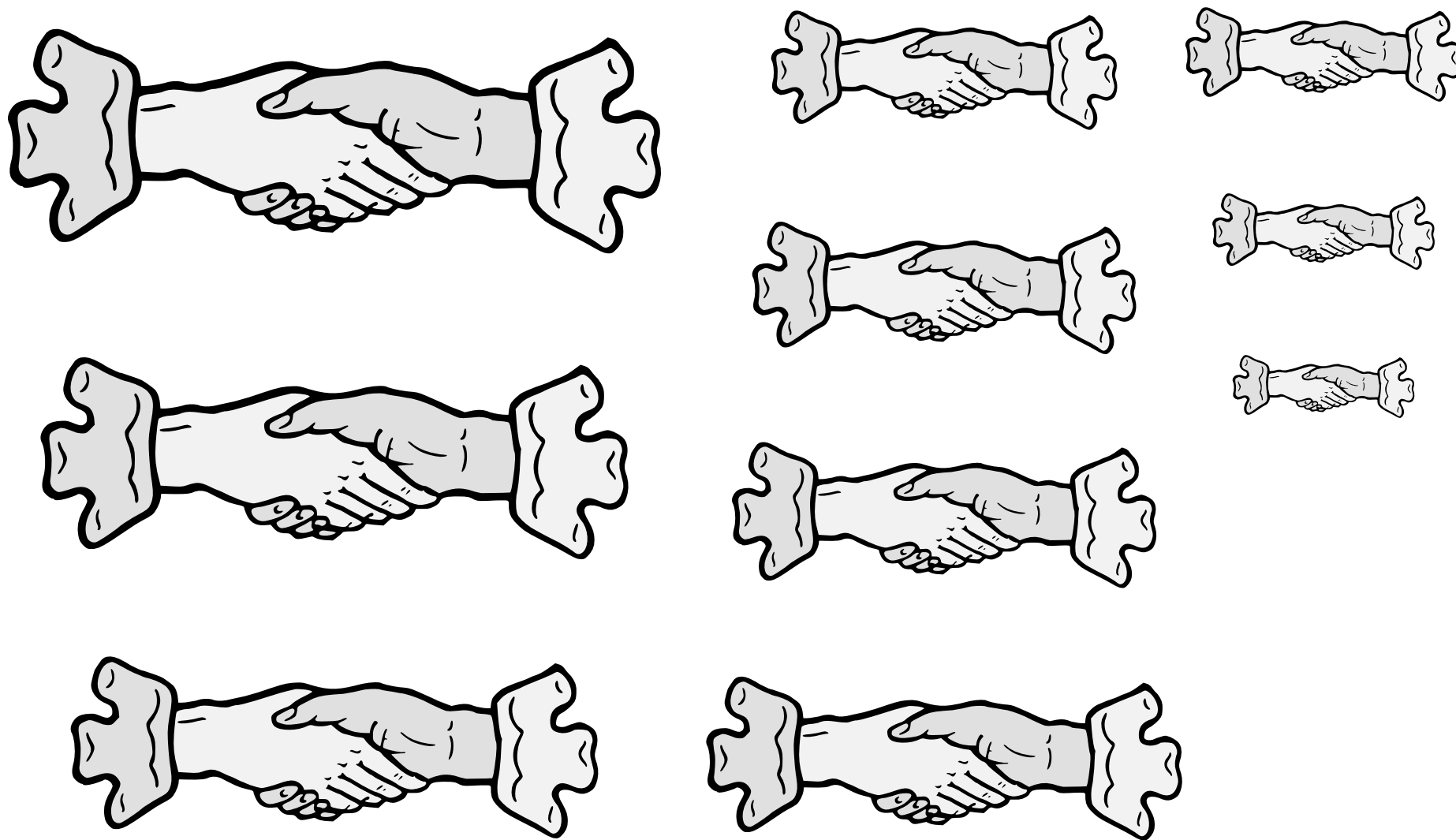


A human hand with fingers clenched.

Default posture: dexter hand, fingers to chief.

Proper coloration: only if skin tone is blazoned.

Source: Pennsic Traceable Art. Artist unknown.



Two hands clasped. A symbol of friendship and trust.

Default orientation: fesswise. Proper coloration: only if skin tone is blazoned.

Source: Some Feudal Lords and Their Seals. Artist unknown.



A man wearing a floppy hat or donkey's ears in order to be entertaining.

Default orientation: affronty. Proper coloration: only if skin tone is blazoned, costume blazoned separately.

Source: Schlesisches Wappenbuch.
Artist unknown. (Page 195.)

Fool's Head Couped at the Shoulders (1) • 13.66

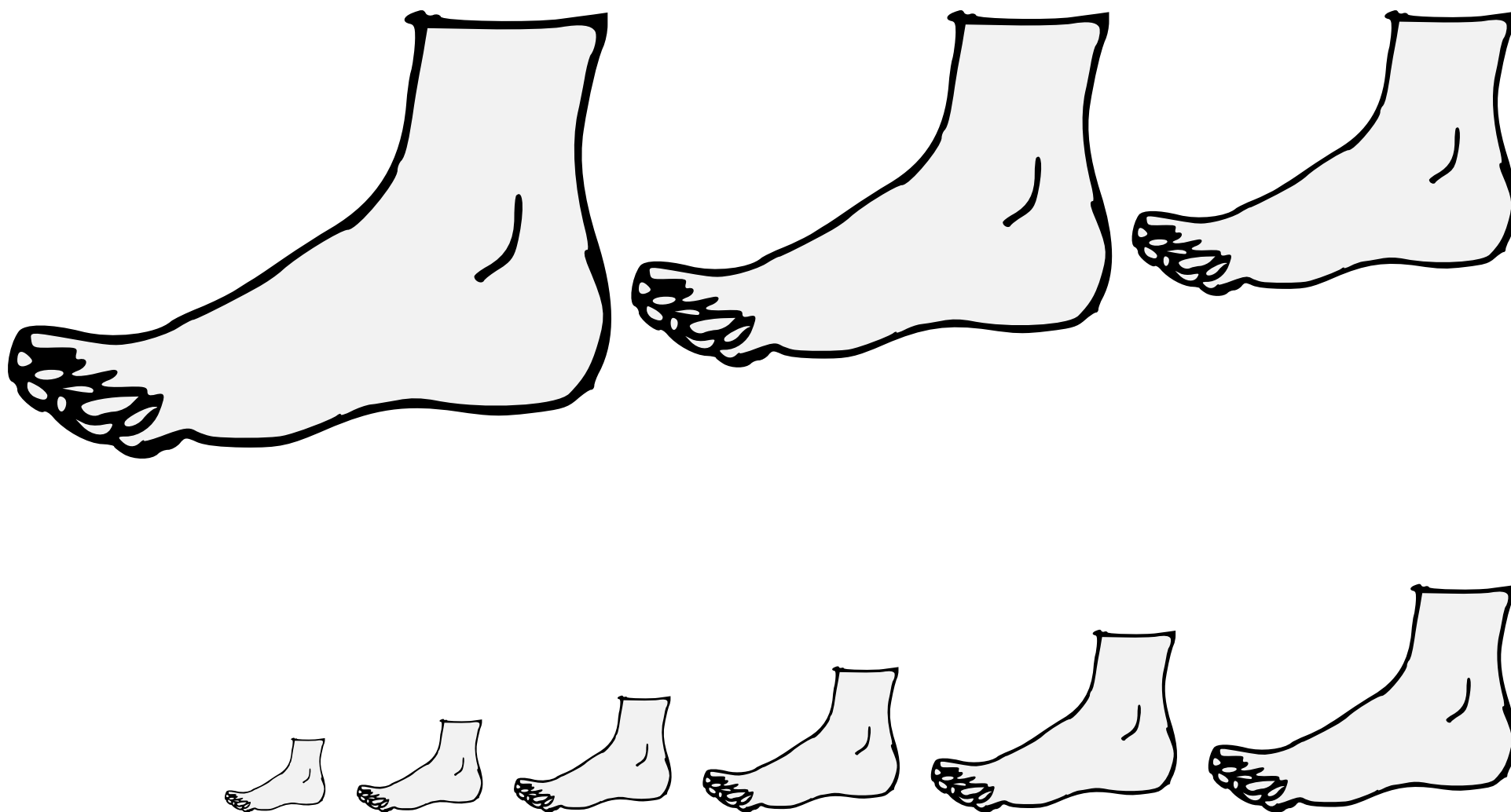


A man wearing a floppy hat or donkey's ears in order to be entertaining.

Default orientation: affronty. Proper coloration: only if skin tone is blazoned, costume blazoned separately.

Source: Schlesisches Wappenbuch.
Artist unknown. (Page 115.)

Fool's Head Couped at the Shoulders (2) 13.67

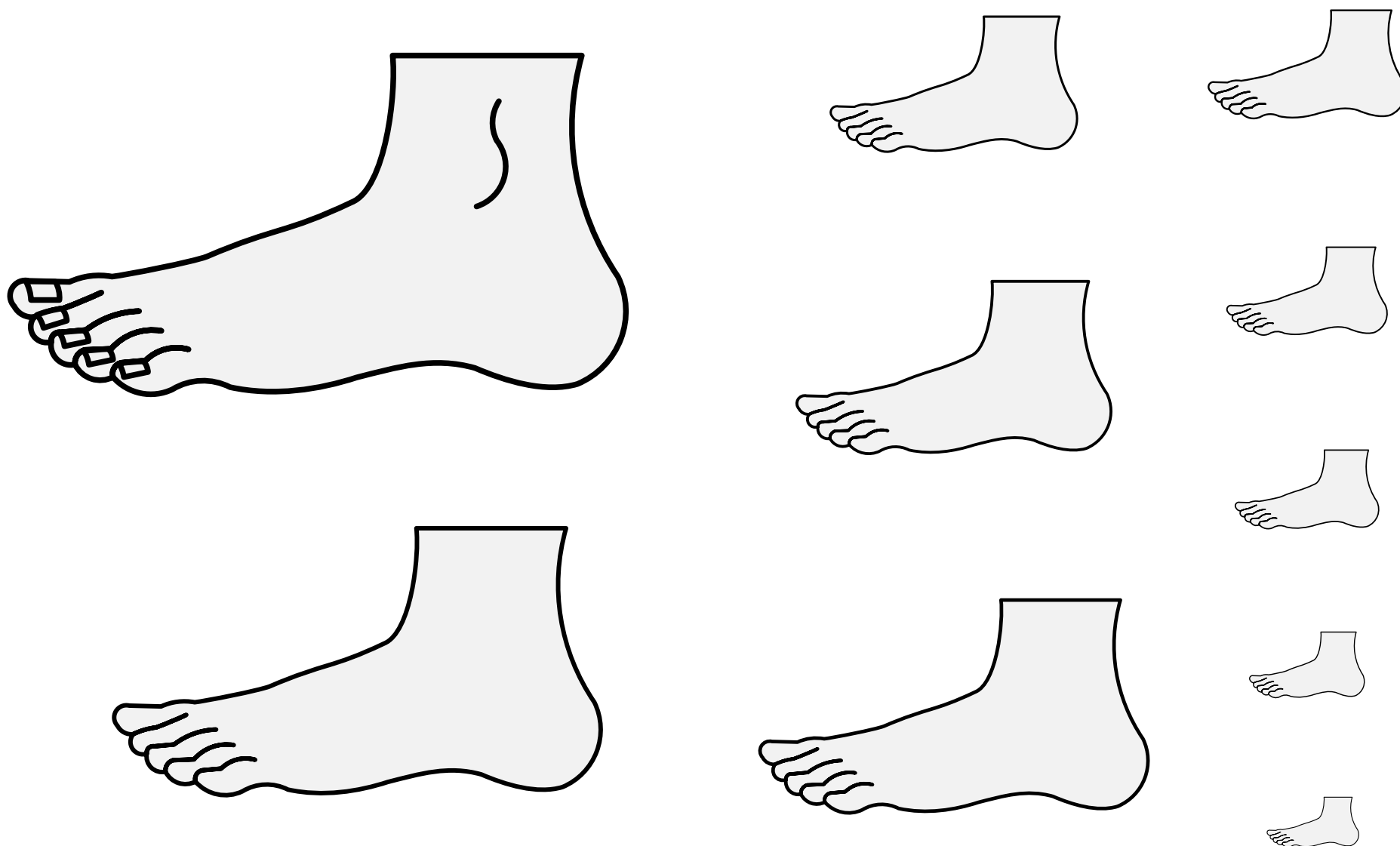


A human foot truncated above the ankle.

Default posture: upright, toes to dexter. Proper coloration: only if skin tone is blazoned.

Source: Pennsic Bored-Artist Collection. Artist: Imayne de Merlowe.

Foot Couped (1) 13.68



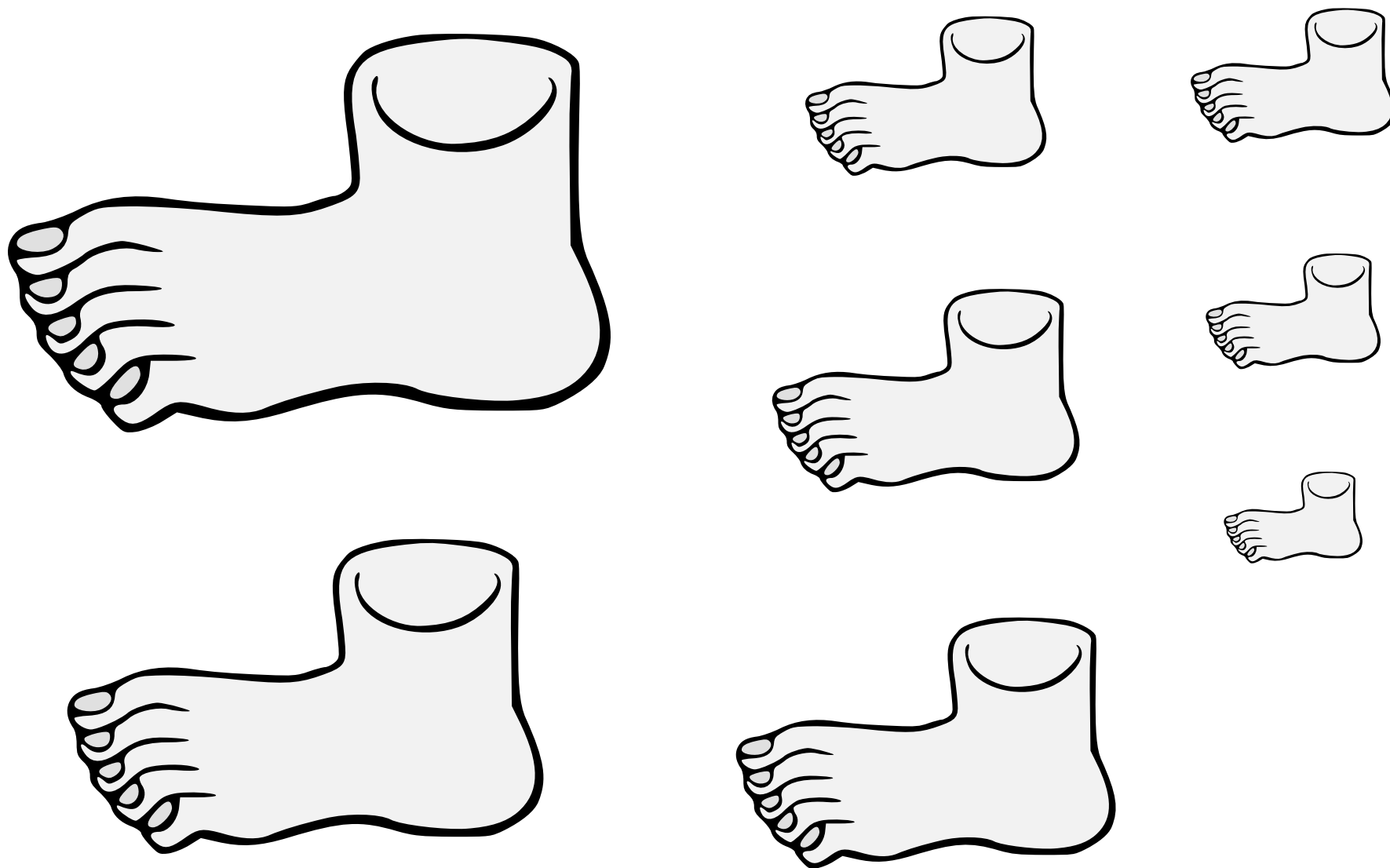
A human foot truncated above the ankle.

Default posture: upright, toes to dexter. Proper coloration: only if skin tone is blazoned.

Source: Viking Answer Lady SVG Images For Heraldry.

Artist: Gunnvôr silfrahárr.

Foot Couped (2) 13.69

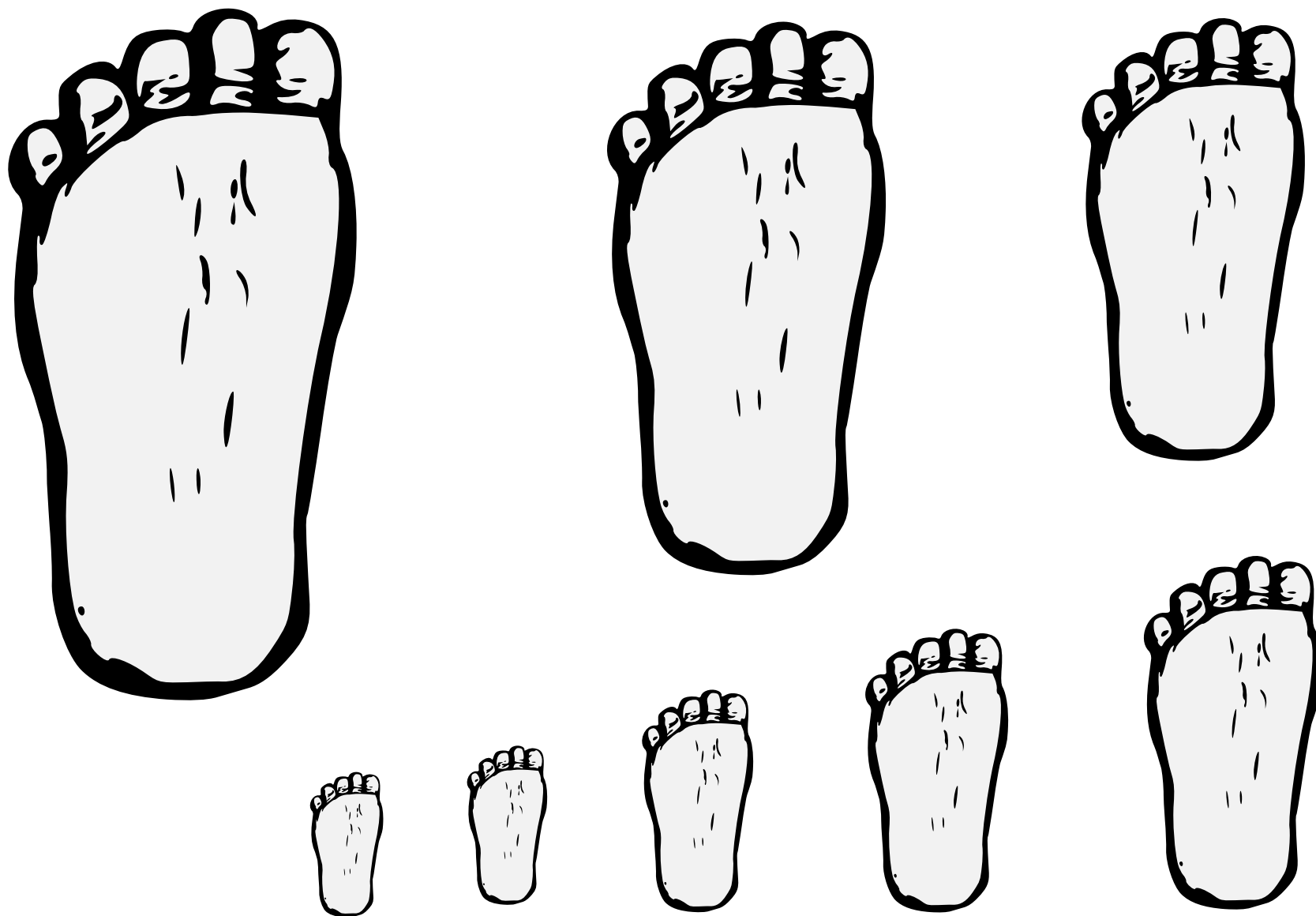


A human foot truncated above the ankle.

Default posture: upright, toes to dexter. Proper coloration: only if skin tone is blazoned.

Source: Two Tudor Books of Arms. Artist: Robert Cooke. (Page 67.)

Foot Couped (3) 🐉 13.70



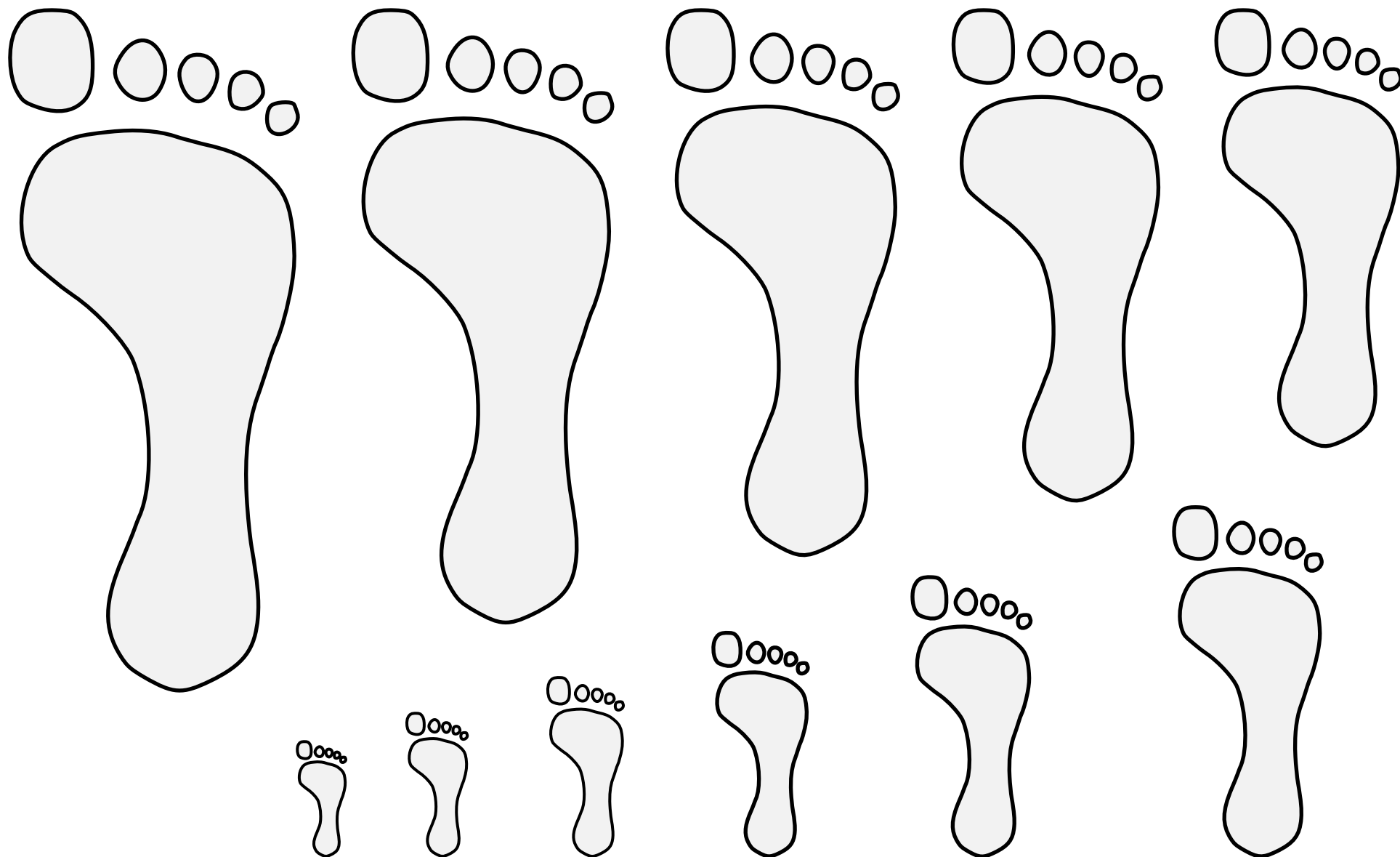
The bottom of a human foot.

Default posture: toes to chief. No proper coloration.

Source: Opus Insignium Armorumque. (Folio 24, arms of Nassenfues.)

Artist: Johann Weikhard von Valvasor.

Foot, Sole Of A 13.71



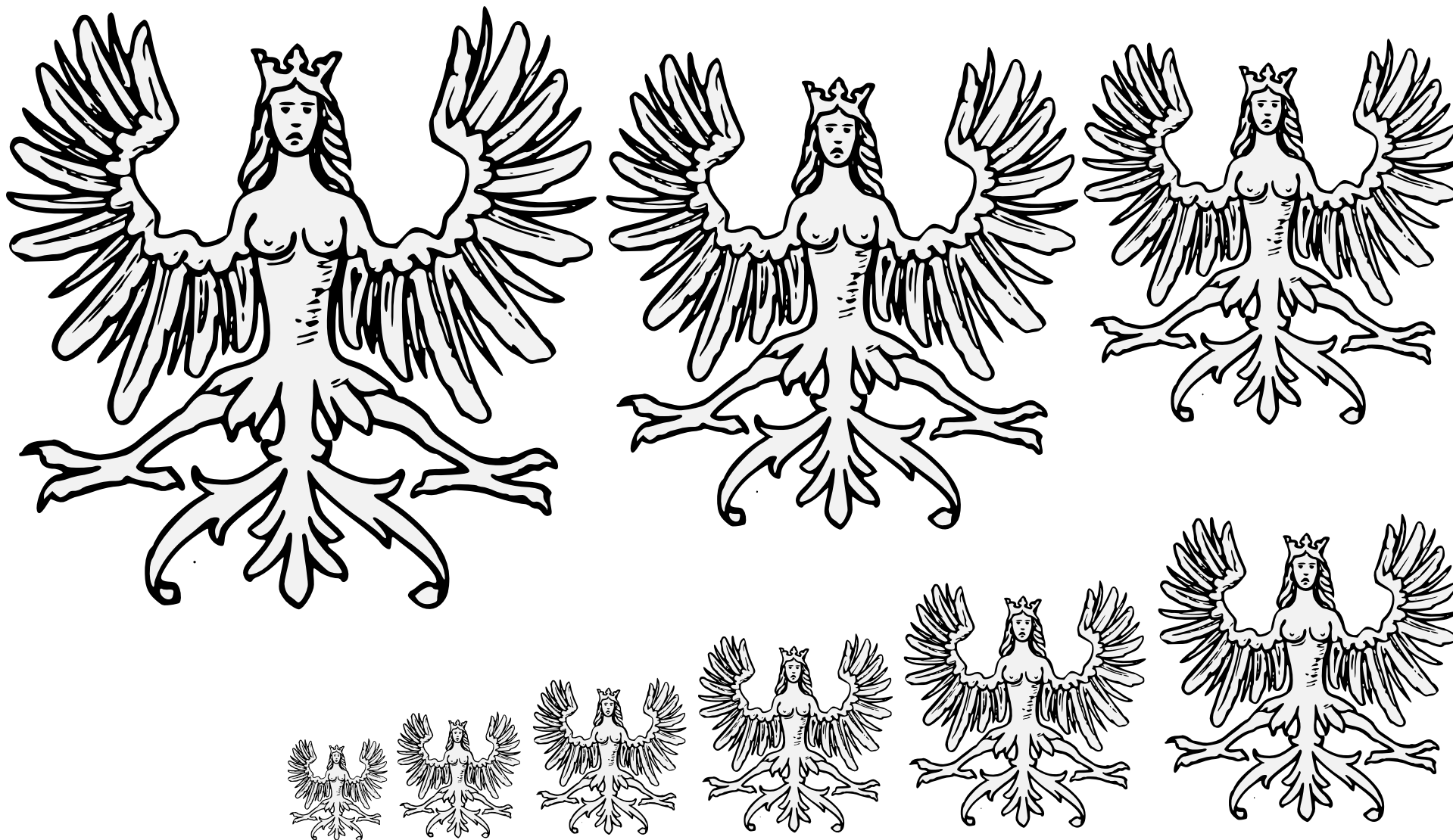
A human footprint.

Default posture: toes to chief. No proper coloration.

Footprints are not found in period armory and are considered a Step From Period Practice (SFPP).

Source: Pennsic Traceable Art. Artist unknown.

Footprint 13.72

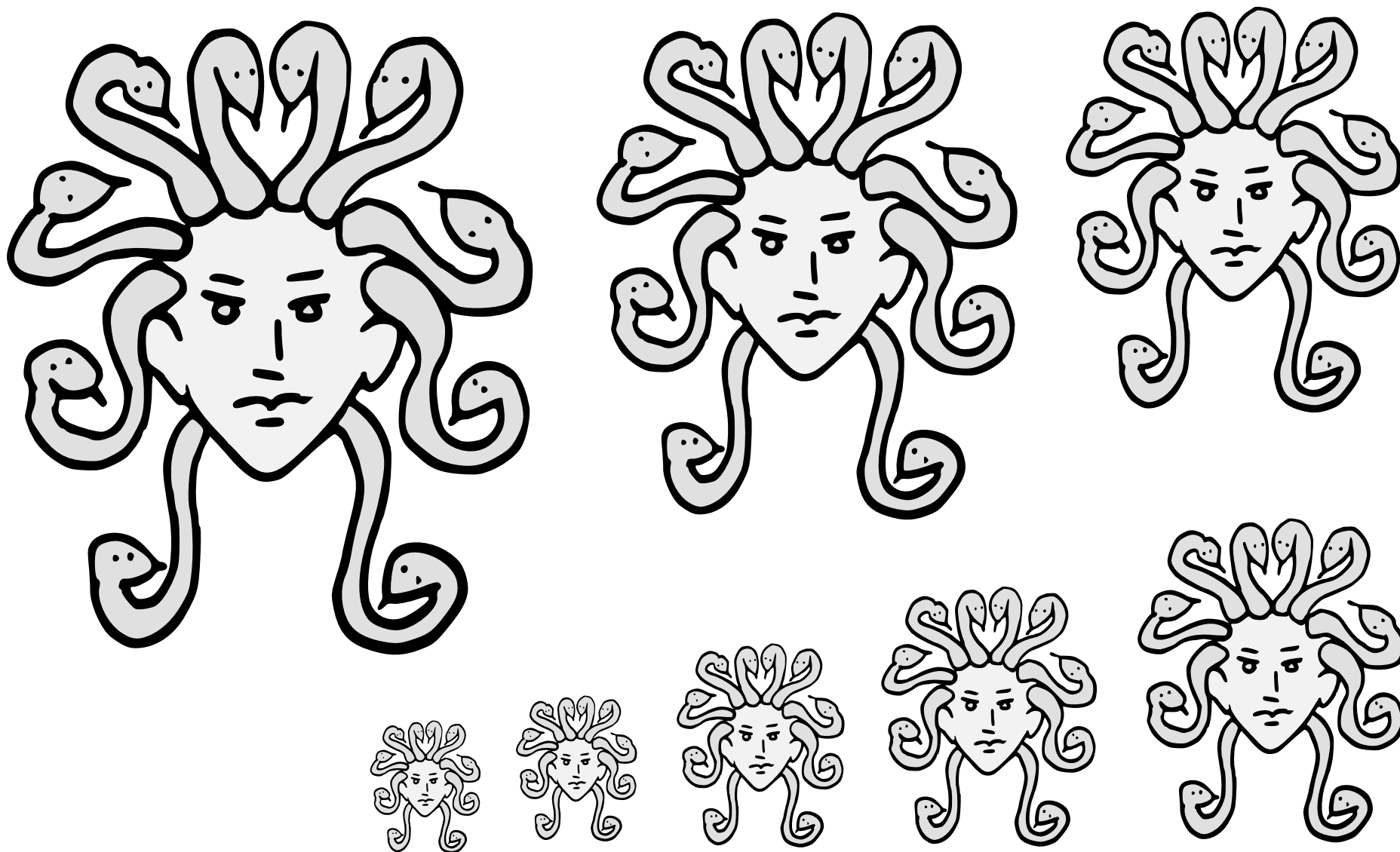


A hybrid monster formed of an eagle with the head and torso of a woman. A Germanic cousin of the harpy.

Default posture: affronty guardant displayed. No proper coloration.

Source: Fictitious & Symbolic Creatures in Art. Artist: John Vinycomb.

Frauenadler 13.73

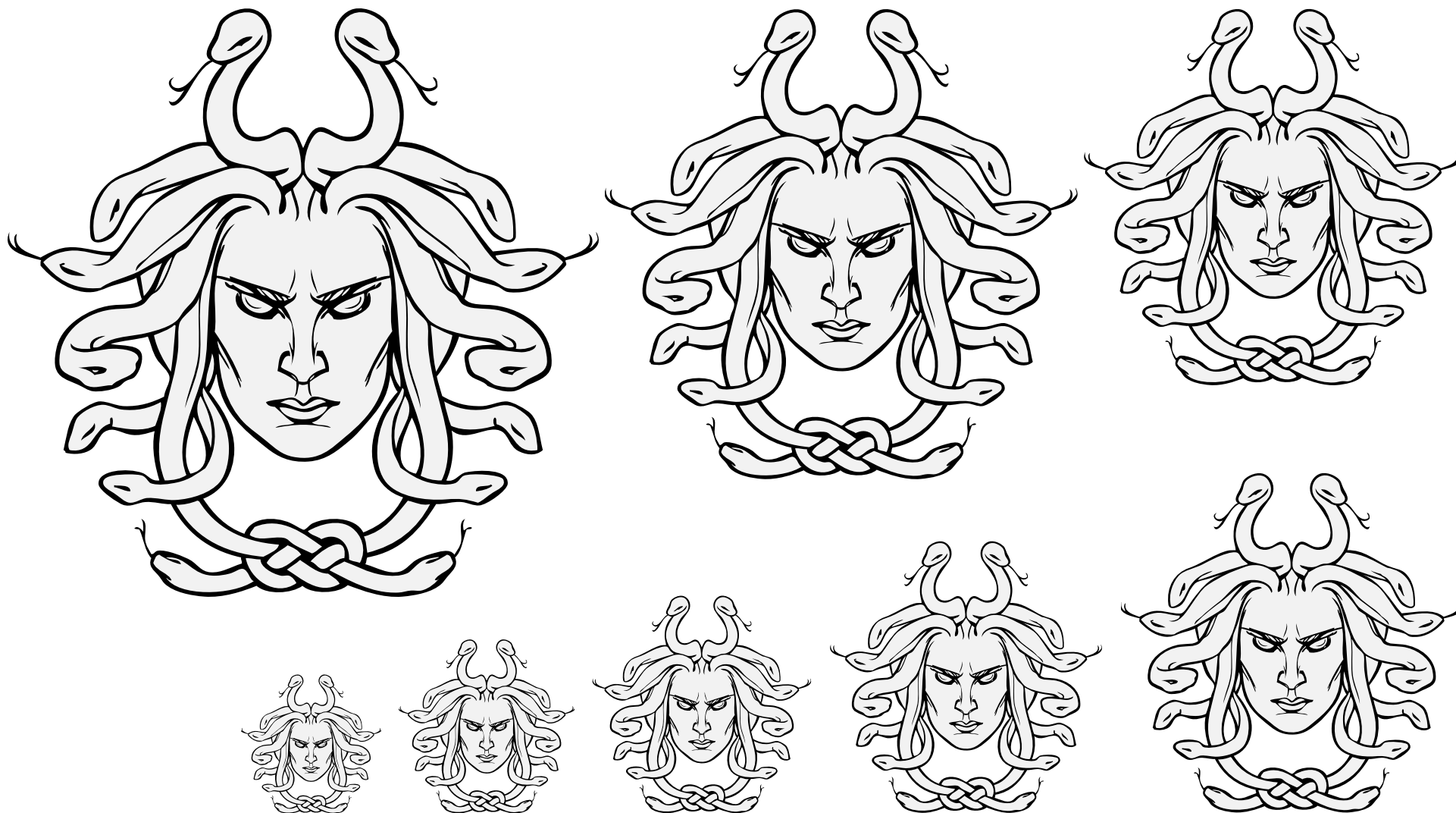


A woman with snakes instead of hair.

Default posture: affronty. Proper coloration: only if skin tone is blazoned, serpents blazoned separately.

Source: Pennsic Herald's Point Artists. Artist unknown.

Gorgon's Head Cabossed (1) 13.74



A woman with snakes instead of hair.

Default posture: affronty. Proper coloration: only if skin tone is blazoned, serpents blazoned separately.

Artist: Saewynn aet Cnolle.

Gorgon's Head Cabossed (2) 13.75



A woman with snakes instead of hair.

Default posture: affronty. Proper coloration: only if skin tone is blazoned, serpents blazoned separately.

Artist: Gunnvôr silfrahárr.

Gorgon's Head Cabossed (3) 13.76



A woman with snakes instead of hair.

Default posture: affronty. Proper coloration: only if skin tone is blazoned, serpents blazoned separately.

Artist: Gunnvôr silfrahárr.

Gorgon's Head Cabossed (4) 13.77

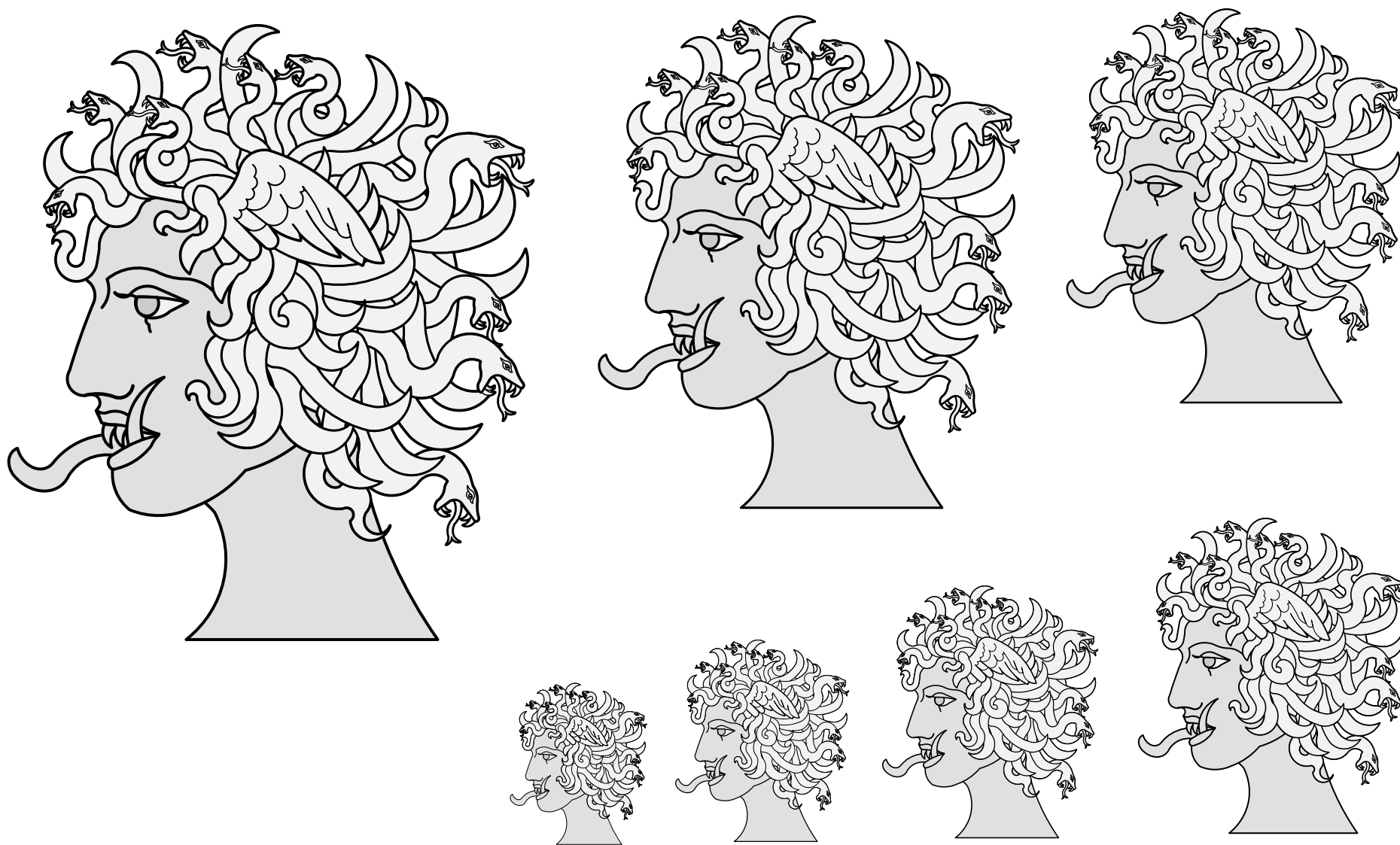


A woman with snakes instead of hair.

Default posture: affronty. Proper coloration: only if skin tone is blazoned, serpents blazoned separately.

Artist: Malys mac Néill.

Gorgon's Head Couped (1) 13.78

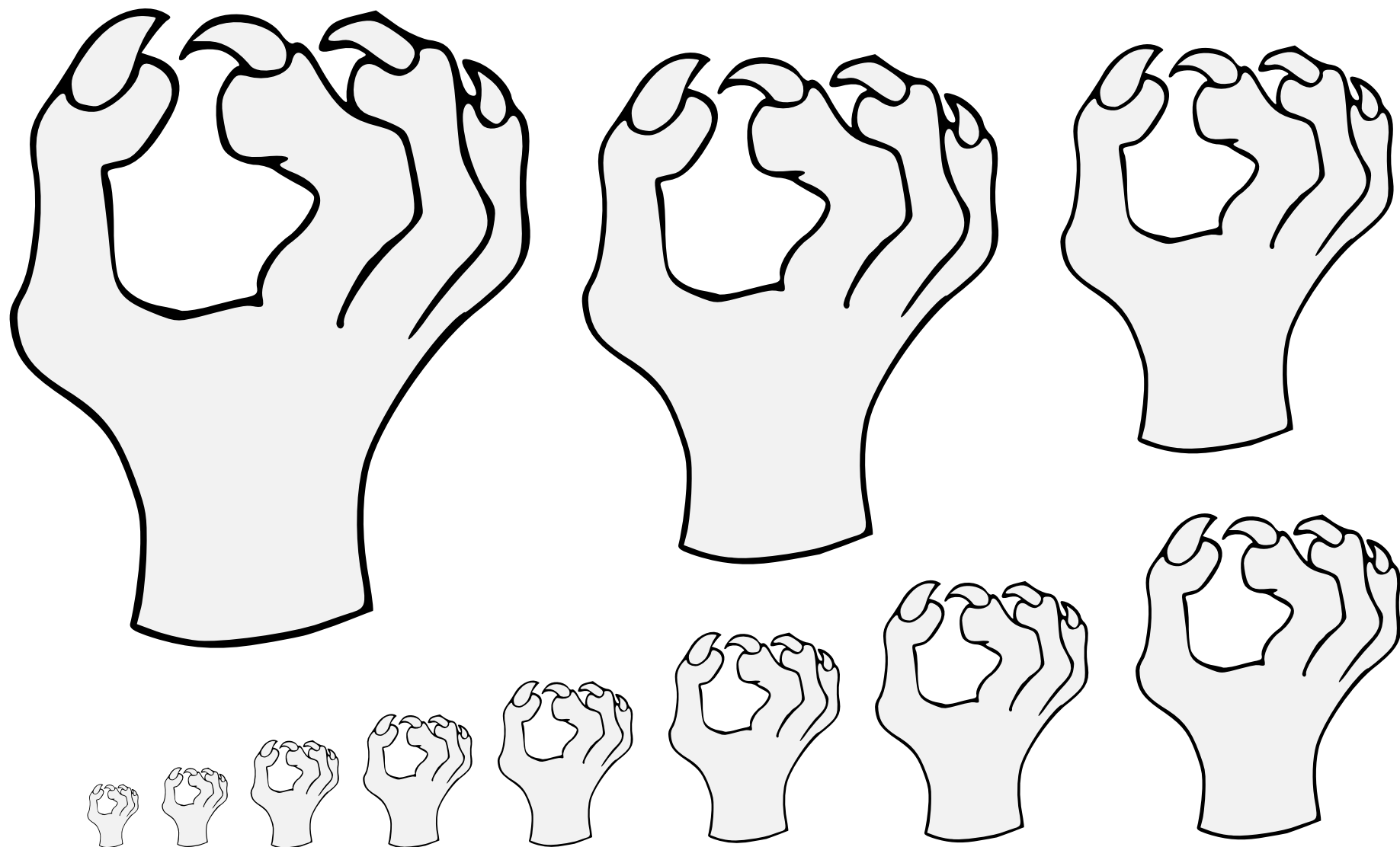


A woman with snakes instead of hair.

Default posture: affronty. Proper coloration: only if skin tone is blazoned, serpents blazoned separately.

Artist: Gunnvôr silfrahárr.

Gorgon's Head Couped (2) 13.79



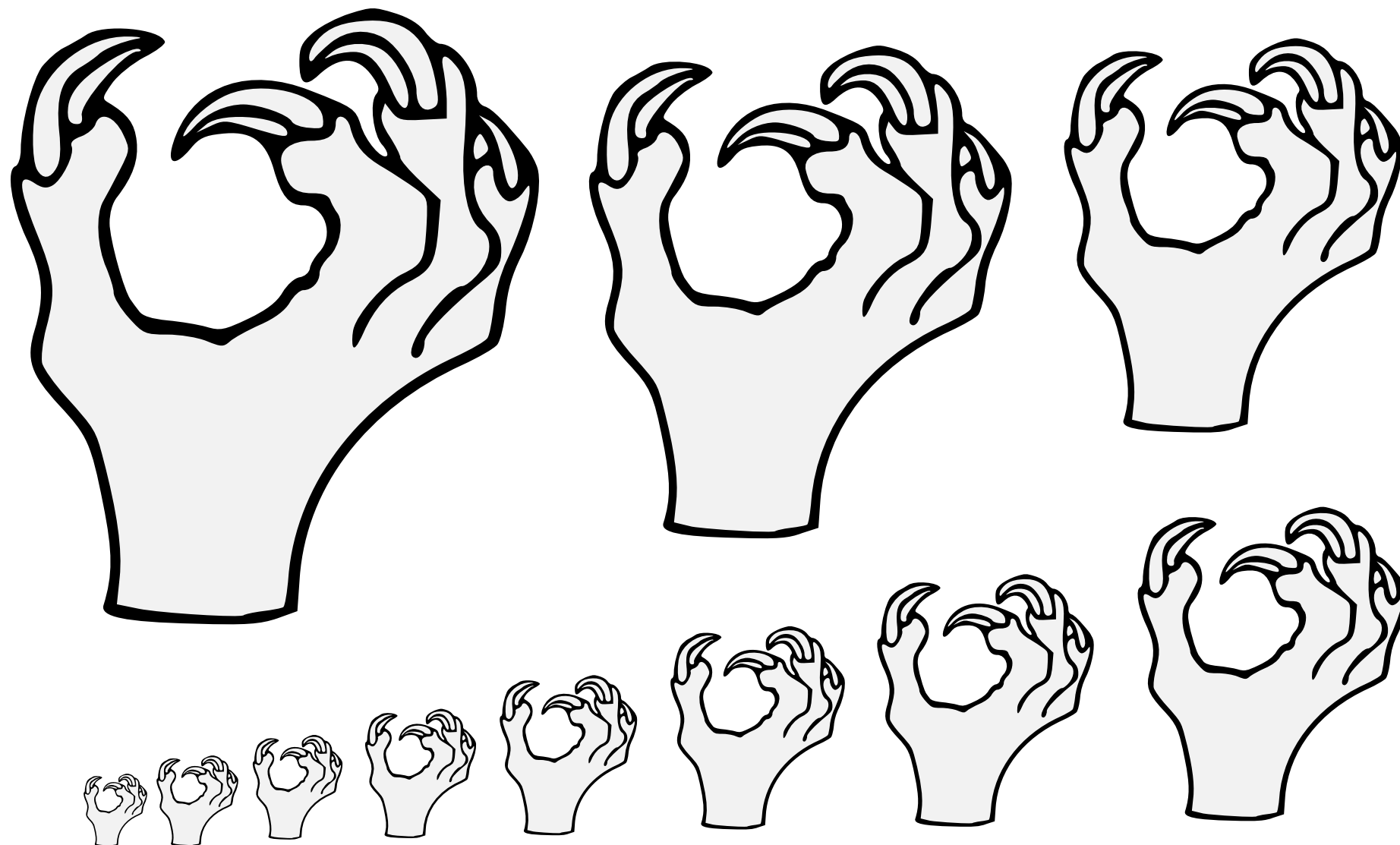
A human hand.

Default alignment: dexter hand apaumy, fingers to chief. Proper coloration: only if skin tone is blazoned.

The term "clawed" indicates the presence of dramatic fingernails.

Source: Pennsic Traceable Art. Artist unknown.

Hand, Clawed, Aversed (1) 🦁 13.80



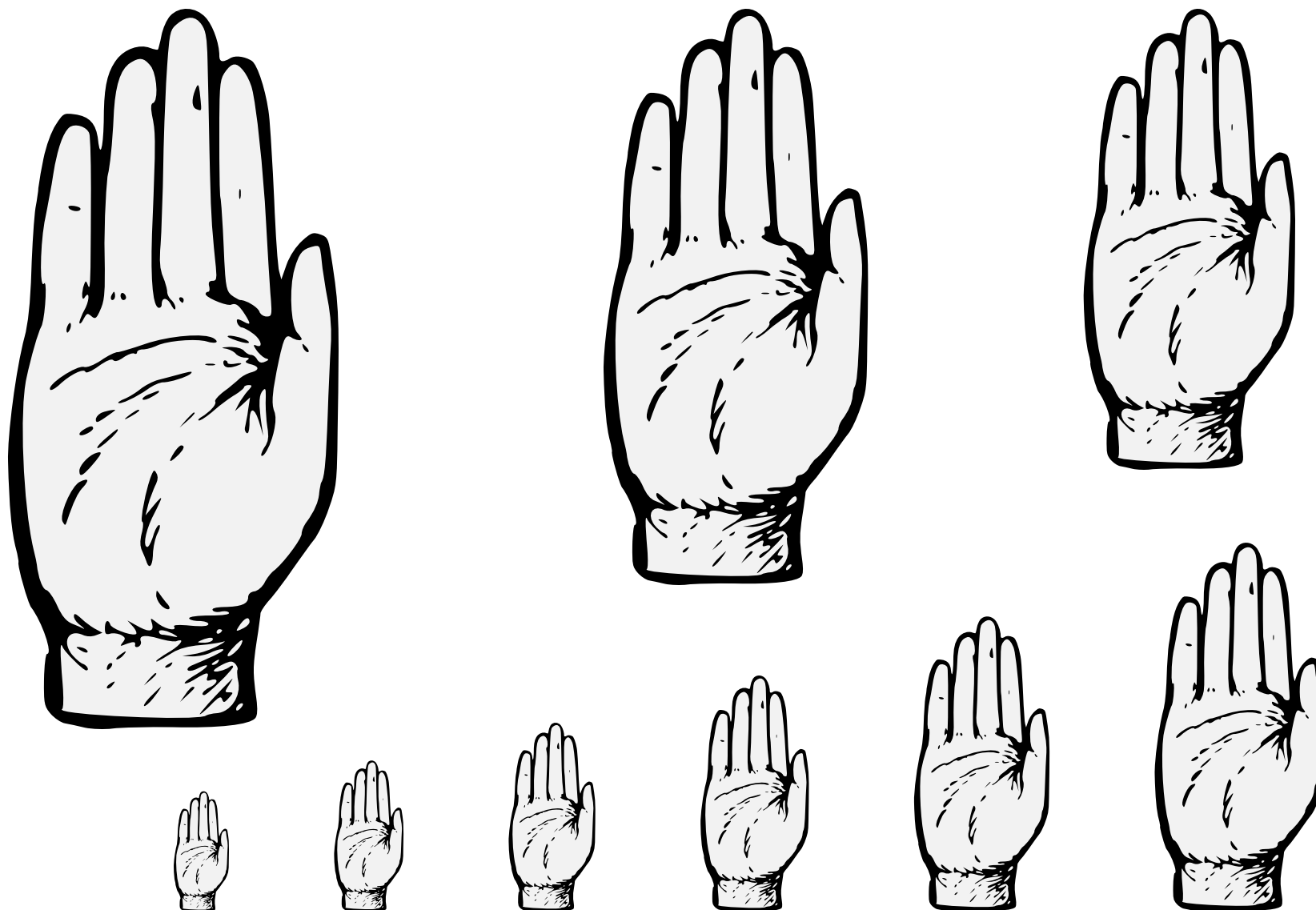
A human hand.

Default alignment: dexter hand apaumy, fingers to chief. Proper coloration: only if skin tone is blazoned.

The term "clawed" indicates the presence of dramatic fingernails.

Source: Pennsic Traceable Art. Artist unknown.

Hand, Clawed, Aversed (2) 13.81



A human hand.

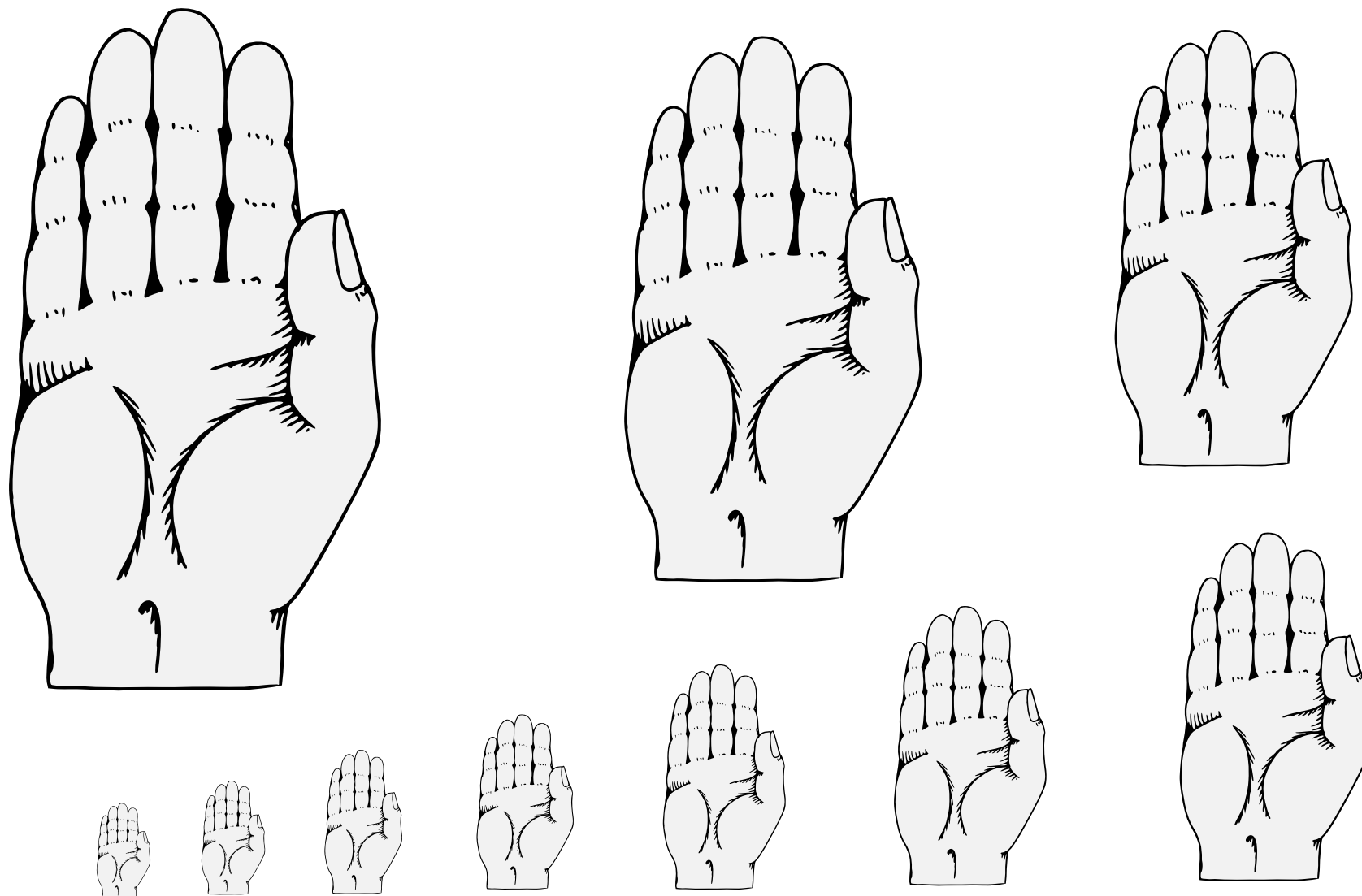
Default alignment: dexter hand apaumy, fingers to chief.

Proper coloration: only if skin tone is blazoned.

The term "couped" indicates it's cut at the wrist.

