

The Heraldic Colors of Vandlar

Reading the Entries:

Primary Colors: main color components of the flag, heraldry and uniforms of the city, barony or duchy.

Secondary Colors: accent or highlight colors often used as a trim but not given equal weight of Primary Colors

Symbols: as there are a limited number of colors available the symbol of the Shield must be displayed in the correct color. If no symbol is noted then the city, barony, or duchy is not authorized legally to create or wear one without the express permission of the King.

The Laws of Vandlar specifically demand that the Colors, Heraldry and Shields of its Cities, Baronies, Duchies and Knights be respected. Local authorities have final say in determining the manner in which Colors are displayed and treated.

A quick introduction to Heraldic Law:

- 1) **An individual cannot wear Heraldry to which he is not entitled. This restriction does not apply to the Cities of Vandlar from which any citizen may choose to wear their colors (as a member of said group).**
- 2) **Official arms must be registered with the Kingdom Auditors at a cost of 5G (flat rate). Registration provides the following benefits:**
 - a. Rights to the Design- each design will be unique and individual to the person or group which registers it. Any group or individual trying to register new designs will be compared to the compiled records of the Auditors to ensure uniqueness. Should the bearer of a Design find another appropriating their Rights they may seek legal counsel from the local authorities to press their claim.
 - b. If registered by an individual rights are granted by the Kingdom for that Individual only.
 - c. If registered by a Group, Guild or Organization rights are recognized by the Kingdom for any member of said organization. Each group, however, must have one member on record as the Arms Bearer who will be considered responsible for the proper application of such arms within his organization.
- 3) **Arms bequeath no inherent benefit in the government, economic or political arenas of Vandlar. They are primarily Identification designs.**
- 4) **Individuals may claim rights to multiple arms subject to the following:**
 - a. An Individual can only register ONE Individual Design.
 - b. Groups are considered self-governing as to the requirements placed on their members for displaying arms. Therefore groups are allowed to police their own membership to verify their internal policies are followed. This may allow for multiple group memberships for a single individual depending on the groups requirements as detailed by the Arms Bearer.

Colors, Heraldry and Symbols are not required to be registered with the Kingdom of Vandlar however choosing not to register colors provides no protection or security for the individuality of the design.

Travelers, envoys and visitors from other lands who wear Heraldry will not be forced to remove their symbolism however they will be requested to make clear to the public they are not affiliated with any group, organization, or Individual in Vandlar that may share the same symbol(s) or color(s).