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

Hand Couped (1) 13.82



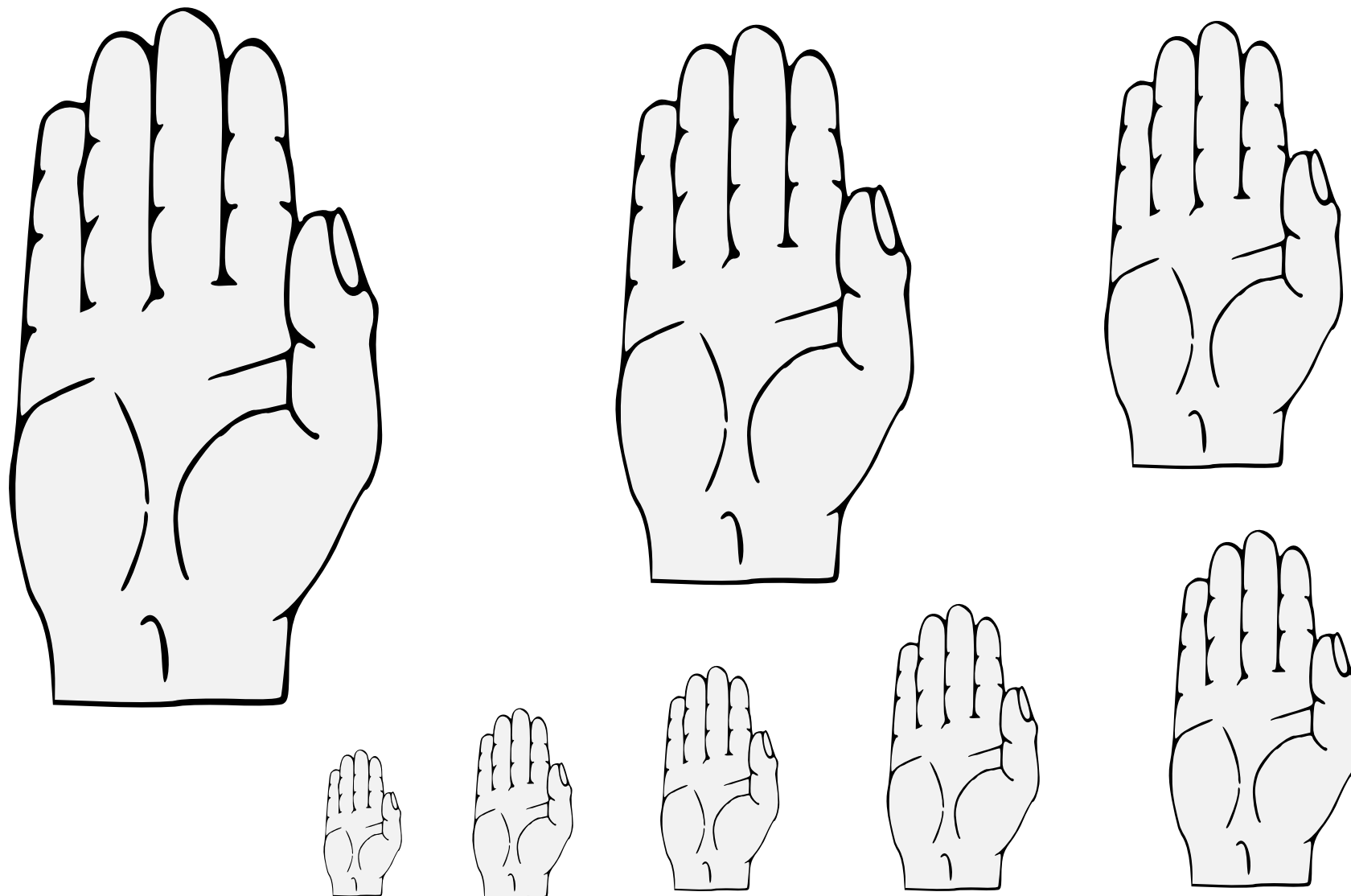
A human hand.

Default alignment: dexter hand apaumy, fingers to chief.

Proper coloration: only if skin tone is blazoned.

The term "couped" indicates it's cut at the wrist.

Source: Heraldic Templates. Artist: Torric inn Björn.



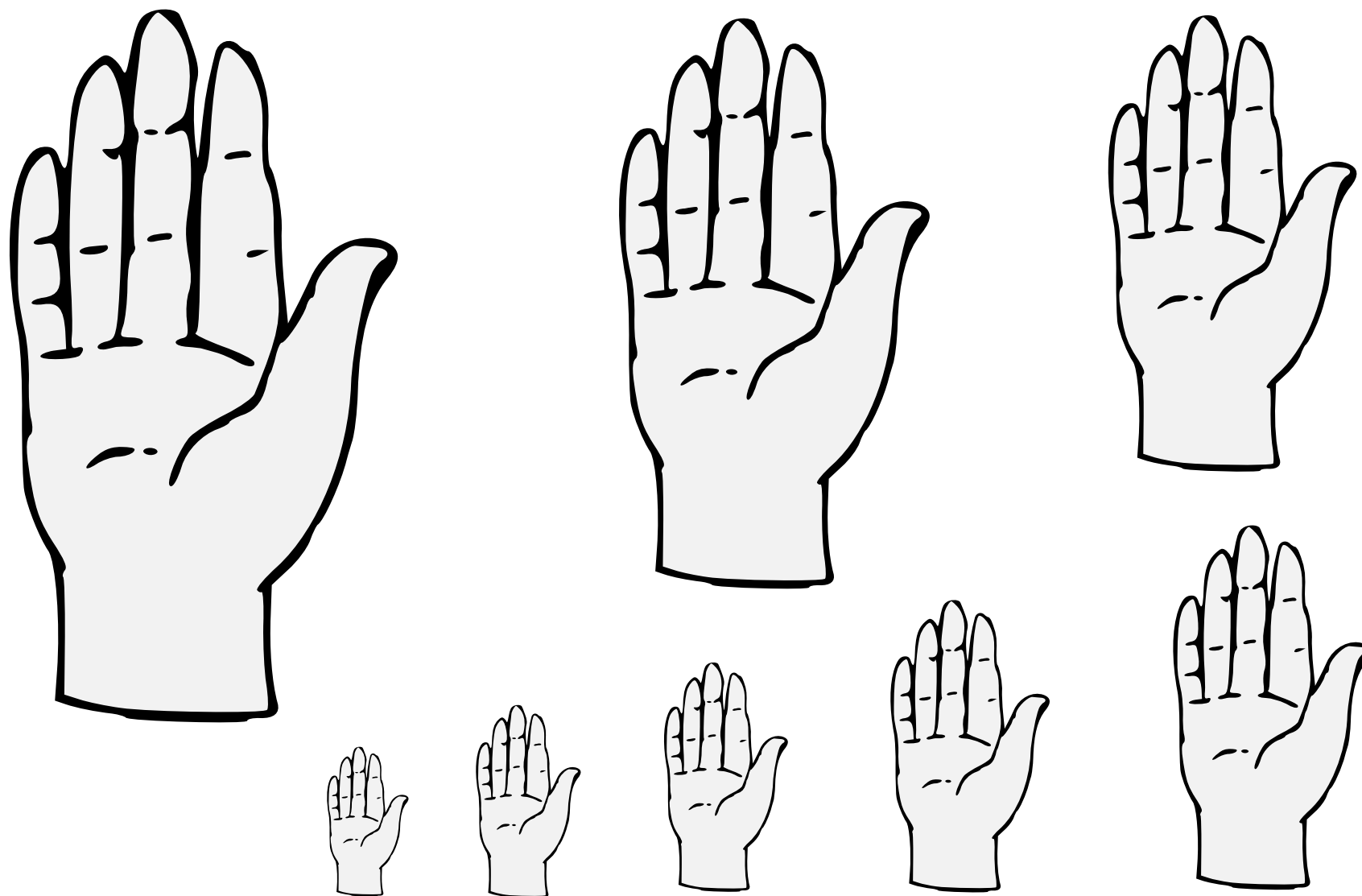
A human hand.

Default alignment: dexter hand apaumy, fingers to chief.

Proper coloration: only if skin tone is blazoned.

The term "couped" indicates it's cut at the wrist.

Source: Pennsic Traceable Art. Artist: Thomas Ouswood.



A human hand.

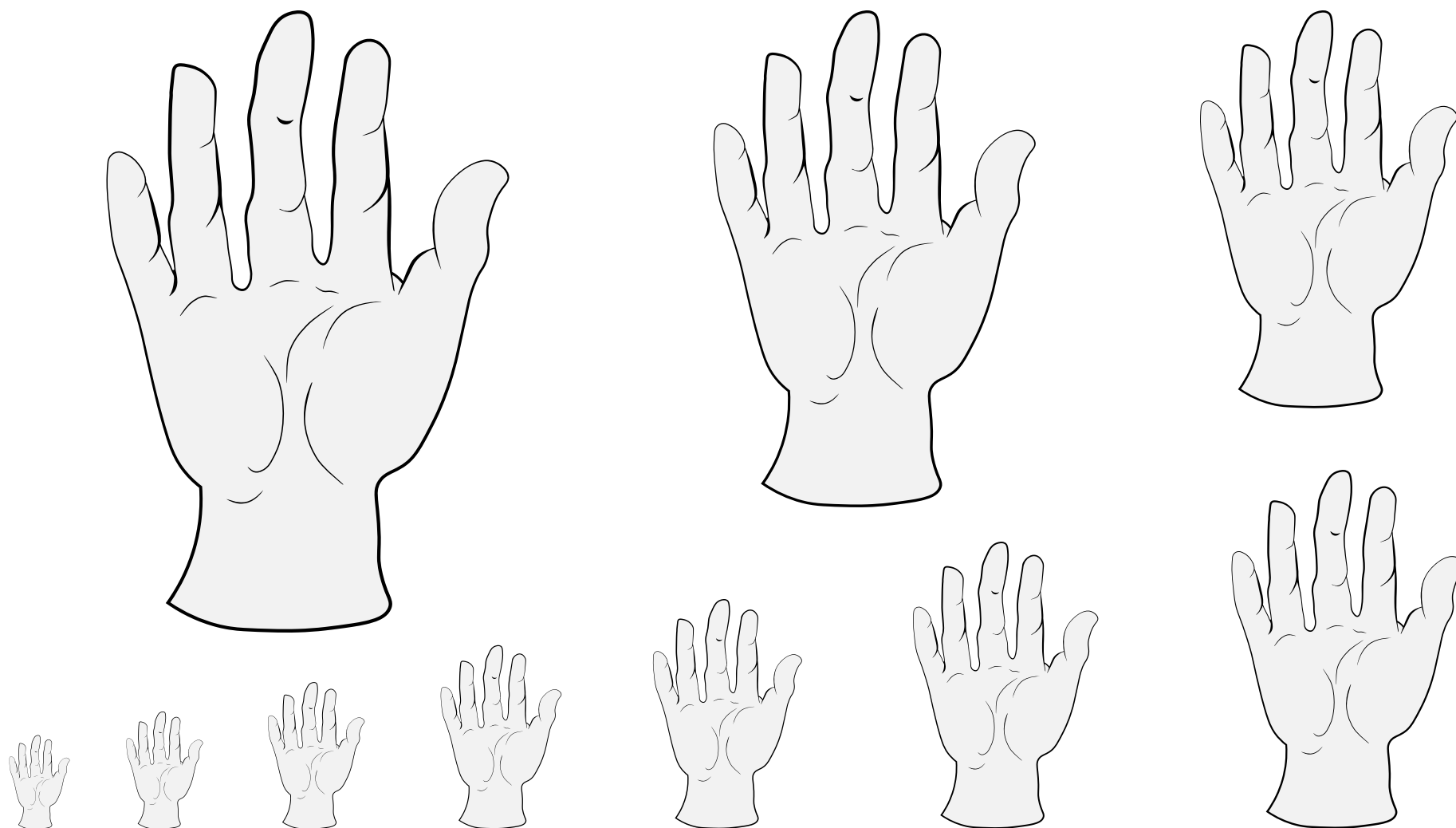
Default alignment: dexter hand apaumy, fingers to chief.

Proper coloration: only if skin tone is blazoned.

The term "couped" indicates it's cut at the wrist.

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

Hand Couped (4) 13.85



A human hand.

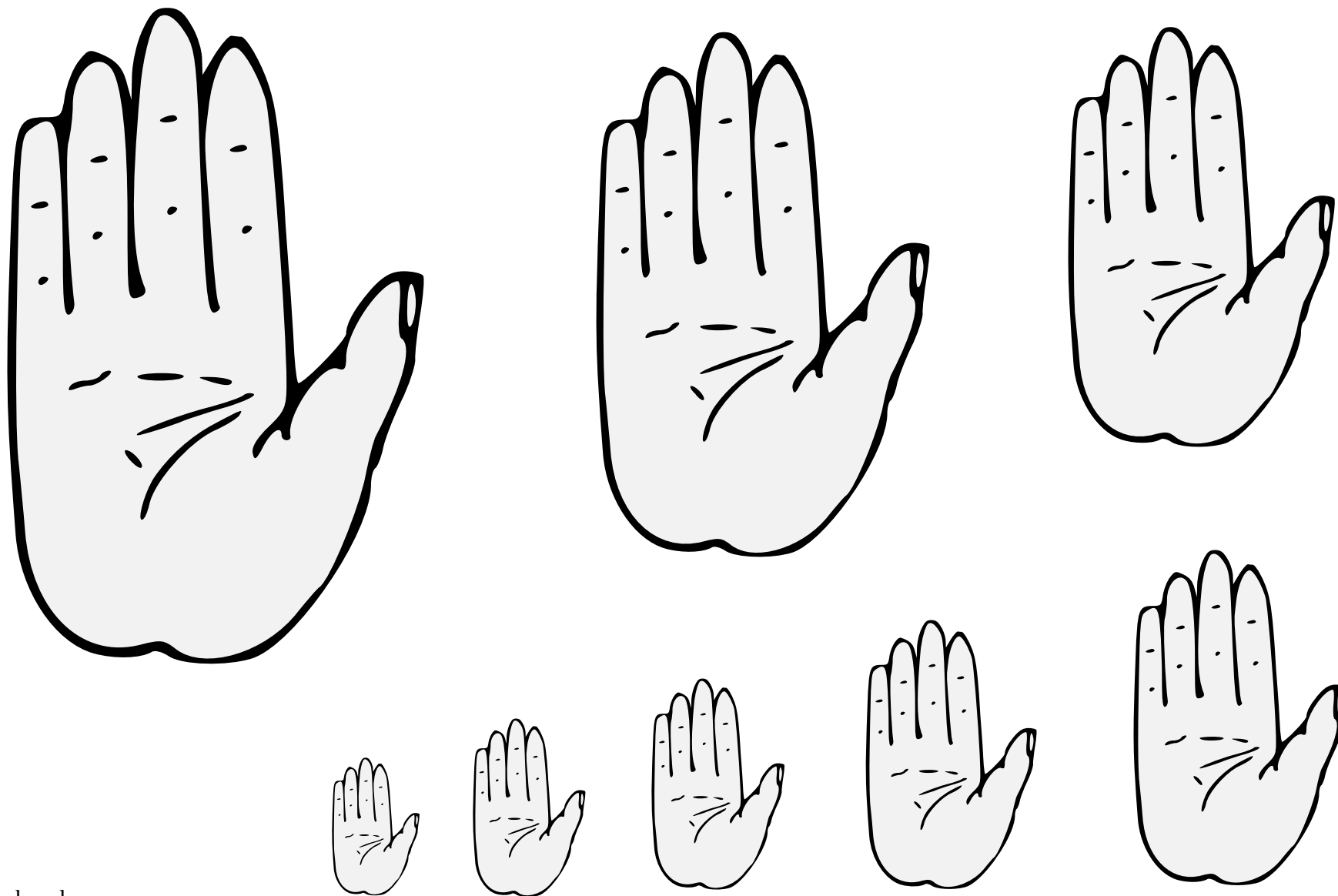
Default alignment: dexter hand apaumy, fingers to chief.

Proper coloration: only if skin tone is blazoned.

The term "couped" indicates it's cut at the wrist.

Source: Botenbuch der Bruderschaft St. Christoph auf dem Arlberg.

Artist unknown. (Folio 73r.) Adapted by Kattera Doplerin.



A human hand.

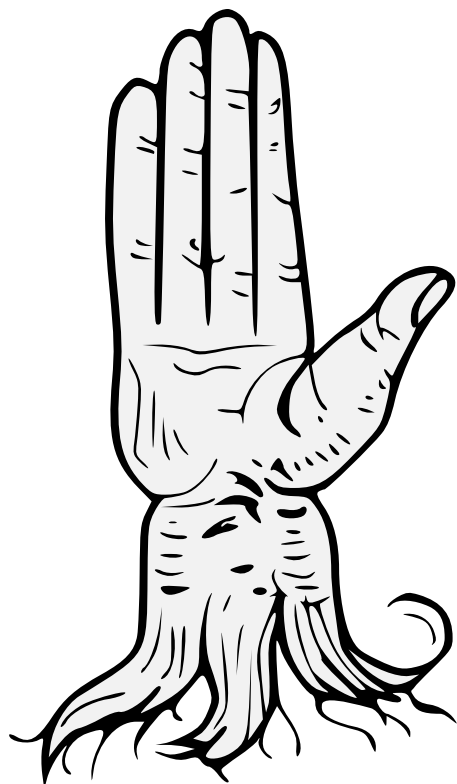
Default alignment: dexter hand apaumy, fingers to chief.

Proper coloration: only if skin tone is blazoned.

The term "couped close" indicates it's cut before the wrist.

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

Hand Couped Close 13.87



A human hand.

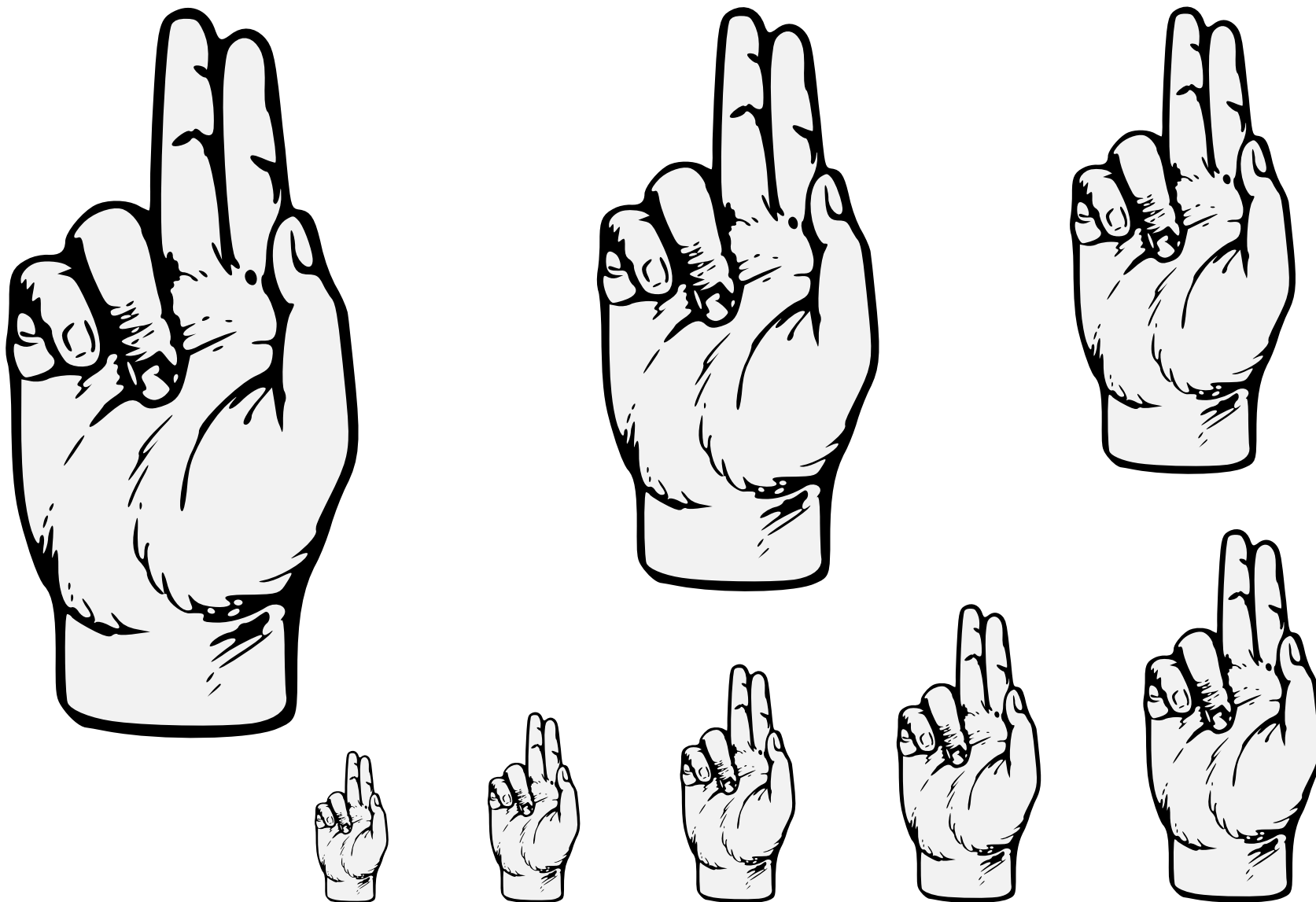
Default alignment: dexter hand apaumy, fingers to chief.

Proper coloration: only if skin tone is blazoned.

The term "erased" indicates it's cut at the wrist with a rough jagged cut.

Source: Irish Funeral Entries, Volume 3. Artist unknown. Adapted by Owen Tegg.

Hand Erased 13.88



A human hand.

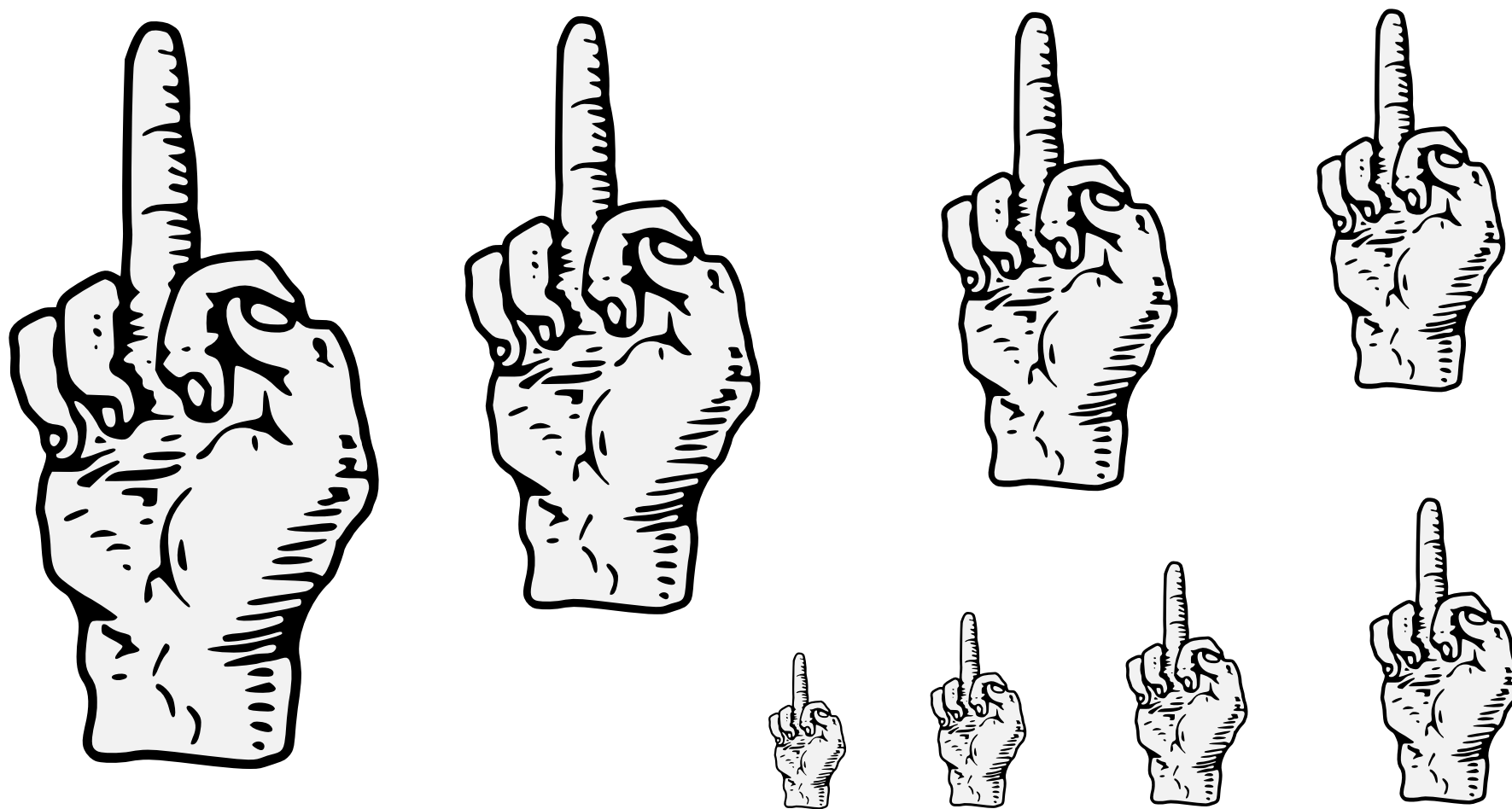
Default alignment: dexter hand apaumy, fingers to chief.

Proper coloration: only if skin tone is blazoned.

The hand of benediction has two fingers raised and two tucked down.

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

Hand of Benediction 13.89

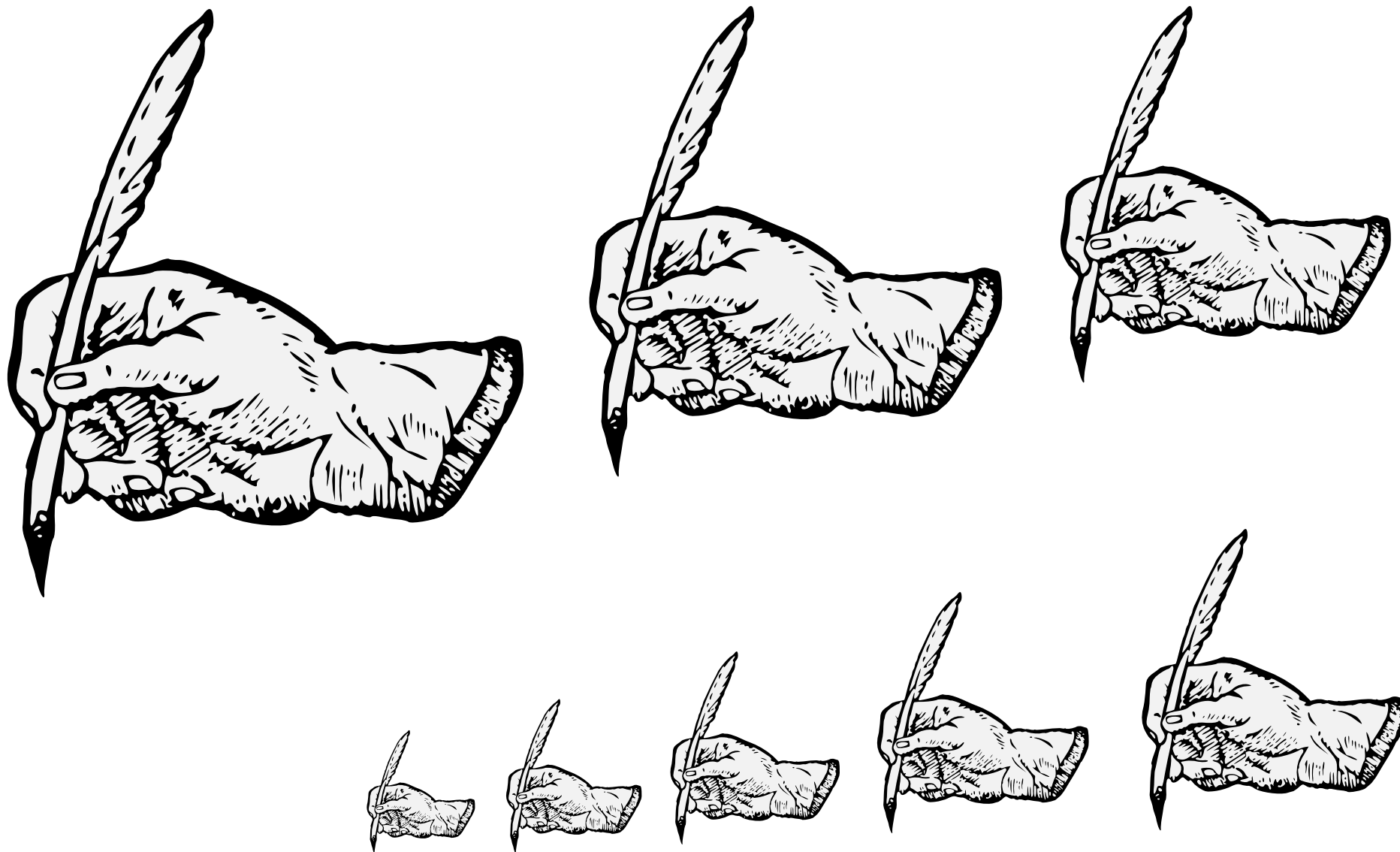


A human hand.

Default alignment: dexter hand apaumy, fingers to chief. Proper coloration: only if skin tone is blazoned.

Source: Armorial Général de France. (d'Hozier, 1696.) Artist unknown. (Arms of Jean Doyard, volume 4, page 252.)

Hand with Middle Finger Extended 13.90



A human hand.

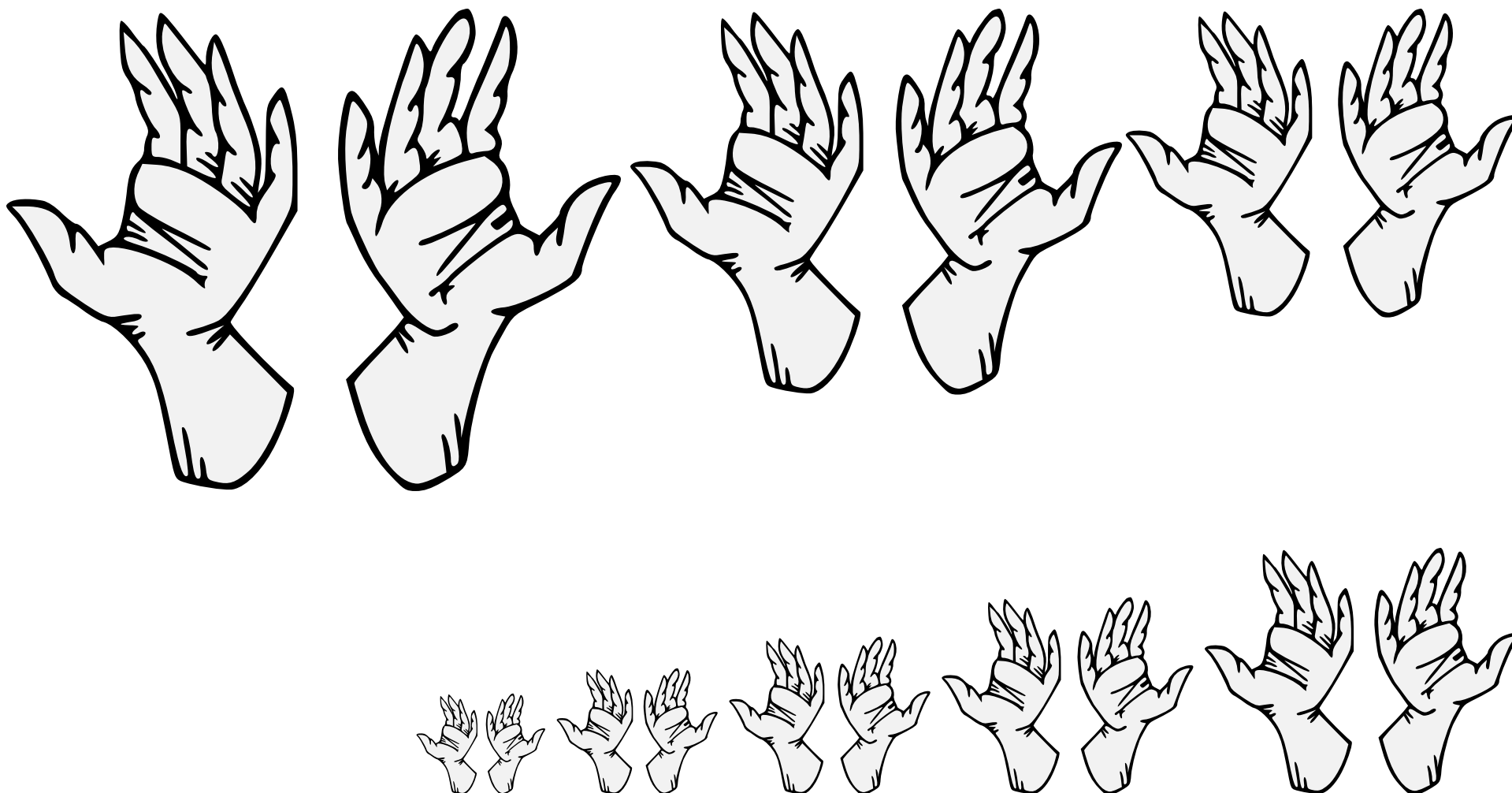
Default alignment: dexter hand apaumy, fingers to chief.

Proper coloration: only if skin tone is blazoned.

Source: Workes of Armorie.

Artist: John Bossewell.

Hand Couped Maintaining a Quill Pen 13.91



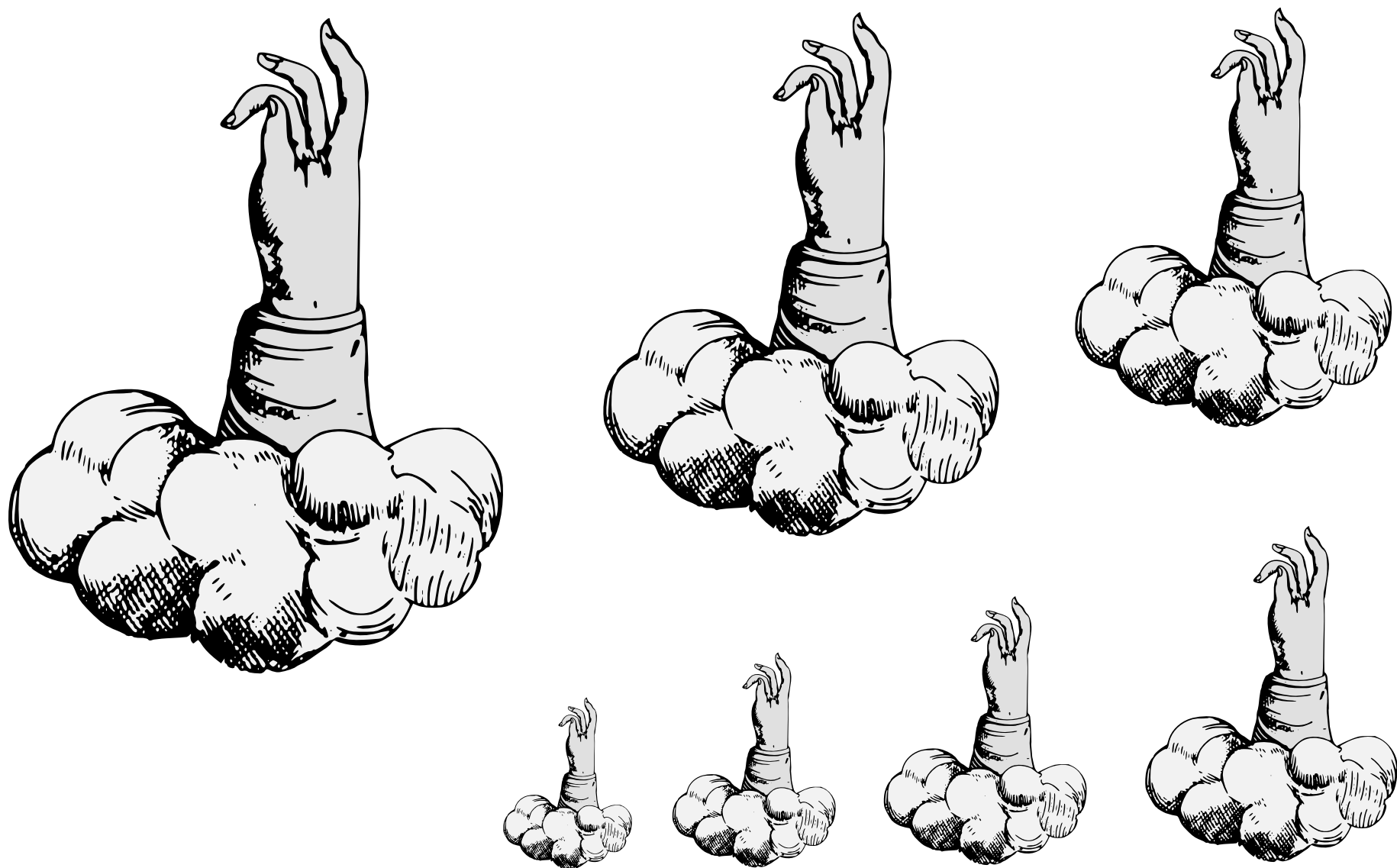
A human hand.

Default alignment: dexter hand apaumy, fingers to chief.

Proper coloration: only if skin tone is blazoned.

Source: Pennsic Bored-Artist Collection. Artist unknown.

Hands, Pair of • 13.92



A human hand.

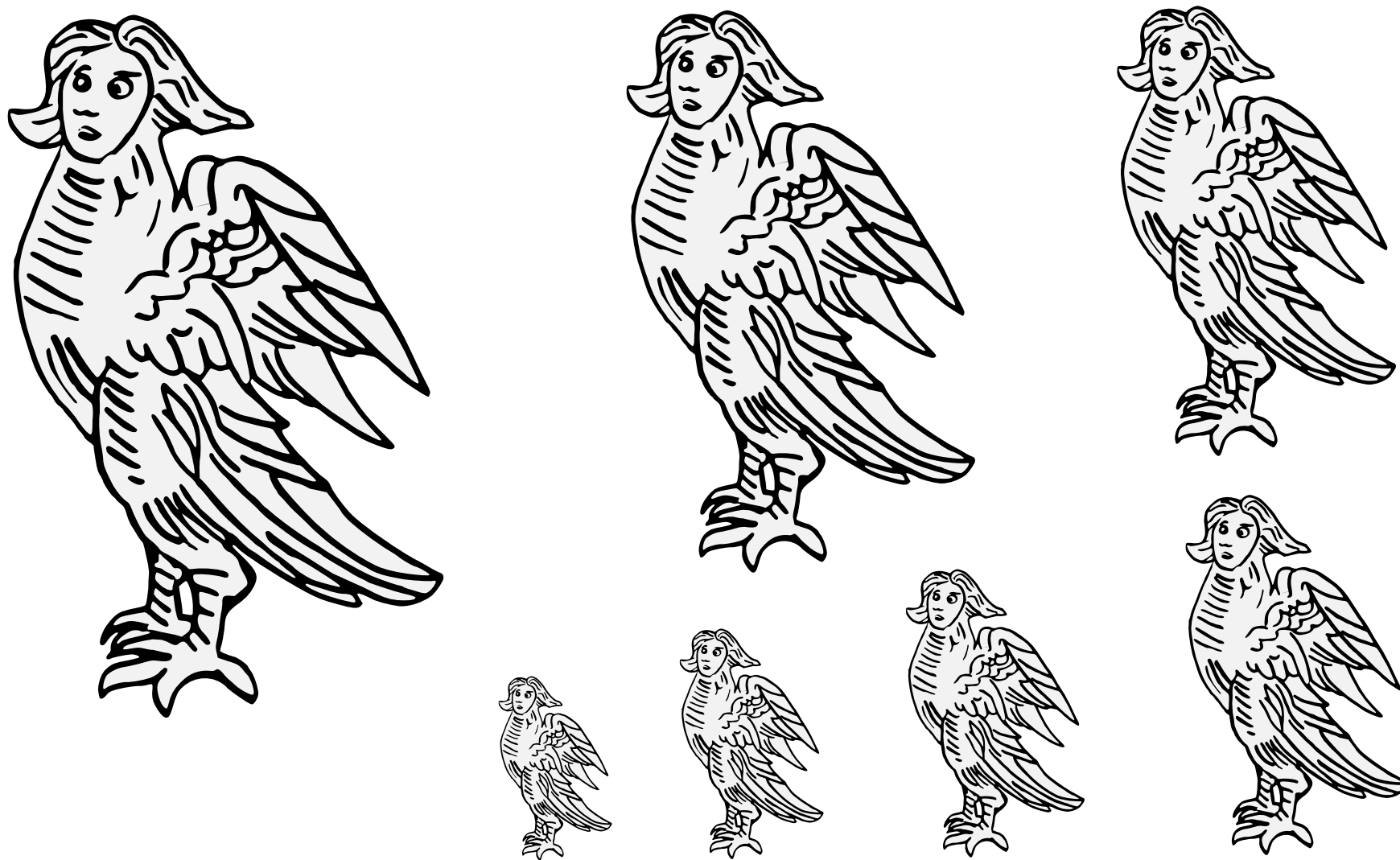
Default posture: dexter hand apaumy, fingers to chief.

Proper coloration: only if skin tone is blazoned.

Source: Devises Heroiques et Emblemes.

Artist unknown. (Page 311.)

Hand Issuant from a Cloud • 13.93



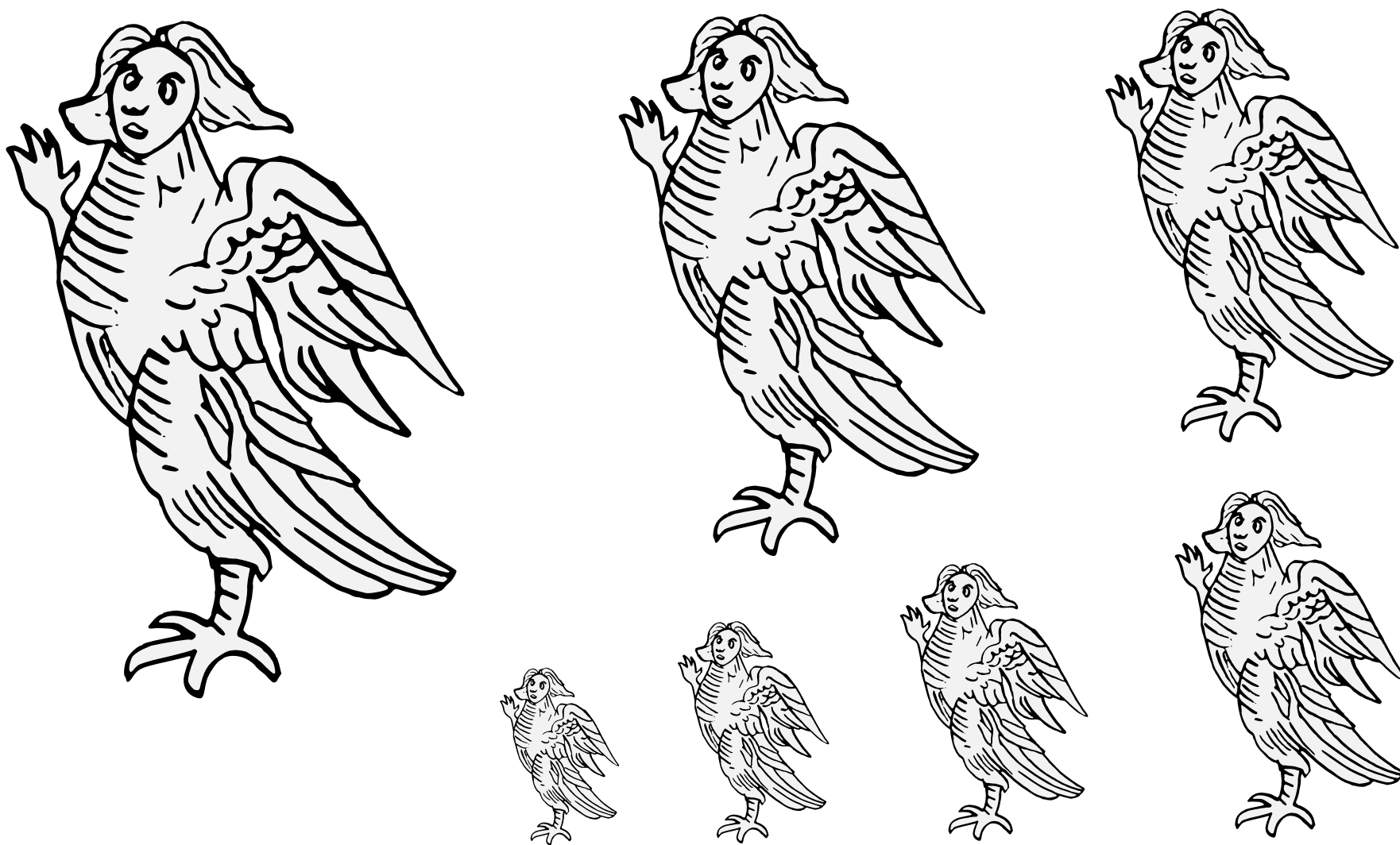
A hybrid monster formed of a vulture with the head (and sometimes the torso) of a woman.

Default posture: close guardant. No proper coloration.

Source: Insignia Anglica. Artist unknown.

Adapted by Forveleth Dundee.

Harpy Rising Wings Addorsed ♠ 13.94



A hybrid monster formed of a vulture with the head (and sometimes the torso) of a woman.

Default posture: close guardant. No proper coloration.

Source: Insignia Anglica. Artist unknown. Adapted by Forveleth Dundee.

Harpy Rising Wings Addorsed One Leg Raised 13.95



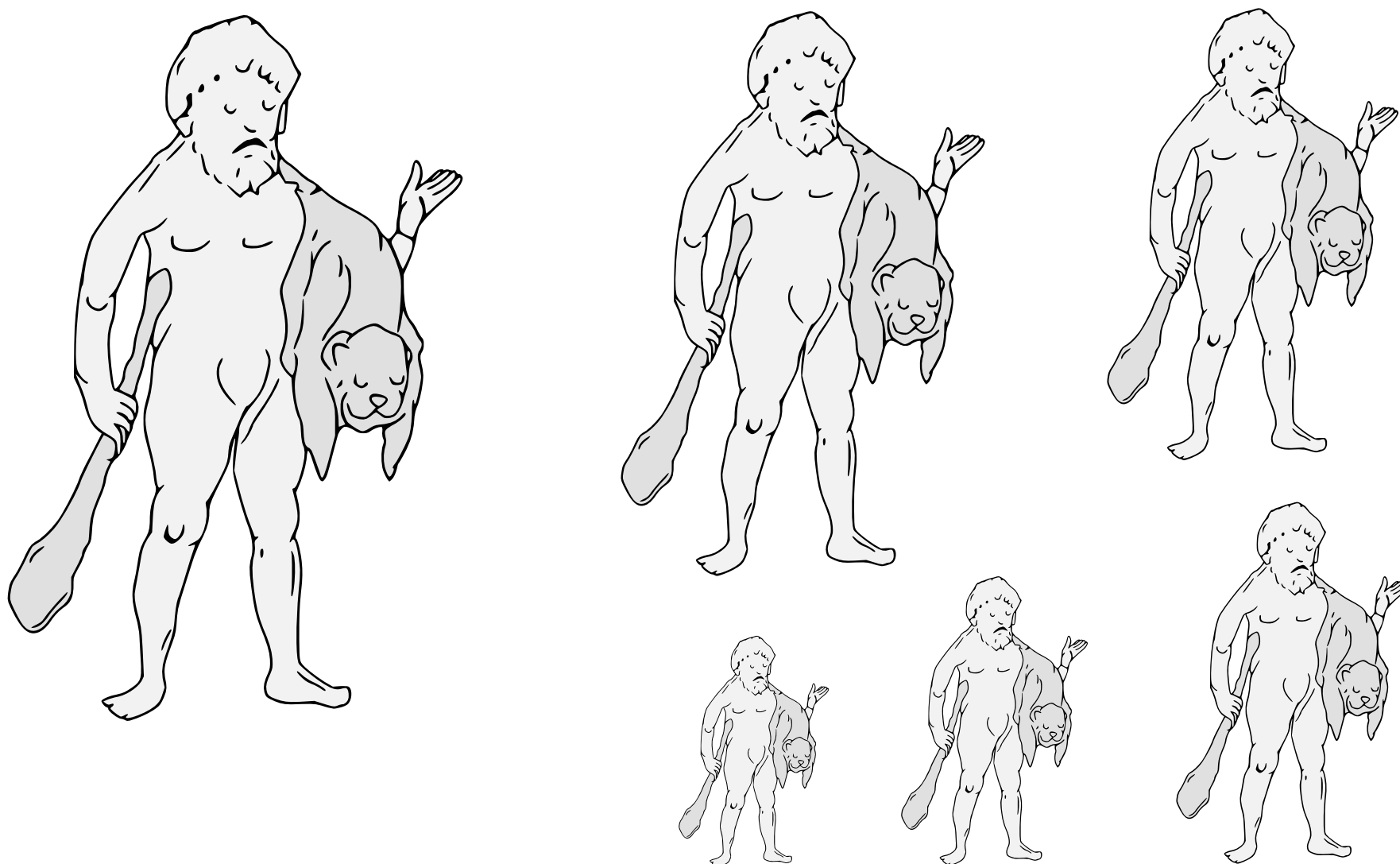
A hybrid monster formed of a vulture with the head (and sometimes the torso) of a woman.

Default posture: close guardant. No proper coloration.

Source: Fictitious & Symbolic Creatures in Art.

Artist: John Vinycomb.

Harpy Rising Wings Displayed 13.96

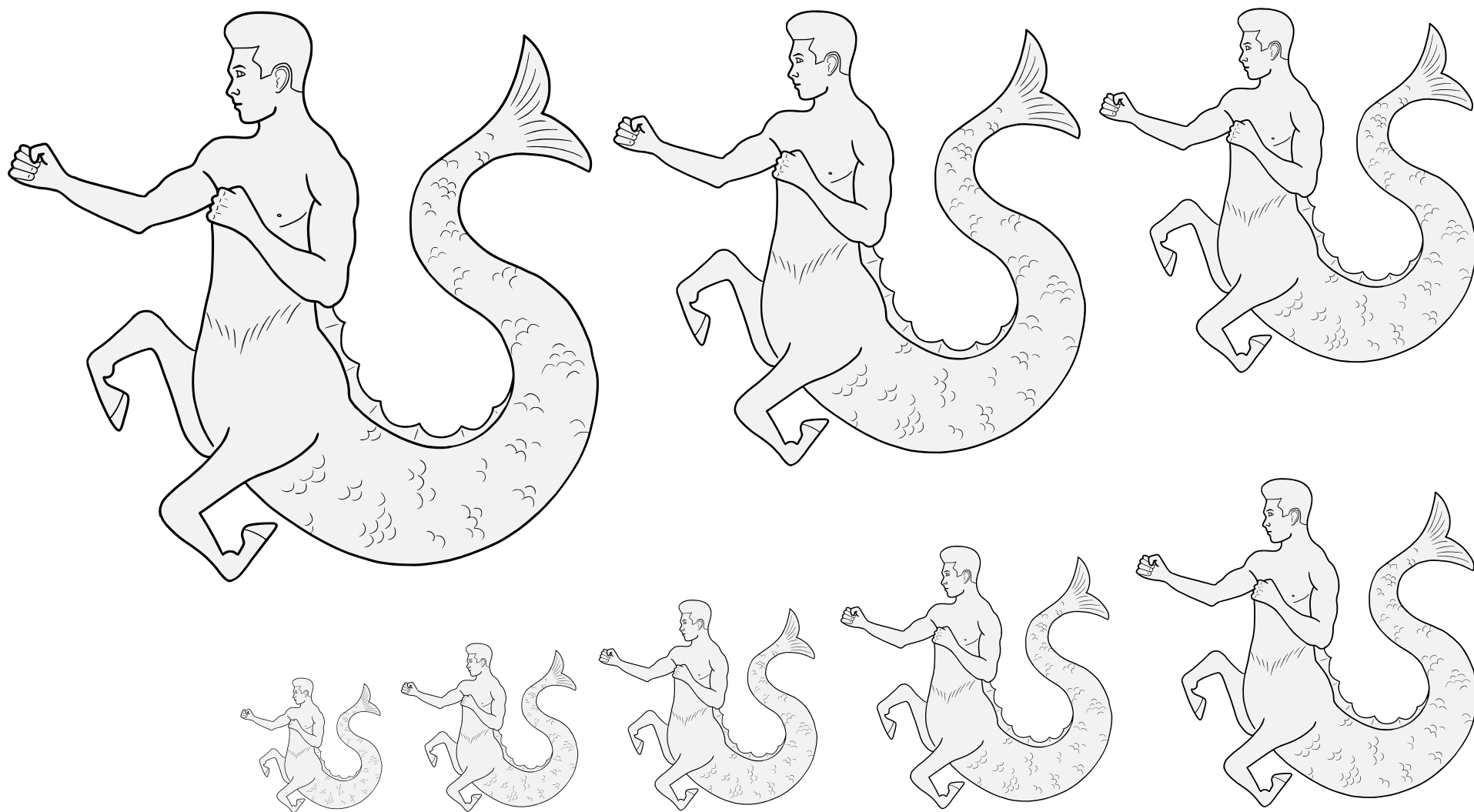


The iconic figure of Hercules following the completion of his first labor, fighting the Nemean Lion.

Default posture: statant affronty. Proper coloration: only if skin tone is blazoned, sable hair, golden lion, brown wooden club.

Source: Wappenbuch der Arlberg-Bruderschaft. Artist: Vigil Raber. (Page 24v.) Adapted by Owen Tegg.

Hercules Maintaining a Club and a Lion 13.97

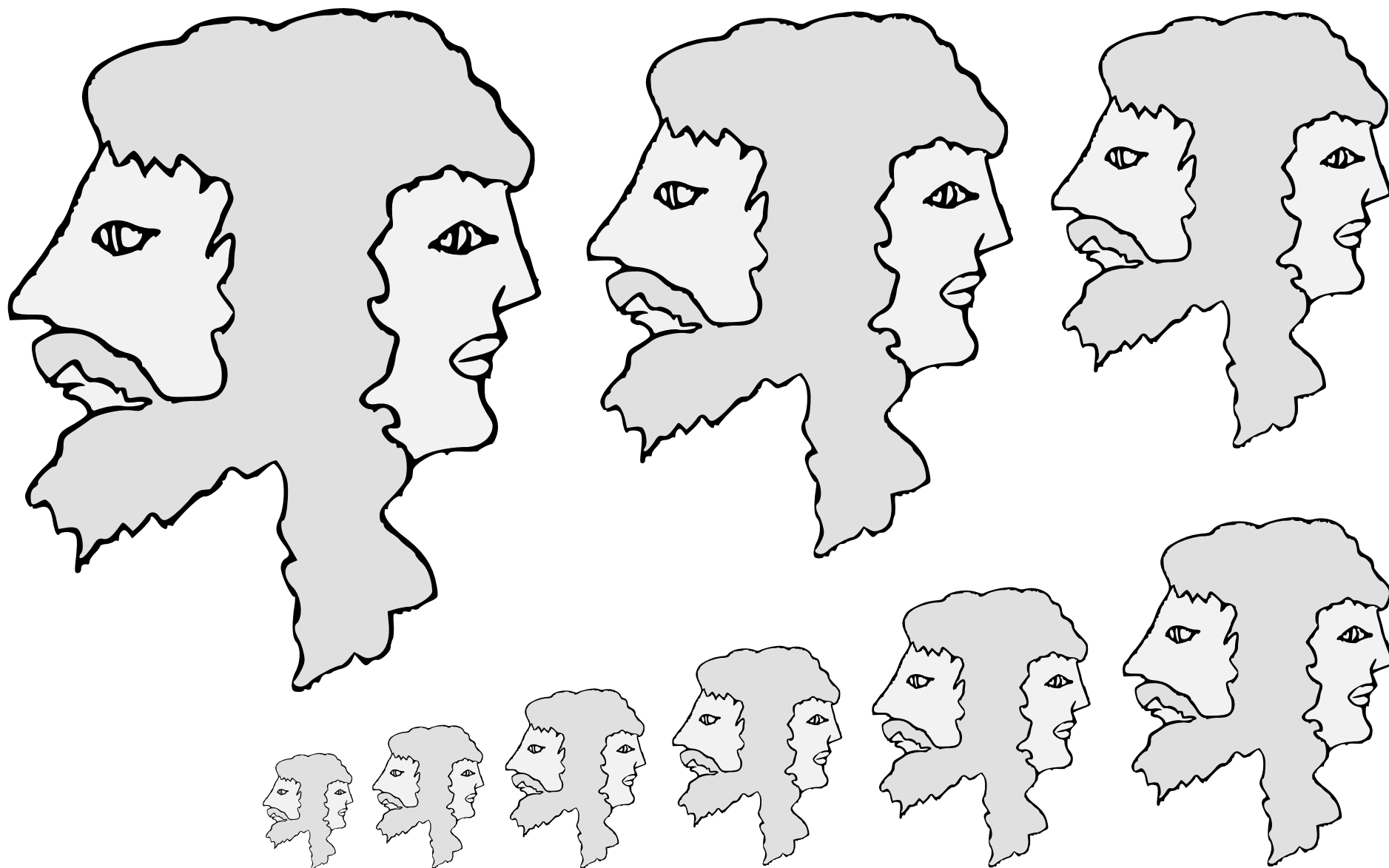


A heraldic monster formed by combining the front half of a centaur with a fish's tail.

Default posture: erect. No proper coloration.

Artist: Ræv Kolfinnsson.

Ichthyocentaur 🐉 13.98

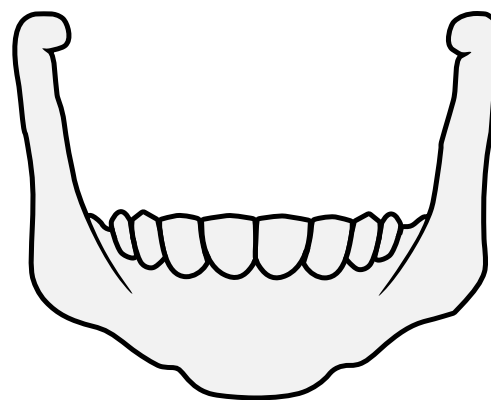
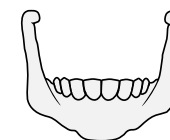
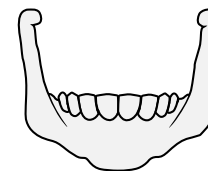
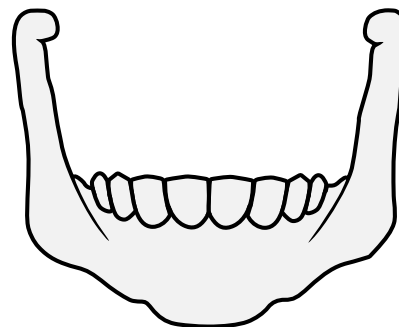
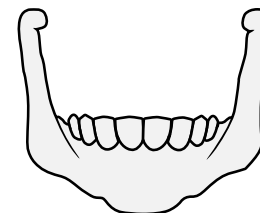
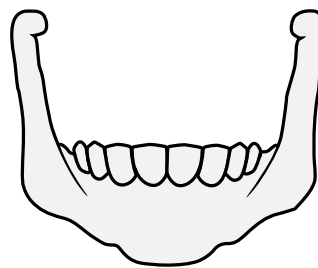
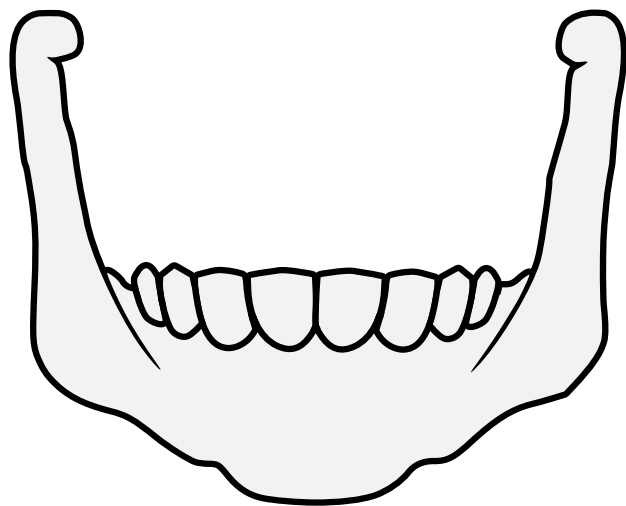
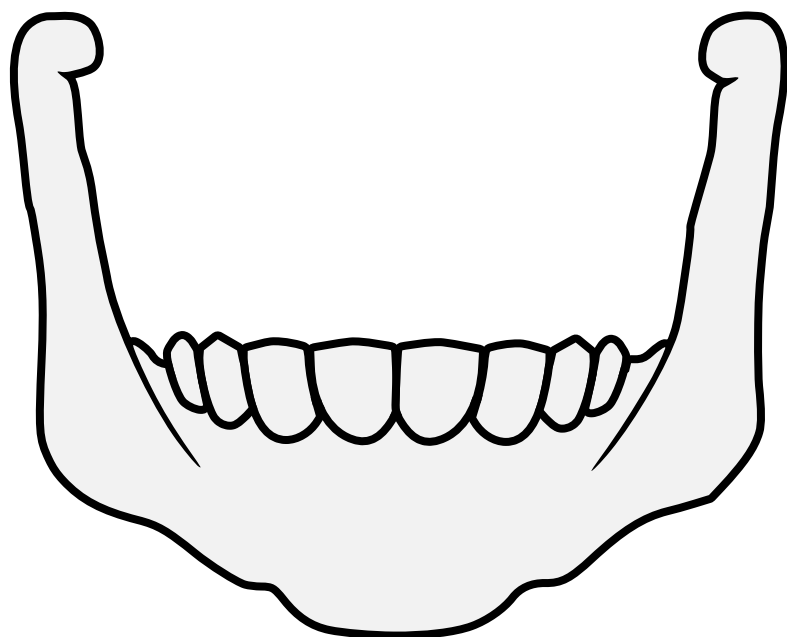


A two-faced god of Roman mythology.

Default posture: upright, facing both ways. Proper coloration: only if skin tone is blazoned.

Source: Pennsic Traceable Art. Artist: Myfanwy ferch Rhiannon (attributed).

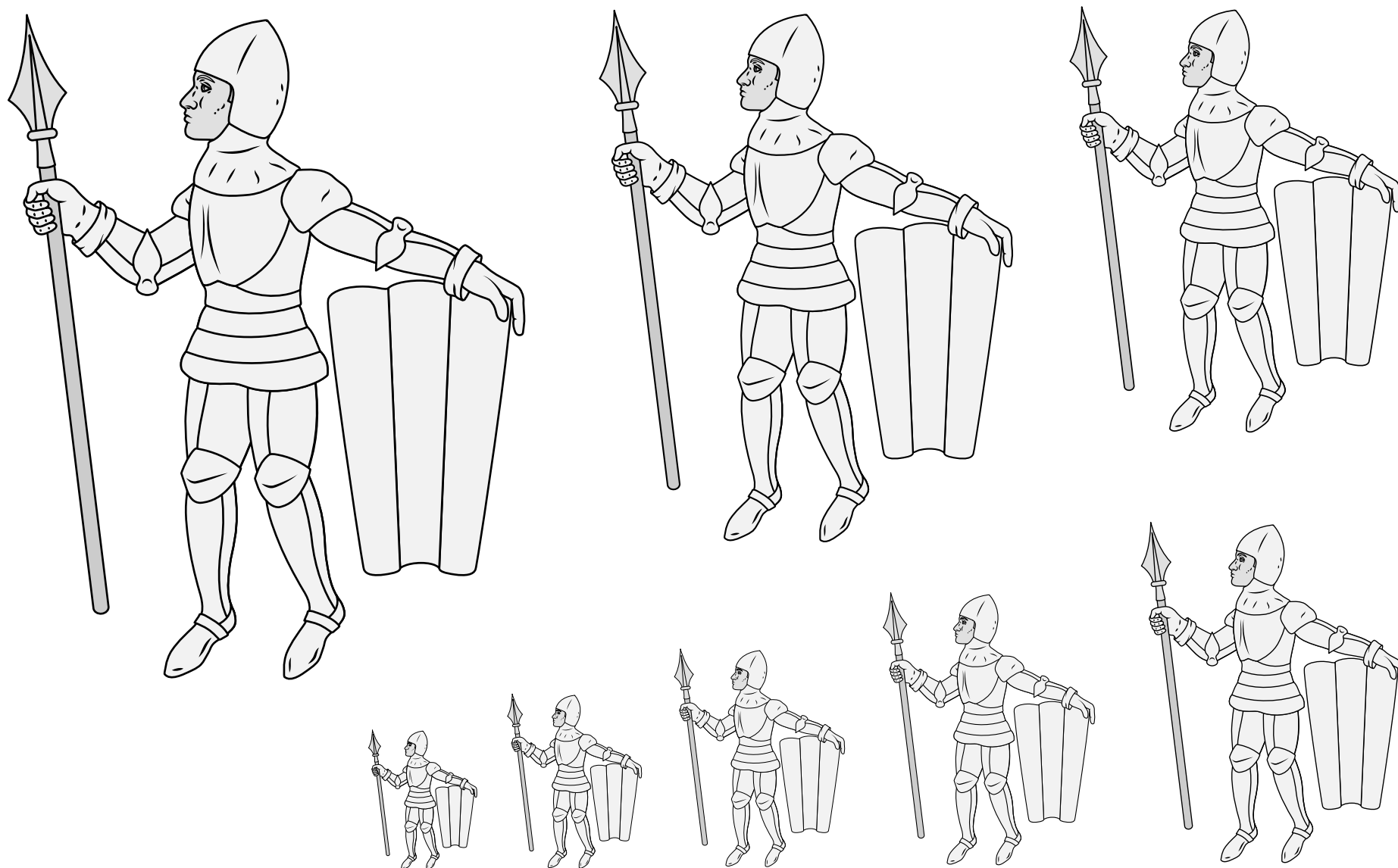
Janus Head • 13.99



The lower part of the human skull.

Source: Pennsic Traceable Art Archives. Artist: Ian Raven of Tadcaster.
Adapted by Mathghamhain Ua Ruadháin.

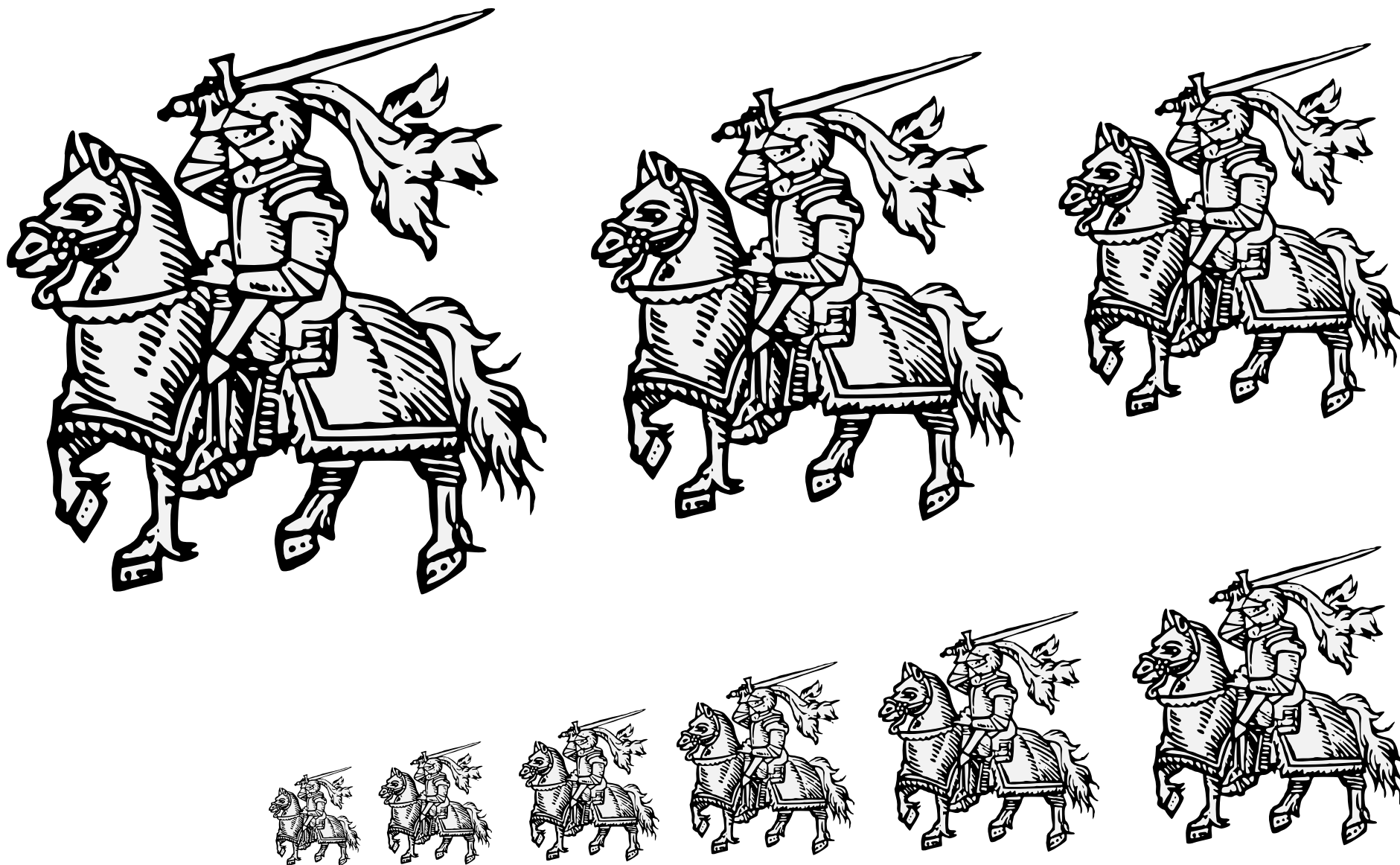
Jawbone 13.100



An armored human figure.

Source: WappenWiki. Artist: Joakim Spuller.

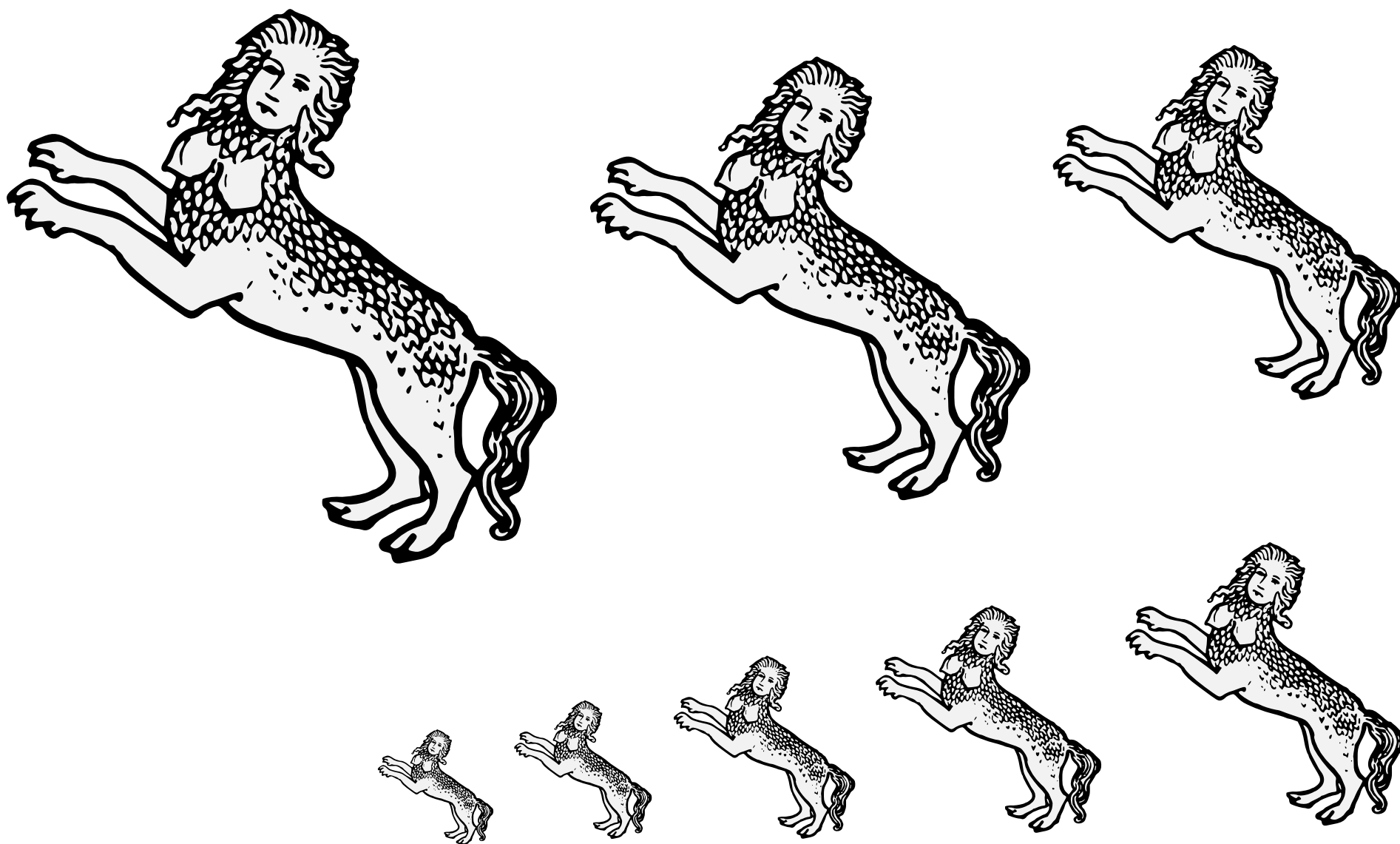
Knight Armed Cap-à-Pie ♠ 13.101



An armored human figure atop a horse. More fully blazoned
“a knight armed cap-à-pie mounted upon a horse passant.”

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

Knight Armed and Mounted 13.102



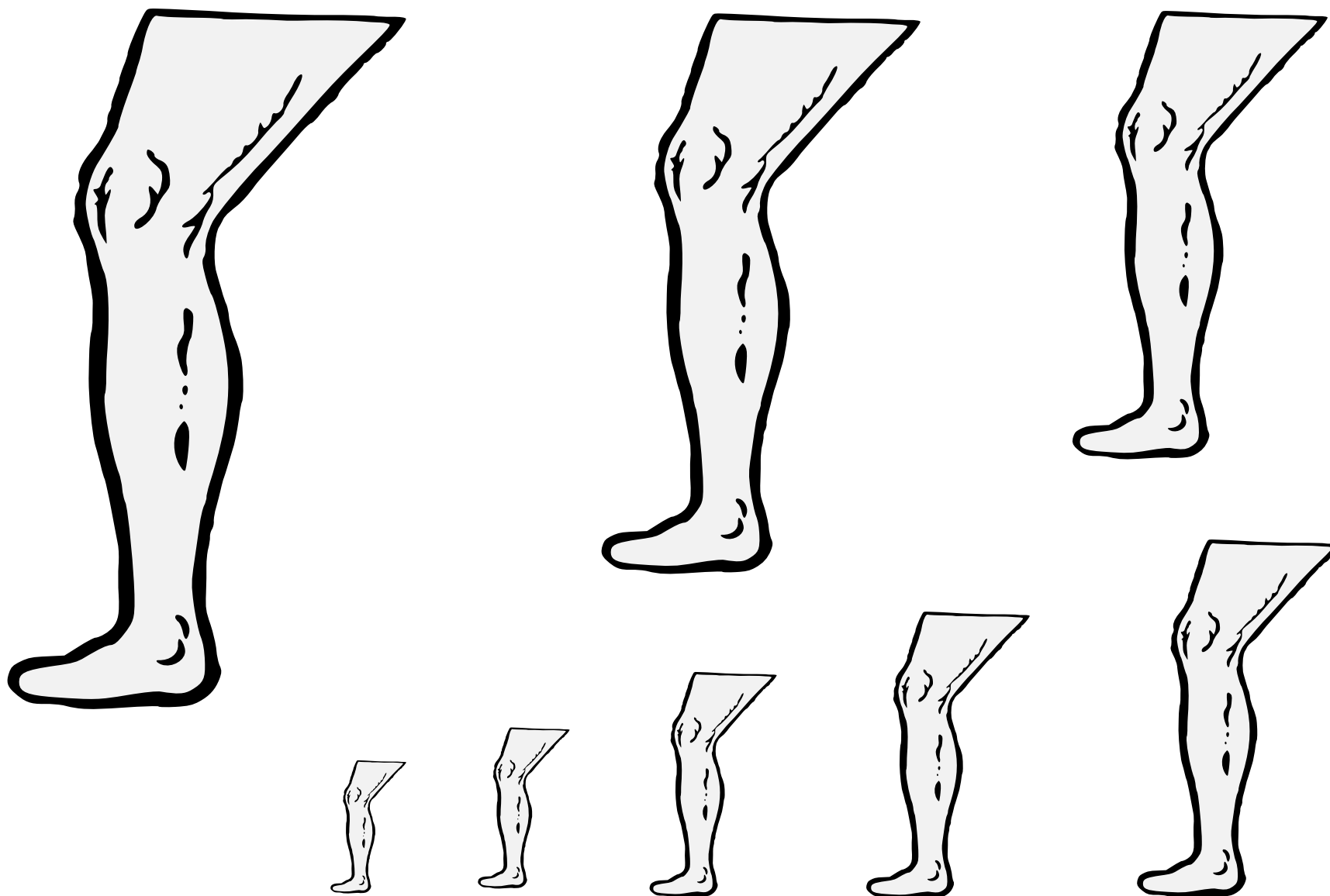
A hybrid monster formed of a lion with the head and bosom of a woman, the rear legs of a goat, and the tail of a horse.

No default posture. No proper coloration.

Source: Fictitious & Symbolic Creatures in Art.

Artist: John Vinycomb.

Lamia Salient Guardant 13.103

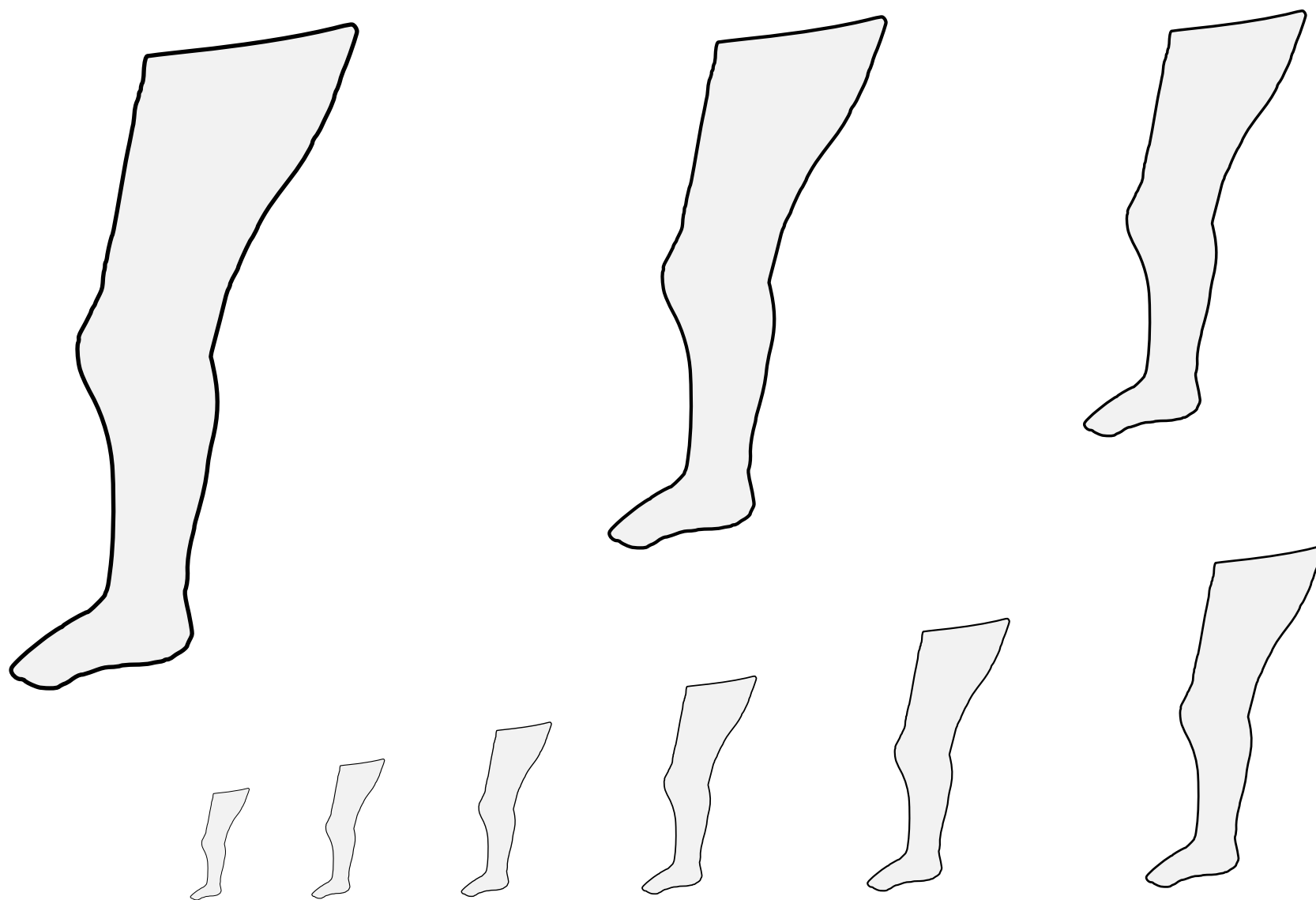


A human leg.

Default posture: dexter leg, foot to base. Proper coloration: only if skin tone is blazoned.

Source: The Accedence of Armorie. Artist unknown. (From folio 103r.)

Leg Couped (1) 🦁 13.104

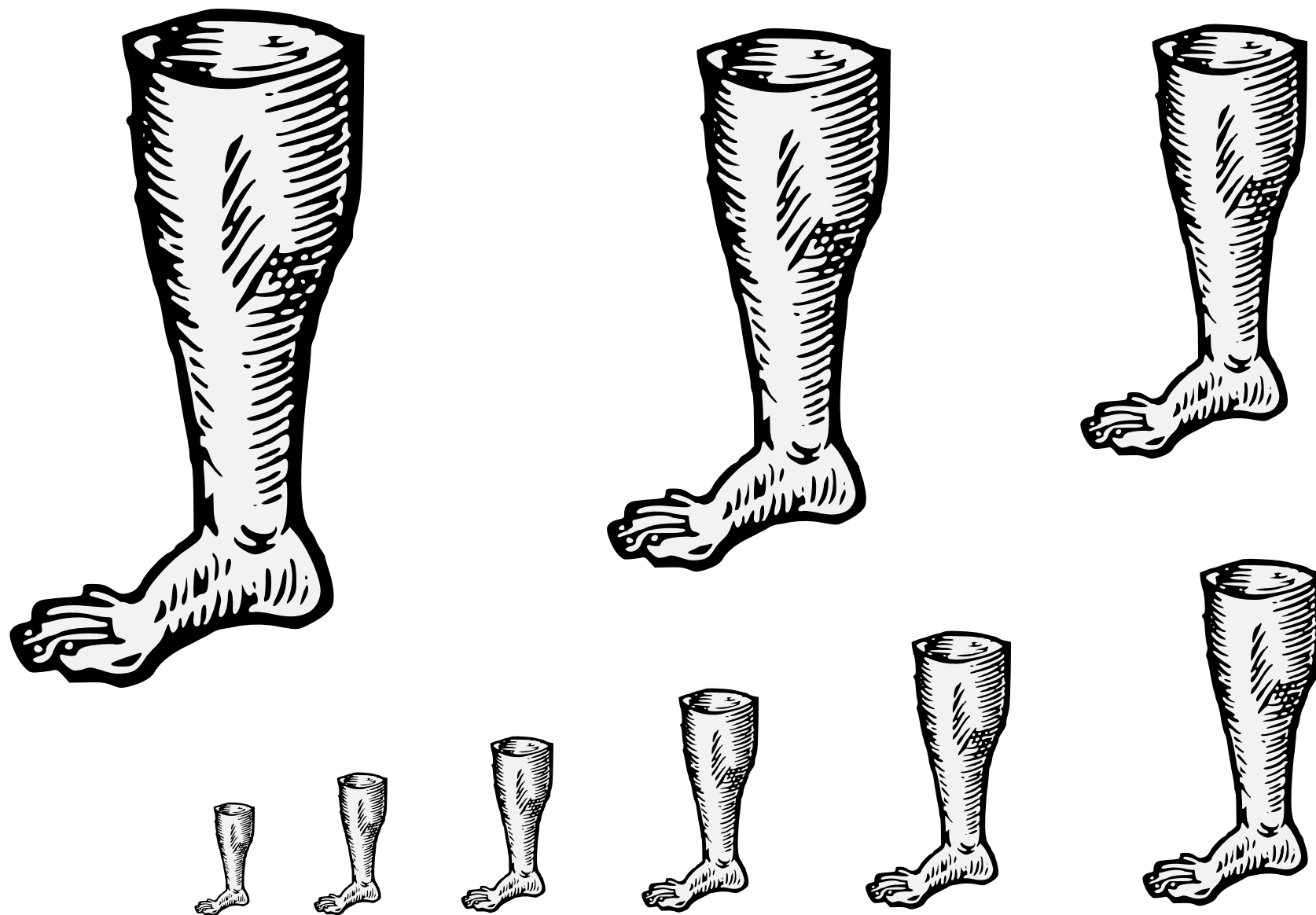


A human leg.

Default posture: dexter leg, foot to base. Proper coloration: only if skin tone is blazoned.

Source: Stemmario Trivulziano. Artist: Gian Antonio da Tradate.
(Page 261, arms of da Oxana.)

Leg Couped (2) 13.105



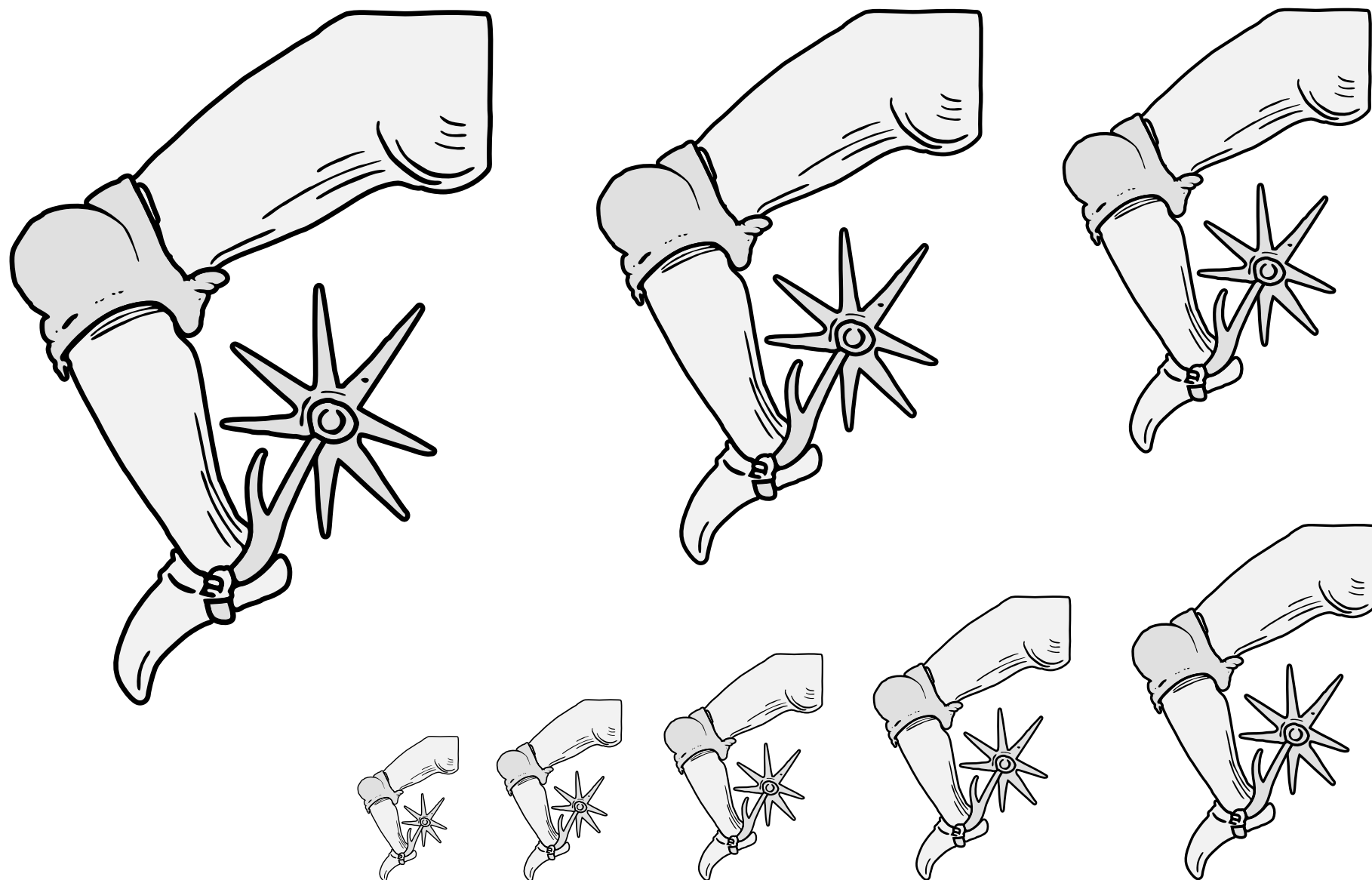
A human leg.

Default posture: dexter leg, foot to base.

Proper coloration: only if skin tone is blazoned.

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

Leg Coupé Below The Knee 13.106



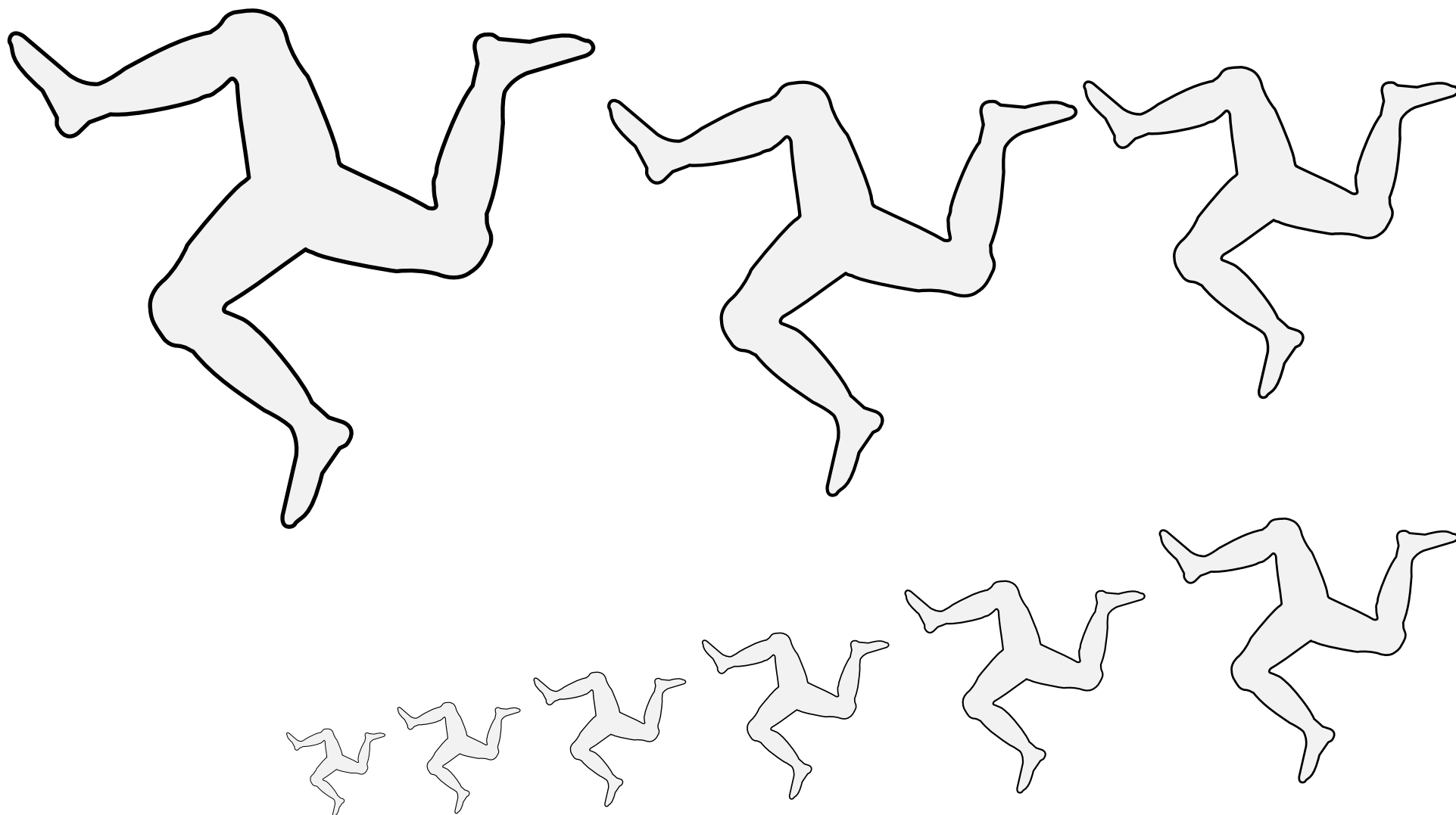
A human leg.

Default posture: dexter leg, foot to base. Proper coloration: only if skin tone is blazoned.

Source: Die Wappenbücher vom Arlberg.

Artist: Otto Hupp. (Page 40, arms of Palstarffer.)

Leg Couped, Armored 13.107



Three human legs, flexed and conjoined in pall at the hip.

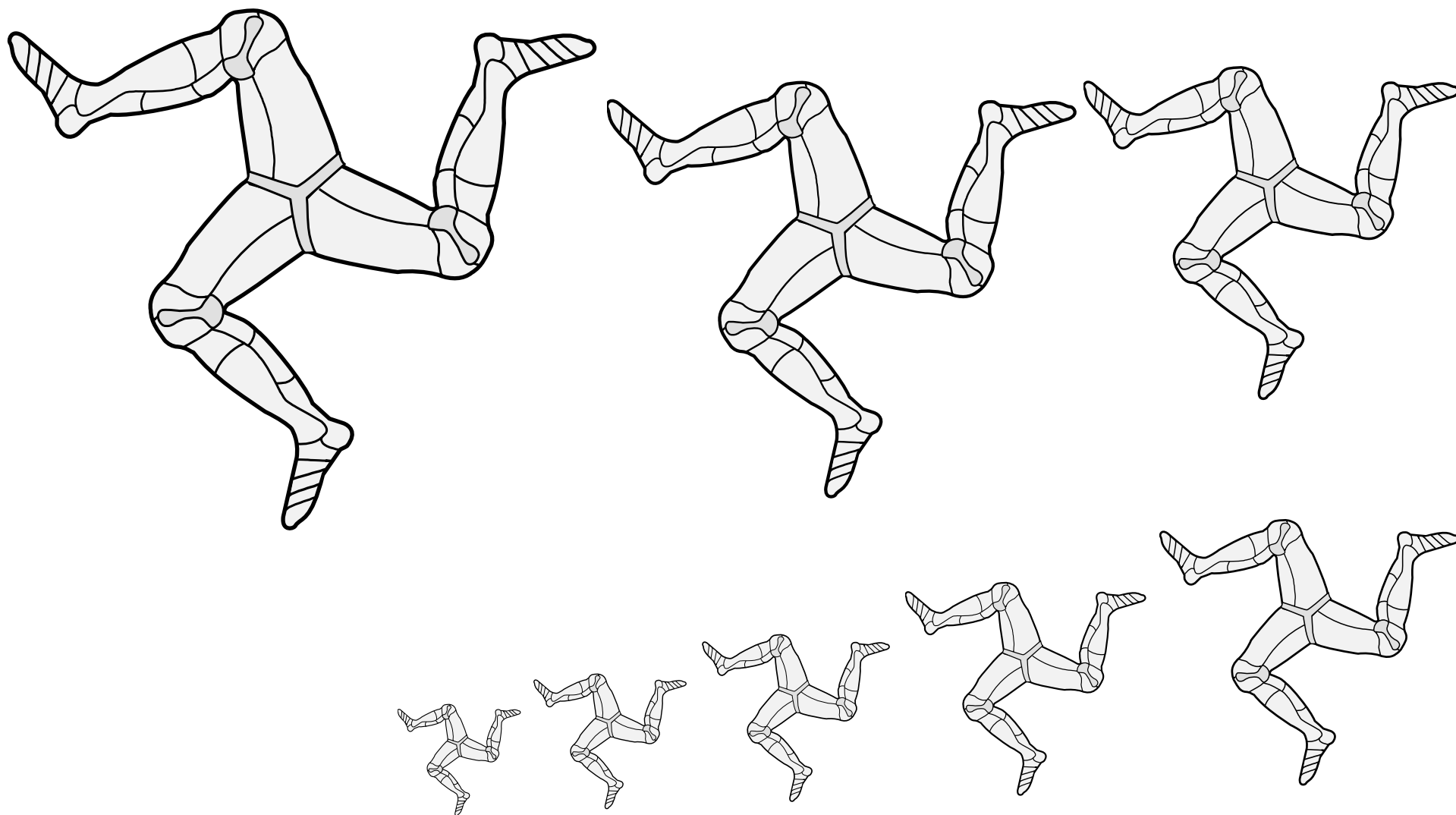
No default posture. No proper coloration.

Source: Wikimedia Commons. Artist: Fry1989.

License: Released into the public domain.

Adapted by Mathghamhain Ua Ruadháin.

Legs, Triskelion of 13.108



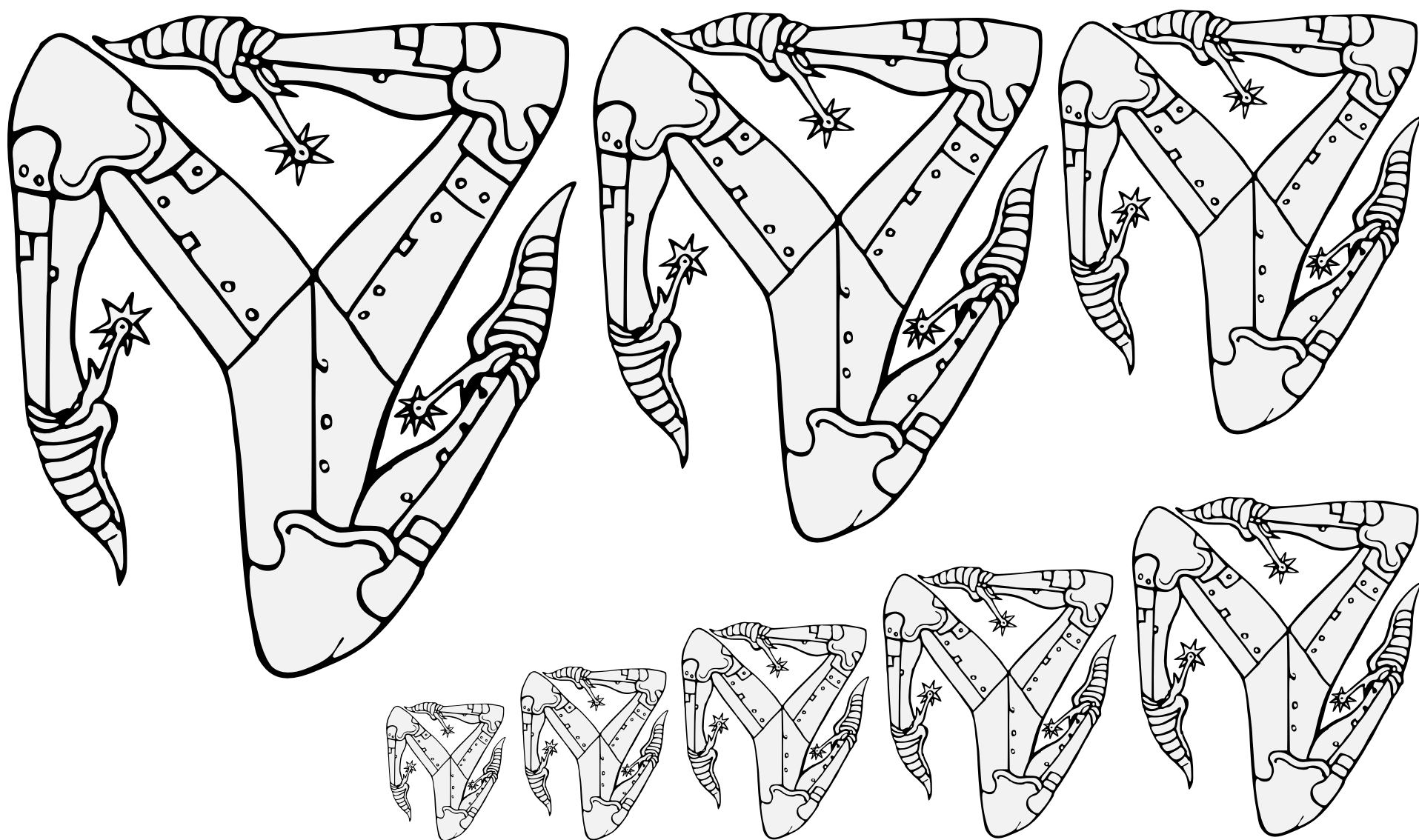
Three human legs wearing armor, flexed and conjoined in pall at the hip.

No default posture. No proper coloration.

Source: Wikimedia Commons. Artist: Fry1989.

License: Released into the public domain.

Legs, Triskelion of, Armored (1) 13.109



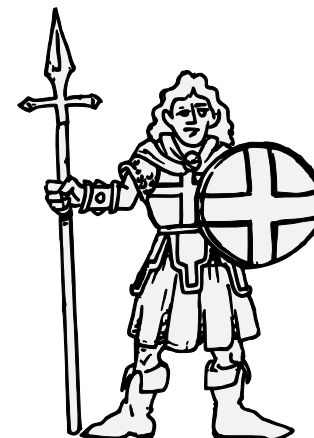
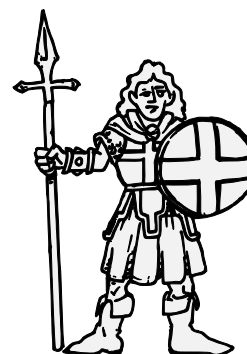
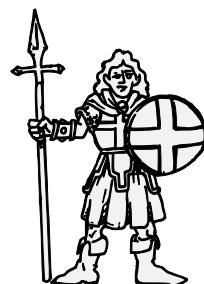
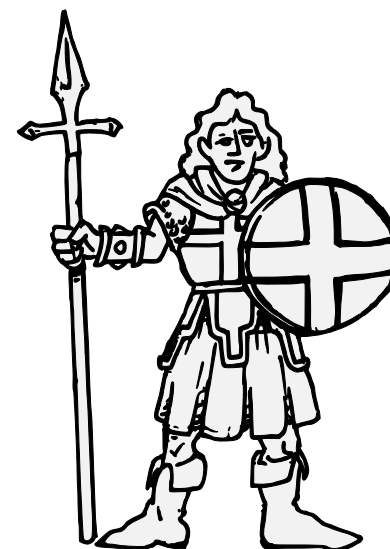
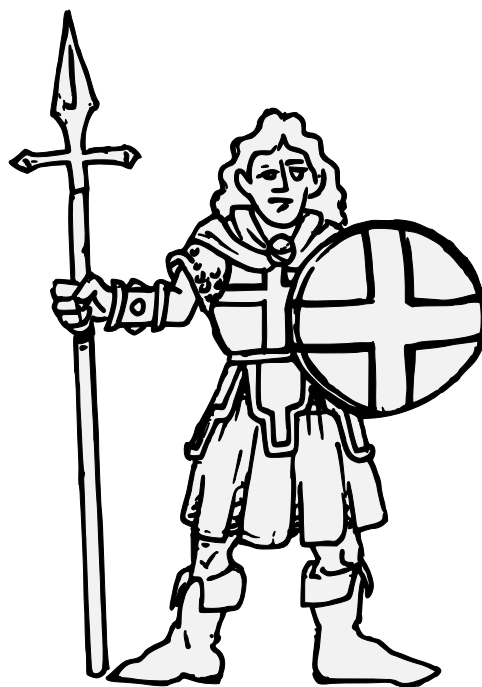
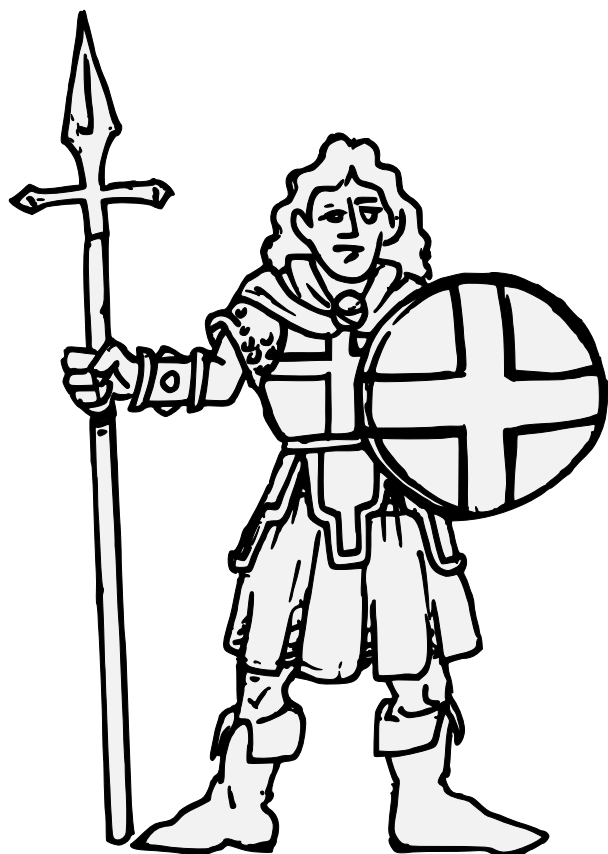
Three human legs wearing armor, flexed and conjoined in pall at the hip.

No default posture. No proper coloration.

Source: Two Tudor Books of Arms.

Artist: Robert Cooke. (From page 39.)

Legs, Triskelion of, Armored (2) 13.110

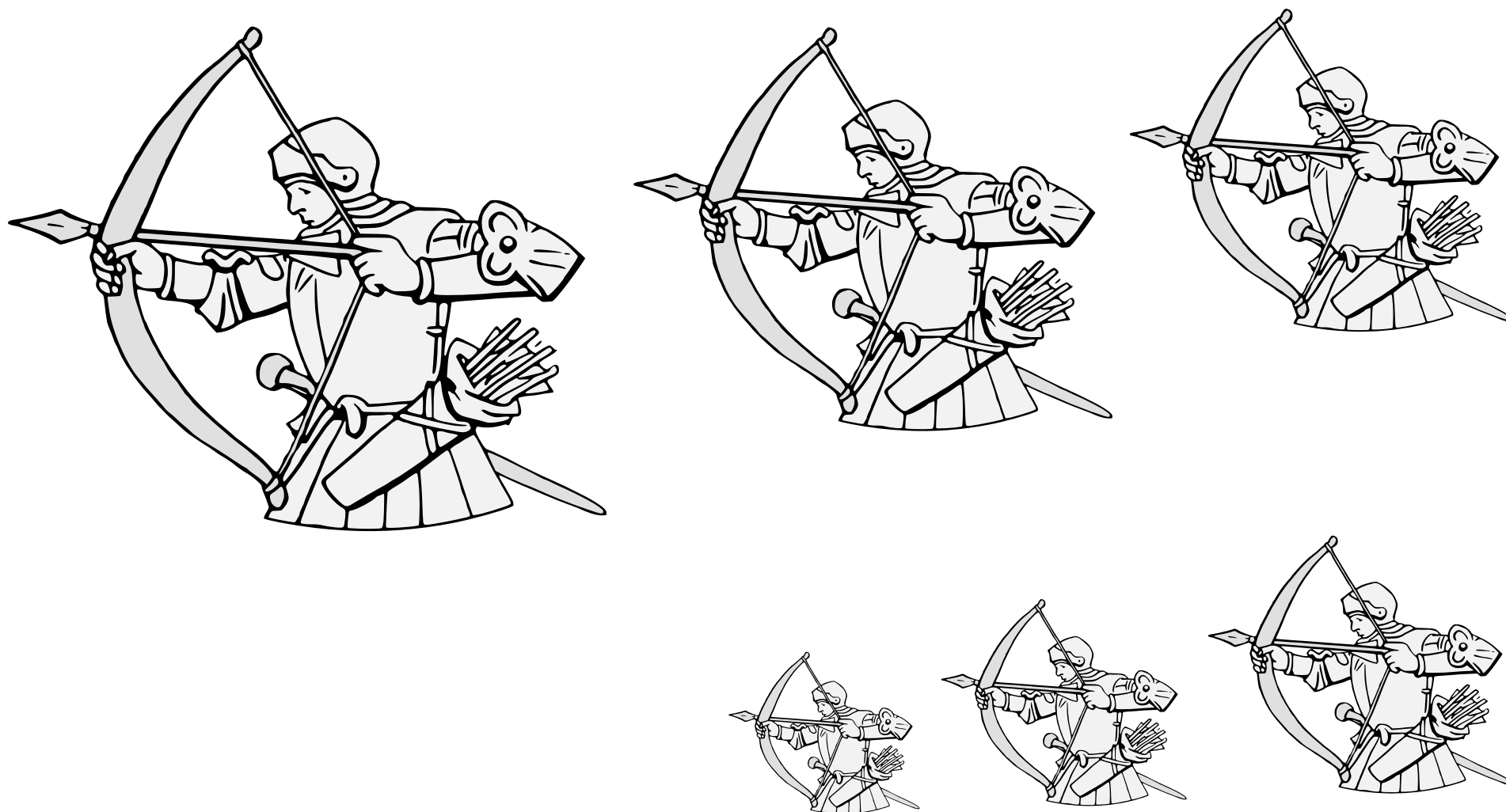


A human man.

Default posture: statant affronty. Proper coloration: only if skin tone is blazoned, sable hair.

Source: Pennsic Bored-Artist Collection. Artist unknown.

Man, Armed • 13.111



A human man.

Default posture: statant affronty. Proper coloration: only if skin tone is blazoned, sable hair.

Source: Banners, Standards, and Badges. Artist: Thomas Willement. (From the banner of John Gyfford de Chelyngton p. 262.)

Man, Armed Demi-, Drawing a Bow 🦉 13.112



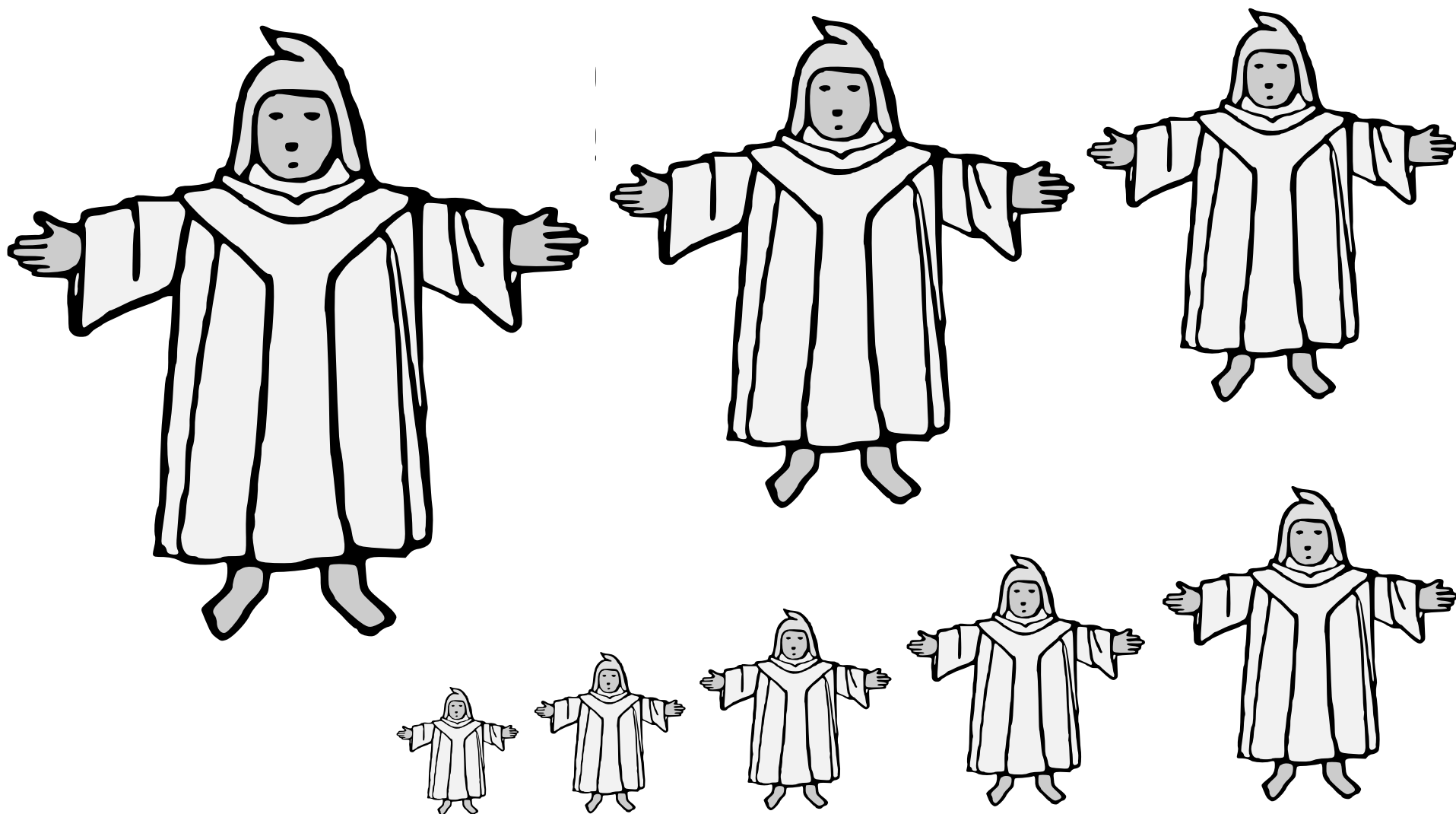
A human man.

Default posture: statant affronty. Proper coloration: only if skin tone is blazoned, sable hair.

Source: Austrian State Archives. (Arms of Wolfgang Probst, 1582.)

Artist unknown. Adapted by Mathghamhain Ua Ruadháin.

Man, Demi-, Vested 13.113

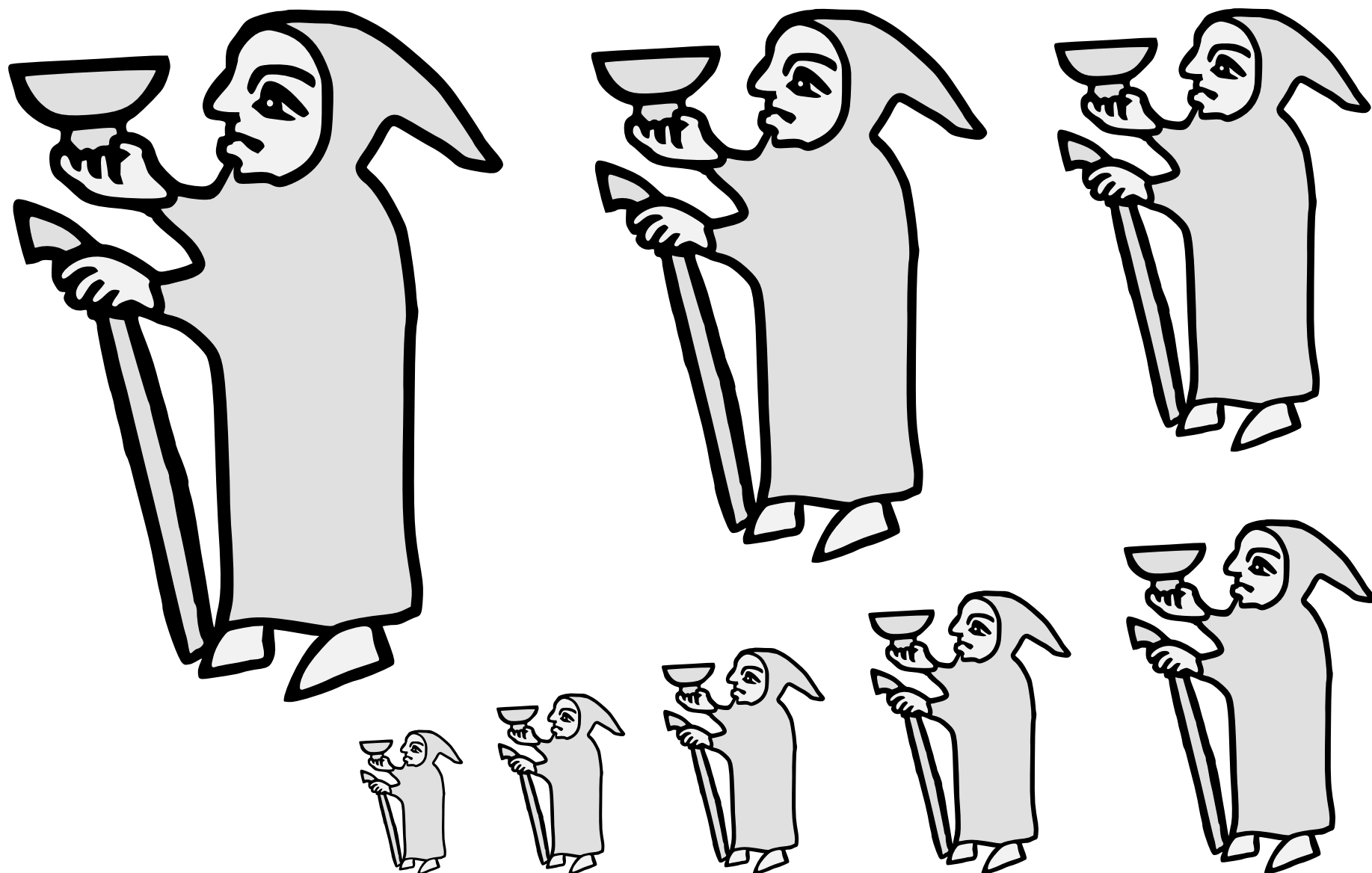


A human man.

Default posture: statant affronty. Proper coloration: only if skin tone is blazoned, sable hair.

Source: A Handbook of Ornament. Artist unknown. (Page 511.)

Man Hooded and Robed with Arms Extended 13.114



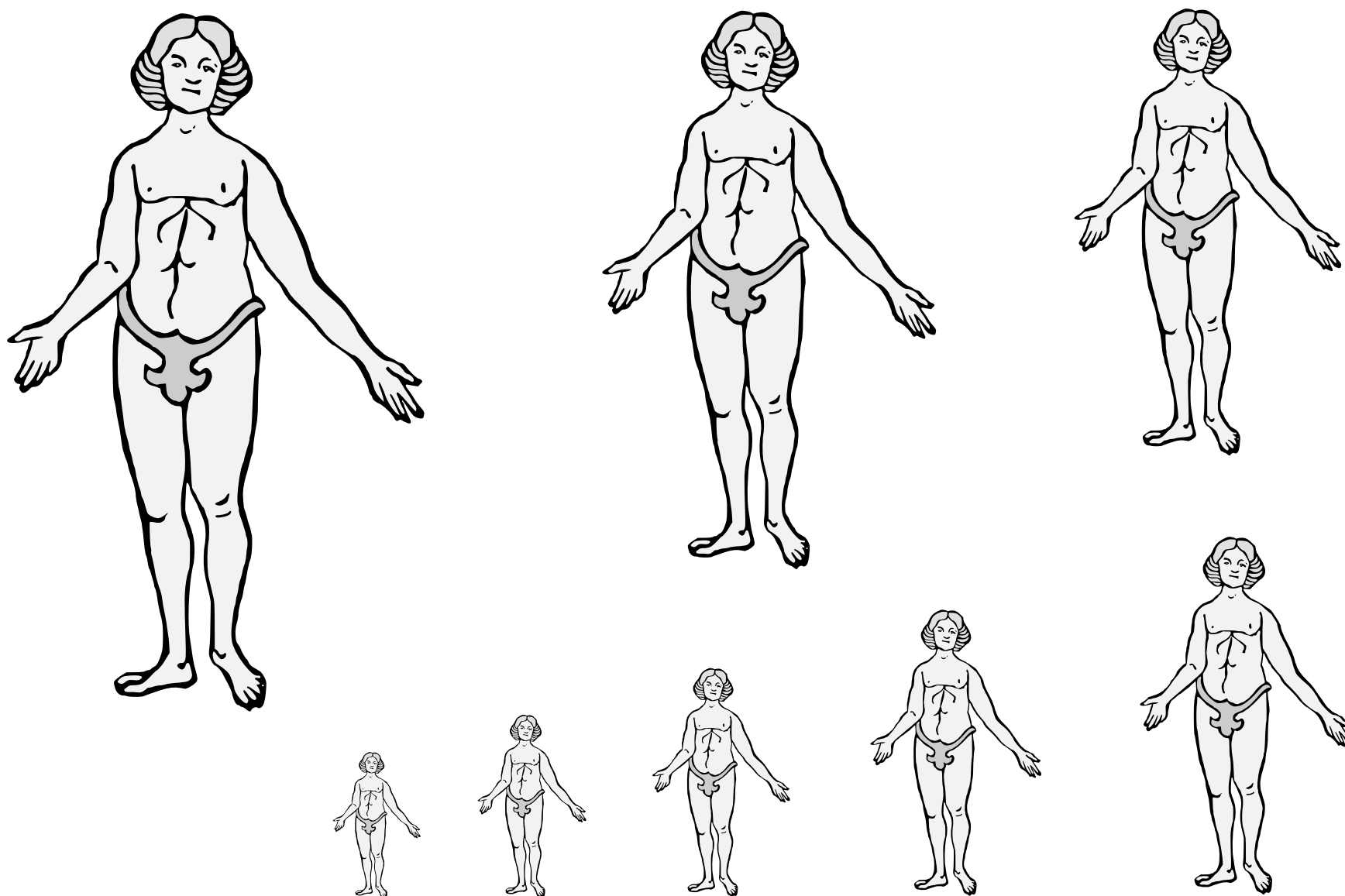
A human man.

Default posture: statant affronty. Proper coloration: only if skin tone is blazoned, sable hair.

Source: Zurich Roll.

Artist unknown.

Man, Hooded, Maintaining a Bowl and Staff 13.115

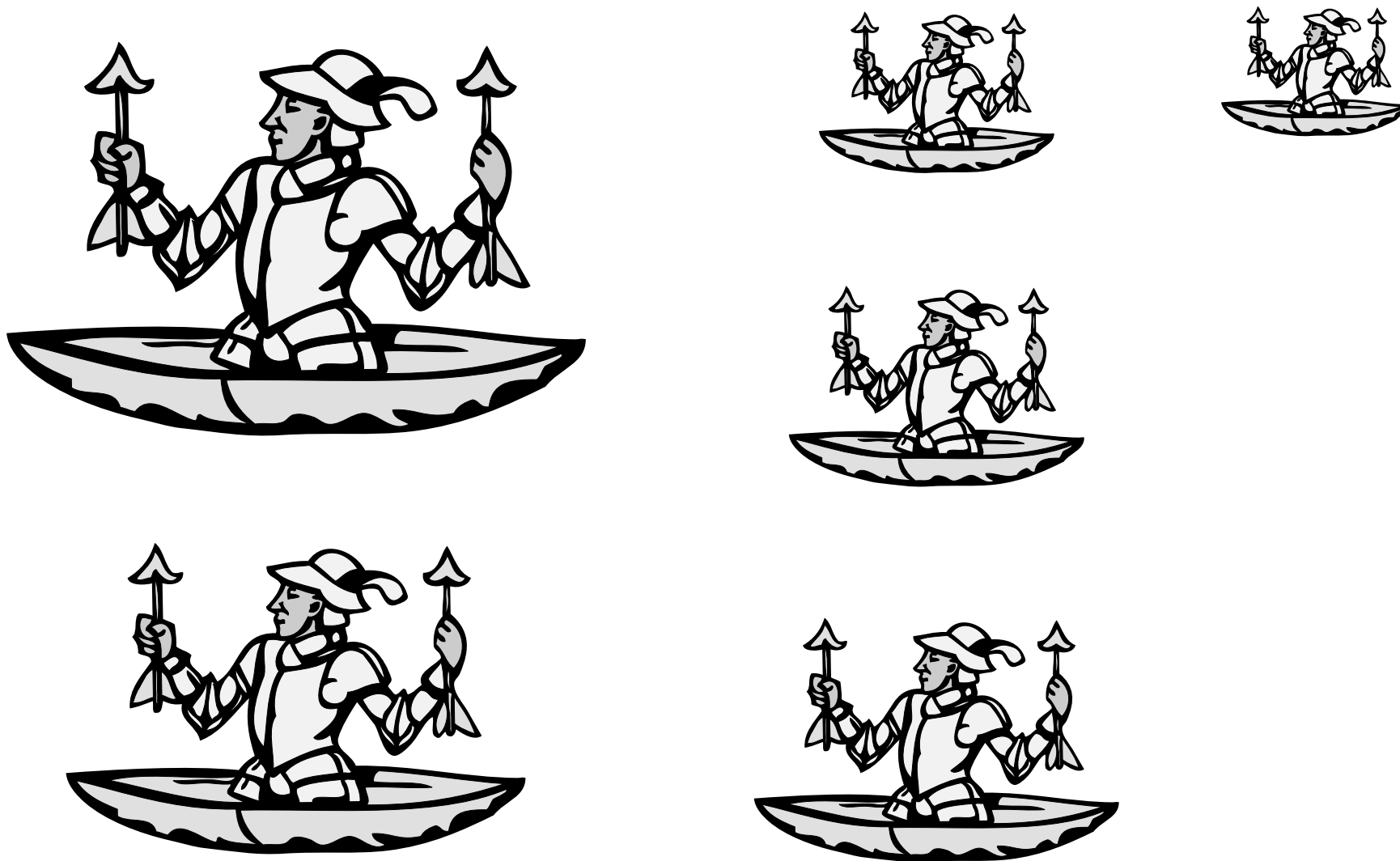


A human man.

Default posture: statant affronty. Proper coloration: only if skin tone is blazoned, sable hair.

Source: Ars Oratoria. Artist unknown. (First edition, page 114.)

Man, Nude 13.116



A human man.

Default posture: statant affronty. Proper coloration: only if skin tone is blazoned, sable hair.

Source: Siebmacher's Wappenbuch of 1605. Artist: Johann Siebmacher. (Arms of die Bezisski, page 58.) Adapted by Saewynn aet Cnolle.

Man In A Boat Holding Arrows Inverted 13.117

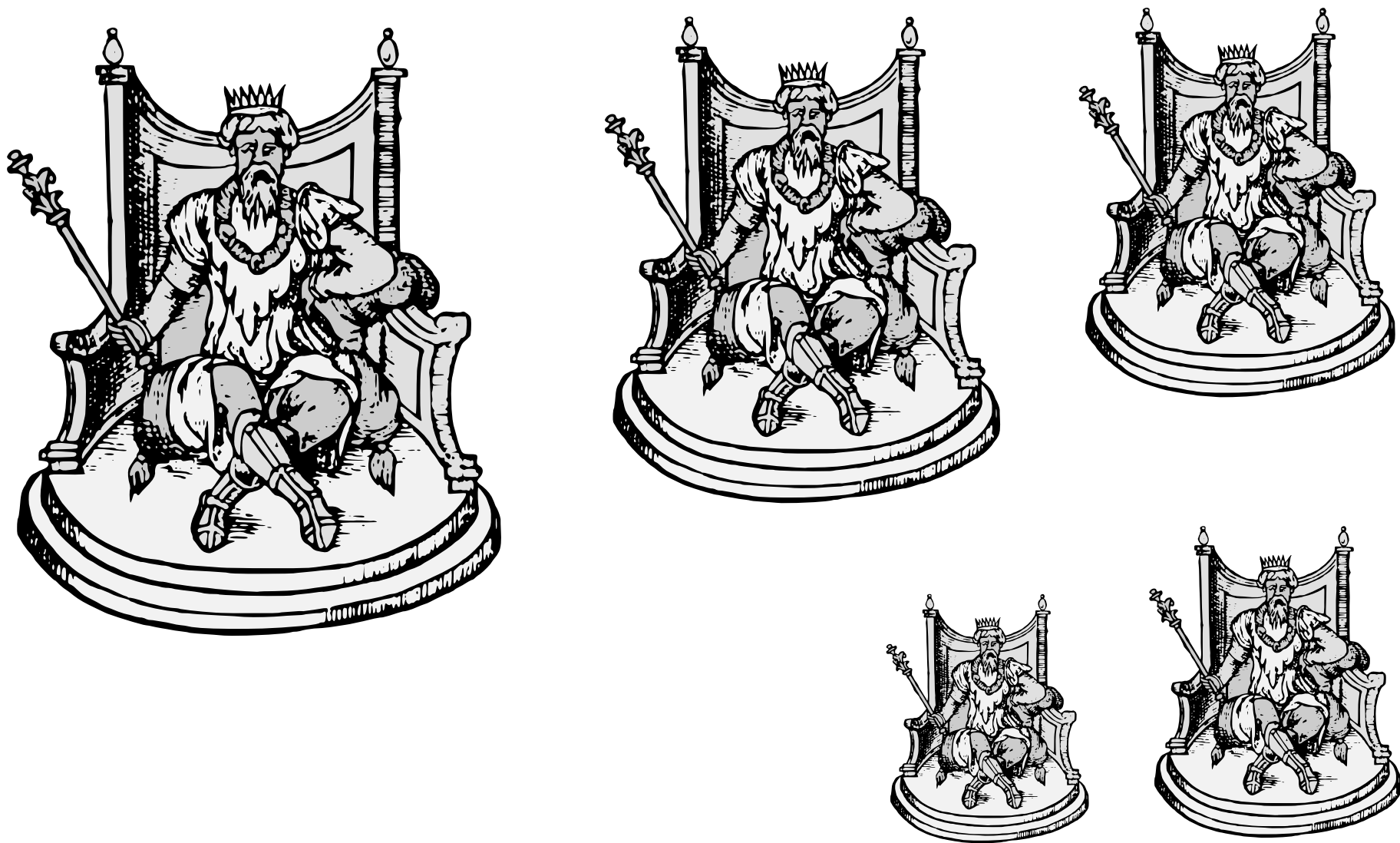


A human man.

Default posture: statant affronty. Proper coloration: only if skin tone is blazoned, sable hair.

Source: OpenClipArt. Artist: Wipp. Adapted by Mathghamhain Ua Ruadháin.

Man Robed 13.118



A human man.

Default posture: statant affronty. Proper coloration: only if skin tone is blazoned, sable hair.

Source: Le Blason Des Armoiries.

Artist: Jérôme de Bara. (Page 209.)

Man Seated Upon a Throne 13.119



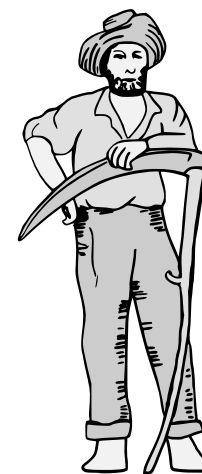
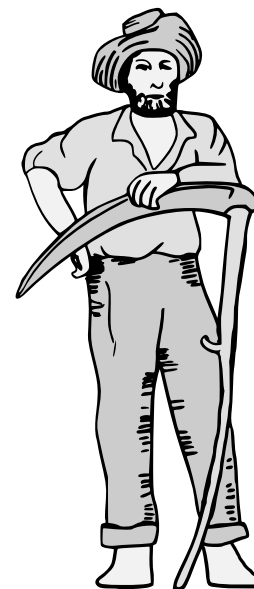
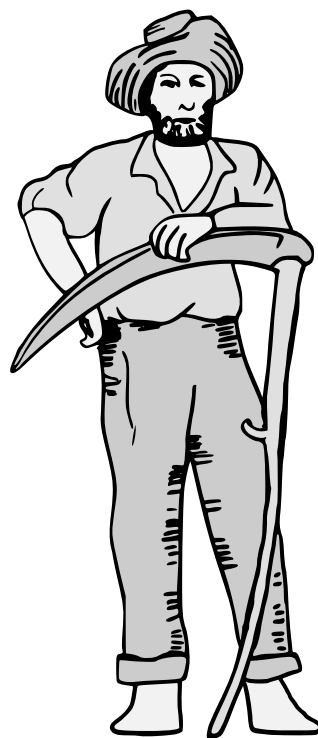
A human man.

Default posture: statant affronty. Proper coloration: only if skin tone is blazoned, sable hair.

This man is dressed in a sixteenth-century Spanish style.

Source: Weidtz trachtenbook, 1530. Adapted by Jessimond of Emerickeskepe.

Man Vested 🦁 13.120



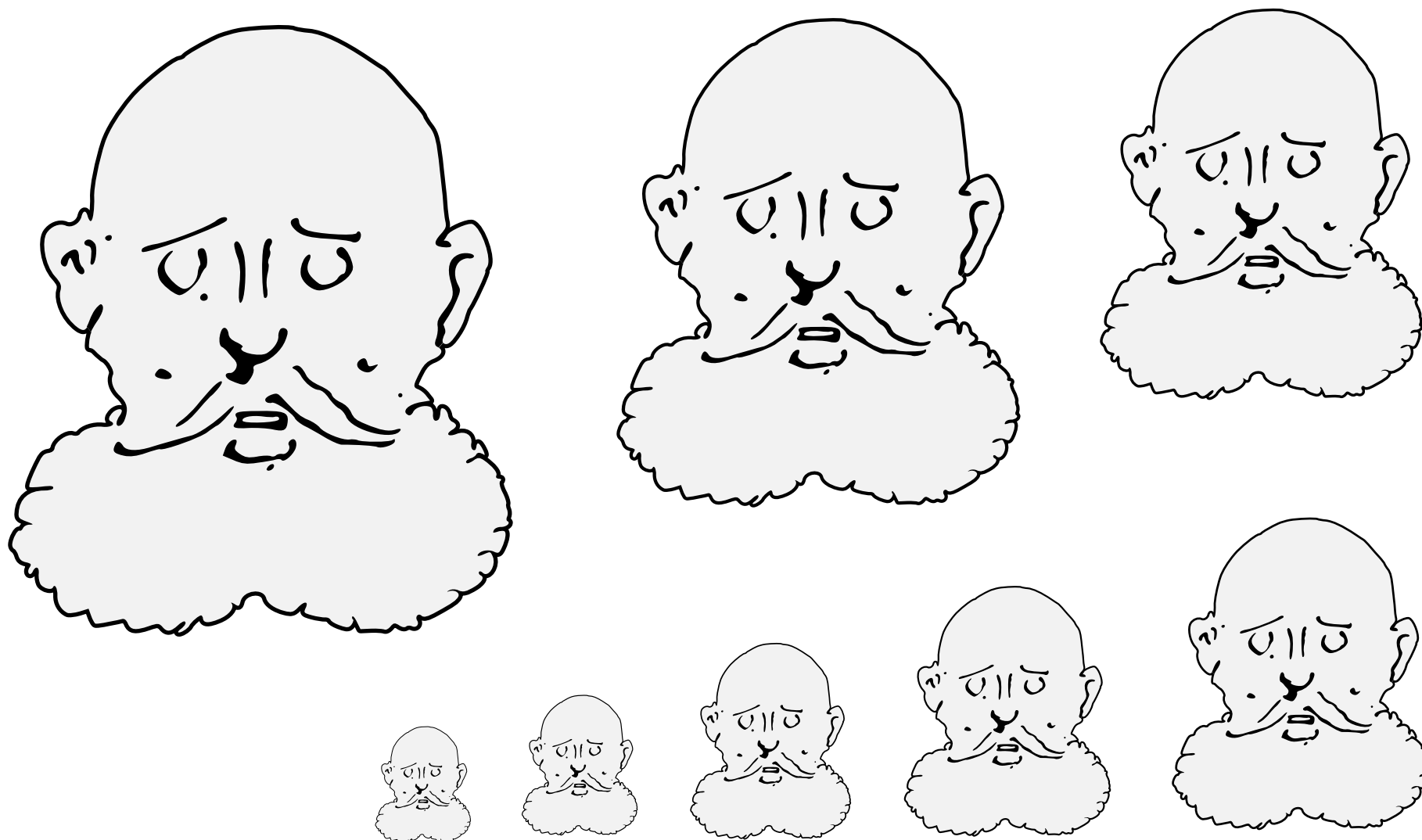
A human man.

Default posture: statant affronty. Proper coloration: only if skin tone is blazoned, sable hair.

Source: OpenClipArt.

Artist: J4P4N.

Man Vested and Maintaining a Scythe 13.121



A man's head.

Default posture: facing dexter.

Proper coloration: only if skin tone is blazoned, sable hair.

Source: Wappenbuch der Arlberg-Bruderschaft.

Artist: Vigil Raber. (Page 305.)

Man's Head Cabossed 13.122



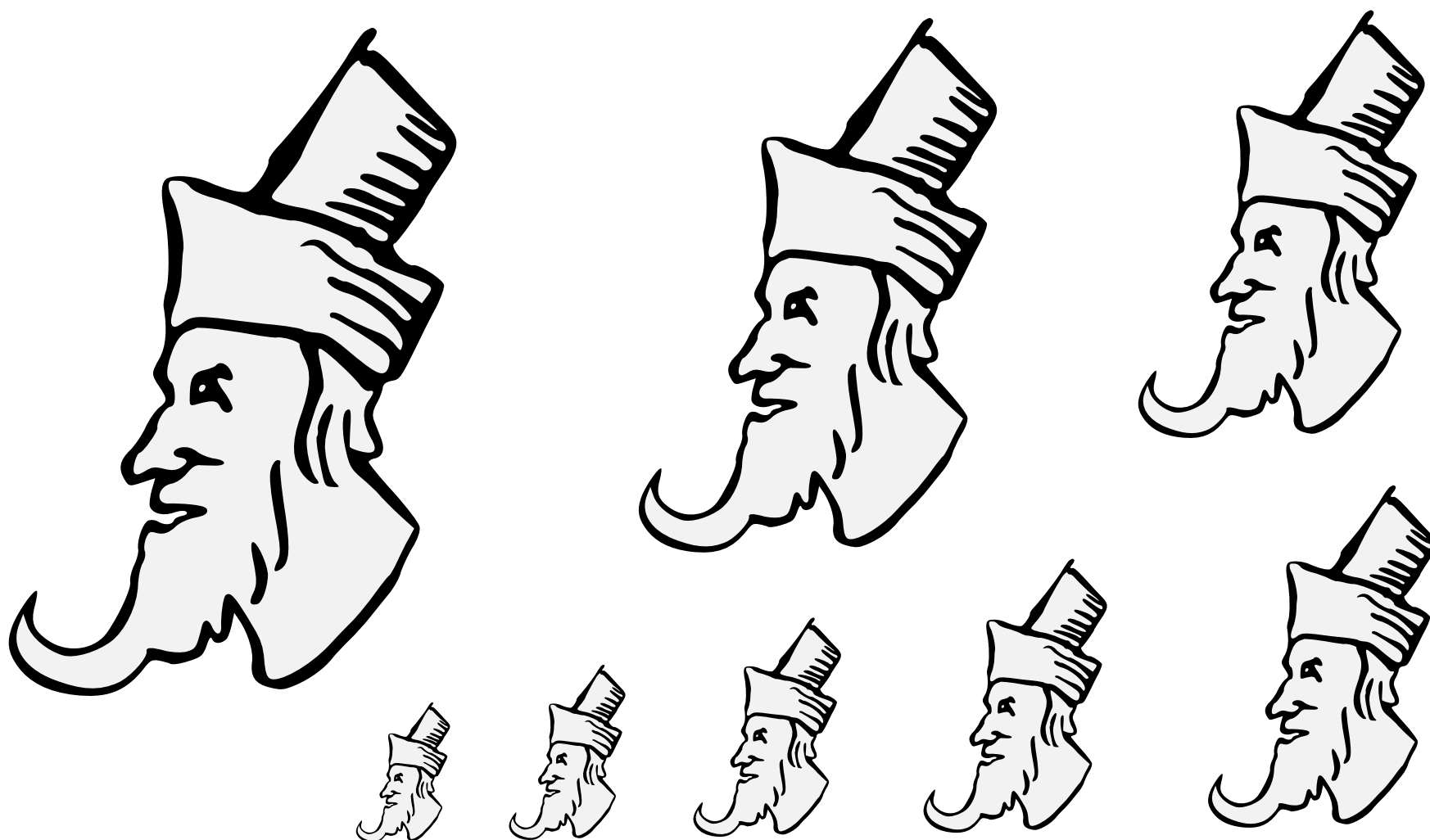
A man's head.

Default posture: facing dexter. Proper coloration: only if skin tone is blazoned.

Source: Stall Plates of the Knights of the Order of the Garter.

Artist unknown. (Plate L, crest of William de la Pole.)

Man's Head Couped 🦉 13.123

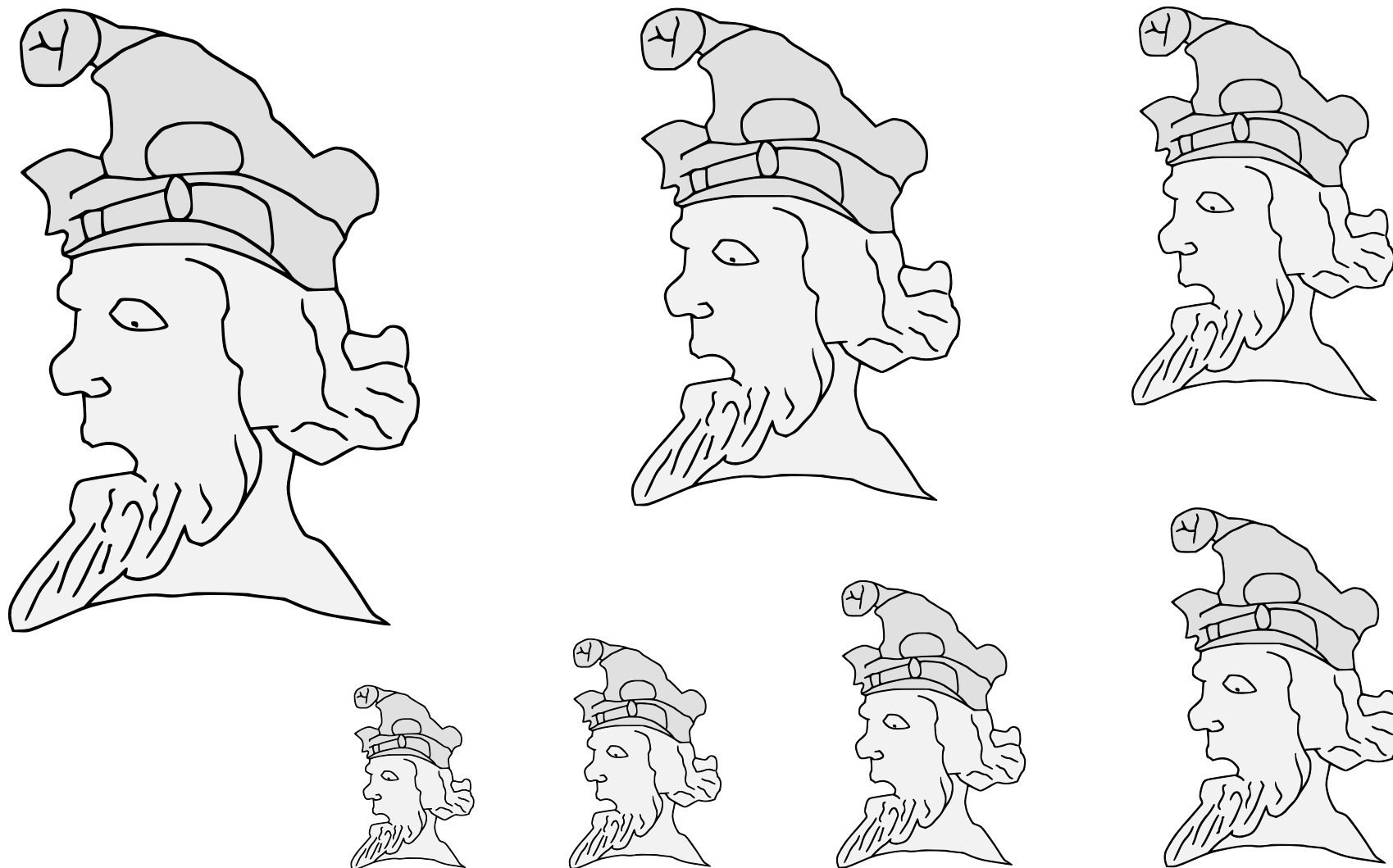


A man's head.

Default posture: facing dexter. Proper coloration: only if skin tone is blazoned.

Source: Sammlung von Wappen aus Verschiedenen. Artist unknown. (Page 582.)

Man's Head Couped Maintaining a Hat (1) 13.124

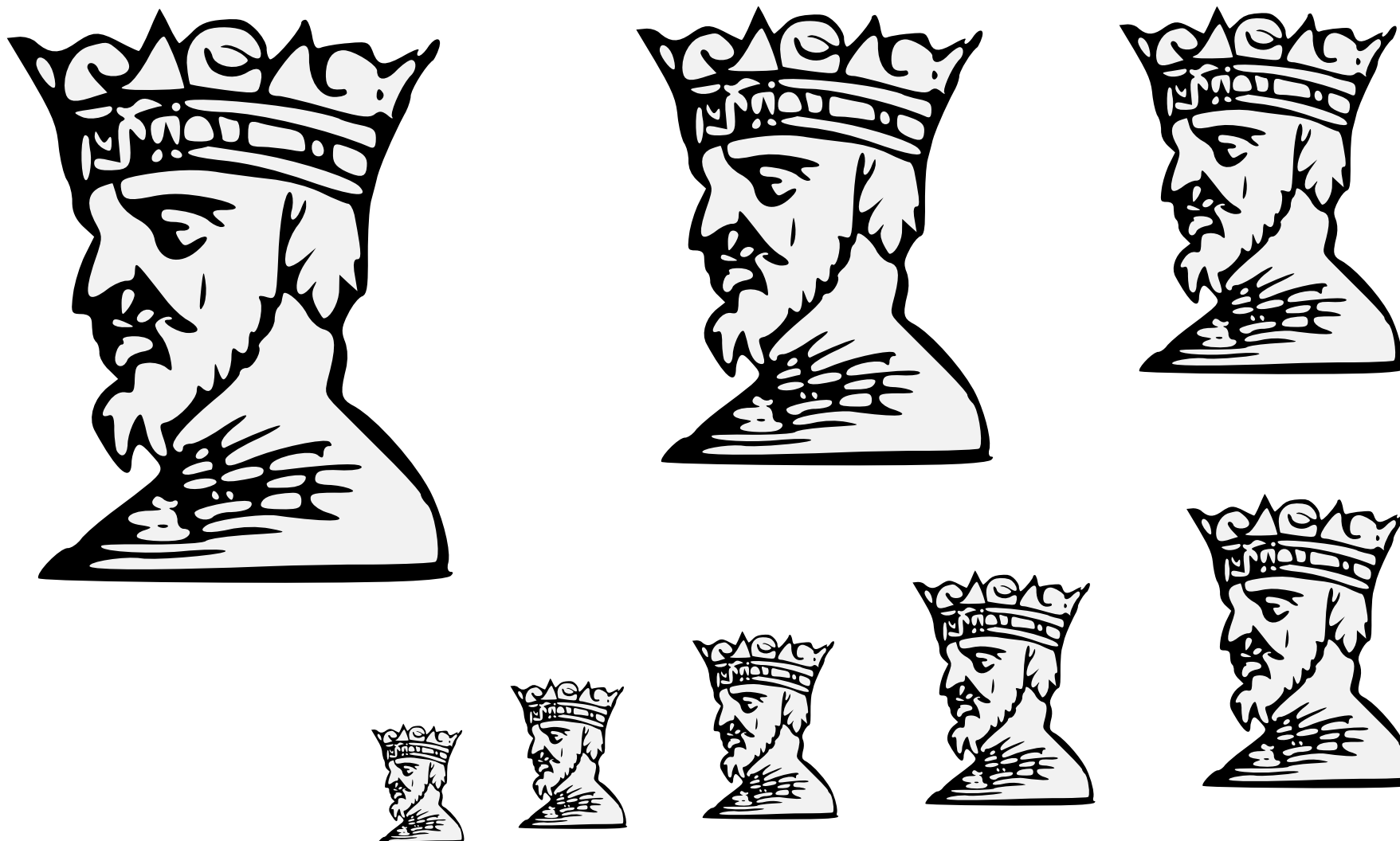


A man's head.

Default posture: facing dexter. Proper coloration: only if skin tone is blazoned.

Source: Insignia Anglica. Artist unknown. Adapted by Forveleth Dundee.

Man's Head Couped Maintaining a Hat (2) 13.125



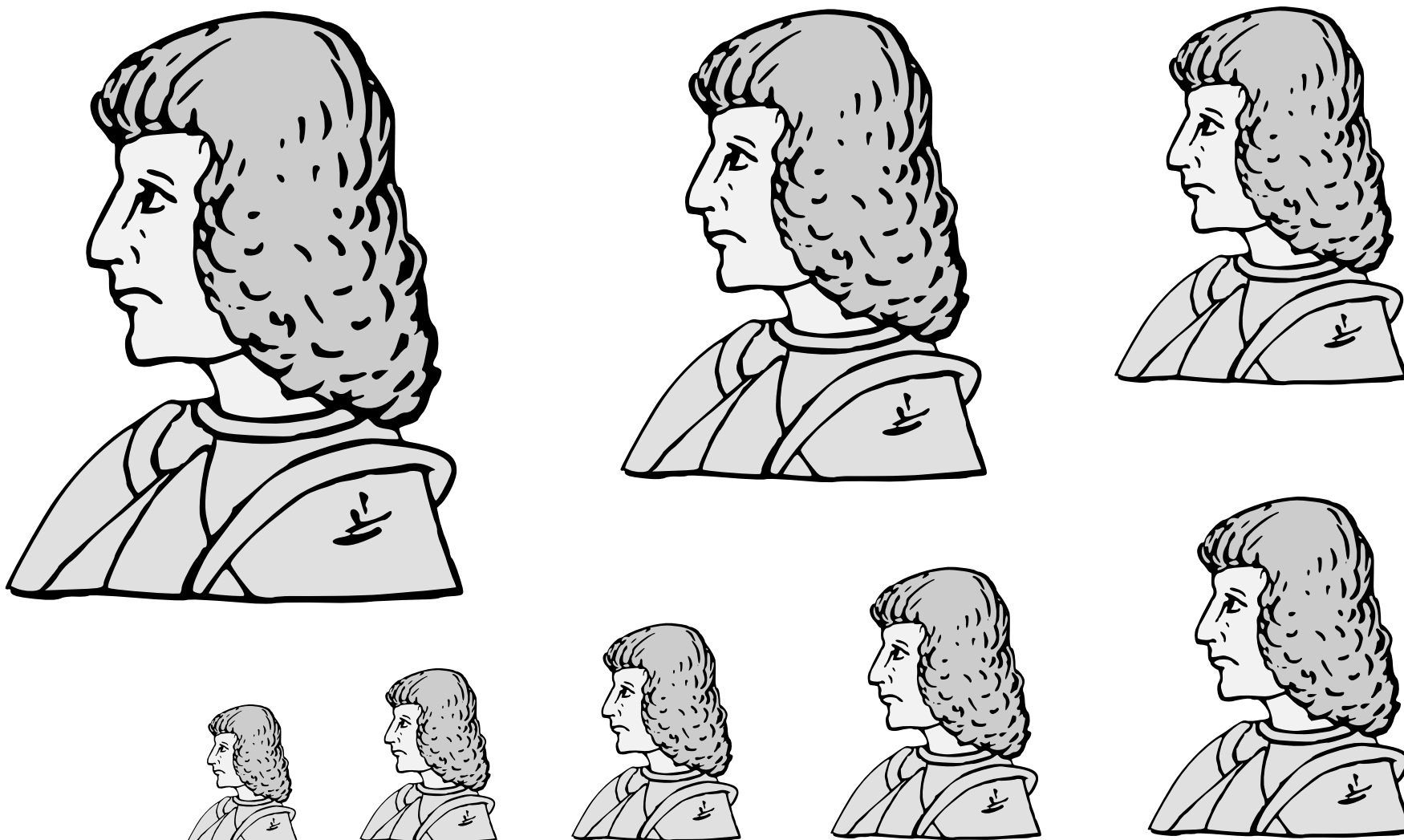
A man's head.

Default posture: facing dexter.

Proper coloration: only if skin tone is blazoned.

Source: Workes of Armorie. Artist: John Bossewell.

Man's Head Couped Maintaining a Crown 13.126



A man's head.

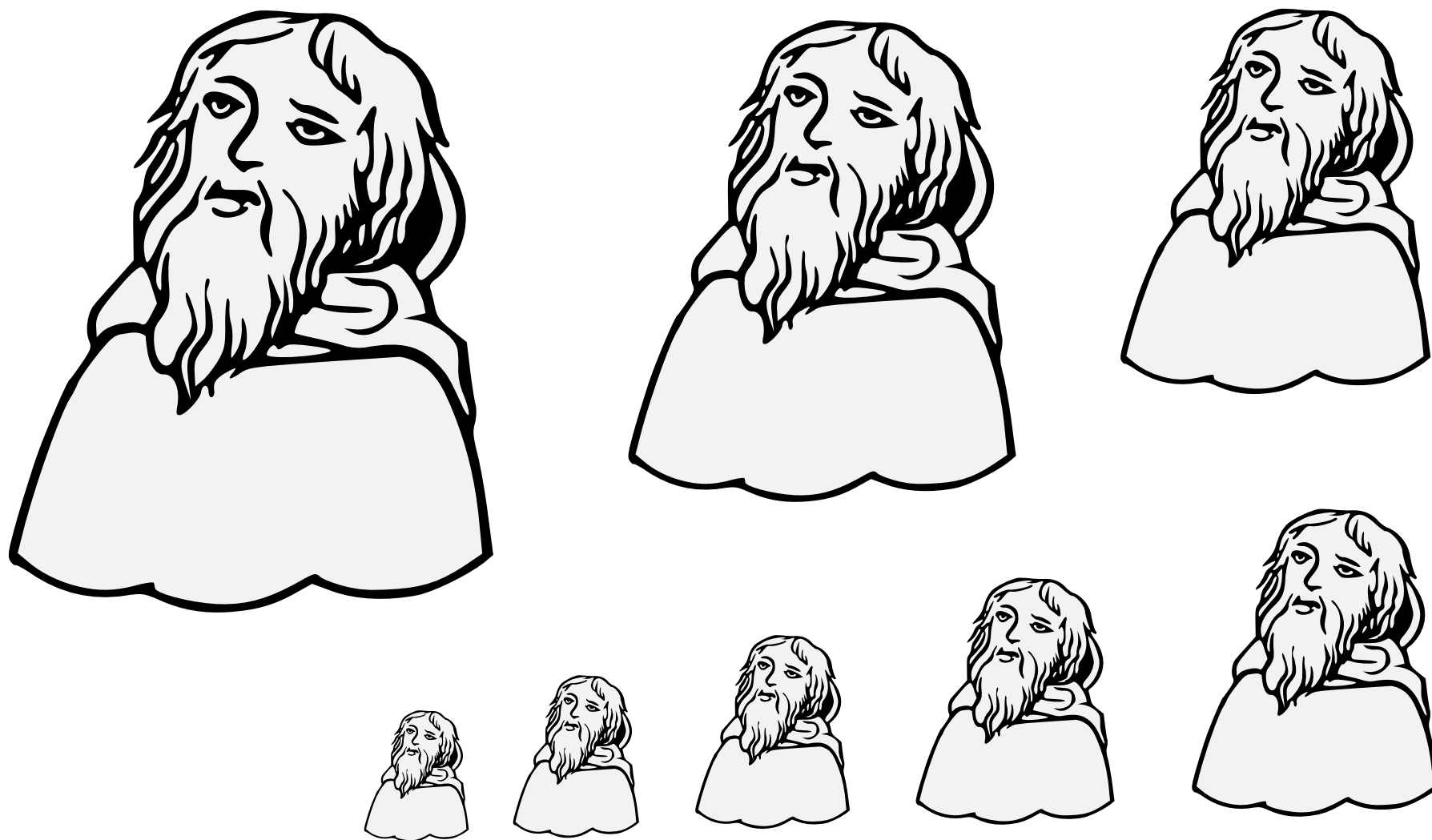
Default posture: facing dexter.

Proper coloration: only if skin tone is blazoned, sable sable.

Source: Stemmario Trivulziano.

Artist: Gian Antonio da Tradate.
(Arms of di Facie, p 148.)

Man's Head Couped at the Shoulders 13.127



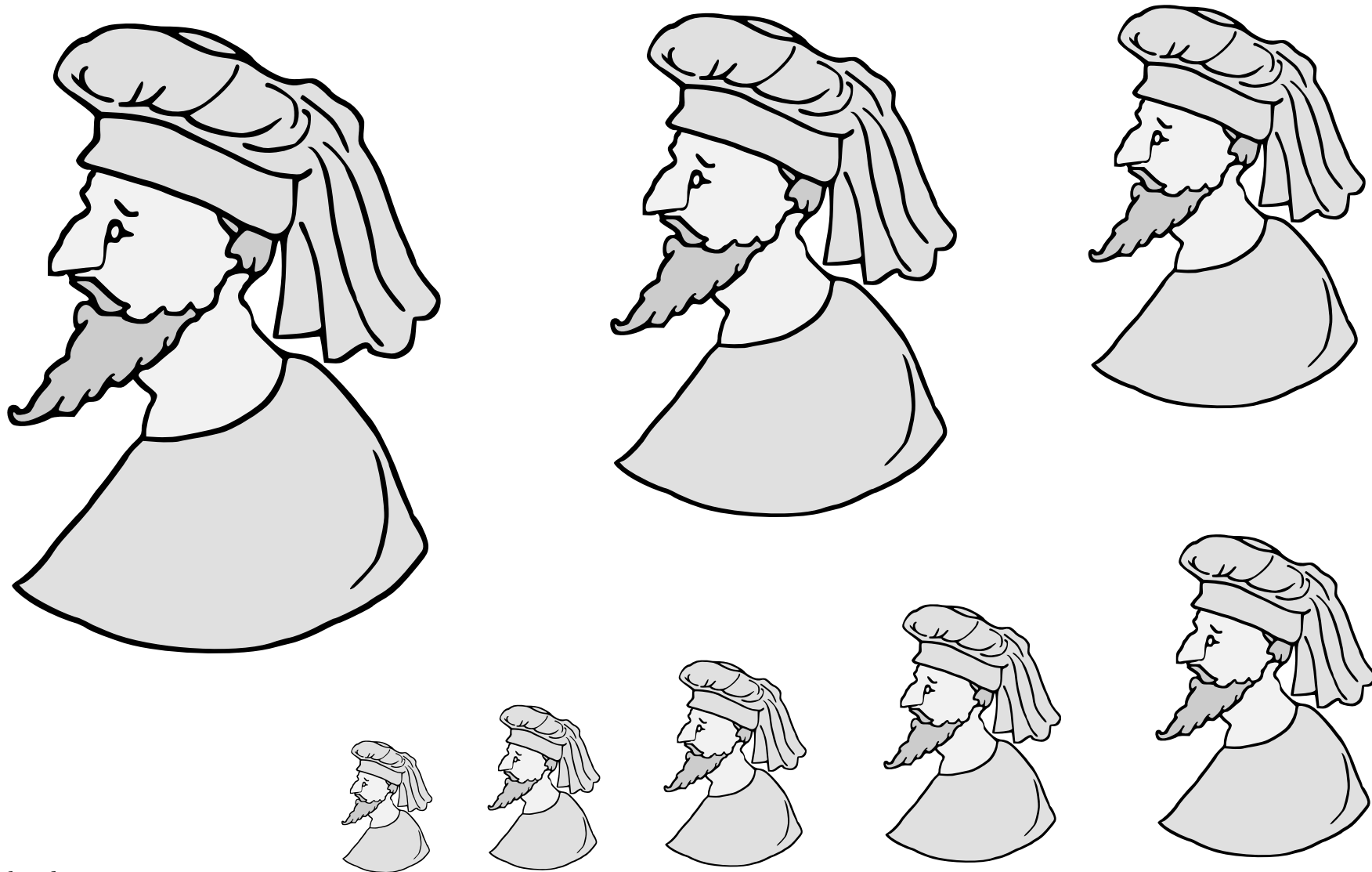
A man's head.

Default posture: facing dexter. Proper coloration: only if skin tone is blazoned.

Might be blazoned a "friar's head couped below the shoulders."

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

Man's Head, Hooded, Couped at the Shoulders 13.128

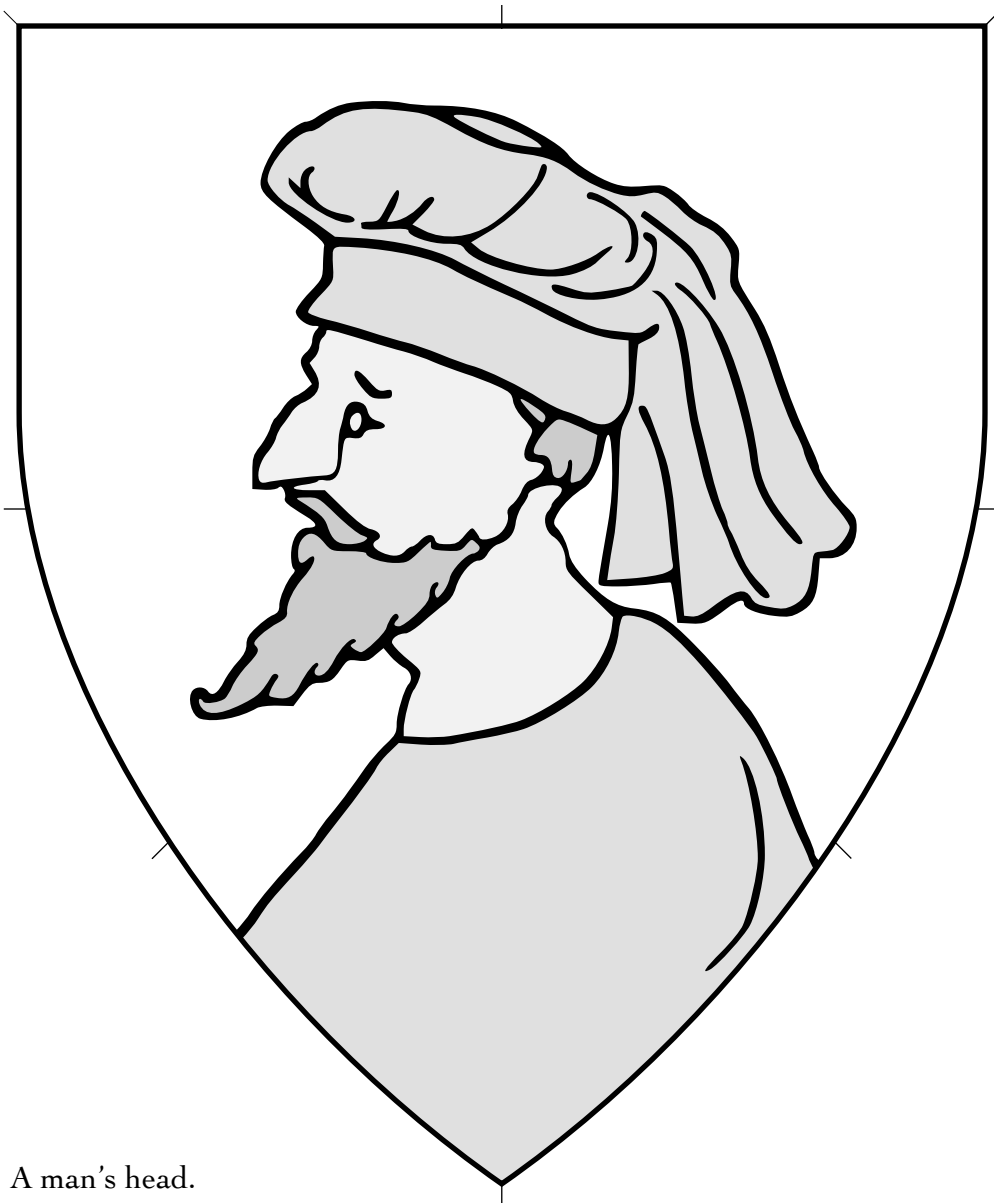


A man's head.

Default posture: facing dexter. Proper coloration: only if skin tone is blazoned.

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

Man's Head Couped at the Shoulders Wearing a Hat ♠ 13.129

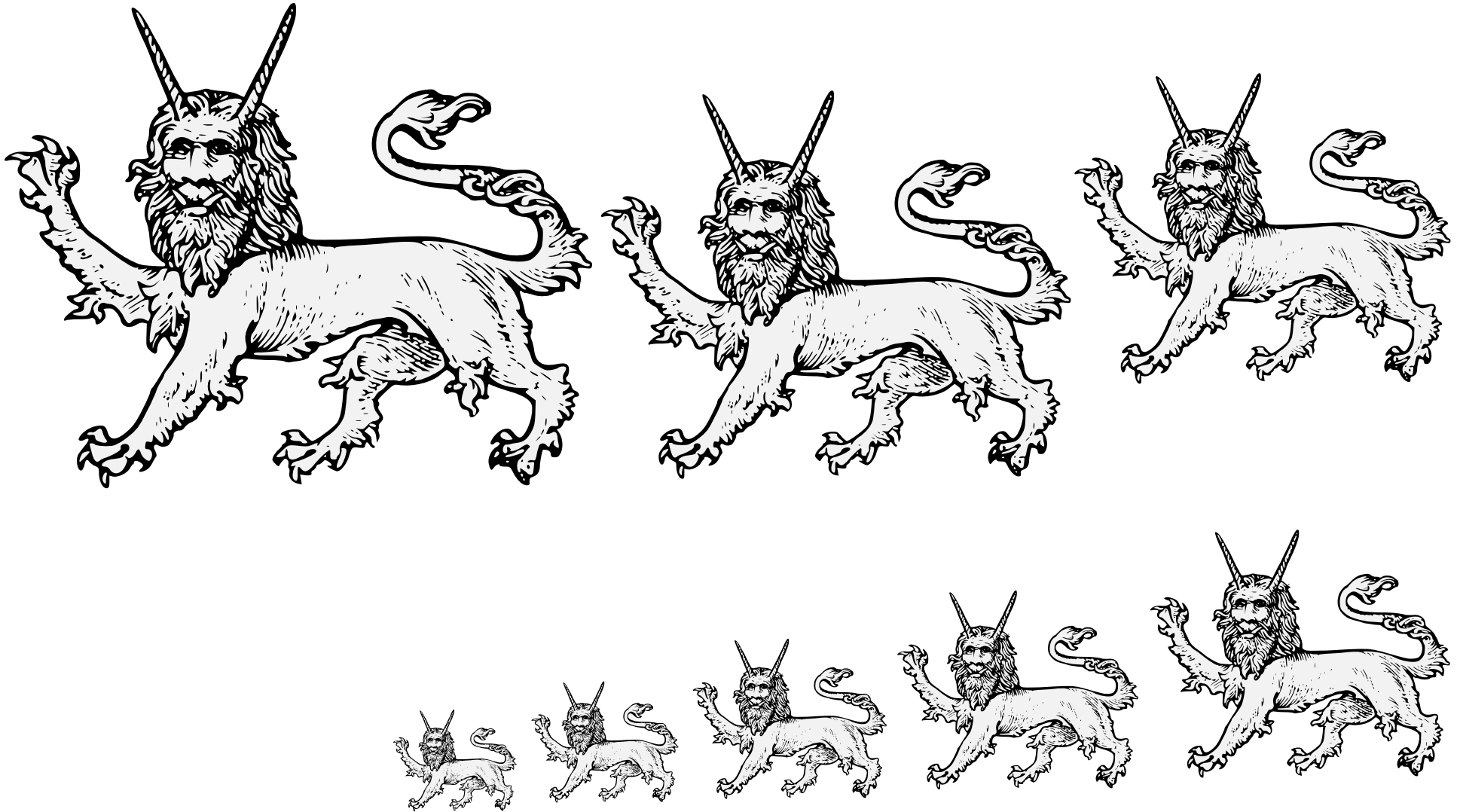


A man's head.

Default posture: facing dexter. Proper coloration: only if skin tone is blazoned.

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

Man's Head Wearing a Hat Issuant from Base 13.130



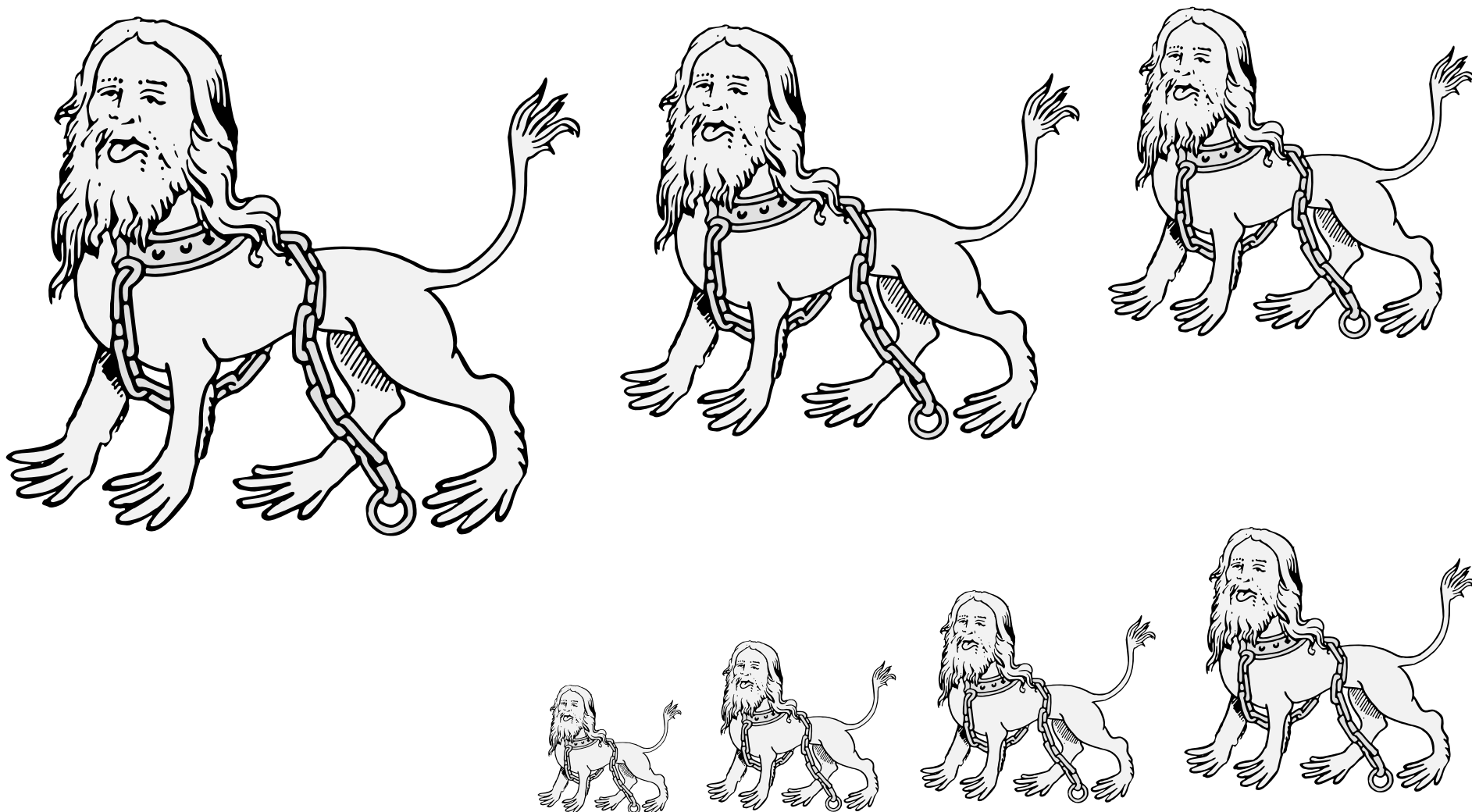
A hybrid monster with the body of a lion and the head of a man. Also known as a “man-tyger.” Sometimes shown with human hands as feet, or with horns, or with a spiked tail.

No default posture. No proper coloration.

Source: Fictitious & Symbolic Creatures in Art.

Artist: John Vinycomb.

Manticore Passant Guardant 13.131

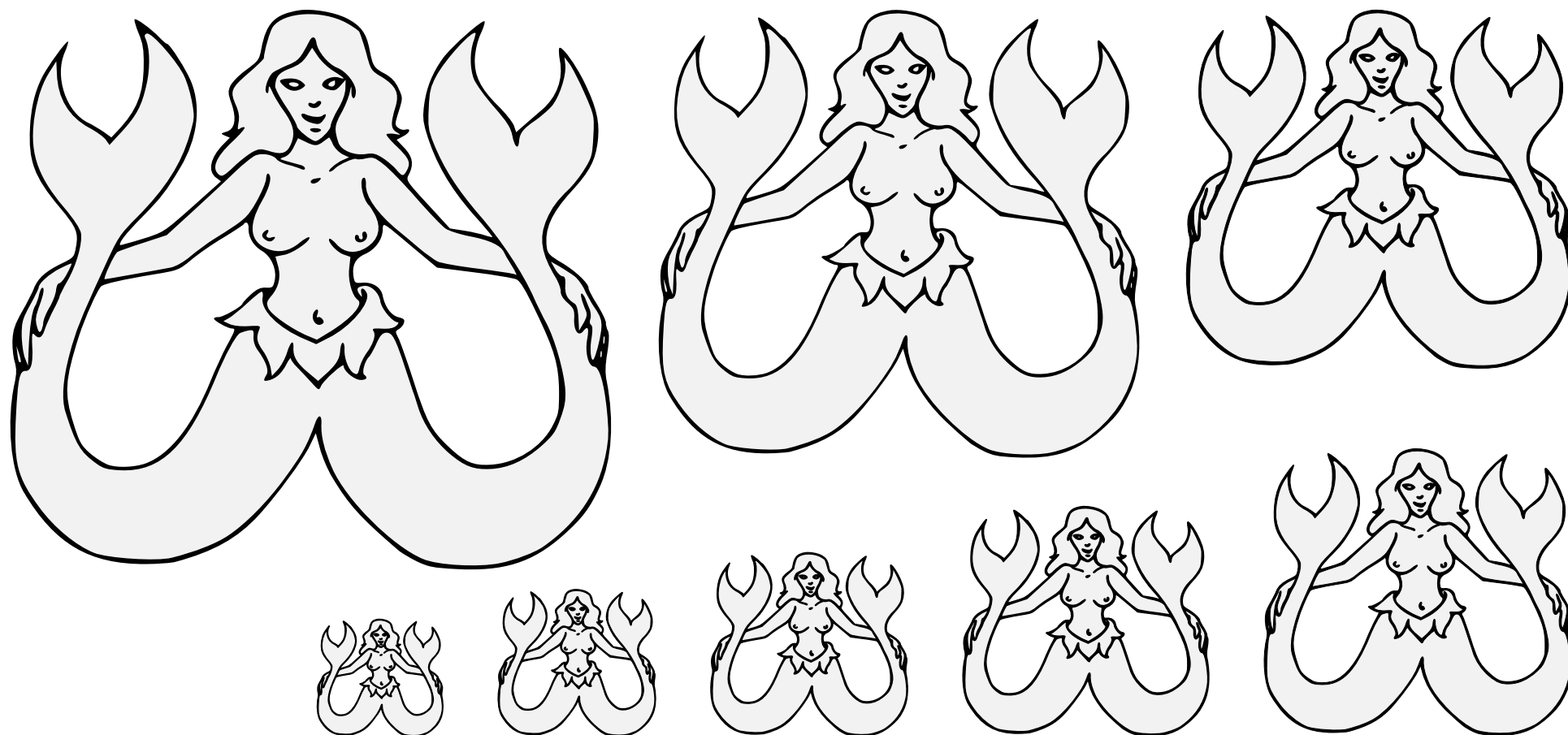


A hybrid monster with the body of a lion and the head of a man. Also known as a “man-tyger.”
Sometimes shown with human hands as feet, or with horns, or with a spiked tail.

No default posture. No proper coloration.

Source: Banners, Standards, and Badges. Artist: Thomas Willement. (From the banner of Antony Babyngton, p. 258.)

Manticore Statant Collared and Chained 13.132

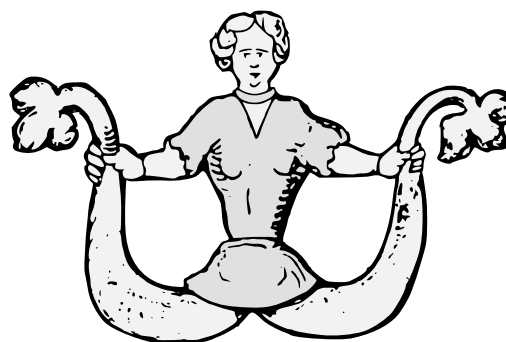
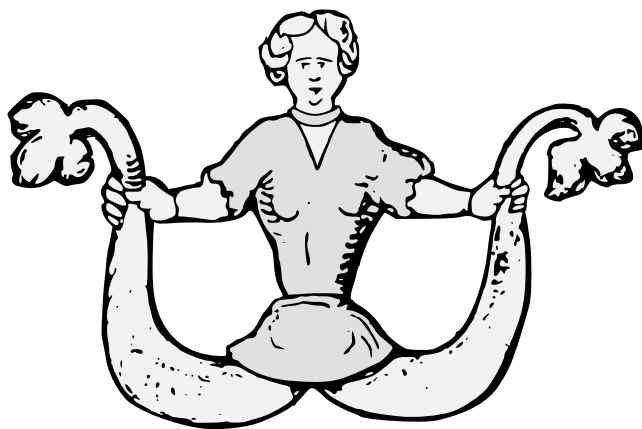
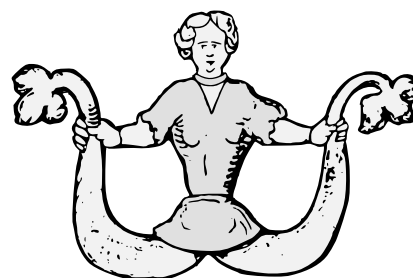
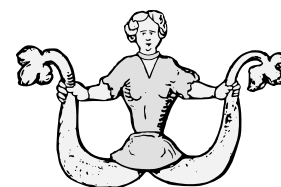
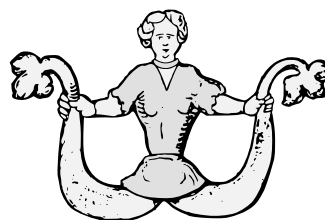
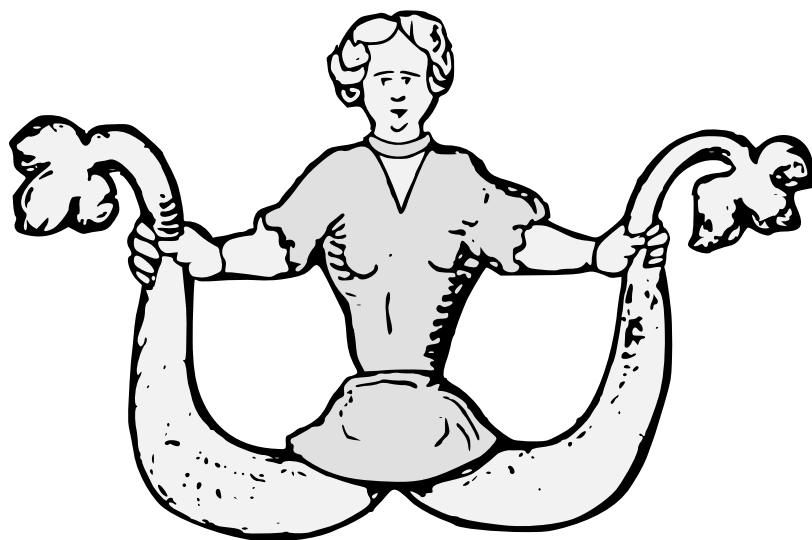


A two-tailed mermaid. May be vested.

Default posture: affronty. Proper coloration: human only if skin tone is blazoned, tail vert, hair Or.

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

Melusine (1) 13.133



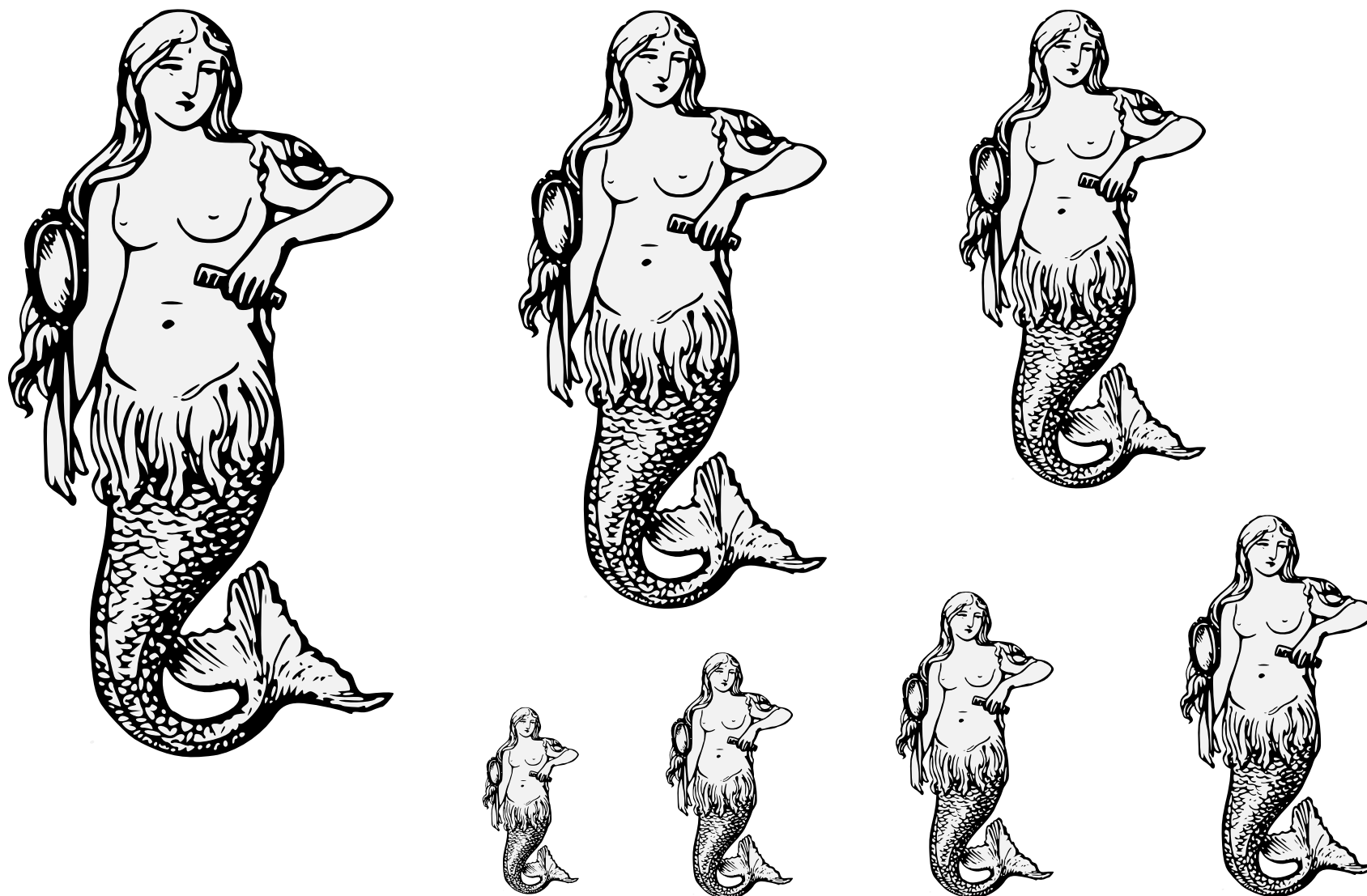
A two-tailed mermaid. May be vested.

Default posture: affronty. Proper coloration: human only if skin tone is blazoned, tail vert, hair Or.

Source: Insignia Nobilium Veronensium, Vicentinorum.

Artist unknown. (From the arms of Avogara, folio 5.)

Melusine (2) 13.134

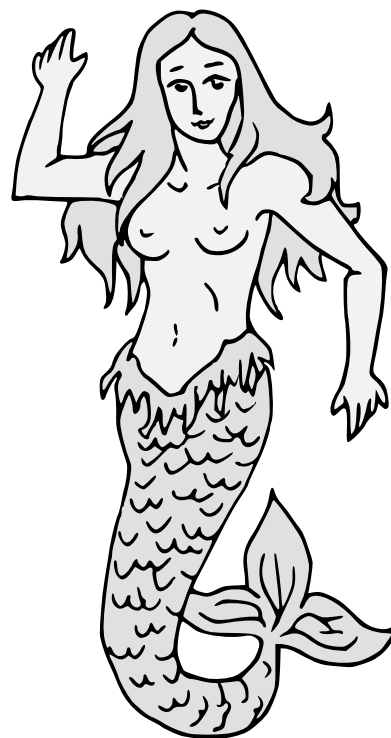
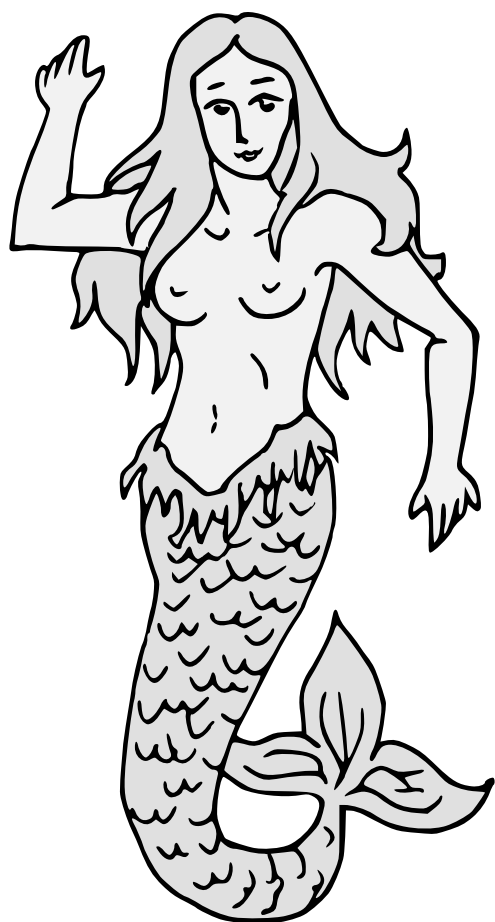


An aquatic monster formed by crossing the body of a woman with the tail of a fish. May be vested. Often shown holding a mirror and comb.
Default posture: erect affronty. Proper coloration: human only if skin tone is blazoned, tail vert, hair Or.

Artist's note: a submission that included a modified version of this image was pended for redraw on the April 2020 LoAR in part due to the unblazonable position of the sinister arm.

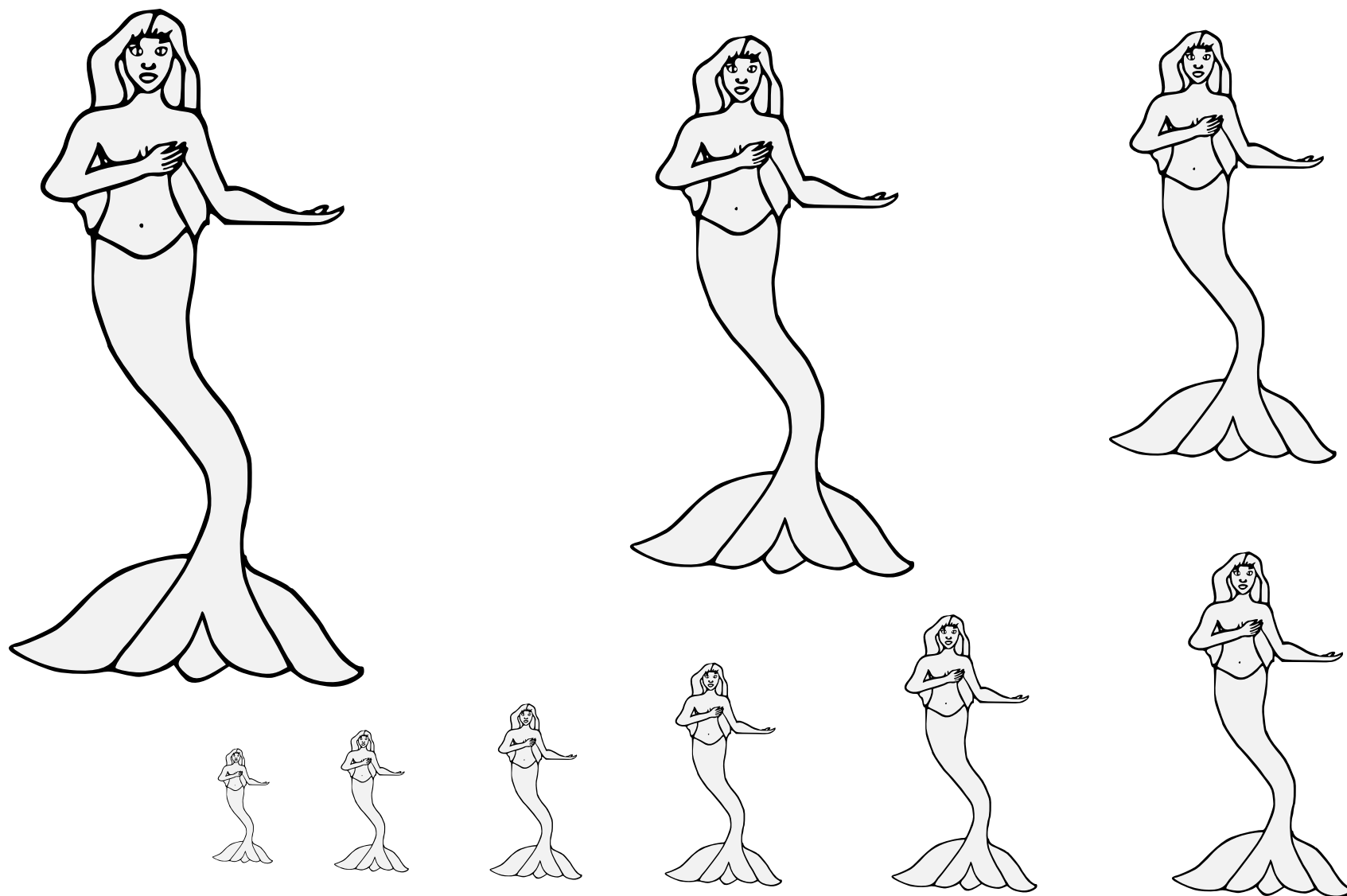
Source: Fictitious & Symbolic Creatures in Art. Artist: John Vinycomb.

Mermaid (1) 13.135



An aquatic monster formed by crossing the body of a woman with the tail of a fish. May be vested. Often shown holding a mirror and comb.
 Default posture: erect affronty. Proper coloration: human only if skin tone is blazoned, tail vert, hair Or.
 Source: Pennsic Herald's Point Artists. Artist unknown.

Mermaid (2) 13.136



An aquatic monster formed by crossing the body of a woman with the tail of a fish. May be vested. Often shown holding a mirror and comb.

Default posture: erect affronty. Proper coloration: human only if skin tone is blazoned, tail vert, hair Or.

The term “in her modesty” indicates that she is covering her bosom.

Source: Pennsic Traceable Art. Artist unknown.

Mermaid in Her Modesty 13.137



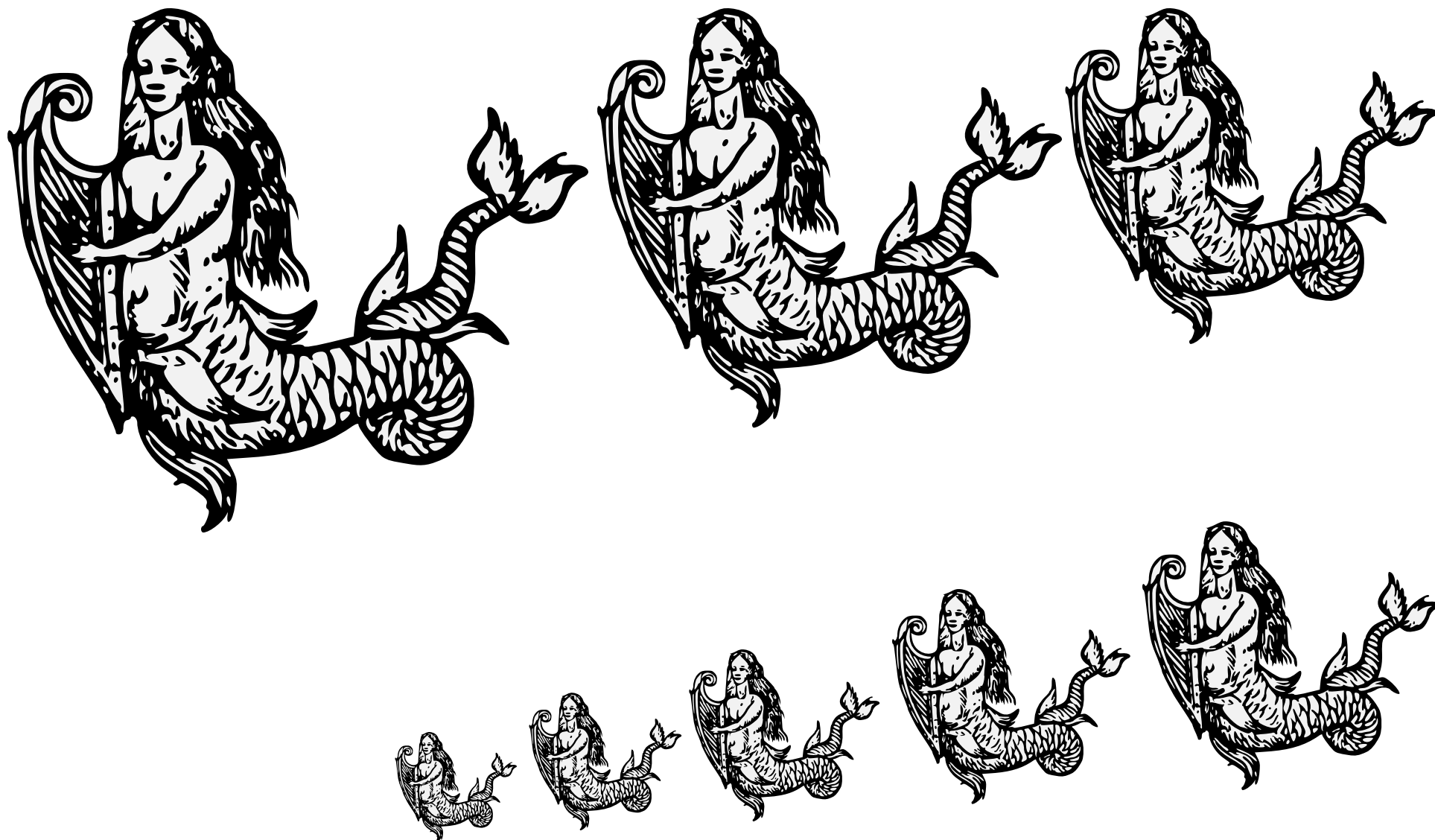
An aquatic monster formed by crossing the body of a woman with the tail of a fish. May be vested. Often shown holding a mirror and comb.

Default posture: erect affronty. Proper coloration: human only if skin tone is blazoned, tail vert, hair Or.

The term “in her vanity” indicates that she is admiring herself in a mirror.

Source: Heraldic Templates. Artist: Torric inn Björn.

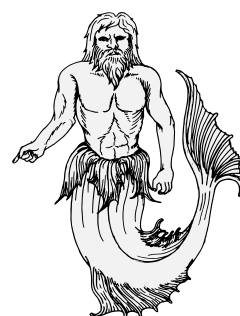
Mermaid In Her Vanity ♣ 13.138



An aquatic monster formed by crossing the body of a woman with the tail of a fish. May be vested. Often shown holding a mirror and comb. Default posture: erect affronty. Proper coloration: human only if skin tone is blazoned, tail vert, hair Or. Proper coloration for a harp is brown wood.

Source: Workes of Armorie.
Artist: John Bossewell.

Mermaid Maintaining a Harp 13.139

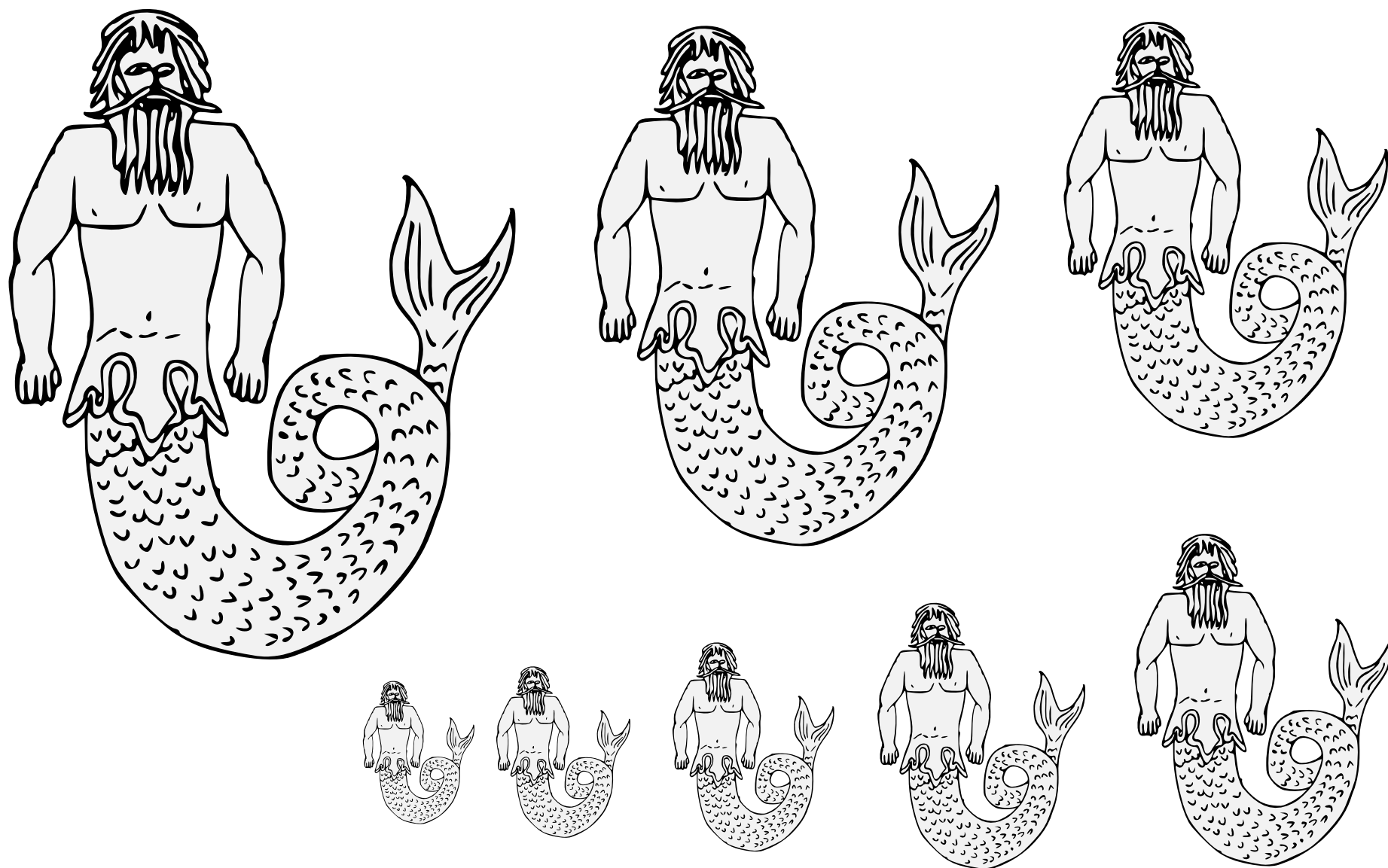


An aquatic hybrid monster formed by crossing the body of a man with the tail of a fish.

Default posture: erect affronty. Proper coloration: Proper coloration: tail green; human portion only if skin tone is blazoned.

Source: Heraldic Templates. Artist: Torric inn Björn.

Merman, or Triton (1) • 13.140



An aquatic hybrid monster formed by crossing the body of a man with the tail of a fish.

Default posture: erect affronty. Proper coloration: Proper coloration: tail green; human portion only if skin tone is blazoned.

Source: Pennsic Traceable Art.

Artist: Myfanwy ferch Rhiannon (attributed).

Merman, or Triton (2) 13.141

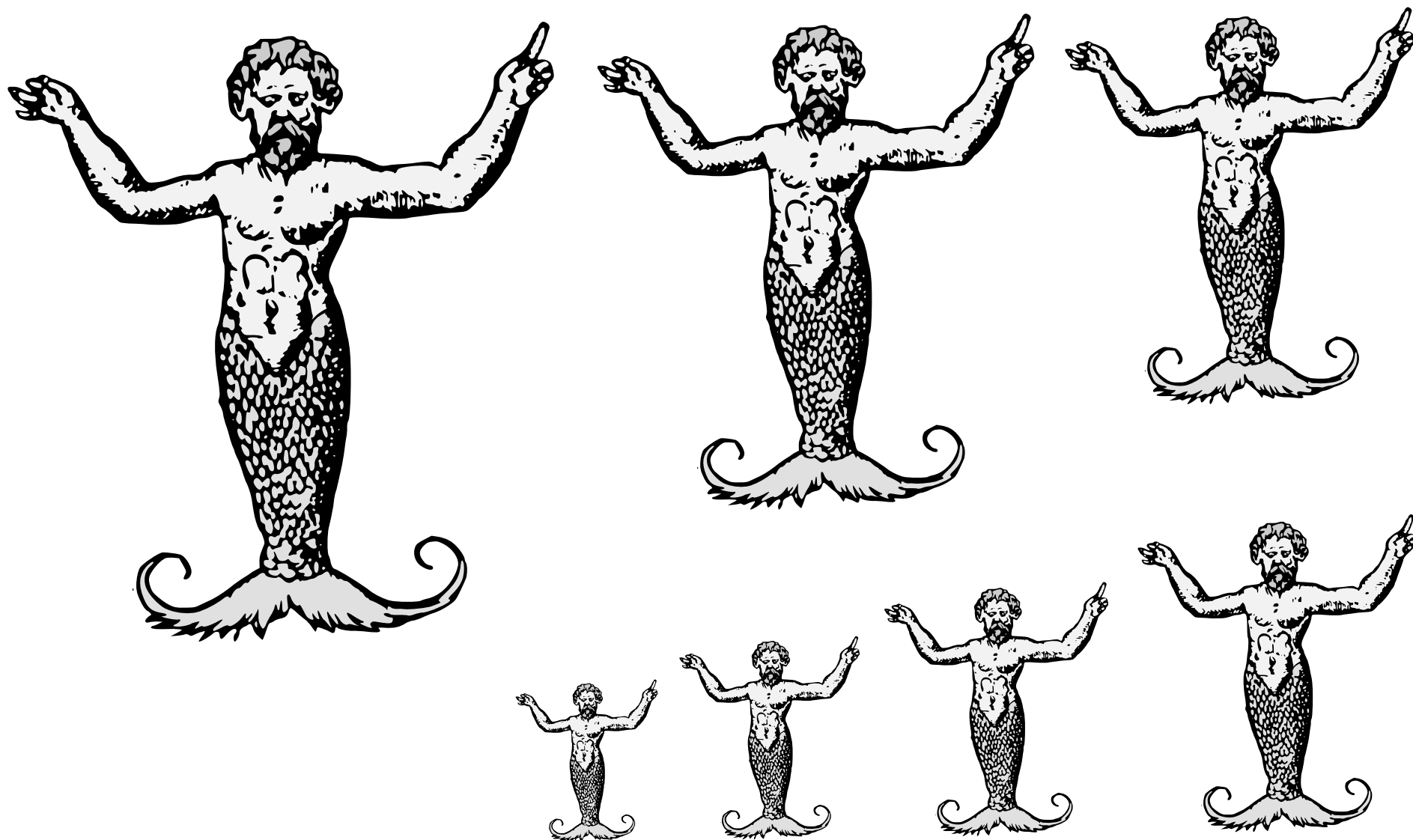


An aquatic hybrid monster formed by crossing the body of a man with the tail of a fish.

Default posture: erect affronty. Proper coloration: Proper coloration:
tail green; human portion only if skin tone is blazoned.

Source: Ortus Sanitatis. Artist unknown.

Merman, or Triton (3) 13.142



An aquatic hybrid monster formed by crossing the body of a man with the tail of a fish.

Default posture: erect affronty. Proper coloration: Proper coloration:
tail green; human portion only if skin tone is blazoned.

Source: Le Blason Des Armoiries. Artist: Jérôme de Bara. (Page 162.)

Merman, or Triton (4) 13.143



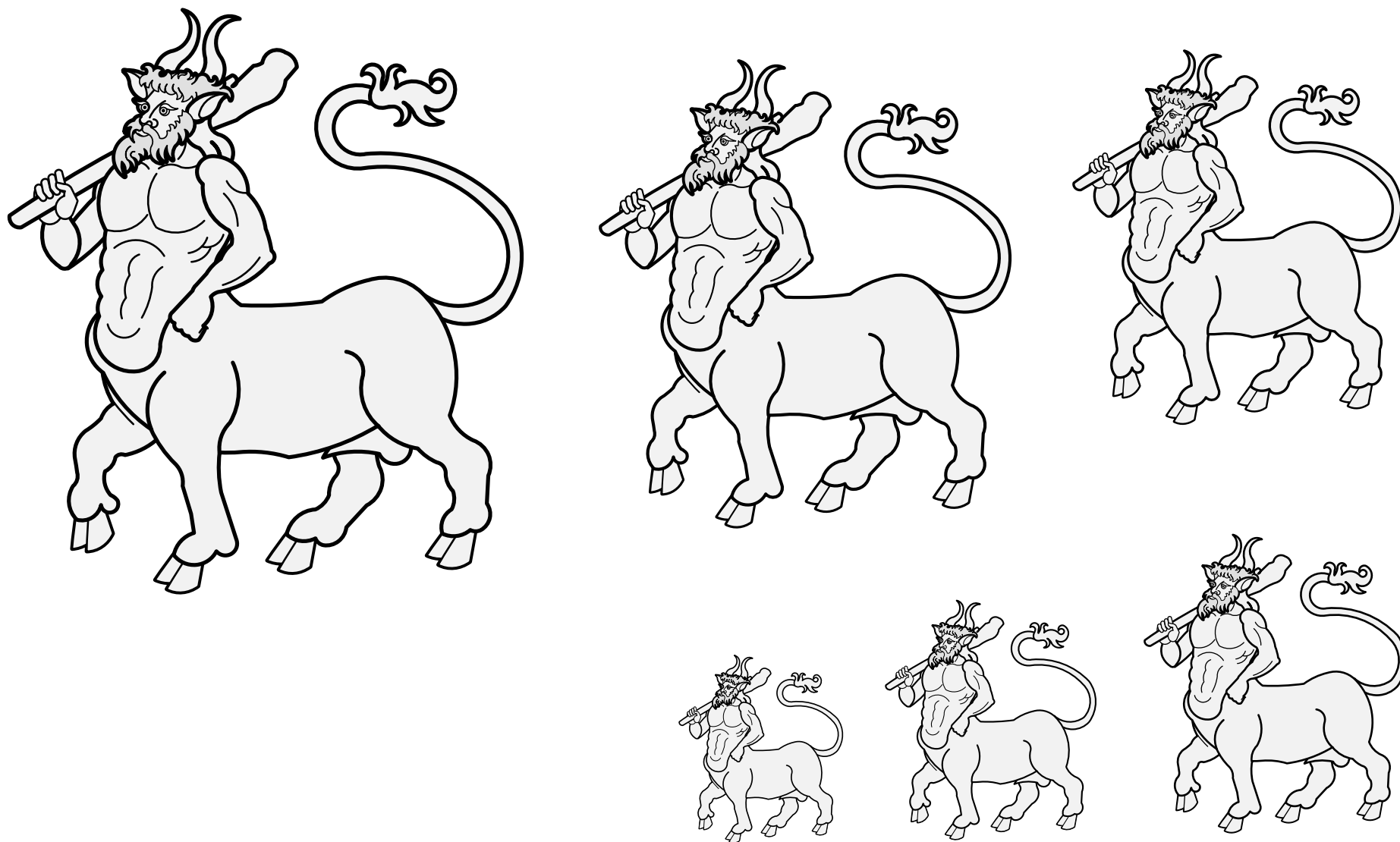
An aquatic hybrid monster formed by crossing the body of a man with the tail of a fish.

Default posture: erect affronty.

Proper coloration: human only if skin tone is blazoned, green tail, yellow hair.

Source: The Deidis of Armorie. Artist: Adam Loutfut.
(The "Chevaillier of Sey.") Adapted by Saewynn aet Cnolle.

Derman Armored 13.144



A hybrid monster with the torso of a man attached to the body of a bull. (Although the ancient Greek minotaur was a bull-headed man, this interpretation mutated during the medieval period to be something more like a centaur.)

No default posture. No proper coloration.

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

Minotaur Passant Bearing a Club 13.145



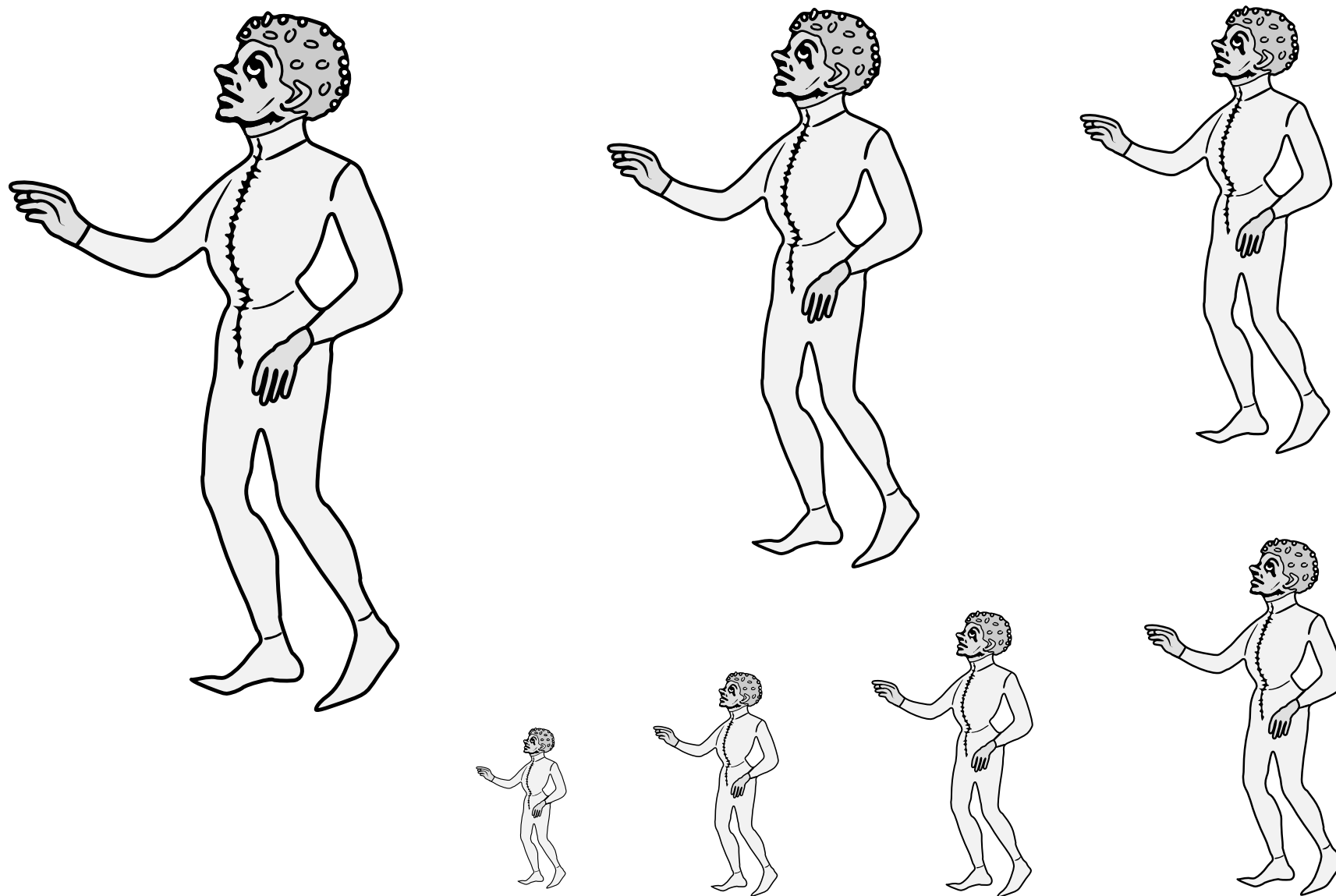
A tonsured and enrobed man, holding a book in his hand.

Default posture: statant affronty. Proper coloration: only if skin tone is blazoned, sable hair.

Source: OpenClipArt.

Artist: Wipp.

Monk Robed and Maintaining a Book 13.146

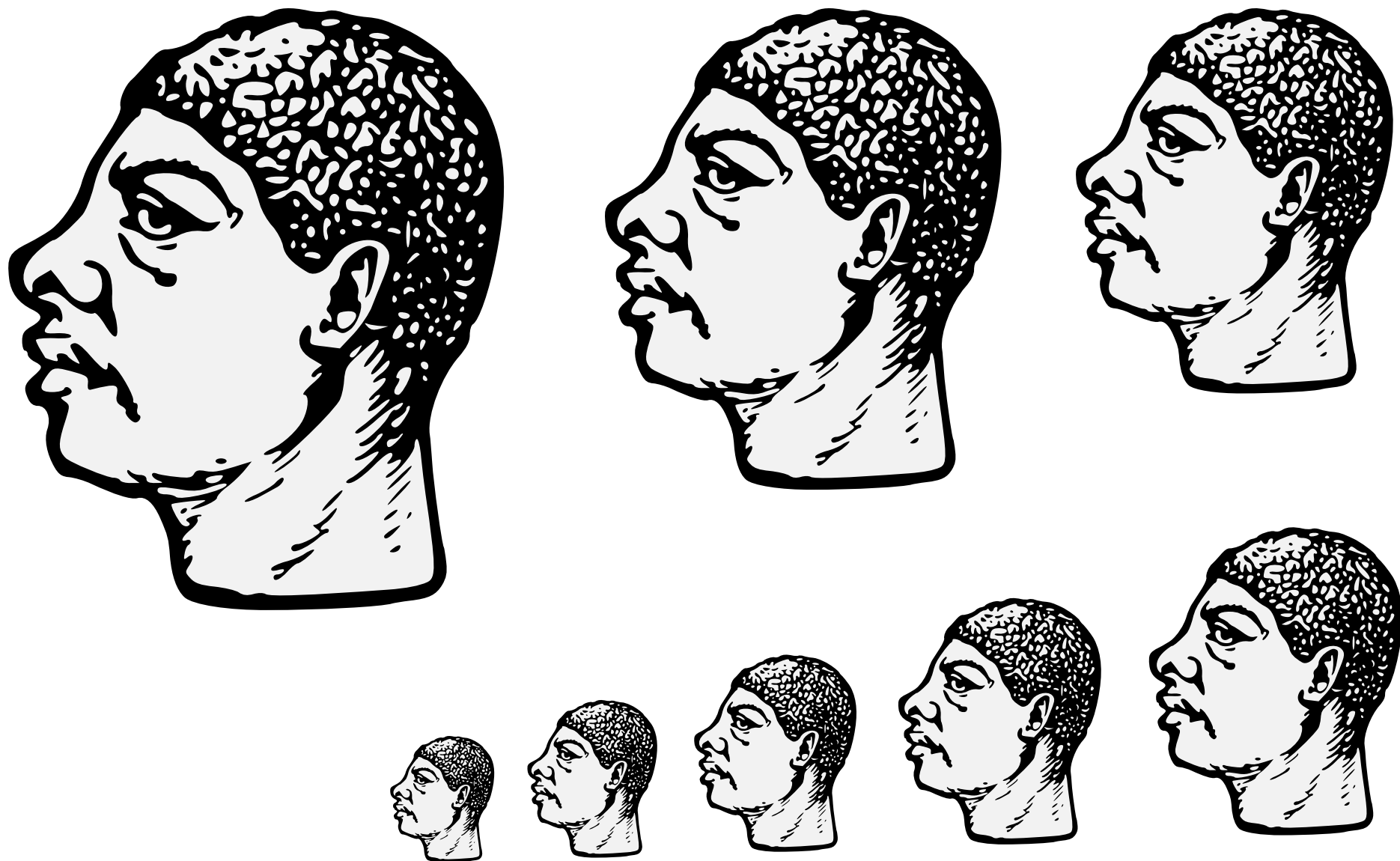


An African man.

Default posture: statant affronty. Proper coloration: skin brown, sable hair.

Source: Scheibler Armorial. Artist unknown. (Arms of Grumbach, folio 145.)

Moor Passant 13.147

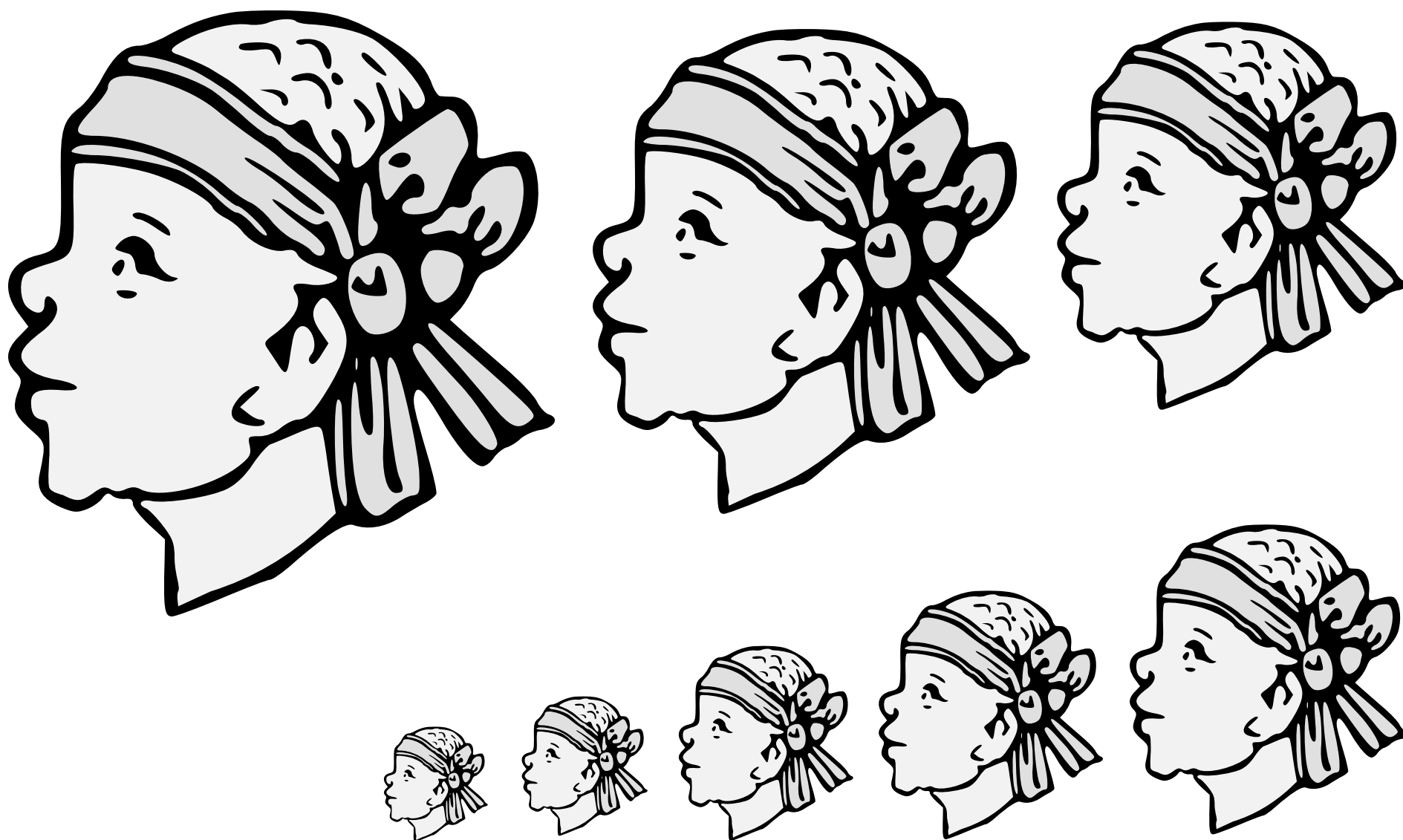


An African man.

Default posture: facing dexter. Proper coloration: skin brown, sable hair.

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

Moor's Head (1) 13.148

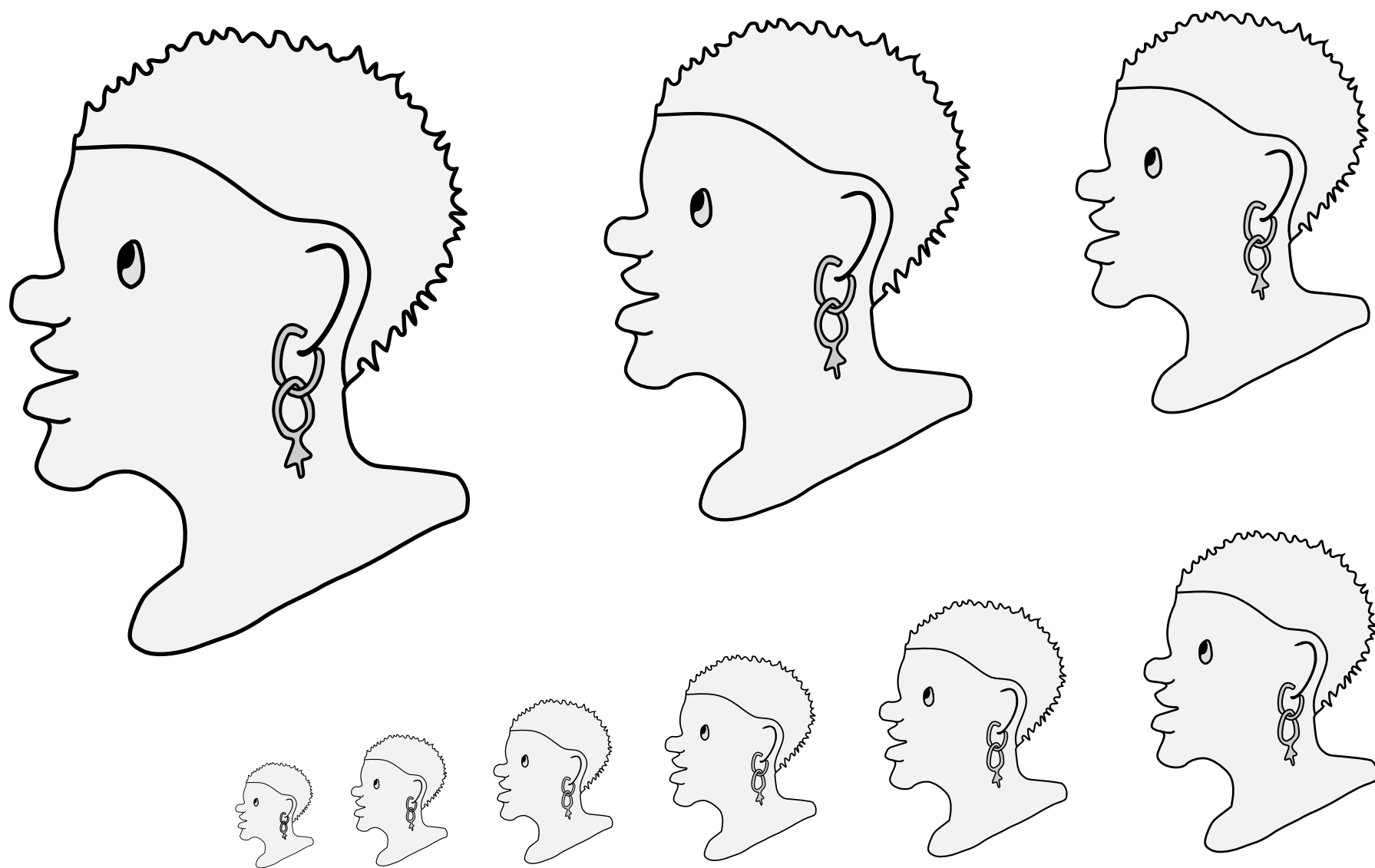


An African man.

Default posture: statant affronty. Proper coloration: skin brown, sable hair.

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

Moor's Head (2) 13.149



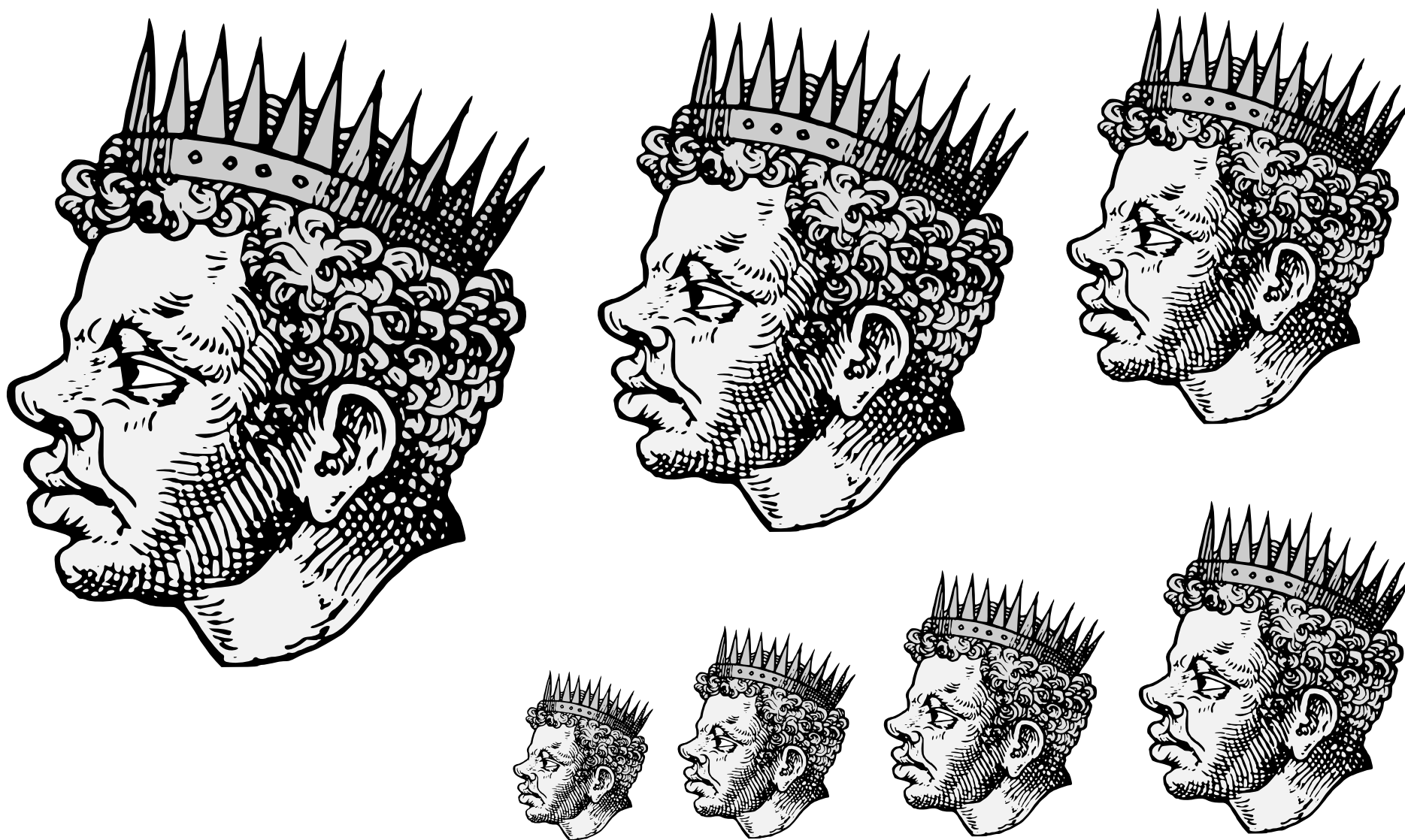
An African man.

Default posture: statant affronty. Proper coloration: skin brown, sable hair.

Source: BnF MS Fr 18649. Artist unknown. (Folio 18r.)

Adapted by Mathghamhain Ua Ruadháin.

Moor's Head (3) 13.150

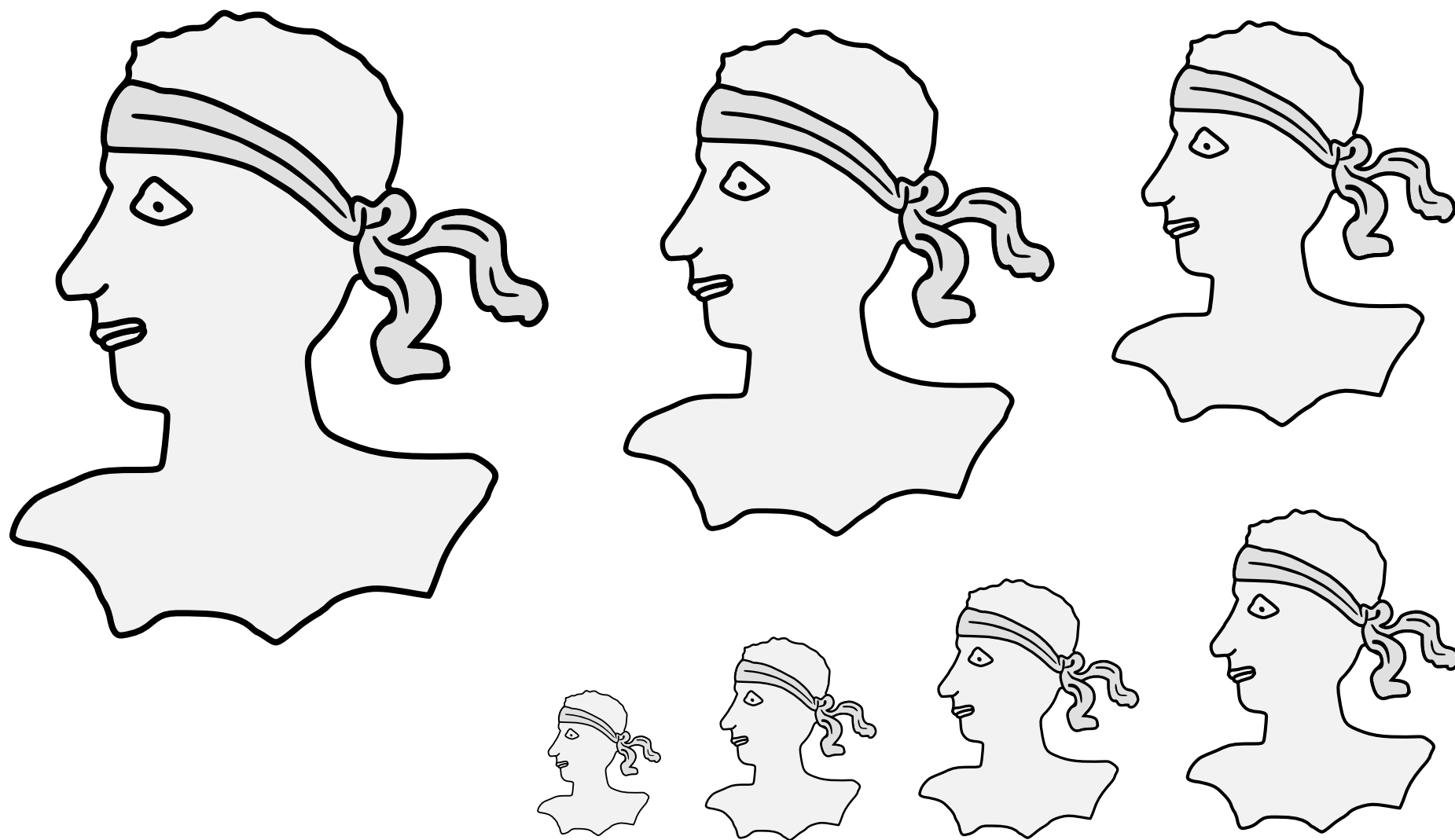


An African man.

Default posture: statant affronty. Proper coloration: skin brown, sable hair.

Source: Le Blason Des Armoiries. Artist: Jérôme de Bara. (Page 181.)

Moor's Head Couped Maintaining a Crown 13.151



An African man.

Default posture: statant affronty. Proper coloration: skin brown, sable hair.

Source: Flandria Roll. Artist unknown. (Folio 62r.)

Moor's Head Couped at the Shoulders (1) 13.152

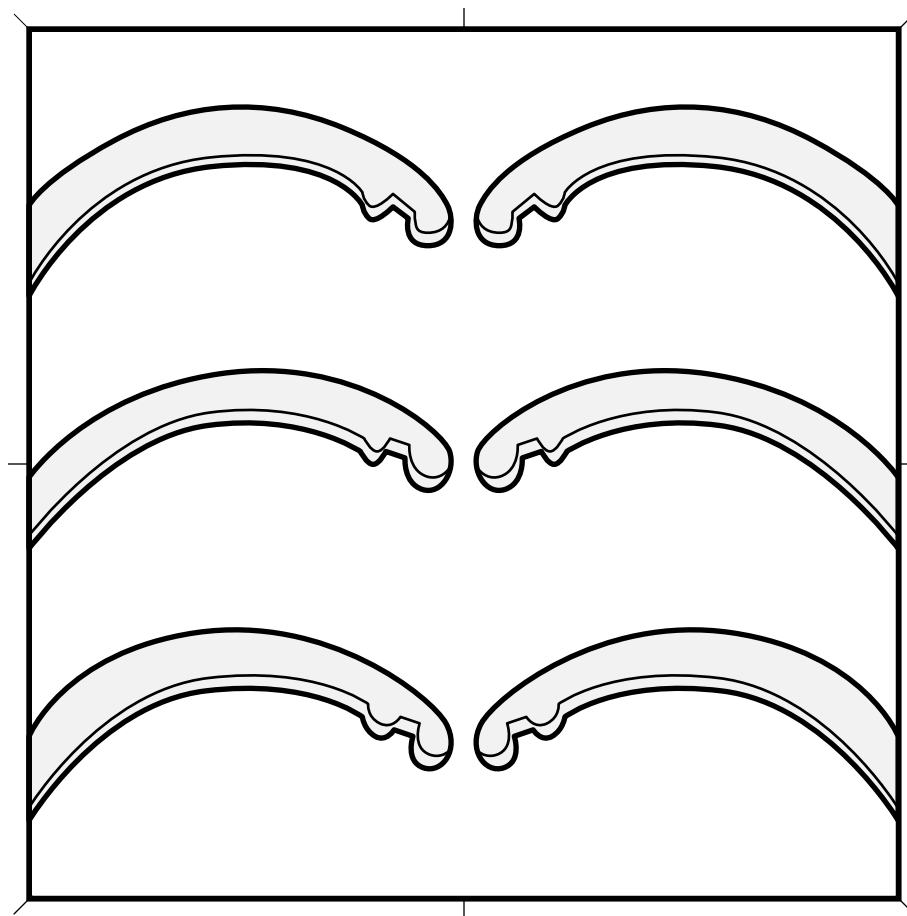
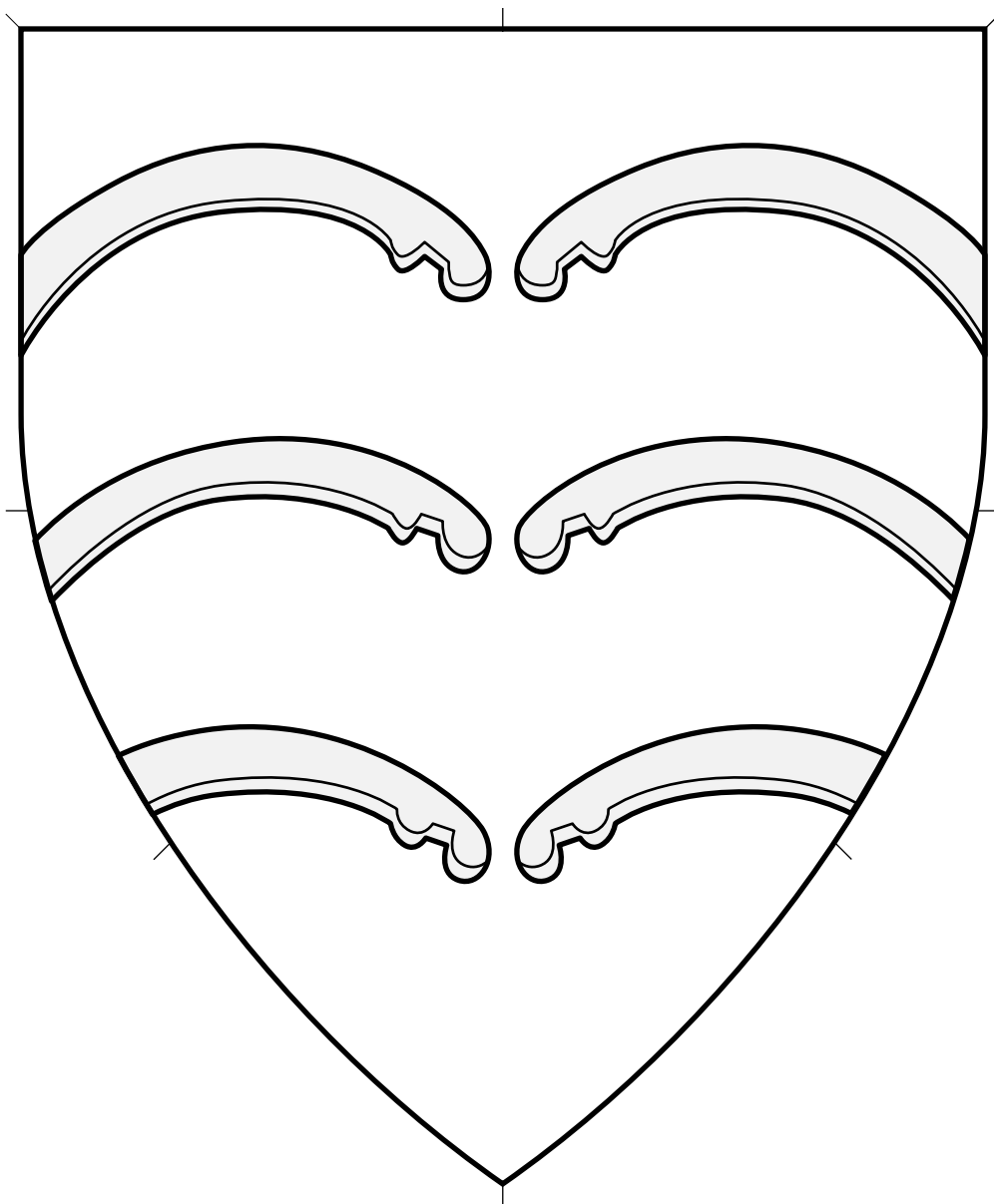


An African man.

Default posture: statant affronty. Proper coloration: skin brown, sable hair.

Source: *Insignia Veneta, Mantuana, Bononiensia, Anconitana, Urbinatia, Perugiensia*.
(*Arms of Saraceni*, page 237.) Artist unknown. Adapted by Owen Tegg.

Moor's Head Couped at the Shoulders (2) 13.153

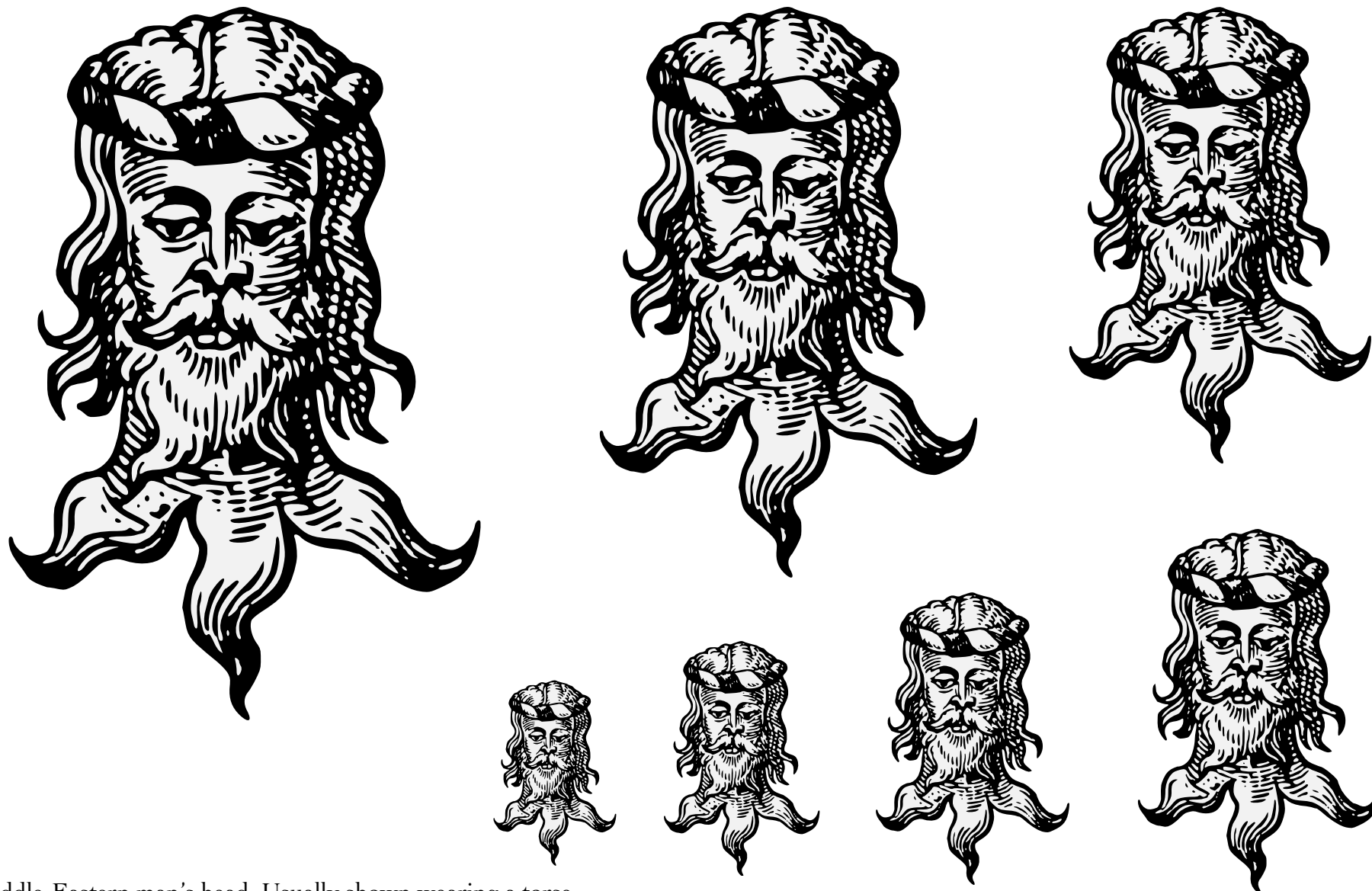


Curving bones of the torso.

Default orientation: always shown in pairs issuant from the sides of the field. Proper coloration: argent.

Source: Livro do Armeiro-Mor. Artist: Jean Du Cros.
(Arms of Costa, folio 72v.)

Rib Bones, Three Pairs of 🦁 13.154



A Middle-Eastern man's head. Usually shown wearing a torse.

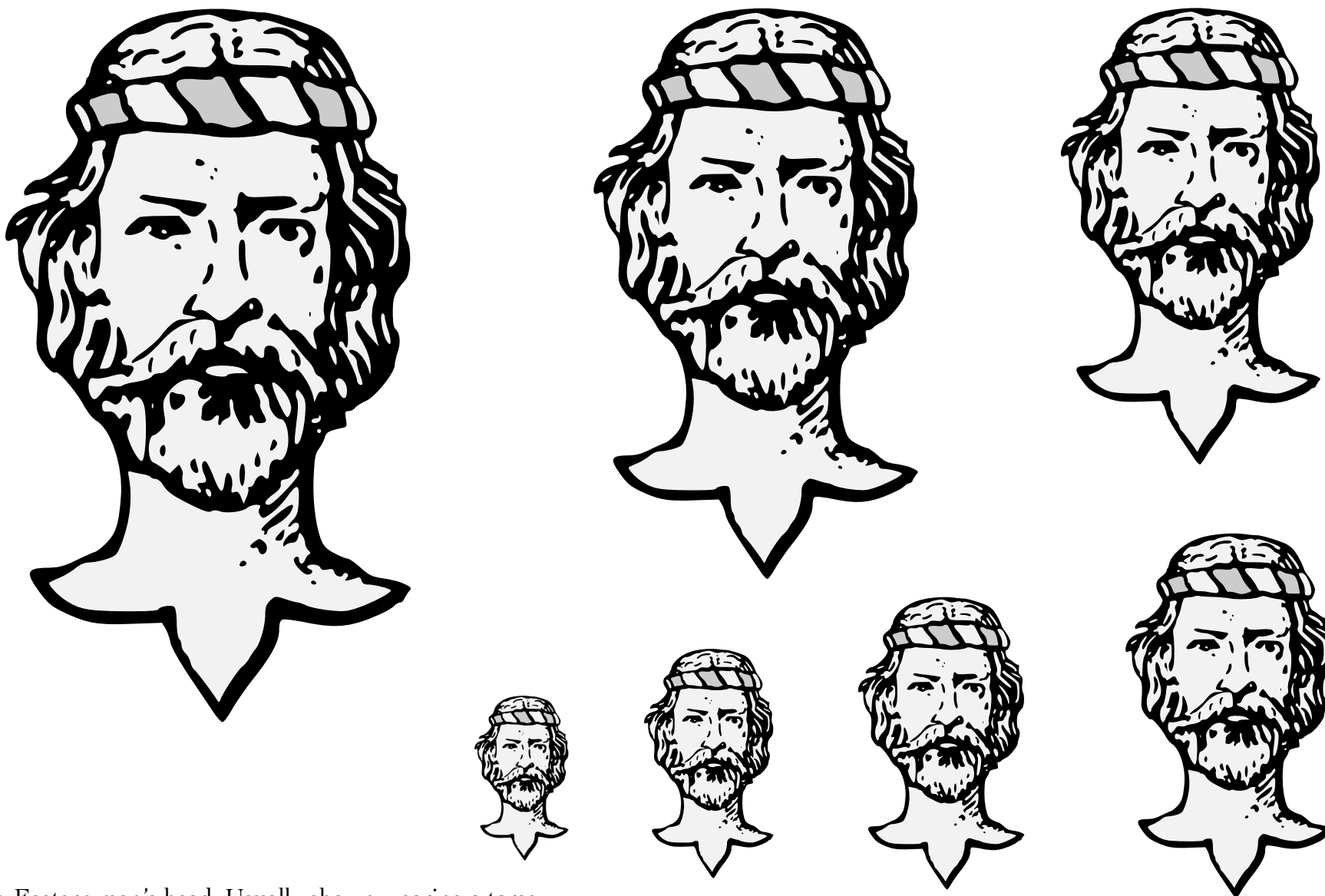
Default posture: facing dexter.

Proper coloration: only if skin tone is blazoned, sable hair.

Source: Guillim's Display of Heraldry.

Artist unknown.

Saracen's Head Affronty Erased (1) 13.155



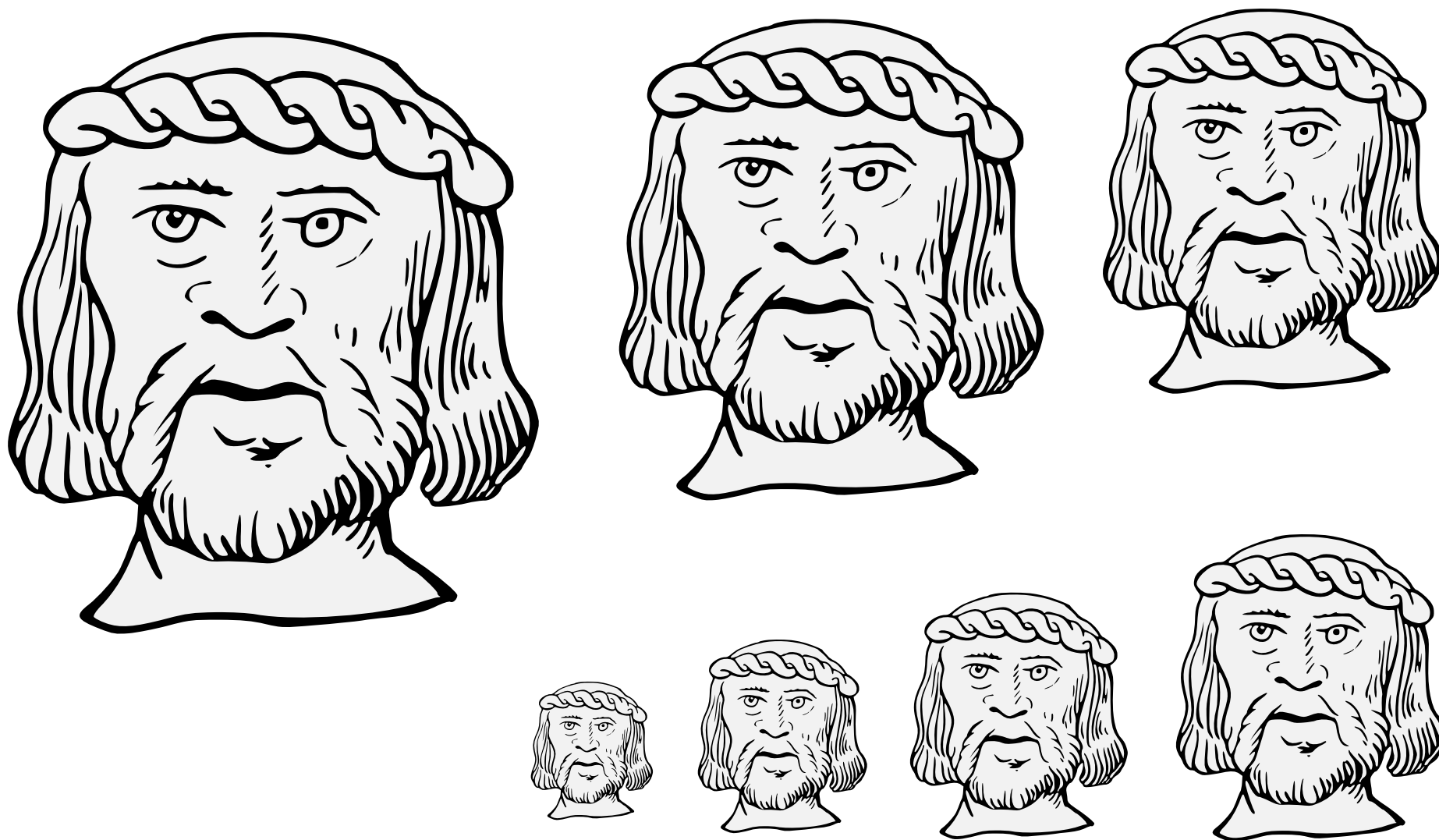
A Middle-Eastern man's head. Usually shown wearing a torse.

Default posture: facing dexter.

Proper coloration: only if skin tone is blazoned, sable hair.

Source: A Treatise on Heraldry British and Foreign. Artist unknown.

Saracen's Head Affronty Erased (2) 13.156



A Middle-Eastern man's head. Usually shown wearing a torse.

Default posture: facing dexter.

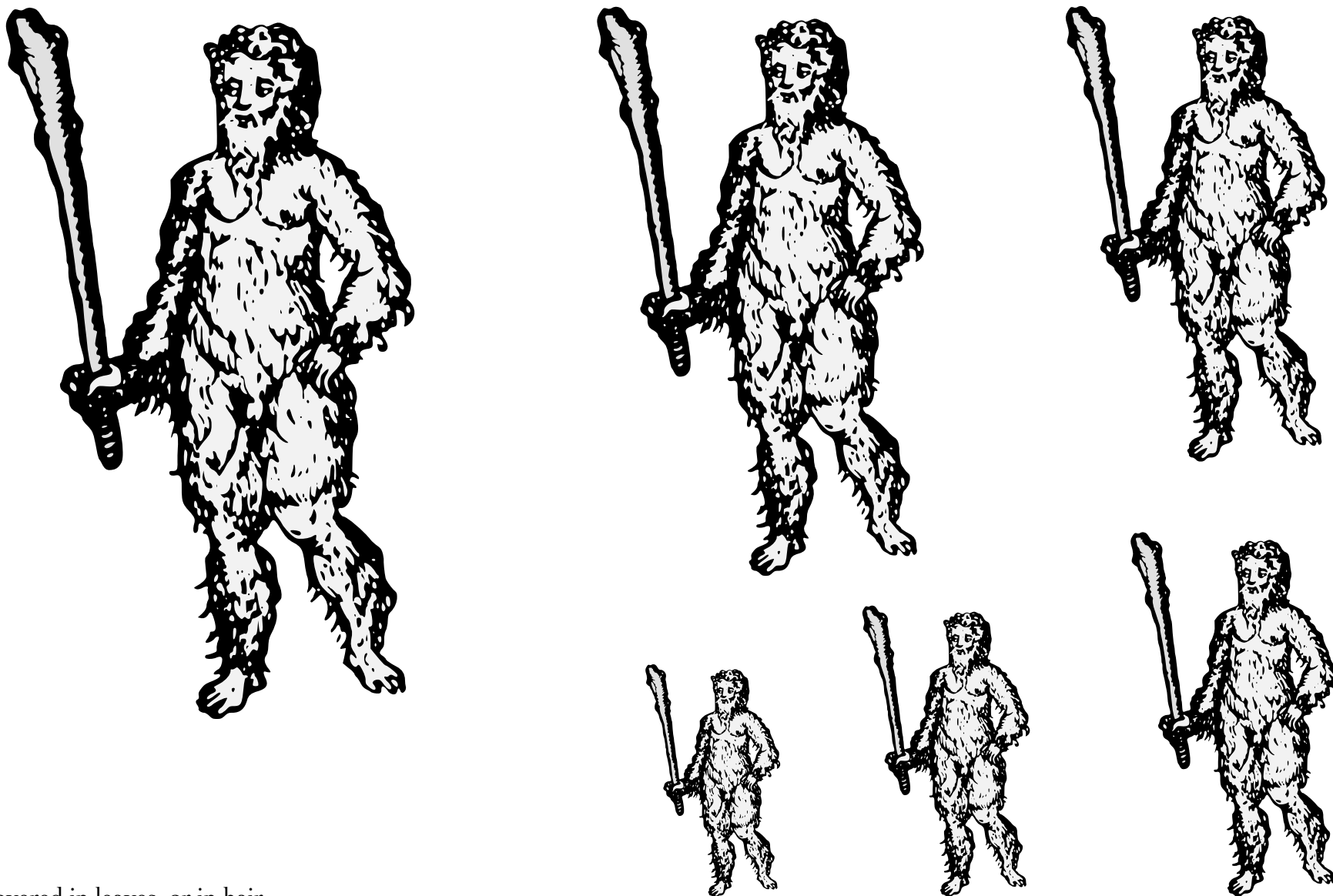
Proper coloration: only if skin tone is blazoned, sable hair.

Source: Banners, Standards, and Badges.

Artist: Thomas Willement.

(From the banner of Warburton, p. 274.)

Saracen's Head Affronty Couped 13.157



A man covered in leaves, or in hair.

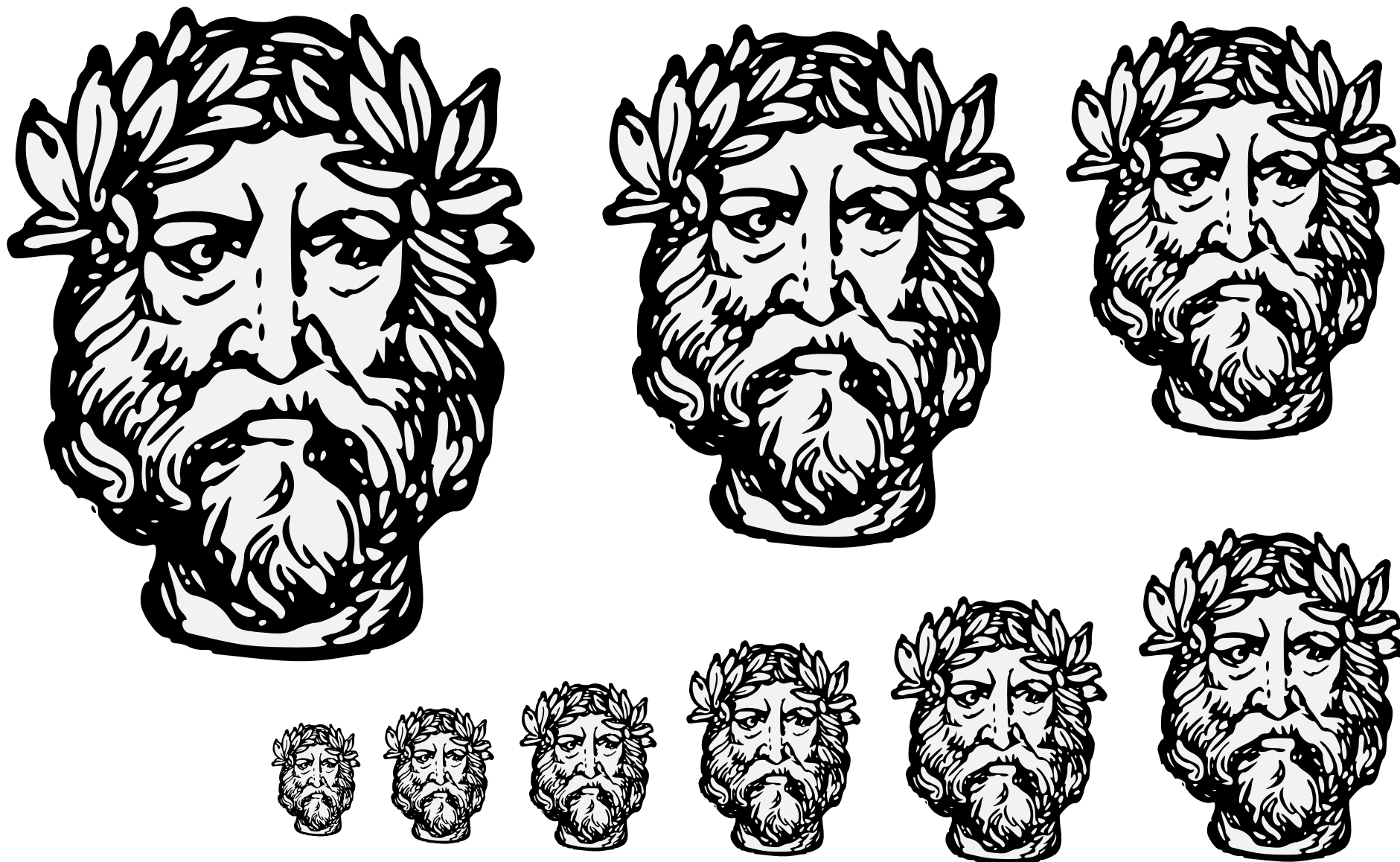
Default posture: facing dexter.

Proper coloration: only if skin tone is blazoned, leaves vert.

Source: Le Blason Des Armoiries.

Artist: Jérôme de Bara. (Page 188.)

Savage Maintaining a Club 13.158



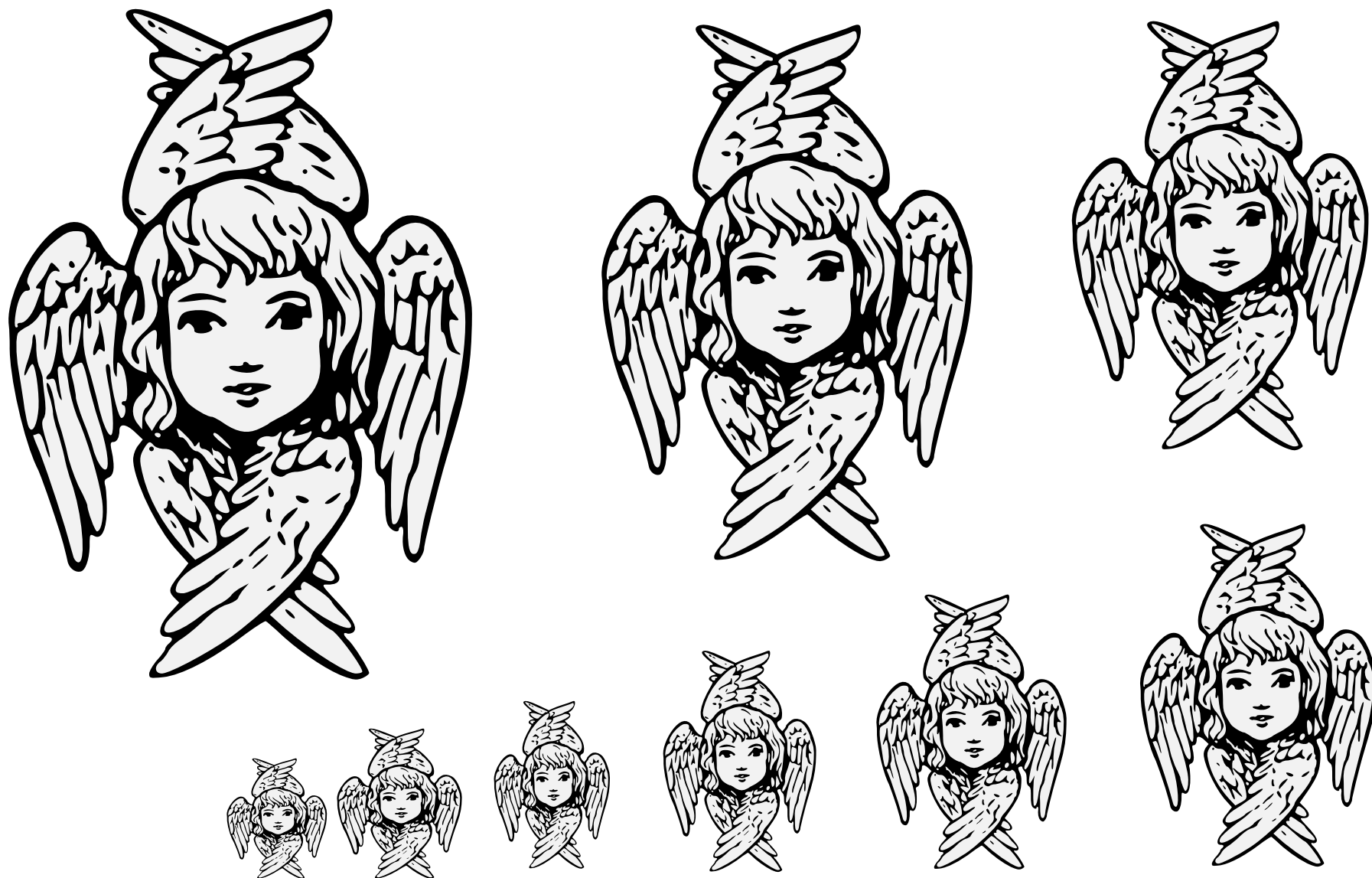
A man covered in leaves, or in hair.

Default posture: facing dexter.

Proper coloration: only if skin tone is blazoned, leaves vert.

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

Savage's Head Affronty 13.159

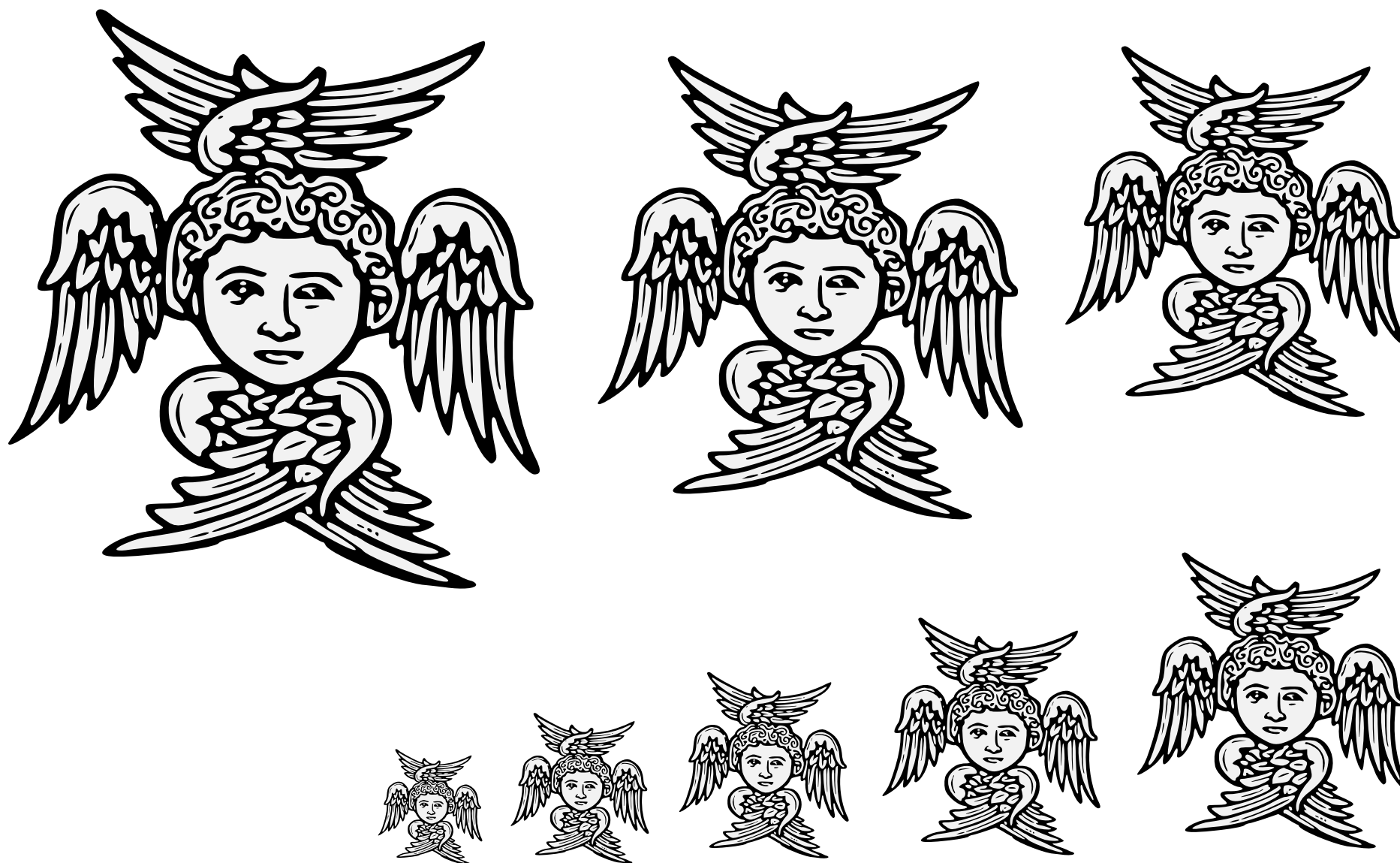


A variety of angel, represented as a winged child's face.

Default posture: affronty. Proper coloration: only if skin tone is blazoned; red hair, and rainbow-colored wings.

Source: Fictitious & Symbolic Creatures in Art. Artist: John Vinycomb.

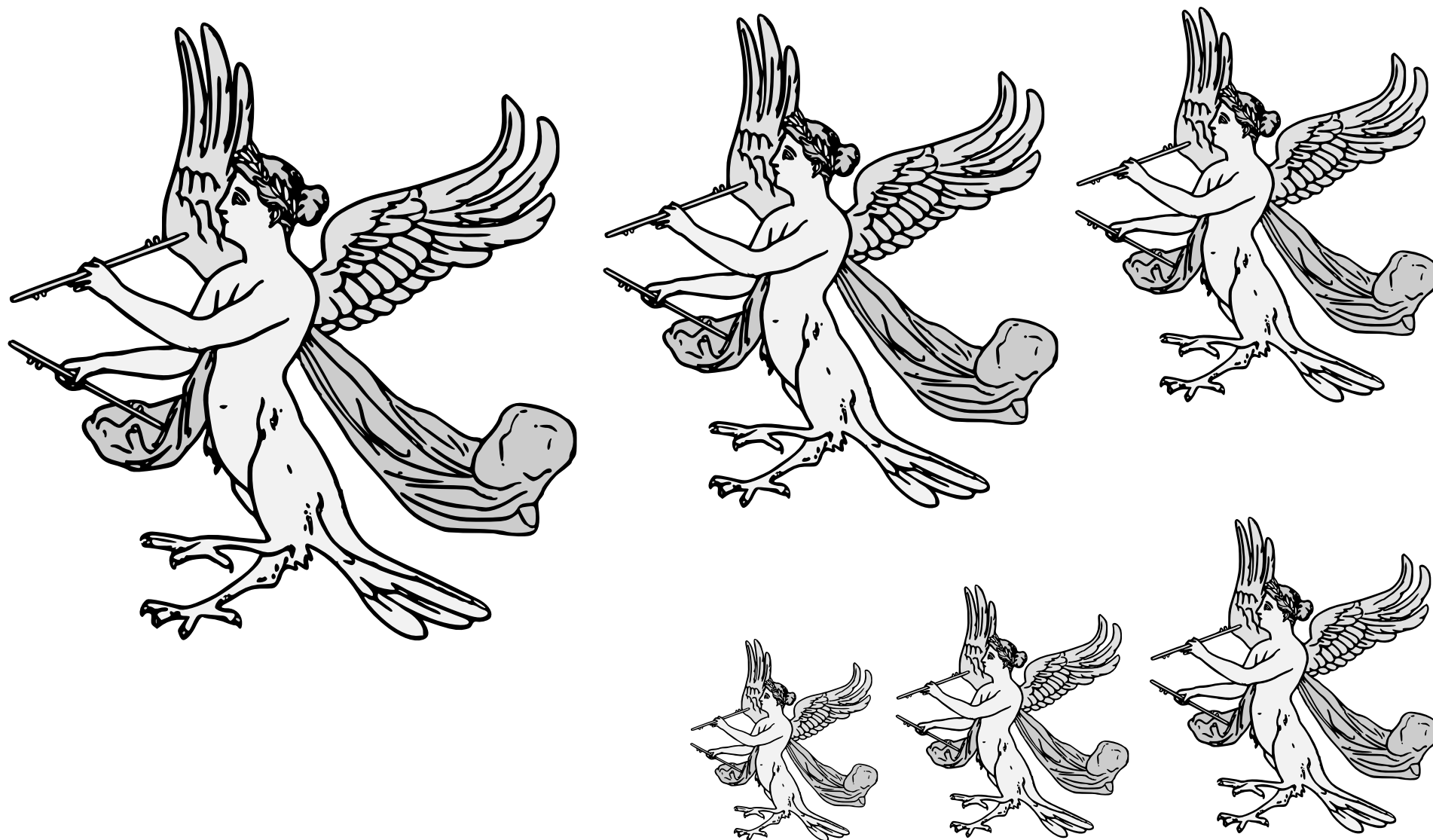
Seraph (1) 13.160



A variety of angel, represented as a winged child's face.

Default posture: affronty. Proper coloration: only if skin tone is blazoned; red hair, and rainbow-colored wings.

Source: The Art of Heraldry. Artist unknown.

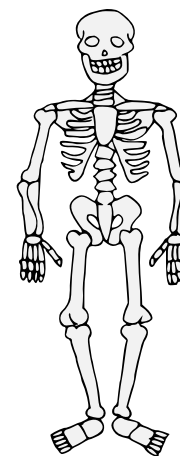
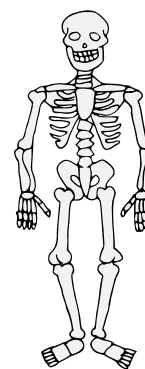
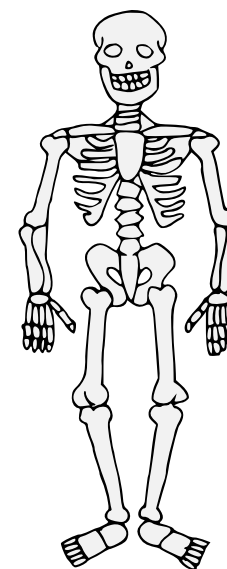
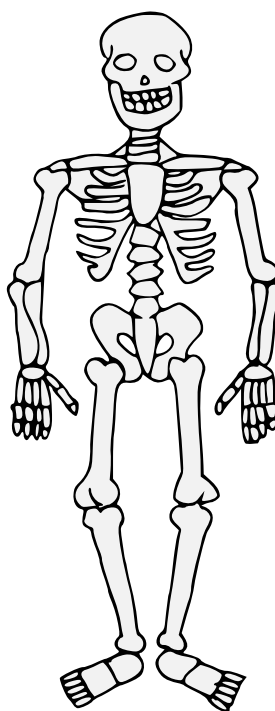
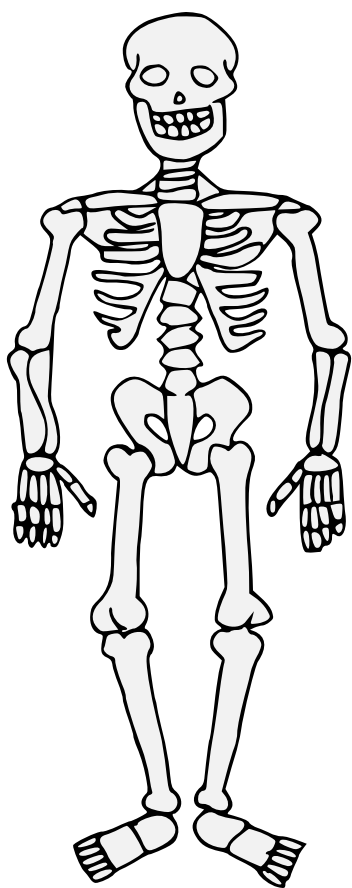


A hybrid monster formed of a bird with the head and torso of a woman. A cousin of the harpy.
In Greek mythology they play beautiful music that enchants sailors.

No default posture. No proper coloration.

Source: Curious Creatures in Zoology.
Artist unknown. Adapted by Fred Siler.

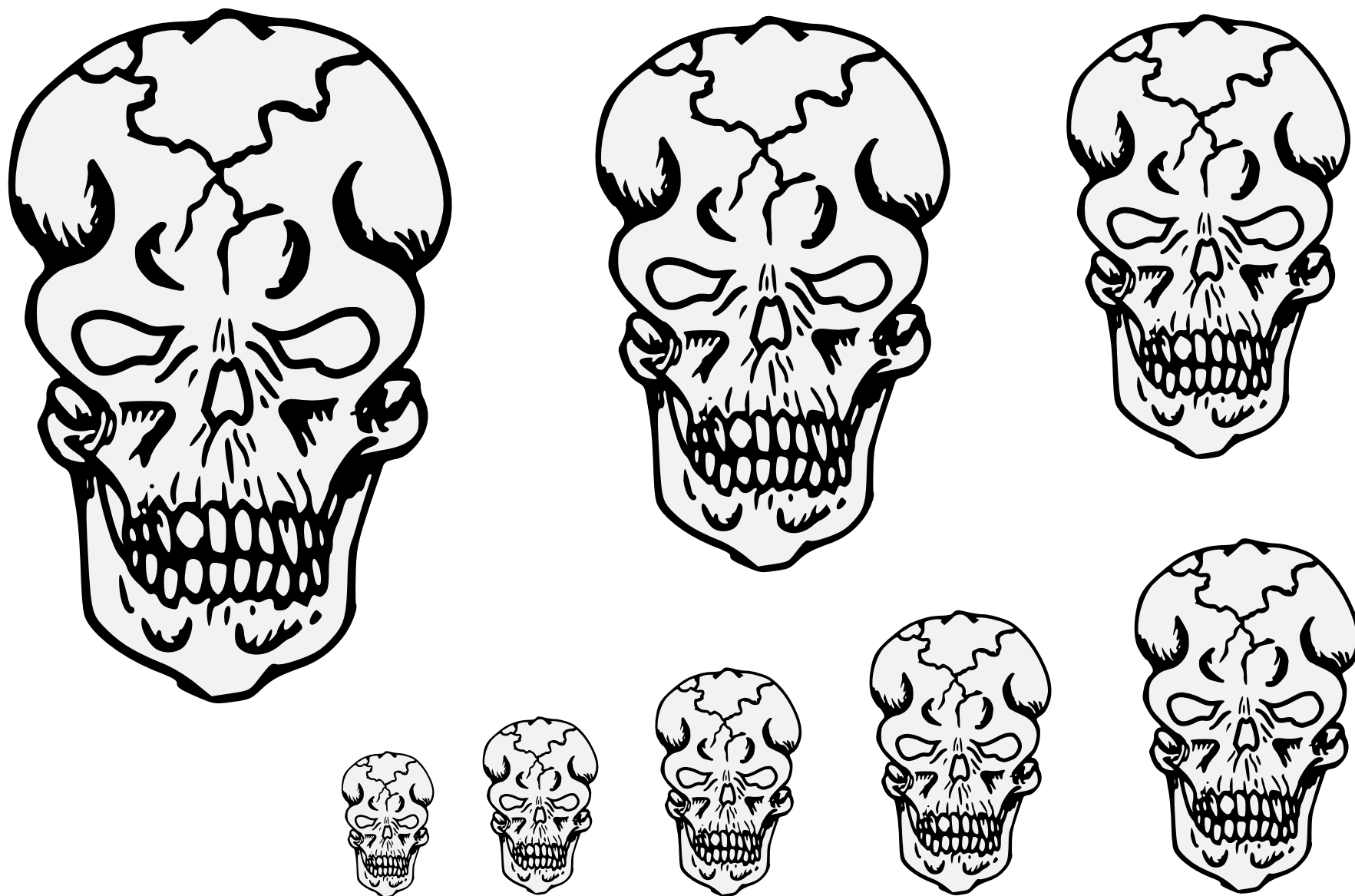
Siren Passant Wings Displayed 13.162



A human skeleton.

Default posture: upright affronty. Proper coloration: argent.

Source: Pennsic Heralds' Point Artists. Artist unknown.

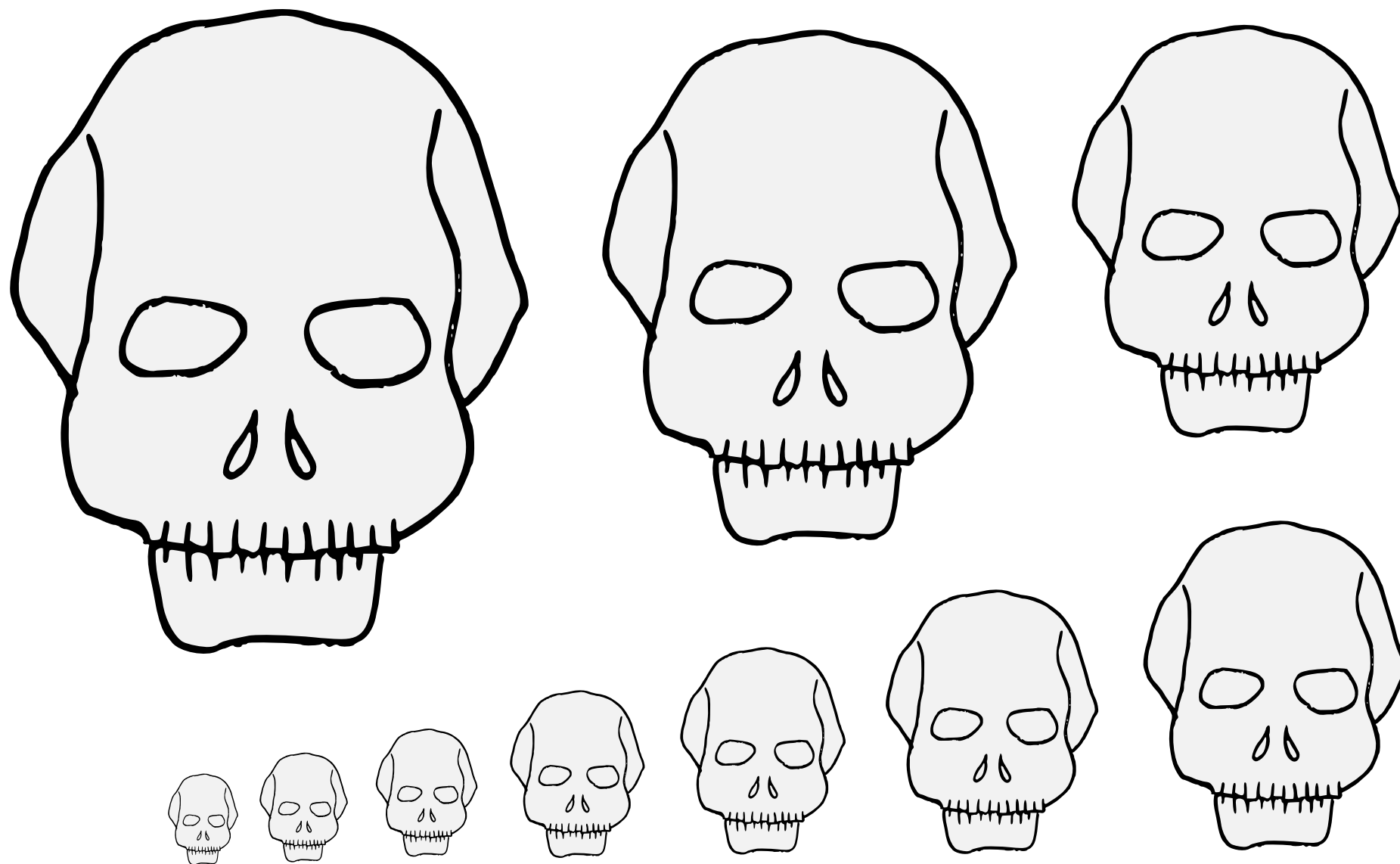


A human skull.

Default posture: cabossed. Proper coloration: argent.
(The eye sockets should be colored as well, not voided.)

Source: Heraldic Templates. Artist: Torric inn Björn.

Skull (1) 13.164

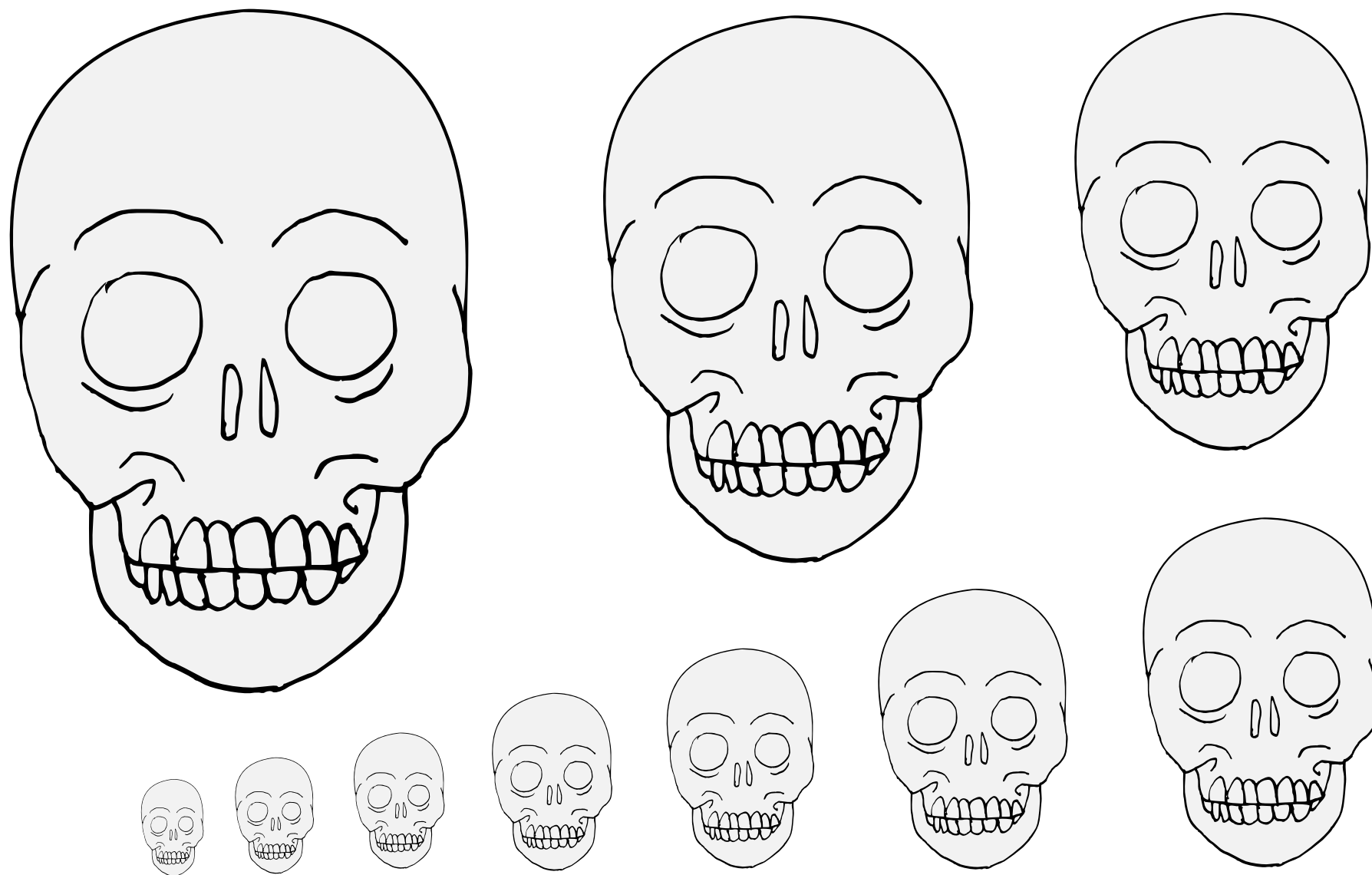


A human skull.

Default posture: cabossed. Proper coloration: argent.
(The eye sockets should be colored as well, not voided.)

Source: Pennsic Herald's Point Artists. Artist unknown.

Skull (2) 13.165



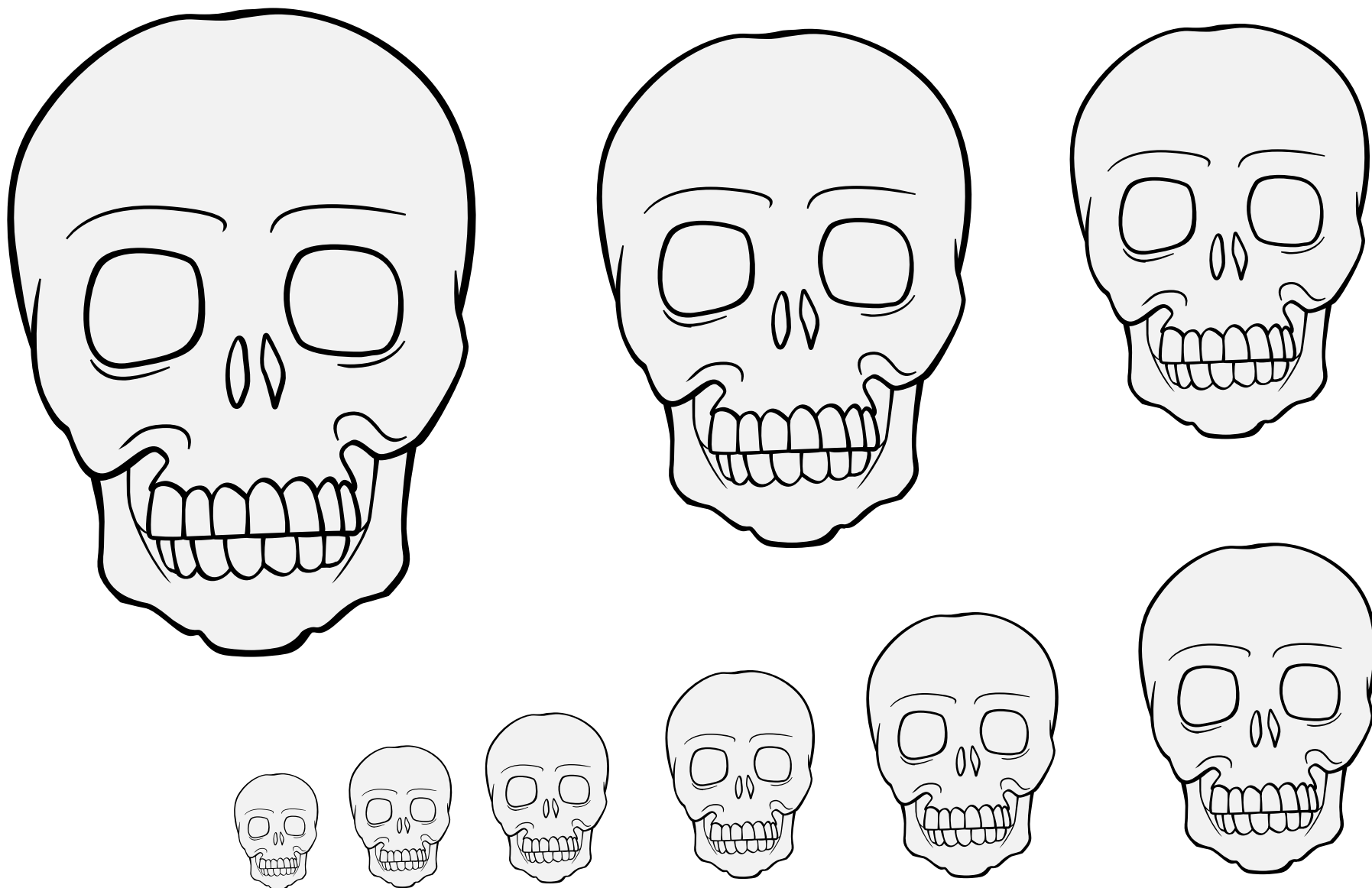
A human skull.

Default posture: cabossed. Proper coloration: argent.
(The eye sockets should be colored as well, not voided.)

Source: Pennsic Herald's Point Artists. Artist unknown.



Skull (3) 13.166

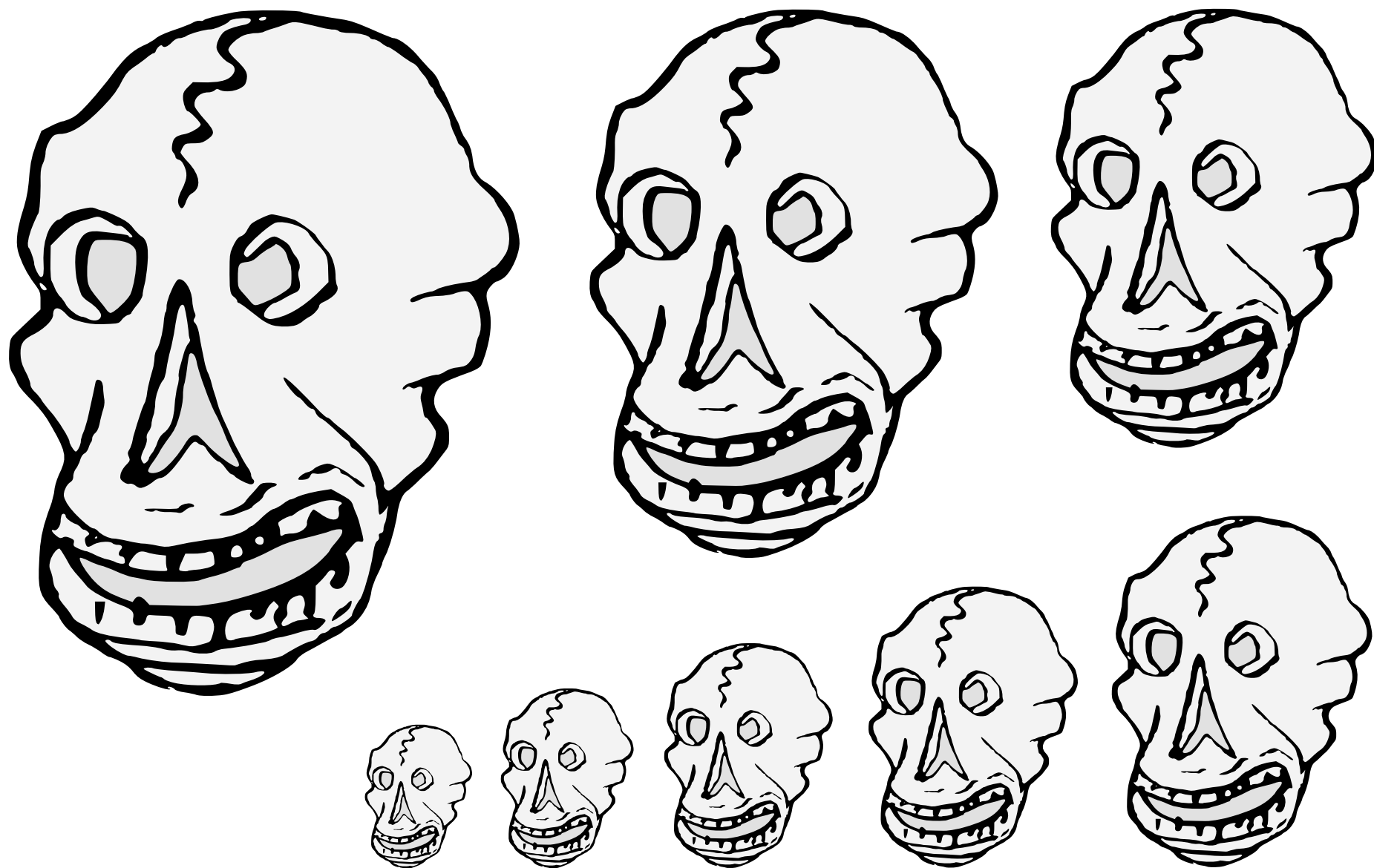


A human skull.

Default posture: cabossed. Proper coloration: argent.
(The eye sockets should be colored as well, not voided.)

Source: Pennsic Traceable Art Archives. Artist: Ian Raven of Tadcaster.

Skull (4) 13.167

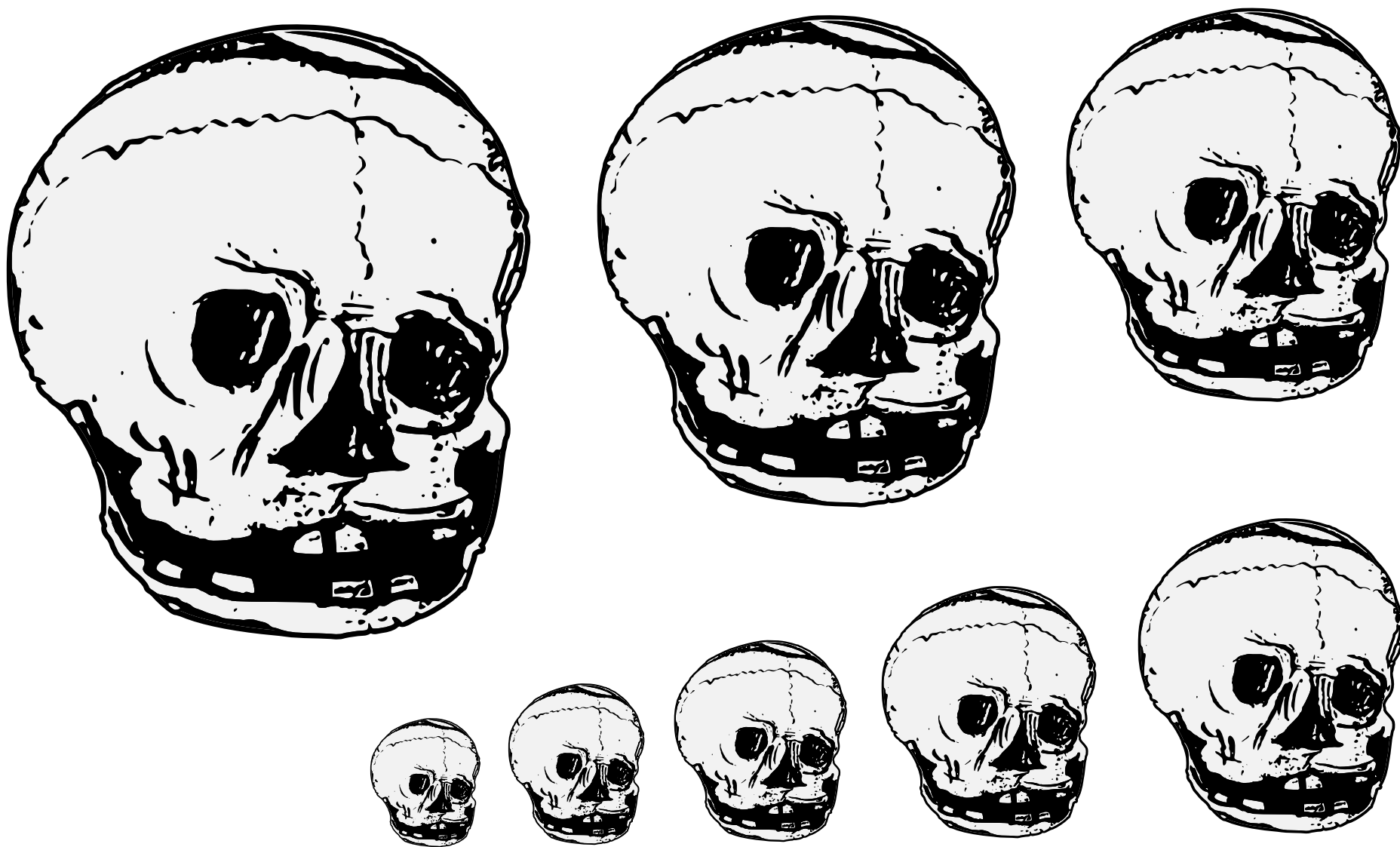


A human skull.

Default posture: cabossed. Proper coloration: argent.
(The eye sockets should be colored as well, not voided.)

Artist: Iago ab Adam. Adapted from St. Gallen Armorial. (Page 21.)

Skull (5) 13.168

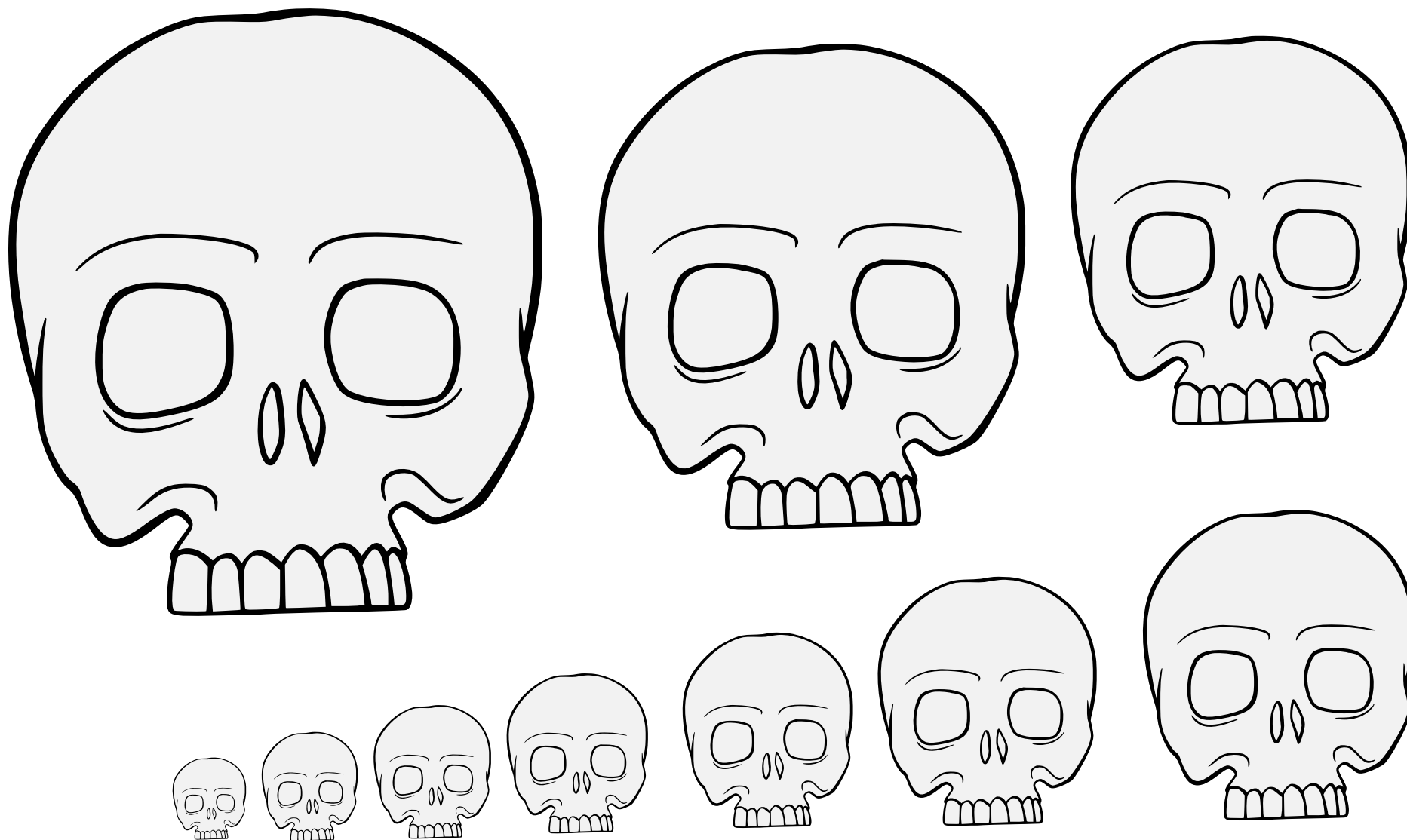


A human skull.

Default posture: cabossed. Proper coloration: argent.
(The eye sockets should be colored as well, not voided.)

Source: Wernigerode Armorial. Artist unknown.
(Folio 3v, arms of Death.)

Skull (6) • 13.169



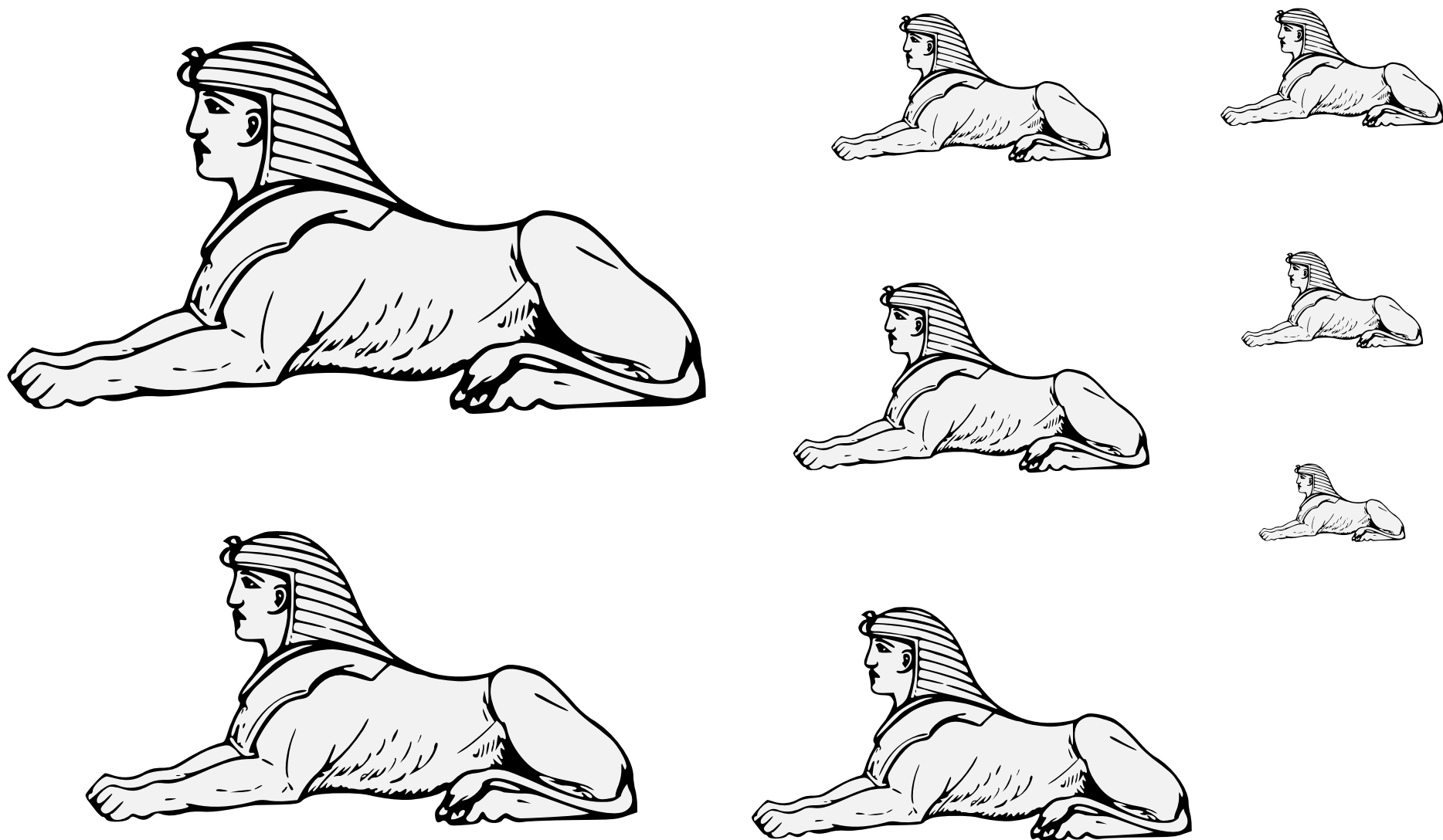
A human skull.

Default posture: cabossed. Proper coloration: argent.
(The eye sockets should be colored as well, not voided.)

A skull without the jawbone is often called a "death's head."

Source: Pennsic Traceable Art Archives.
Artist: Ian Raven of Tadcaster.

Skull, Jawless, or Death's Head 13.170



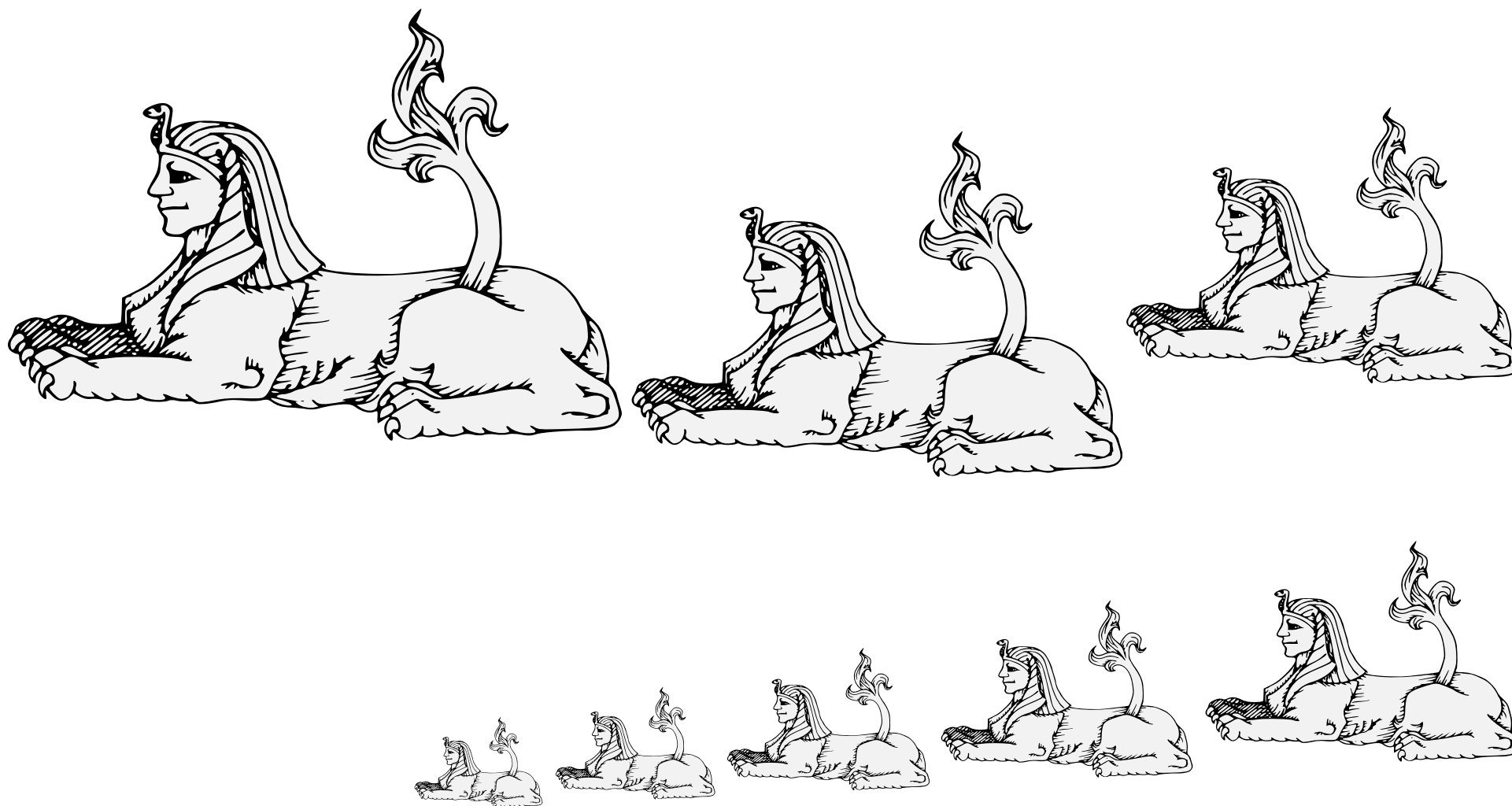
A hybrid monster formed from the body of a lion with a human head.

No default posture. No proper coloration.

Source: Fictitious & Symbolic Creatures in Art.

Artist: John Vinycomb.

Sphinx, Egyptian, Couchant 13.171



A hybrid monster formed from the body of a lion with a human head.

No default posture. No proper coloration.

Source: Heraldic Templates. Artist: Torric inn Björn.

Sphinx, Egyptian Gyno-, Couchant ♣ 13.172



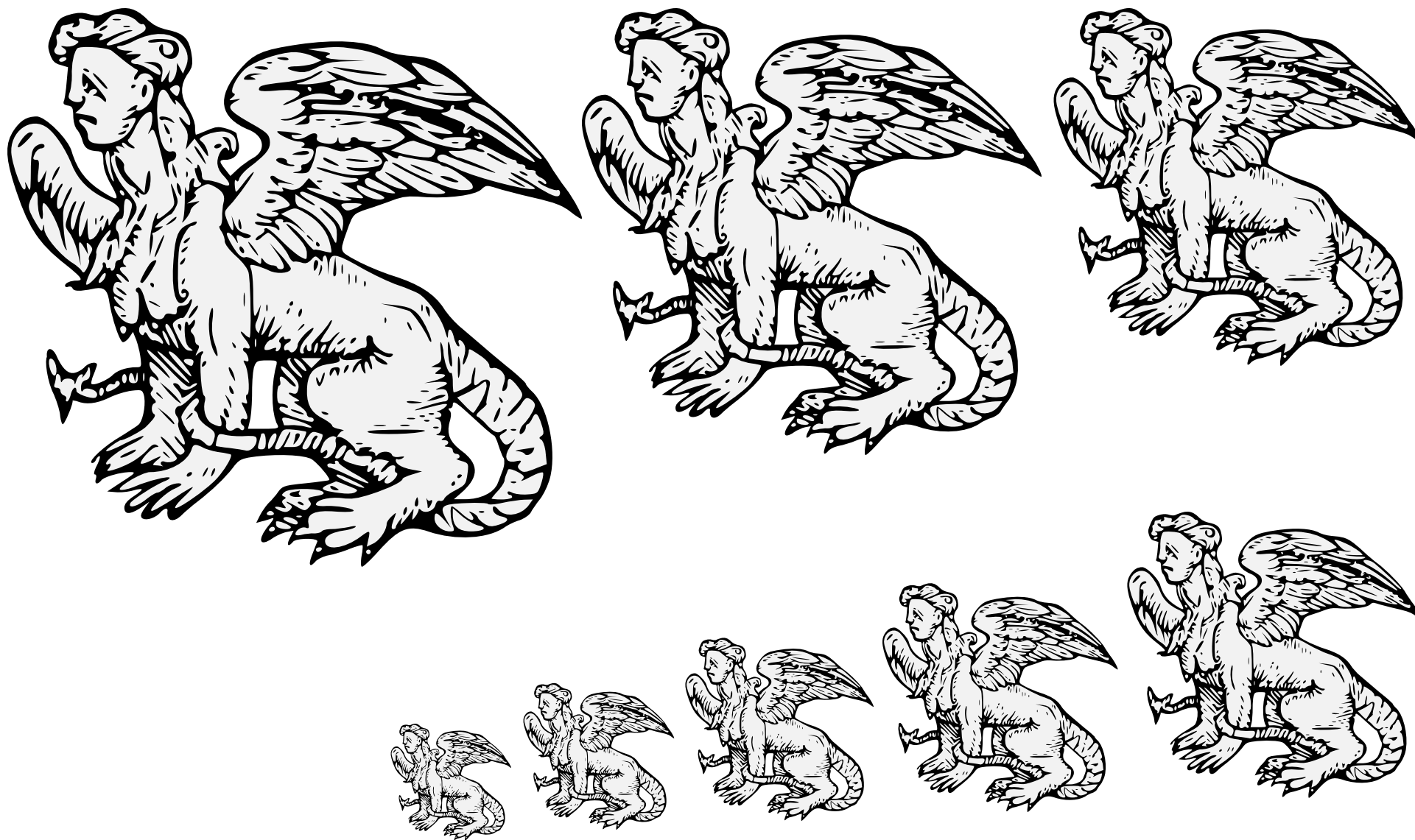
A monster from Greek mythology with a woman's torso, a lion's body, and wings.

No default posture. No proper coloration.

Source: Fictitious & Symbolic Creatures in Art.

Artist: John Vinycomb.

Sphinx, Greek, Couchant • 13.173

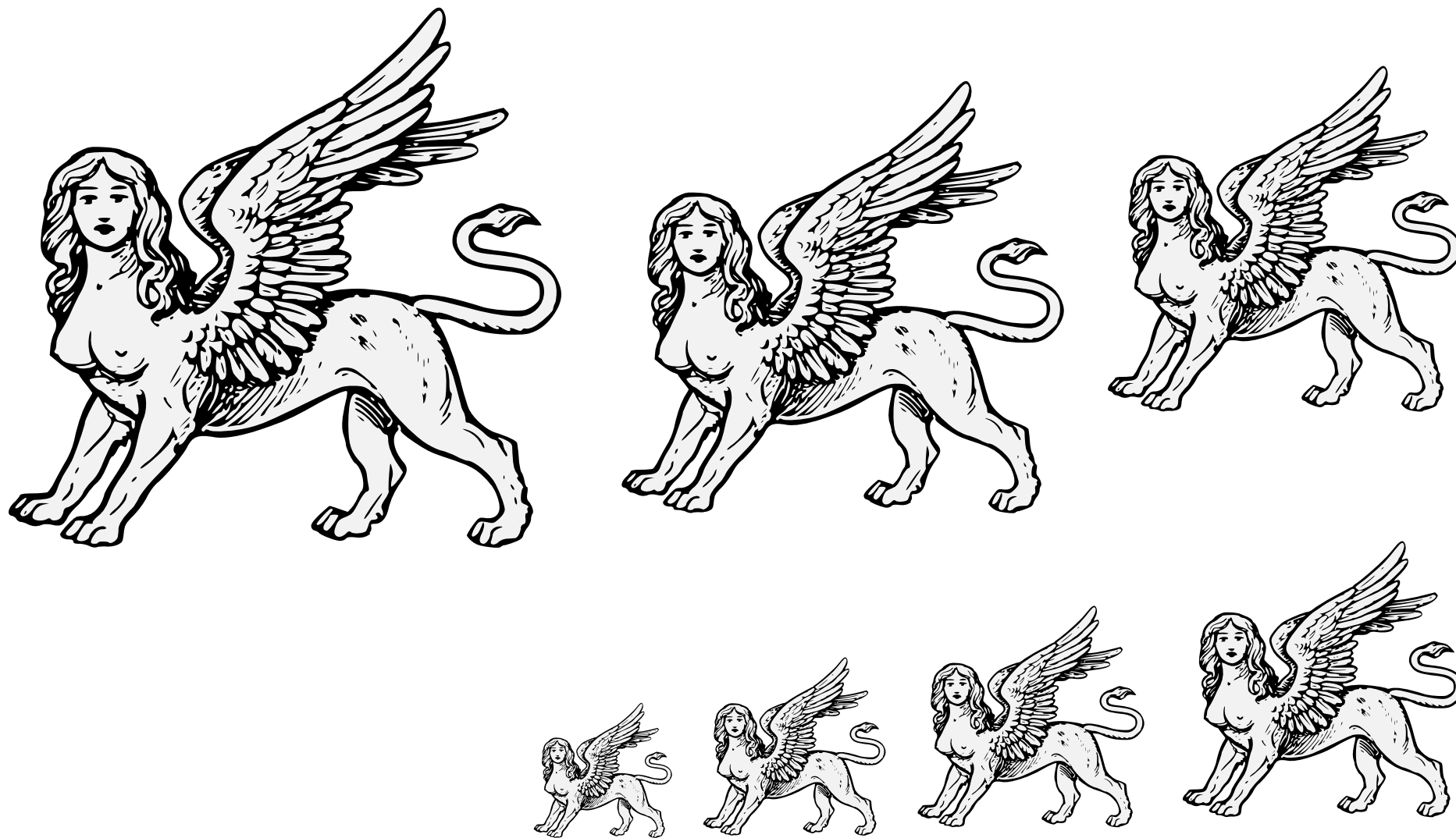


A monster from Greek mythology with a woman's torso, a lion's body, and wings.

No default posture. No proper coloration.

Source: Workes of Armorie. Artist: John Bossewell.

Sphinx, Greek, Sejant 13.174

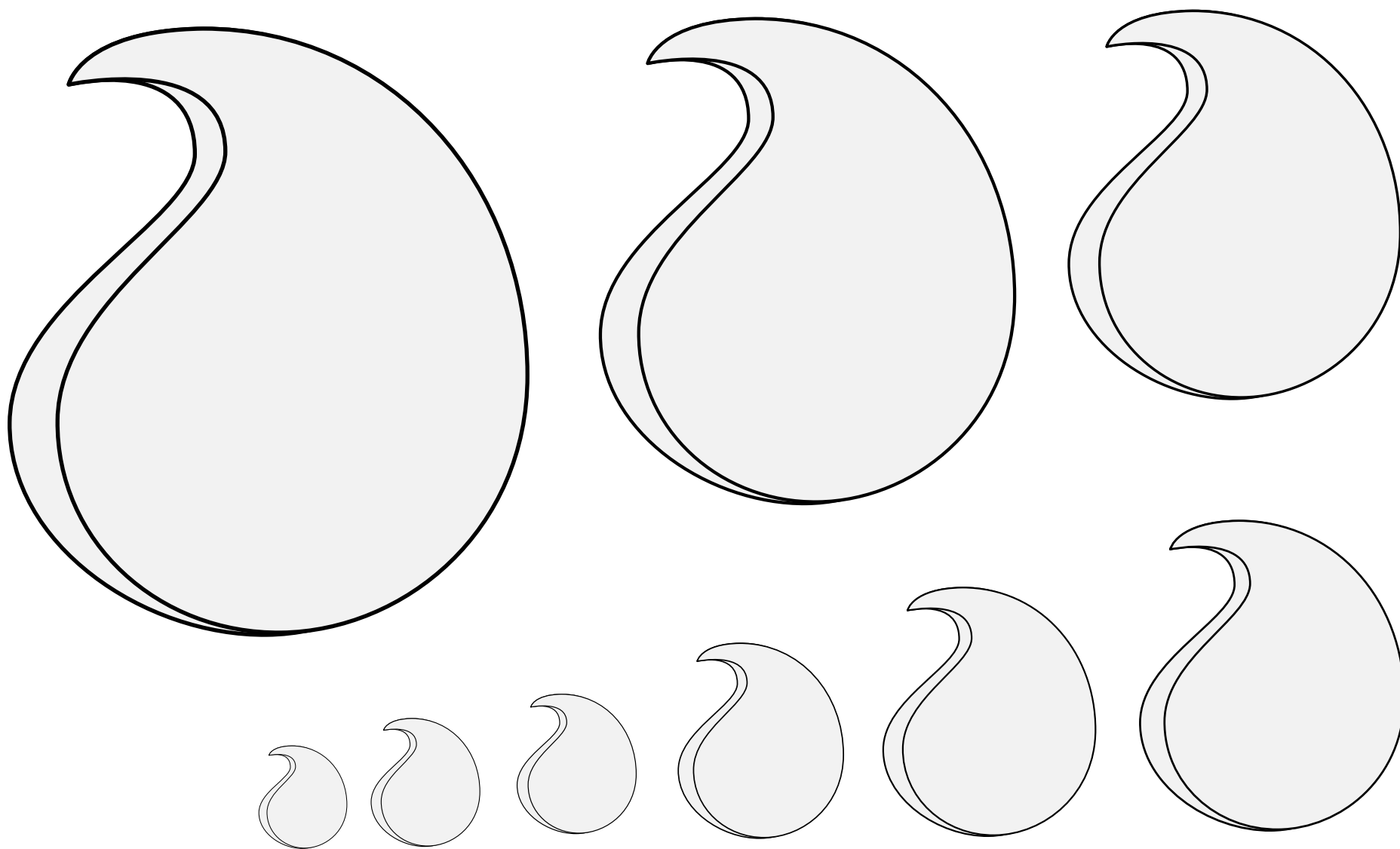


A monster from Greek mythology with a woman's torso, a lion's body, and wings.

No default posture. No proper coloration.

Source: Fictitious & Symbolic Creatures in Art. Artist: John Vinycomb.

Sphinx, Greek, Statant Guardant Wings Addorsed 13.175



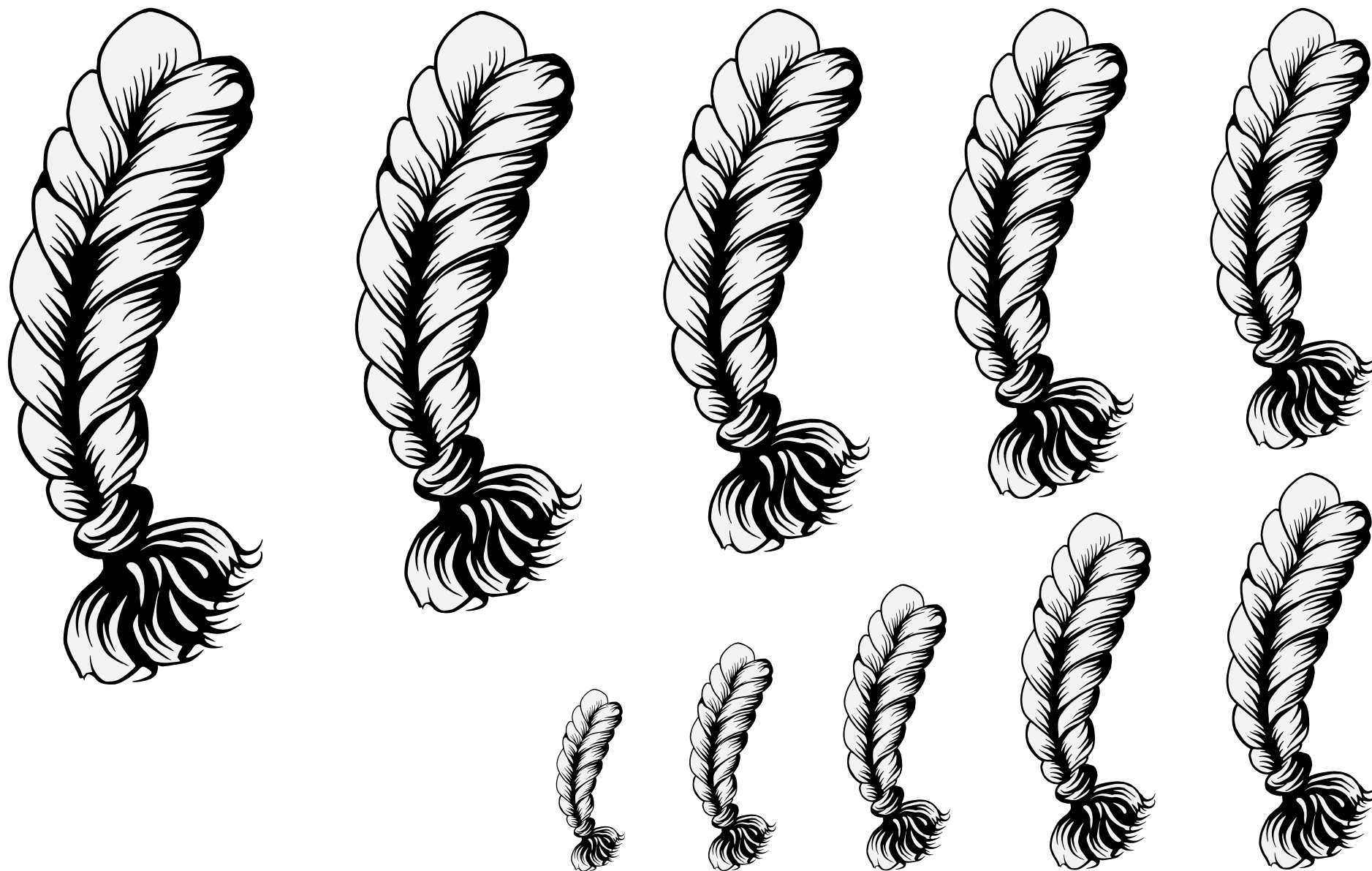
A stylized pair of testicles.

Default orientation: points to dexter chief. No proper coloration.

Found in period armory, but currently unregistrable due to offense.

Adapted from the display of arms on a statue of Bartolomeo Colleoni, circa 1496.

Testicles, Pair of • 13.176

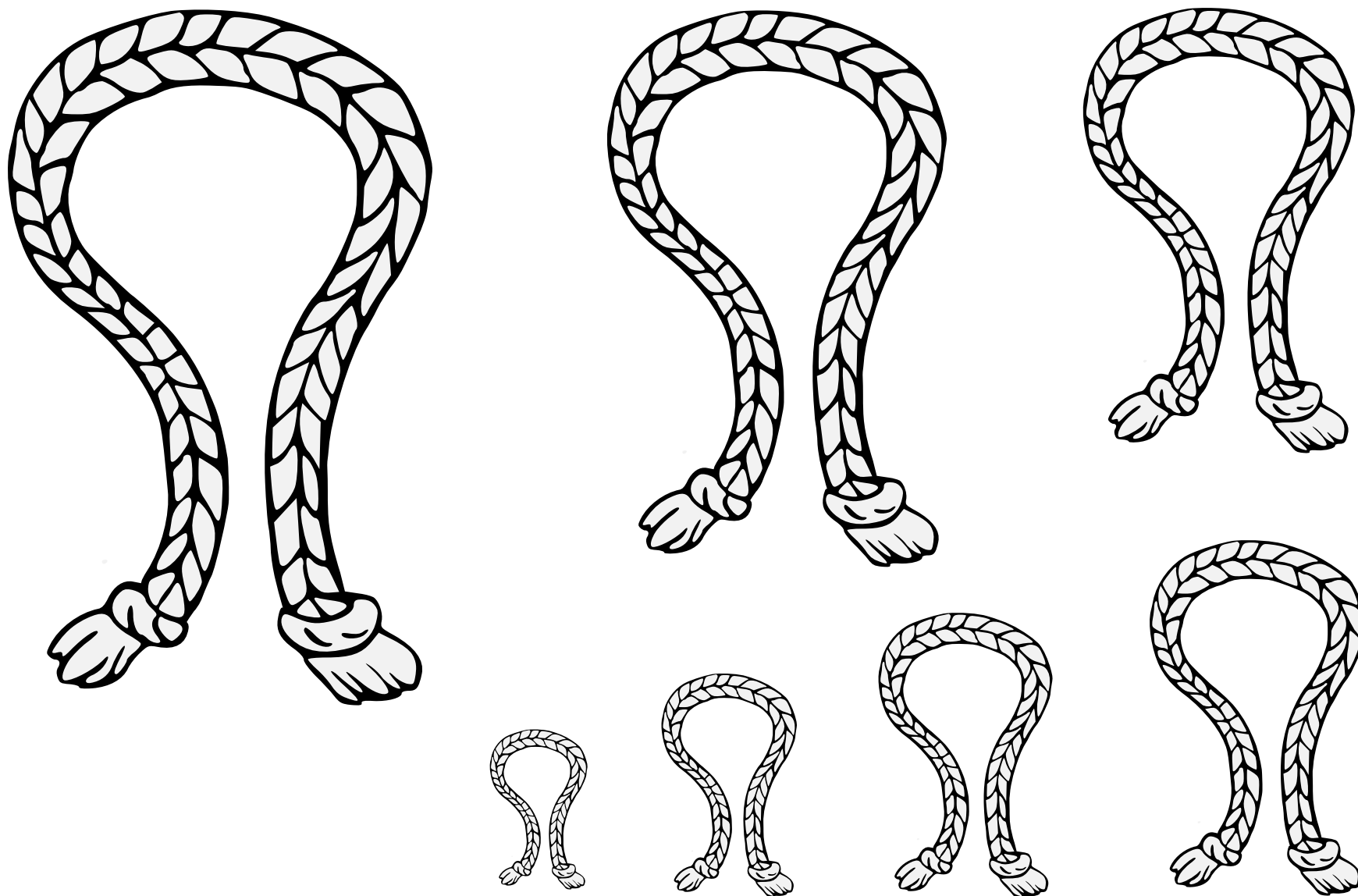


A braid of human hair.

Default orientation: end to base. No proper coloration.

Source: Insignia Urbium Italiae Septentrionalis. Artist unknown.
(Arms of de Trezano.) Adapted by Bahja al-Azraq.

Tress of Hair 13.177



A braid of human hair.

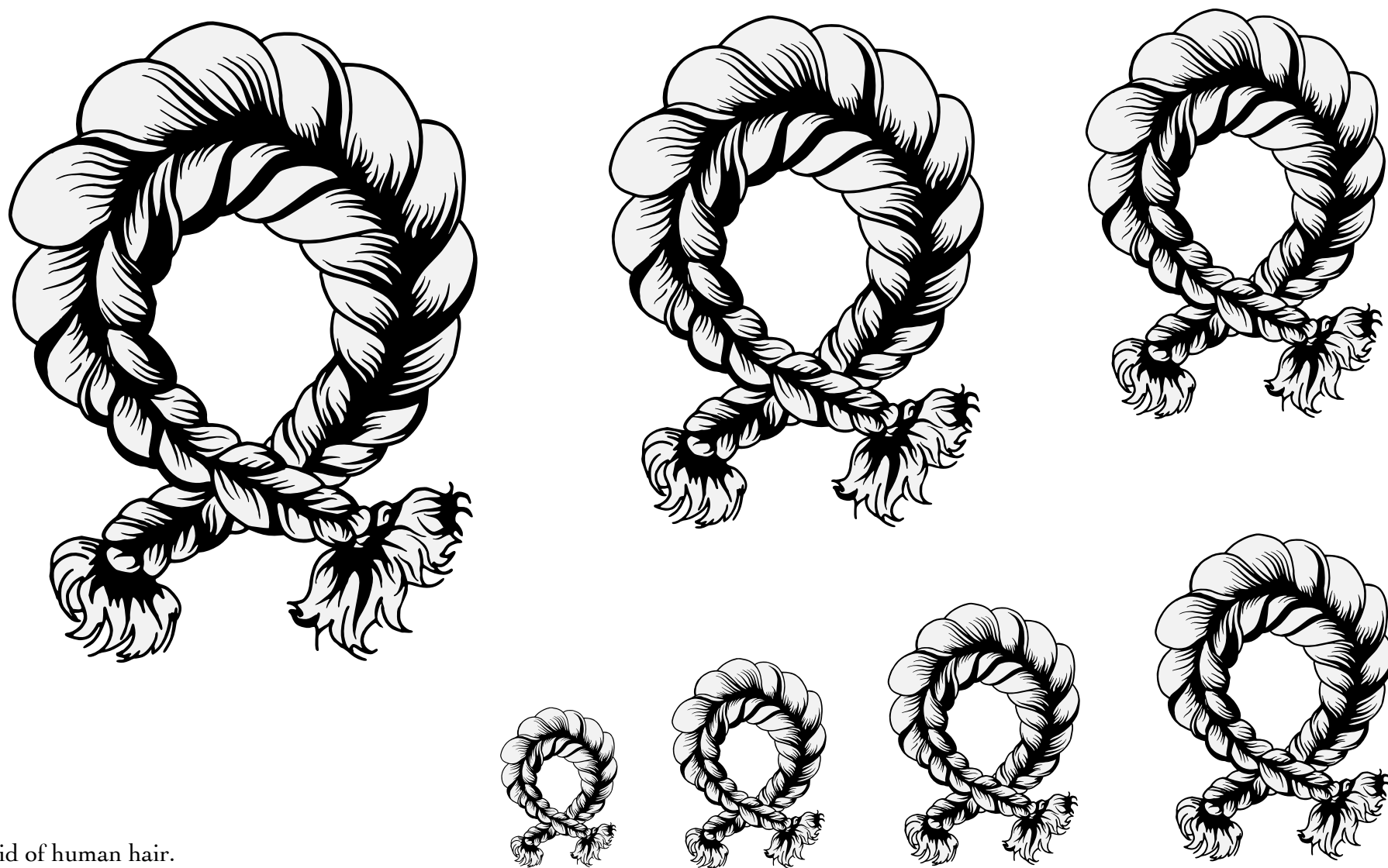
Default orientation: end to base. No proper coloration.

Source: Banners, Standards, and Badges.

Artist: Thomas Willement. (Crest of Codnore, page 163.)

Adapted by Mathghamhain Ua Ruadháin.

Tress of Hair, Looped 13.178

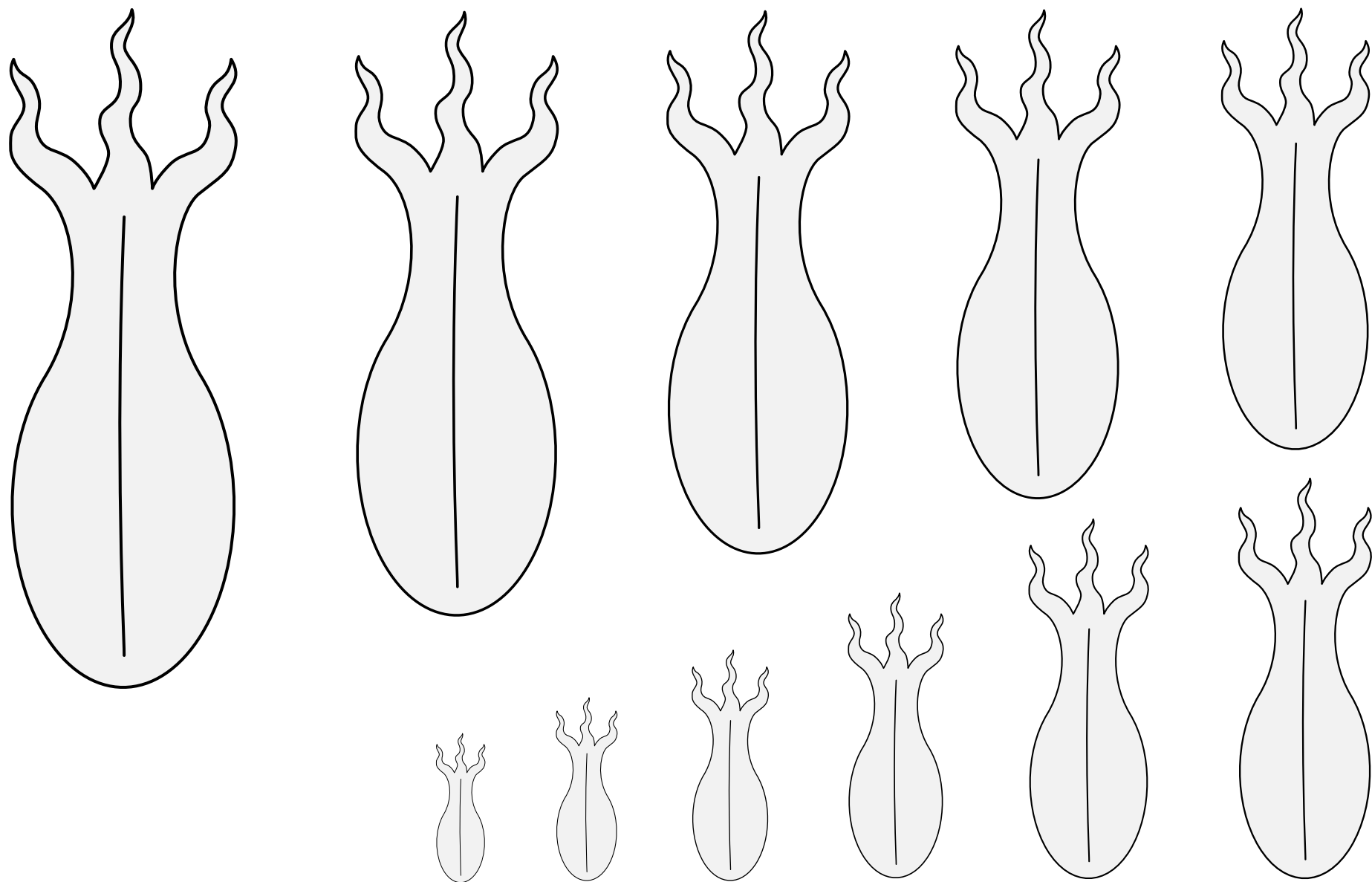


A braid of human hair.

Default orientation: end to base. No proper coloration.

Source: Insignia Urbium Italiae Septentrionalis. Artist unknown.
(Arms of de Trecio.) Adapted by Bahja al-Azraq.

Tress of Hair, Looped, with Ends Crossed 13.179



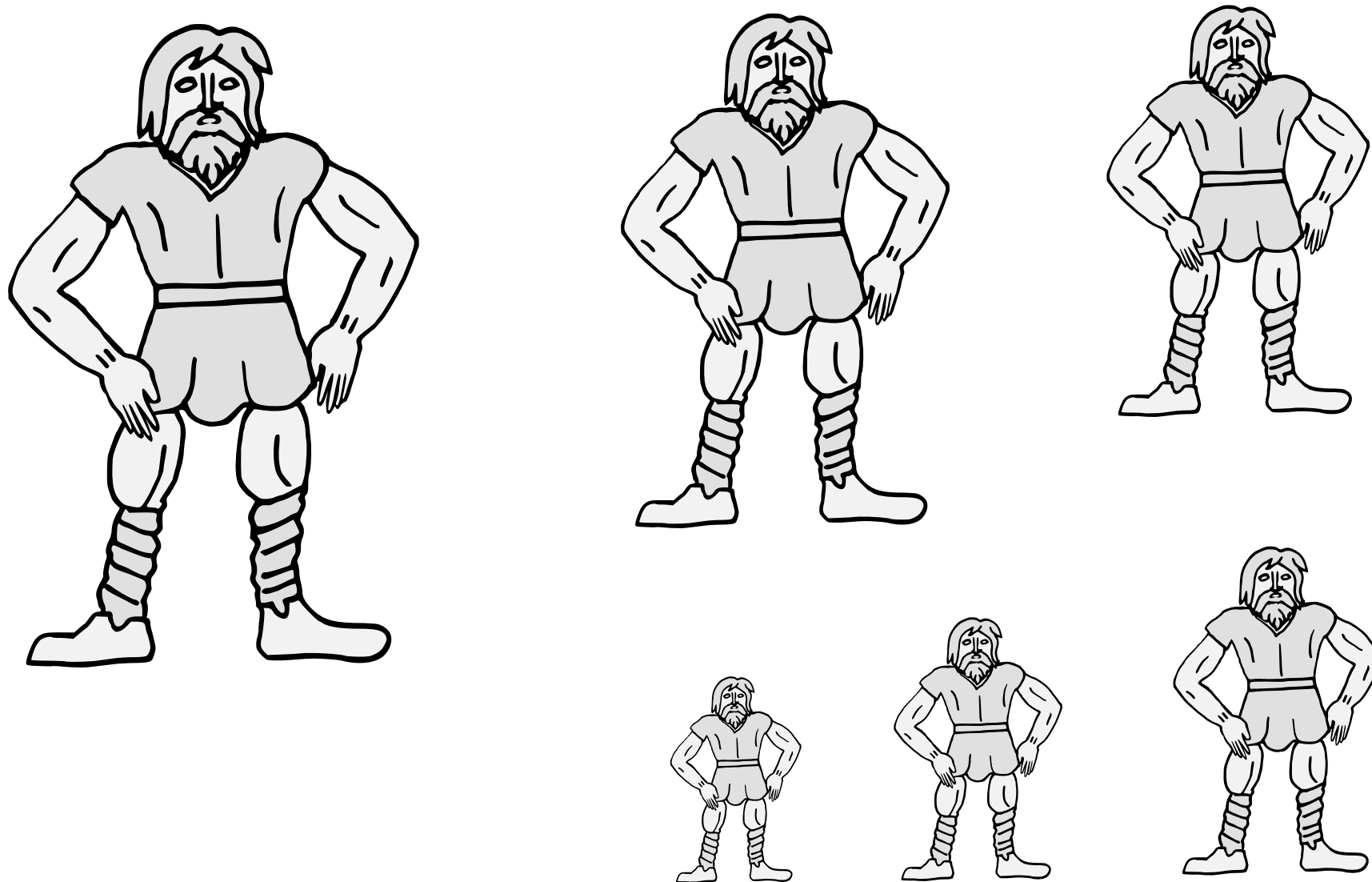
A fleshy part of the mouth.

No default orientation. Proper coloration: gules.

Source: Recueil des Armoiries de Plusieurs Seigneurs et Noblesses de Bretagne.

Artist: Jean Bossart. (Arms of Languedoc, page 202.)

Tongue Erased 🦁 13.180



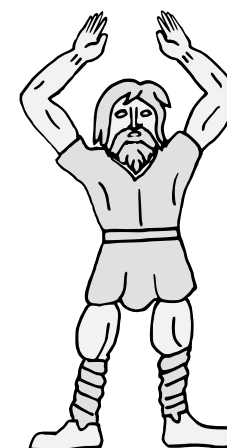
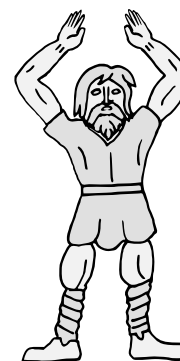
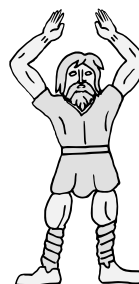
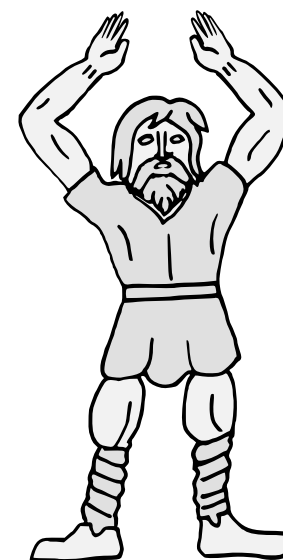
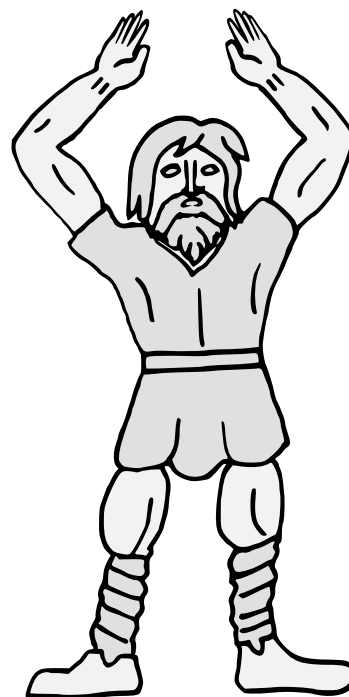
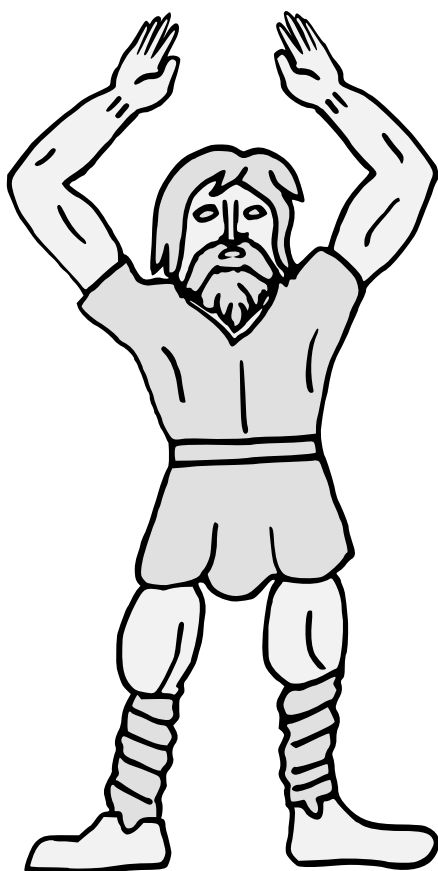
A northern sea raider.

Default posture: statant affronty.

Proper coloration: only if skin tone is blazoned, hair yellow.

Source: Pennsic Herald's Point Artists. Artist: Kryss Kostarev.

Adapted by Mathghamhain Ua Ruadháin.



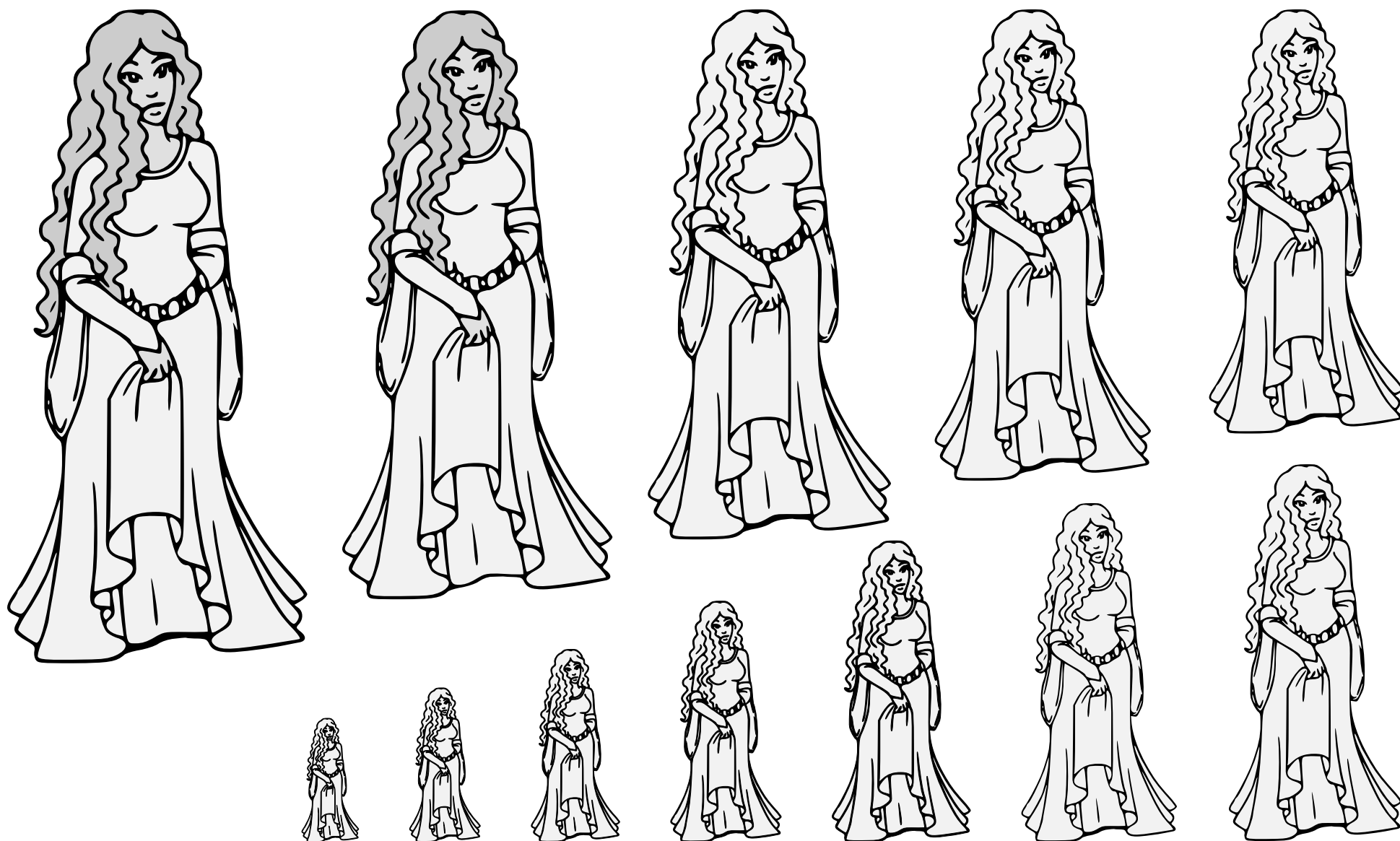
A northern sea raider.

Default posture: statant affronty.

Proper coloration: only if skin tone is blazoned, hair yellow.

Source: Pennsic Herald's Point Artists. Artist: Kryss Kostarev.

Viking With Arms Raised 🐉 13.182

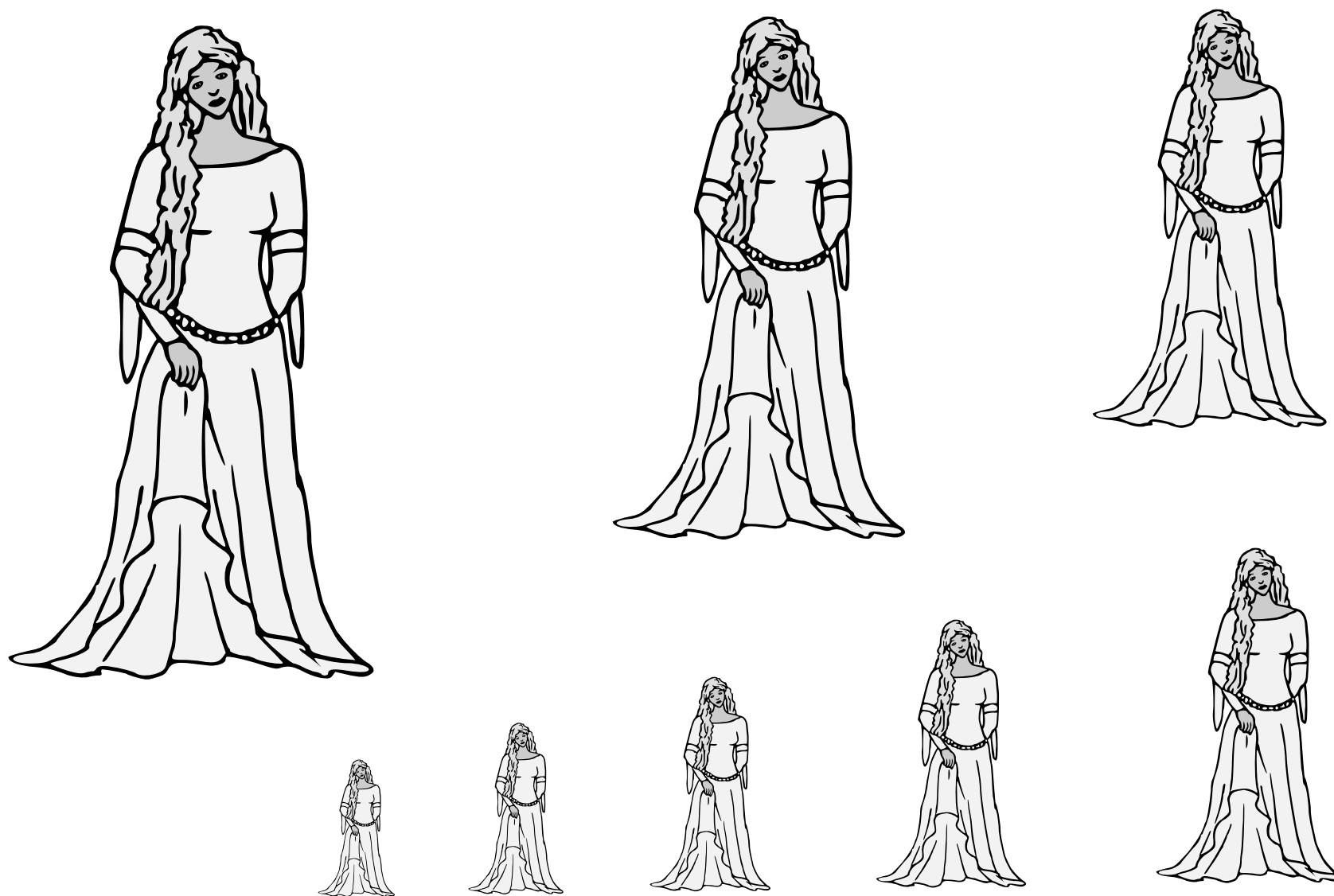


A human woman.

Default posture: statant affronty. Proper coloration: only if skin tone is blazoned.
Clothing may be blazoned separately, as "a maiden *tincture* vested *tincture*."

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

Woman (1) 13.183



A human woman.

Default posture: statant affronty. Proper coloration: only if skin tone is blazoned.
Clothing may be blazoned separately, as “a maiden *tincture* vested *tincture*.”

Source: Pennsic Traceable Art. Artist: Gisela vom Kreuzbach.

Woman (2) ♡ 13.184

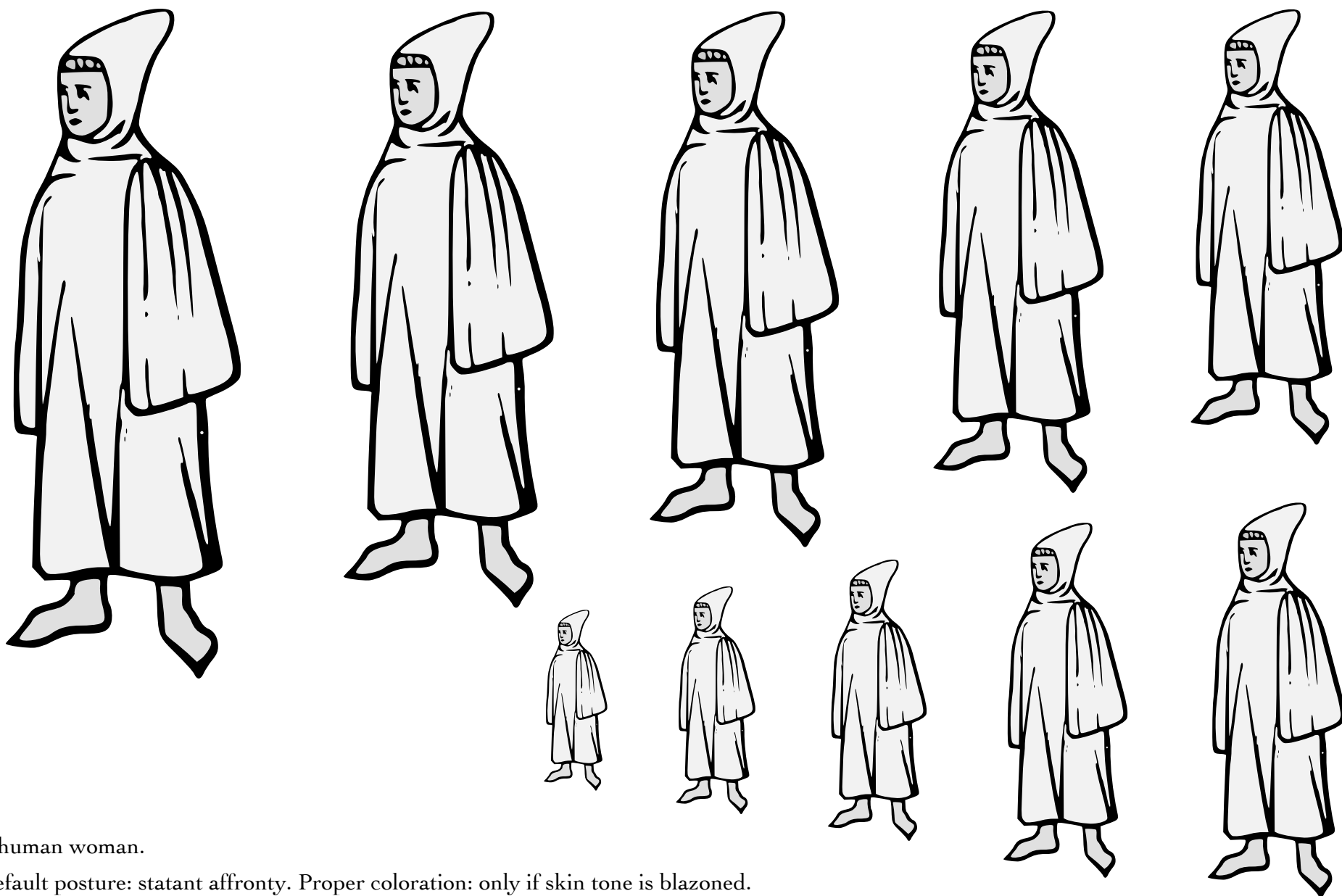


A human woman.

Default posture: statant affronty. Proper coloration: only if skin tone is blazoned.
Clothing may be blazoned separately, as “a maiden *tincture* vested *tincture*.”

Source: Wappenbuch der Arlberg-Bruderschaft. Artist: Vigil Raber.
(Page 15.) Adapted by Jessimond of Emerickeskepe.

Woman (3) 13.185



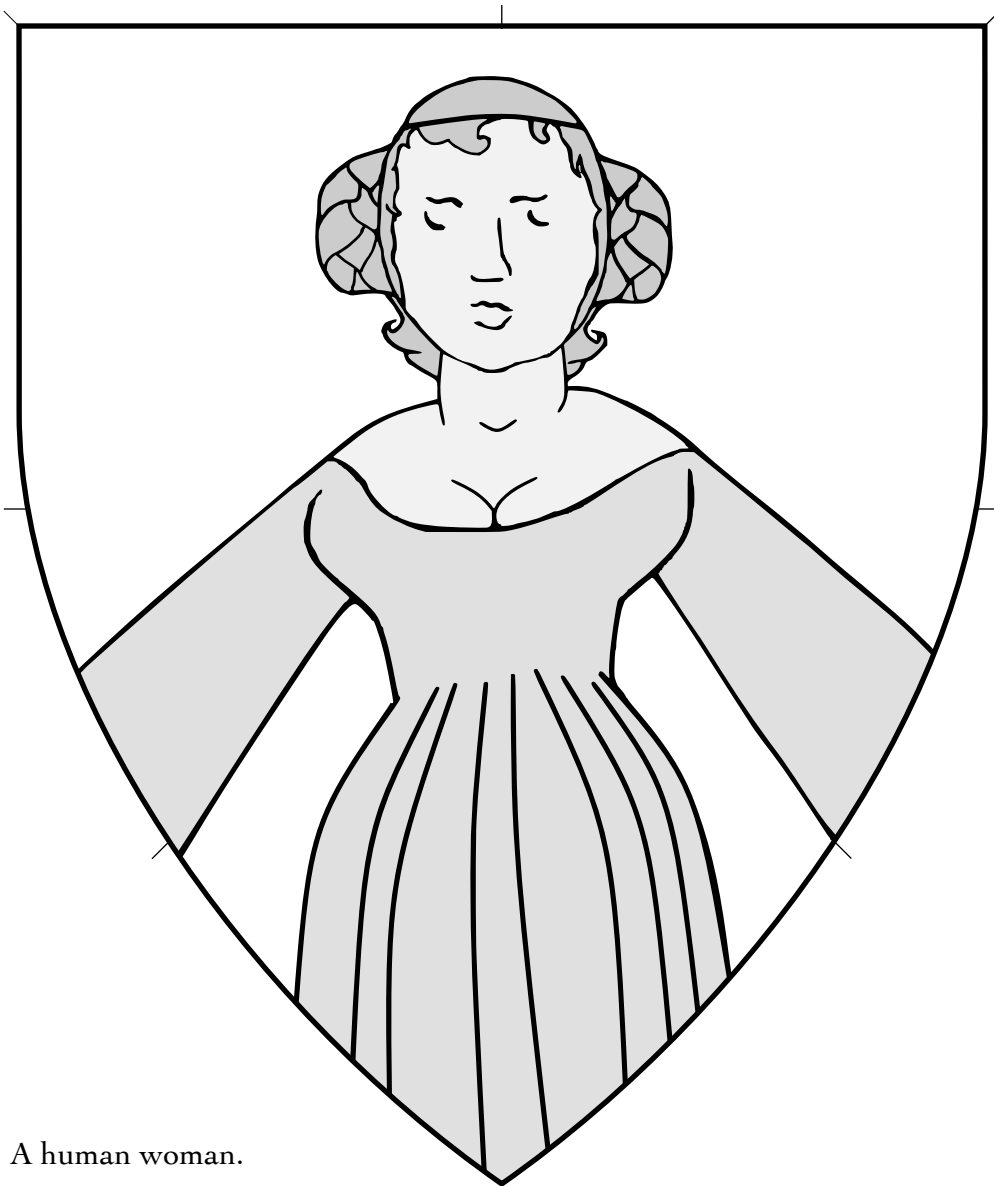
A human woman.

Default posture: statant affronty. Proper coloration: only if skin tone is blazoned.

Clothing may be blazoned separately, as “a maiden tincture vested tincture.”

Source: A Cyclopedia of Costume. Artist unknown.
(Volume I, page 233.)

Woman Cloaked and Hooded ♣ 13.186



A human woman.

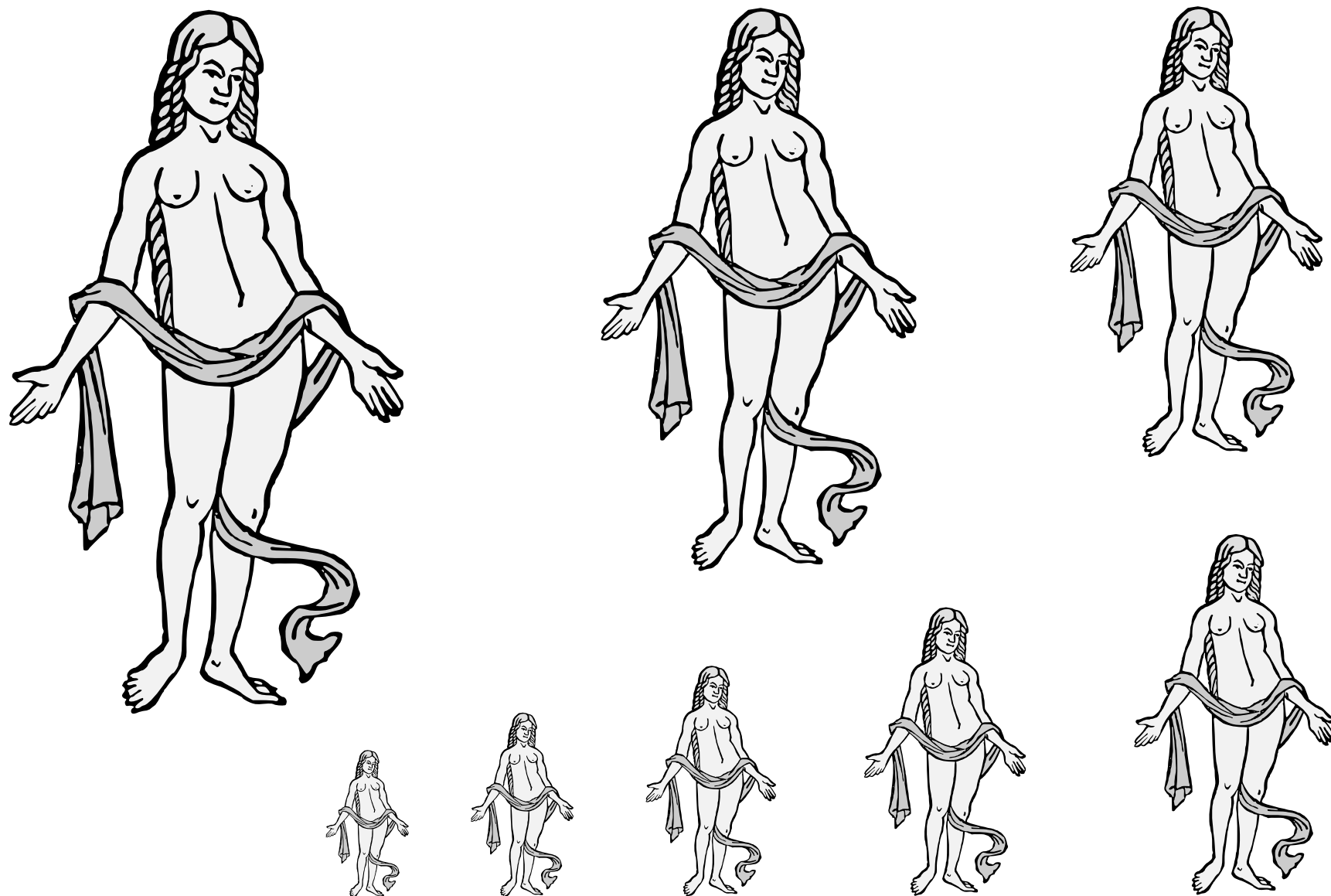
Default posture: statant affronty. Proper coloration: only if skin tone is blazoned.
Clothing may be blazoned separately, as “a maiden *tincture* vested *tincture*.”

Source: Wappenbuch der Arlberg-Bruderschaft.

Artist: Vigil Raber. (Page 15.)

Adapted by Jessimond of Emerickeskepe.

Woman Issuant from Base 🐉 13.187



A human woman.

Default posture: statant affronty. Proper coloration: only if skin tone is blazoned.

Source: Ars Oratoria. Artist unknown. (First edition, page 114.)

Woman, Nude 13.188



A human woman.

Default posture: statant affronty. Proper coloration: only if skin tone is blazoned.

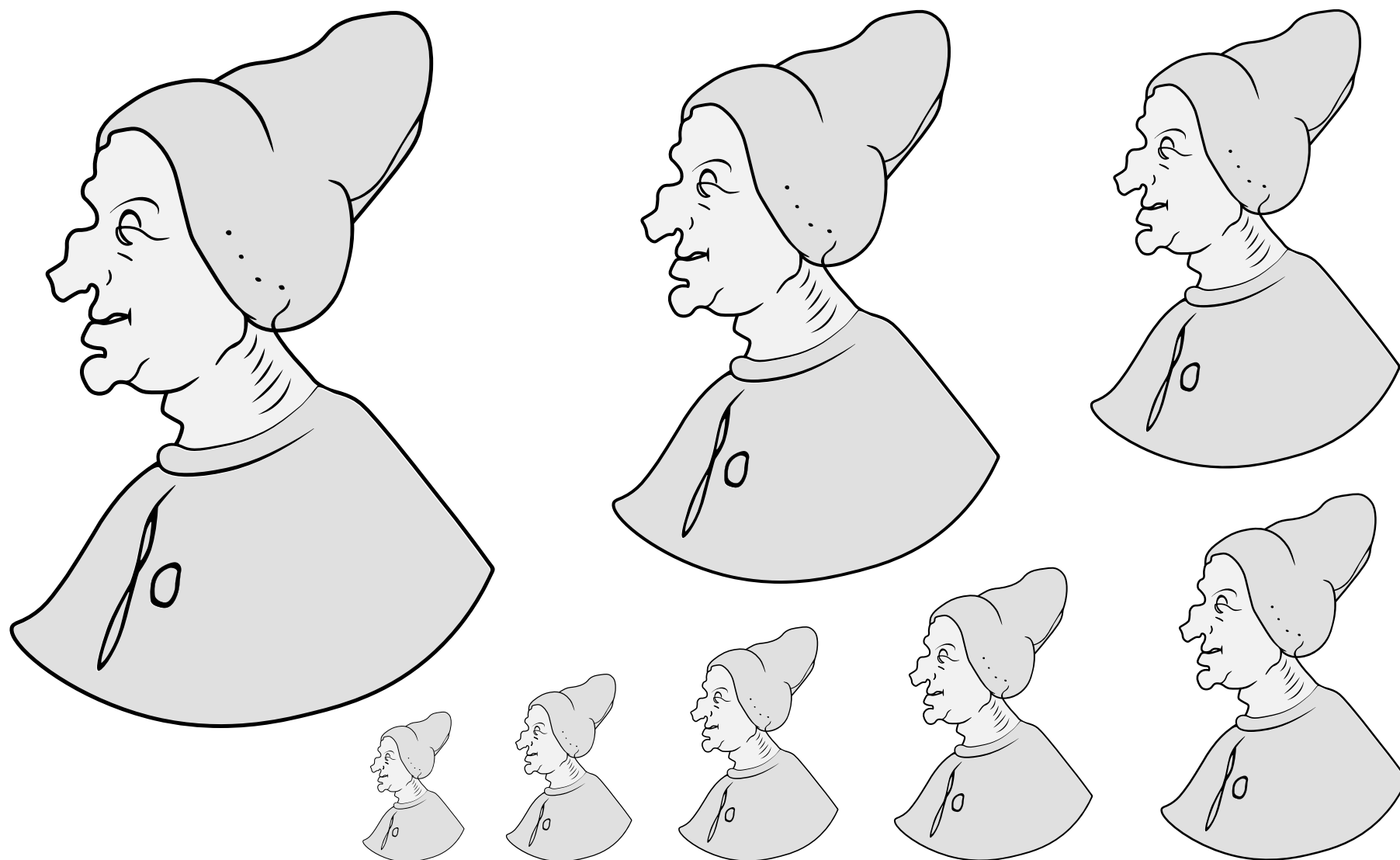
Clothing may be blazoned separately, as “a maiden tincture vested tincture.”

Source: Arma Regni Poloniae.

Artist unknown.

(Herb of Rawa, p. 106.)

Woman Mounted on a Bear Passant ♠ 13.189



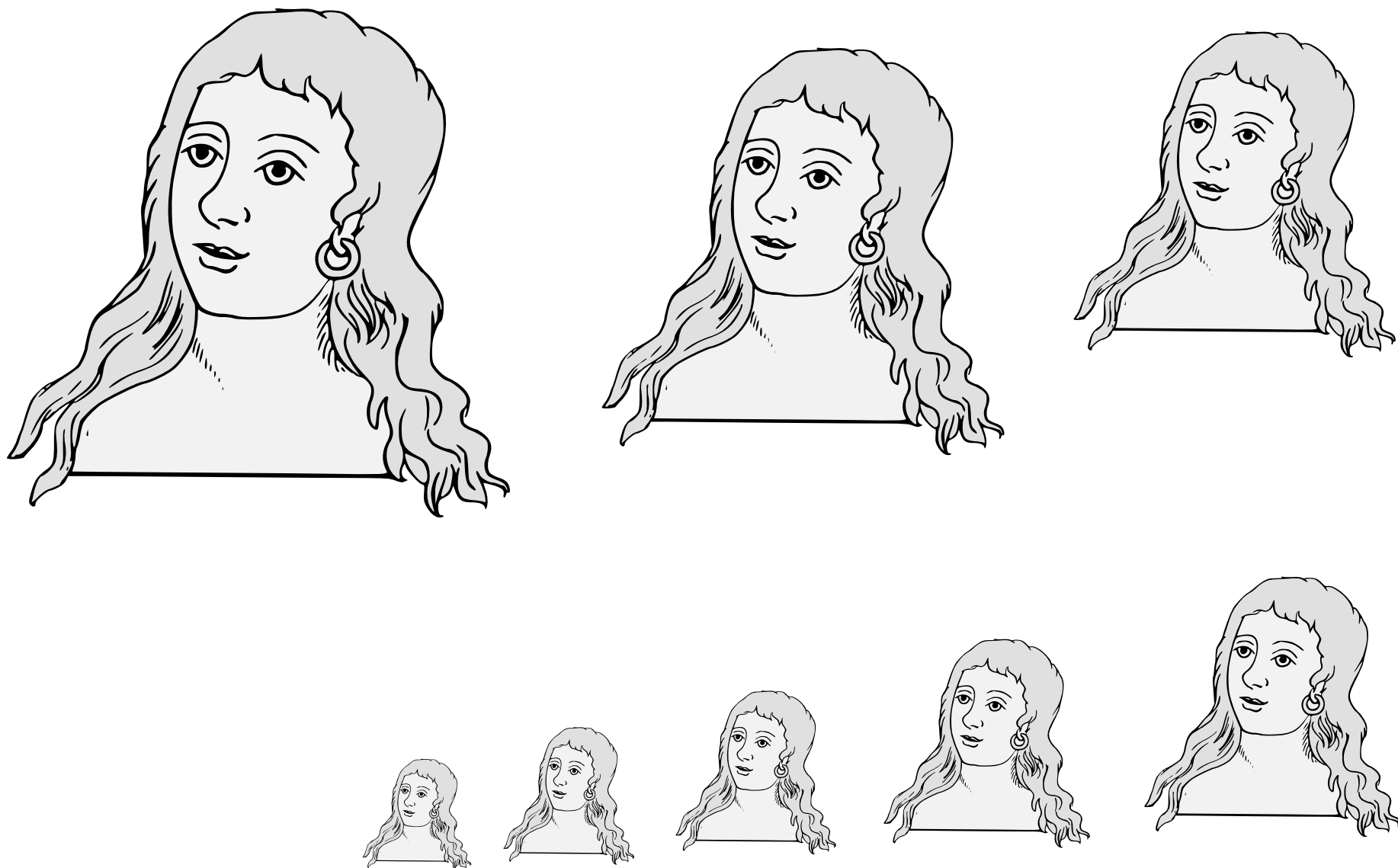
A human woman.

Default posture: statant affronty. Proper coloration: only if skin tone is blazoned, sable hair.

Source: Wappenbuch der Arlberg-Bruderschaft.

Artist: Vigil Raber. (Folio 63r.) Adapted by Kattera Doplerin.

Woman's Head Coifed and Couped at the Shoulders 🦉 13.190



A human woman.

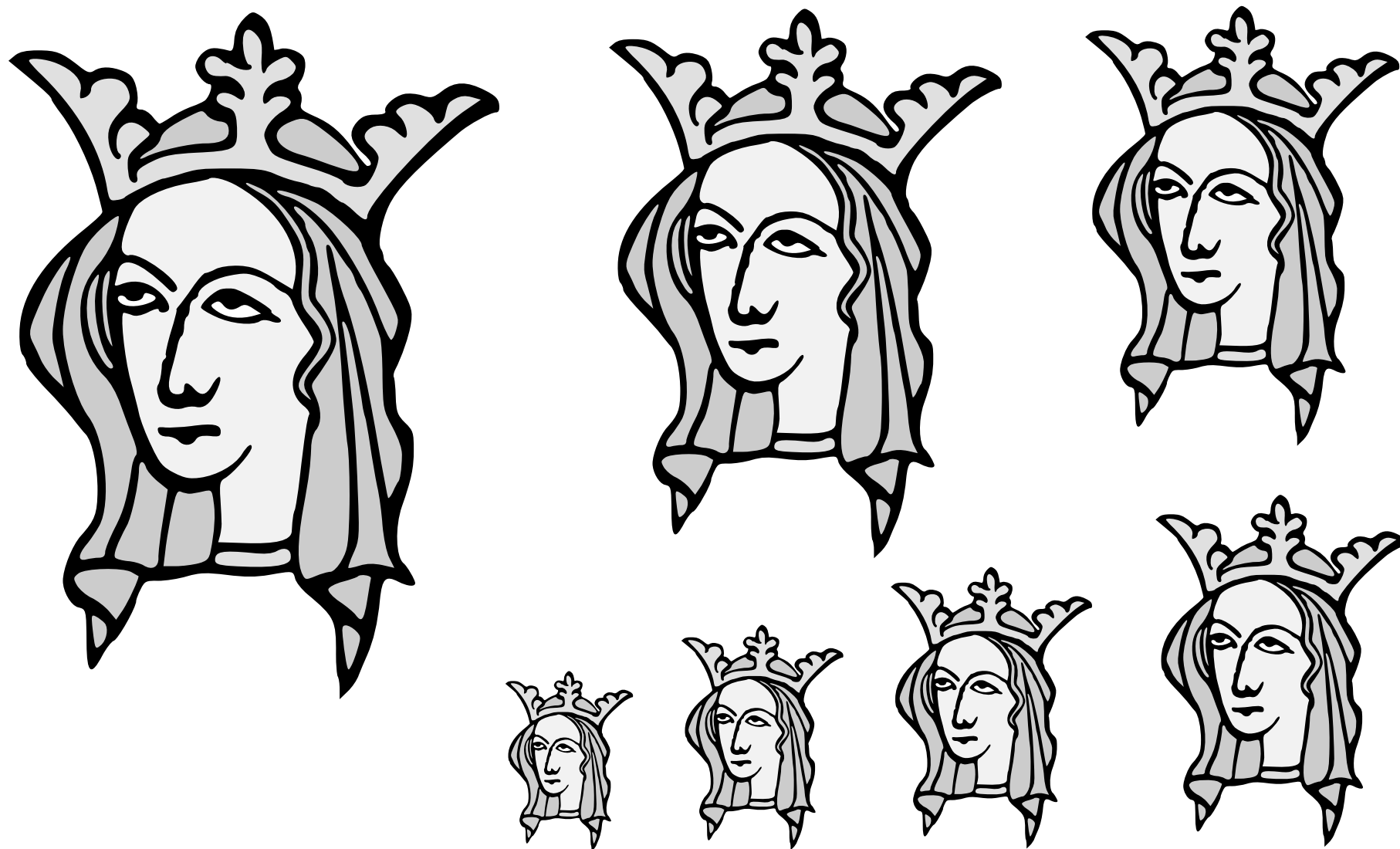
Default posture: statant affronty. Proper coloration: only if skin tone is blazoned.

Clothing may be blazoned separately, as "a maiden *tincture* vested *tincture*."

Source: Banners, Standards, and Badges.

Artist: Thomas Willement.

Woman's Head Couped 13.191

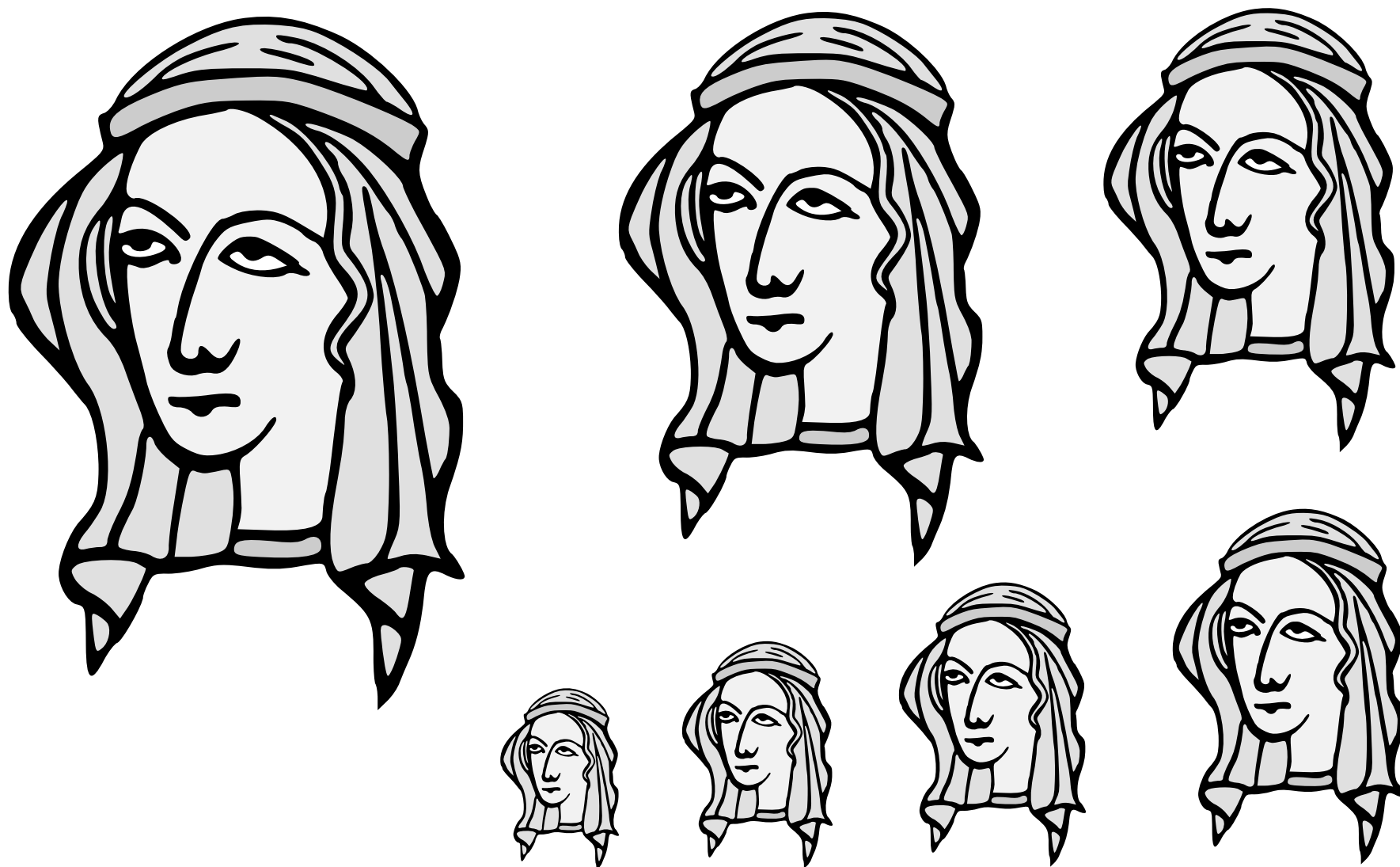


A human woman.

Default posture: statant affronty. Proper coloration: only if skin tone is blazoned.
Clothing may be blazoned separately, as “a maiden *tincture* vested *tincture*.”

Source: Harley MS 3860. Artist unknown.

Woman's Head Couped Maintaining a Crown and Veil 13.192

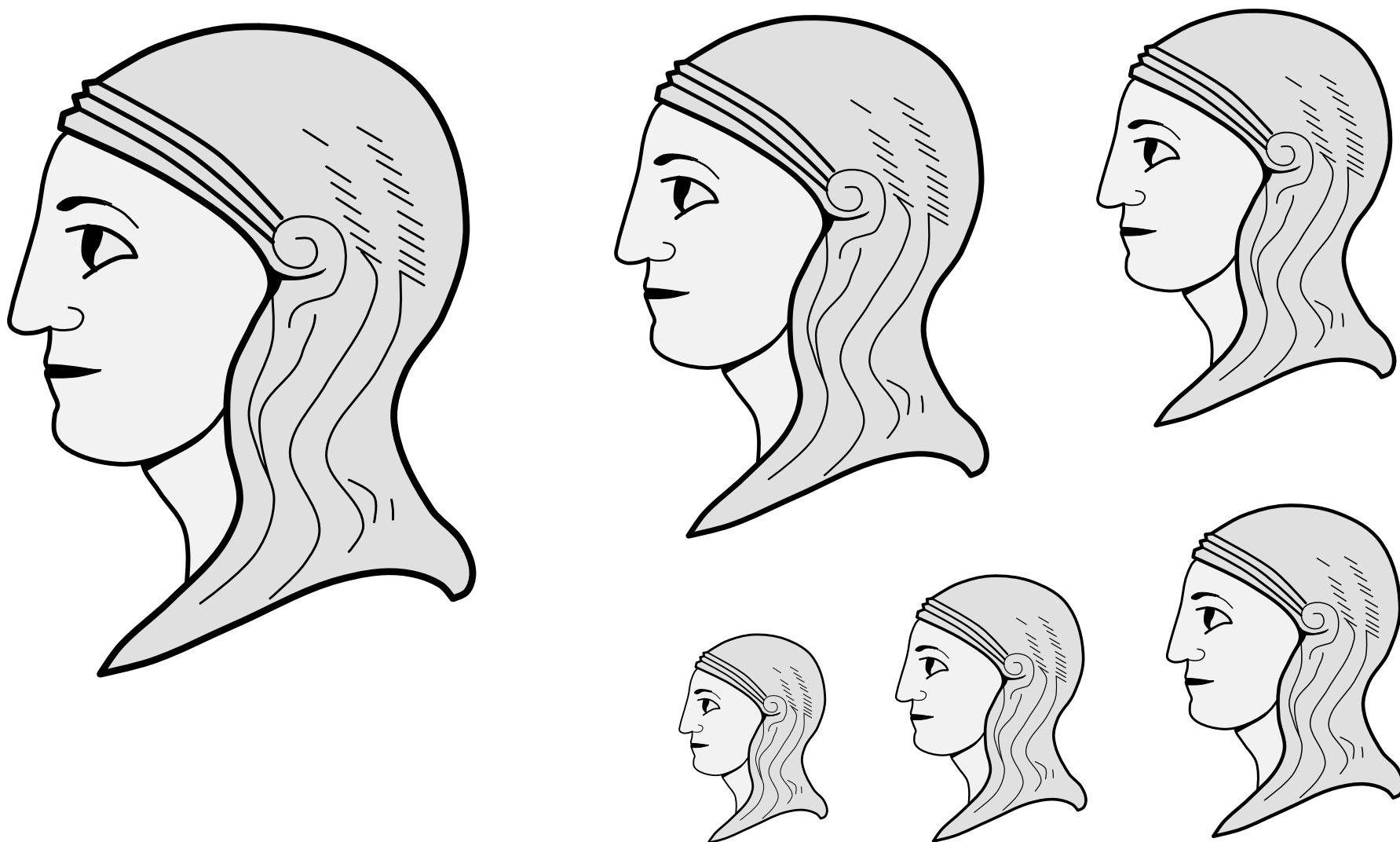


A human woman.

Default posture: statant affronty. Proper coloration: only if skin tone is blazoned.
Clothing may be blazoned separately, as "a maiden *tincture* vested *tincture*."

Source: Harley MS 3860. Artist unknown. Adapted by Mathghamhain Ua Ruadháin.

Woman's Head Couped Maintaining a Fillet and Veil 13.193



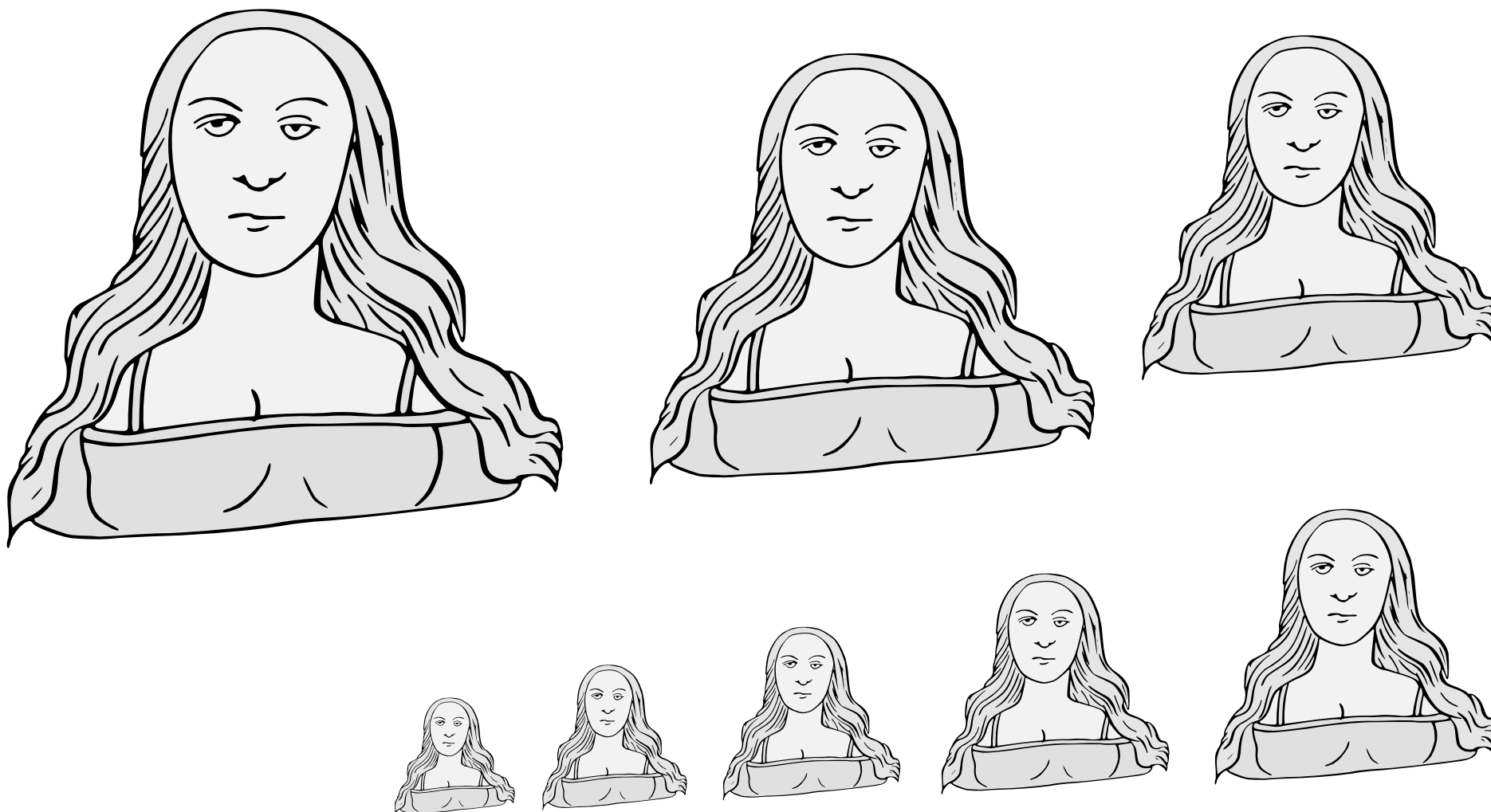
A human woman.

Default posture: statant affronty. Proper coloration: only if skin tone is blazoned.

Clothing may be blazoned separately, as "a maiden *tincture* vested *tincture*."

Source: OpenClipArt. Artist: J4P4N.

Woman's Head Couped and Hooded Facing Dexter 13.194

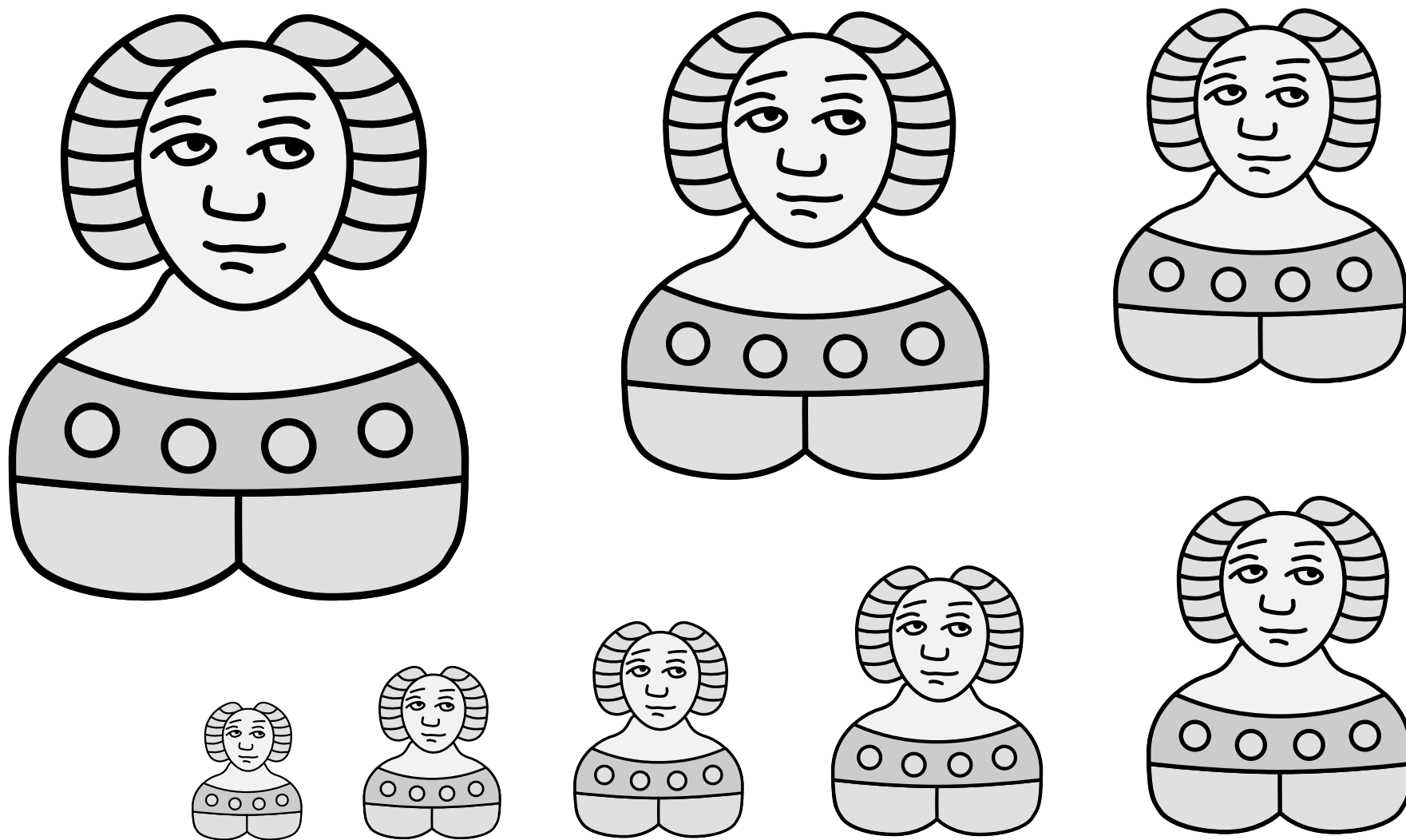


A human woman.

Default posture: statant affronty. Proper coloration: only if skin tone is blazoned. Clothing may be blazoned separately, as “a maiden *tincture* vested *tincture*.”

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

Woman's Head Couped at the Shoulders (1) 13.195



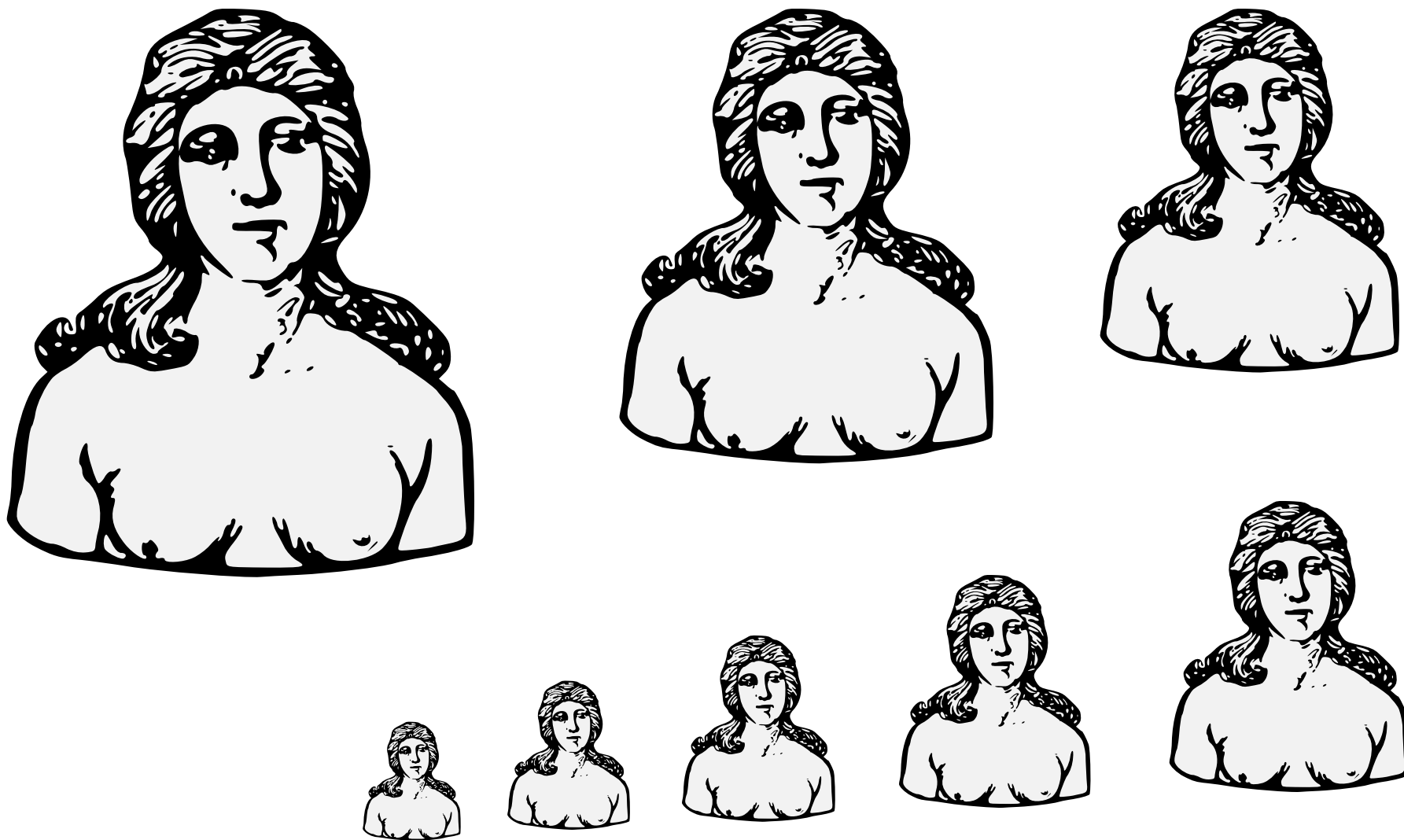
A human woman.

Default posture: statant affronty. Proper coloration: only if skin tone is blazoned, costume blazoned separately.

Source: Schichtbuch. Artist: Hermann Bote. (Folio 250r.)

Adapted by Mathghamhain Ua Ruadháin.

Woman's Head Couped at the Shoulders (2) 13.196



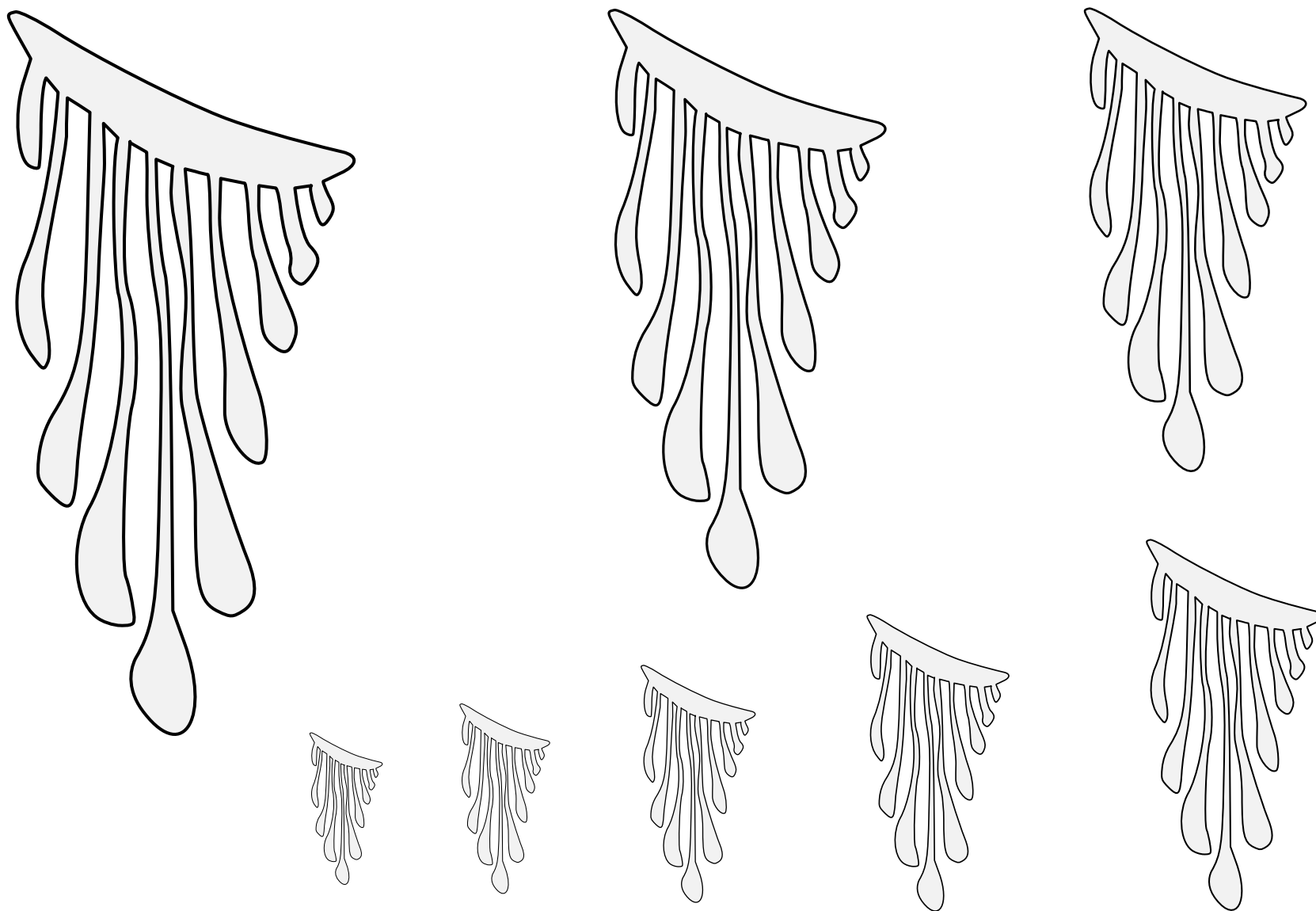
A human woman.

Default posture: statant affronty. Proper coloration: only if skin tone is blazoned.

Clothing may be blazoned separately, as "a maiden *tincture* vested *tincture*."

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

Woman's Head Couped at the Shoulders, Nude ♣ 13.197



An open wound with rivulets of blood running from it.

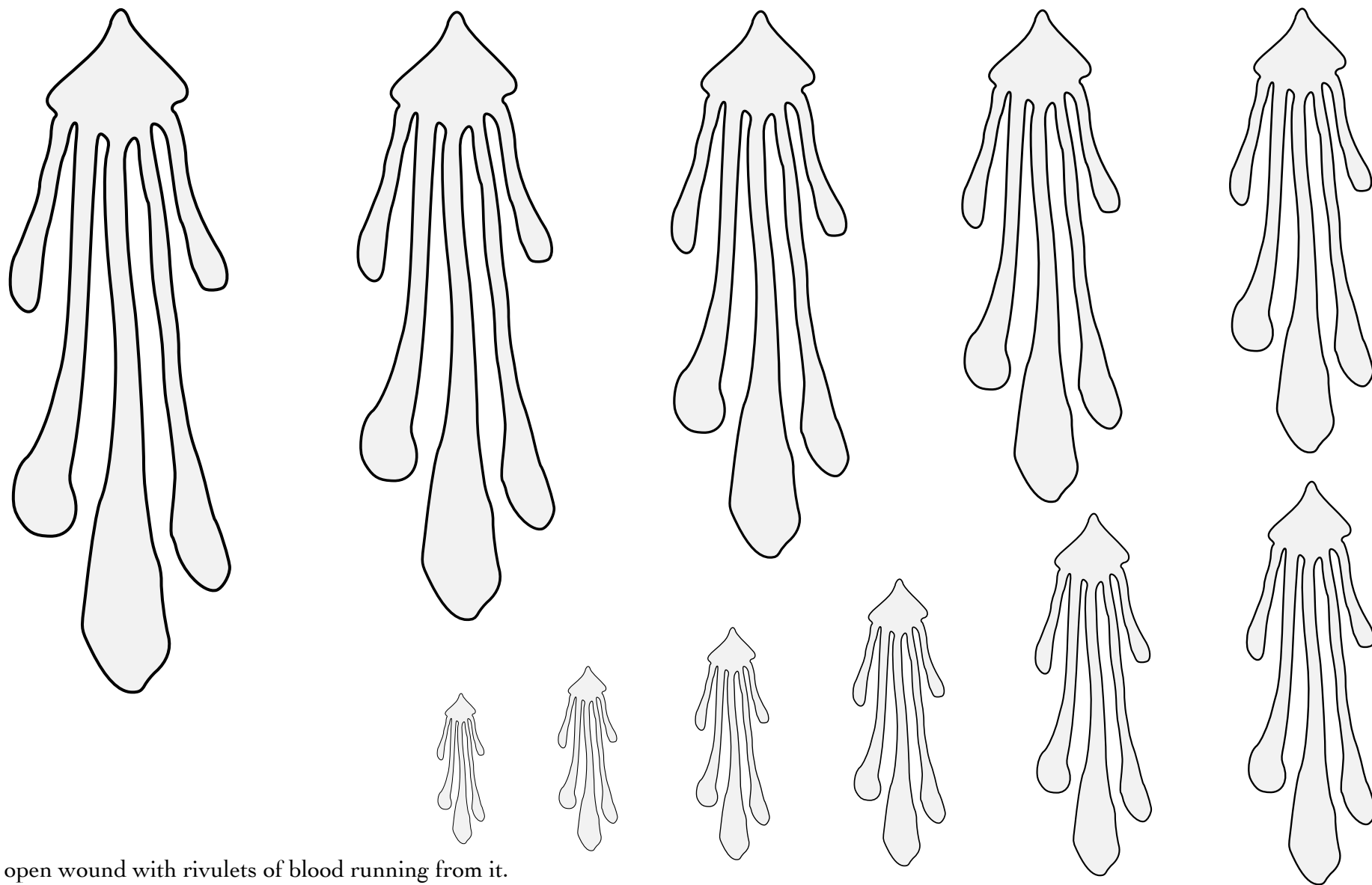
Default orientation: gouty to base. Proper coloration: gules.

This charge has not yet been registered, and might be returned as offensive.

Source: Coplas às Armas da Nobreza de Portugal.

Artist: João Ribeiro Gaio. (Page 29, arms of Sao Francisco.)

Wound (1) 13.198




An open wound with rivulets of blood running from it.

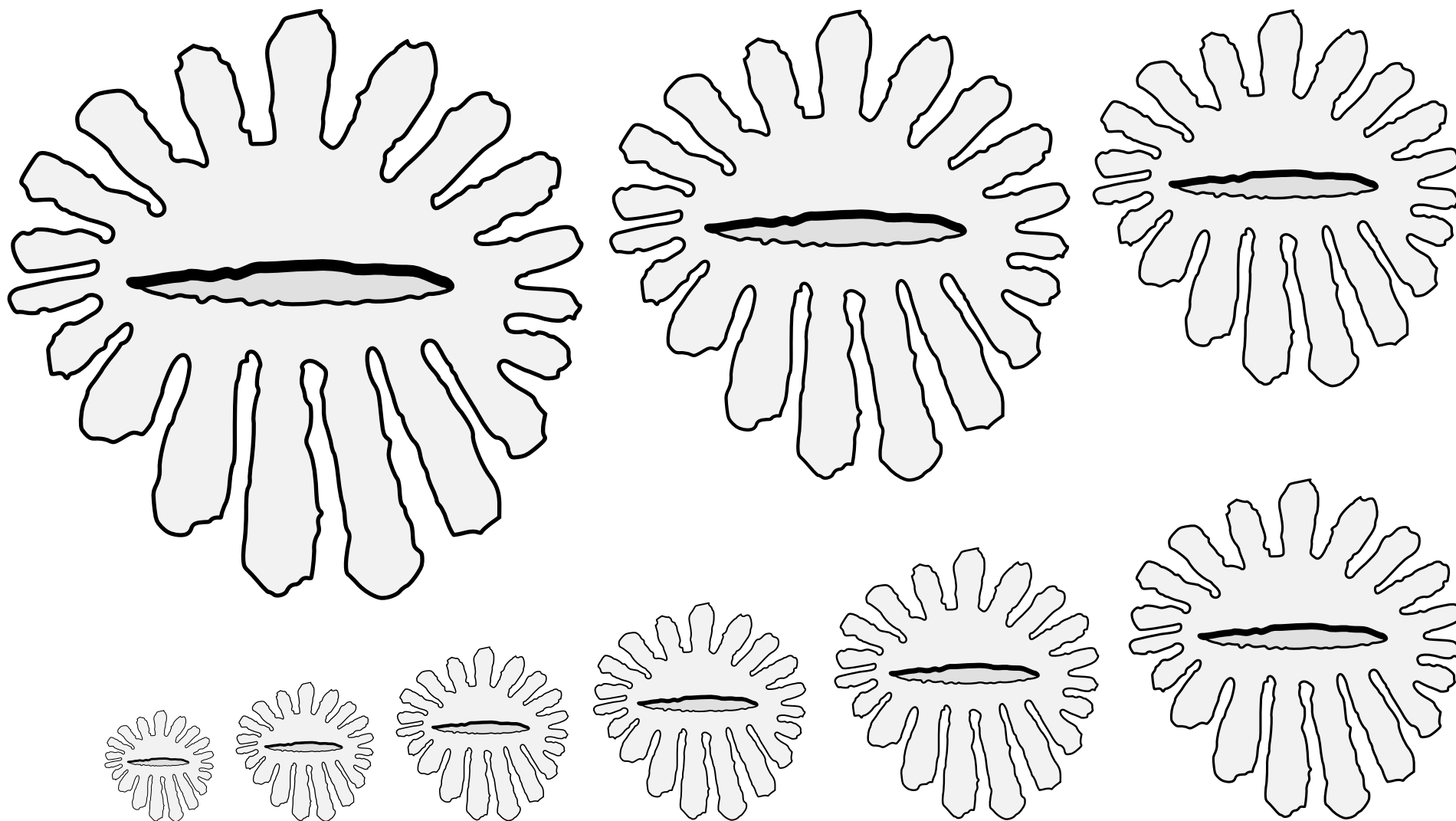
Default orientation: gouty to base. Proper coloration: gules.

This charge has not yet been registered, and might be returned as offensive.

Source: Coplas às Armas da Nobreza de Portugal.

Artist: João Ribeiro Gaio. (Page 29, arms of Sao Francisco.)

Wound (2)  **13.199**



An open wound with rivulets of blood running from it.

Default orientation: gouty to base. Proper coloration: gules.

This charge has not yet been registered, and might be returned as offensive.

Source: Sammelband Mehrerer Wappenbücher. Artist unknown. (Folio 28r.)

Wound (3) 13.200