The Royal Colors

Primary: White
Secondary: Purple
Symbol: Gold Lion Rampant



Barony of Arlon

Primary: Black and Blue
Secondary: None
Symbol: White Sword tip down



City of Aryxia

Primary: Black
Secondary: White
Symbol: A red dragon



Barony of Ashord

Primary: Brown and Blue
Secondary: None
Symbol: Two Grey Roses



City of Barlek

Primary: Blue and Yellow
Secondary: None
Symbol: None



City of Bolen

Primary: Red
Secondary: None
Symbol: White Owl



City of Cazador

Primary: Purple
Secondary: Gold
Symbol: A Red Rose



City of Corston

Primary: Purple
Secondary: None
Symbol: A Black Lion Rampant



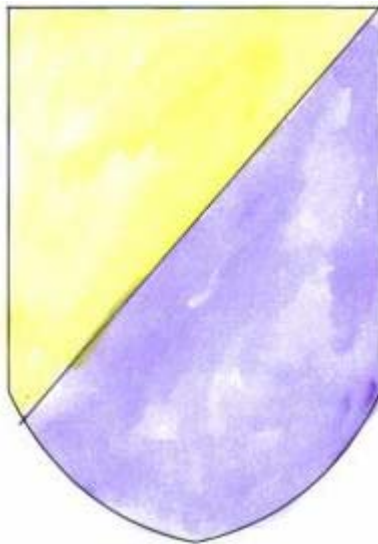
The Duchy of Corthwick

Primary: Green
Secondary: None
Symbol: A Black Wren



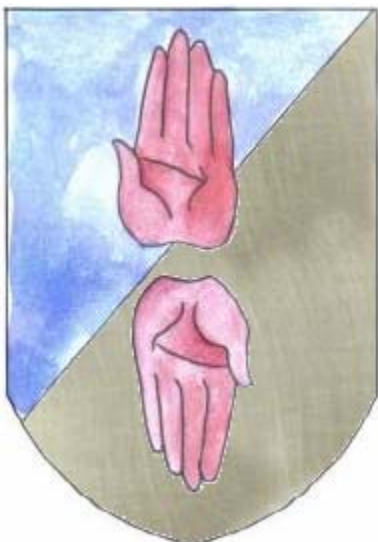
City of Craelant

Primary: Blue and Red
Secondary: Purple
Symbol: None



City of Cuamdor

Primary: Yellow and Purple
Secondary: None
Symbol: None



City of Earth Scar

Primary: Blue and Silver
Secondary: None
Symbol: Two Red Hands



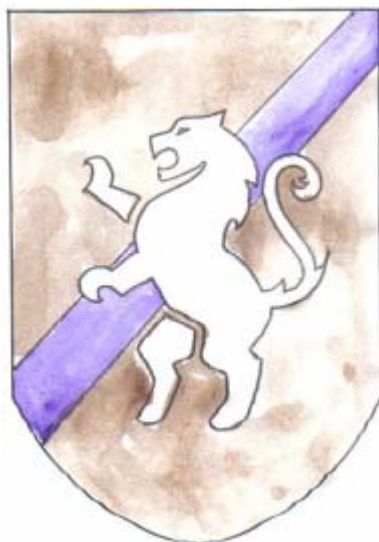
Duchy of Elbereth

Primary: Blue and Silver
Secondary: None
Symbol: Black Bear Rampant



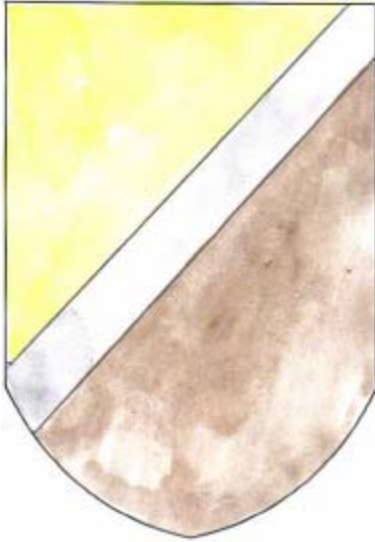
City of Elosin

Primary: Green
Secondary: Red
Symbol: A White Circle



City of Embrook

Primary: Brown
Secondary: Purple
Symbol: A White Lion Rampant



City of Farsterdale

Primary: Yellow and Brown
Secondary: Grey
Symbol: None



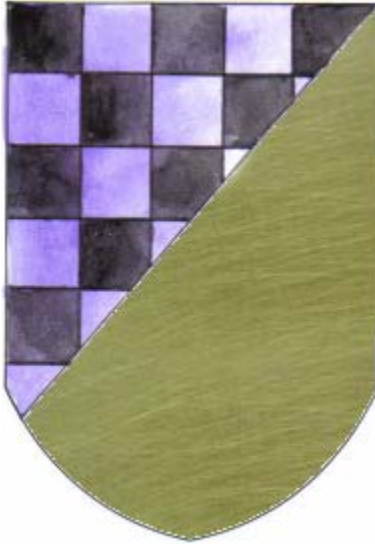
City of Farston

Primary: White and Blue
Secondary: None
Symbol: A Tower



City of Gilindor

Primary: Brown
Secondary: None
Symbol: A Yellow Sun



Barony of Gorthrik

Primary: Violet Checked with Black and Bronze

Secondary: None

Symbol: None



City of Ironton

Primary: Grey and Blue

Secondary: White

Symbol: a Copper Hammer



Barony of Melian

Primary: White and Red

Secondary: None

Symbol: A Grey Lion Supine



City of Morlien

Primary: Green and Grey
Secondary: None
Symbol: A Black Eagle Head



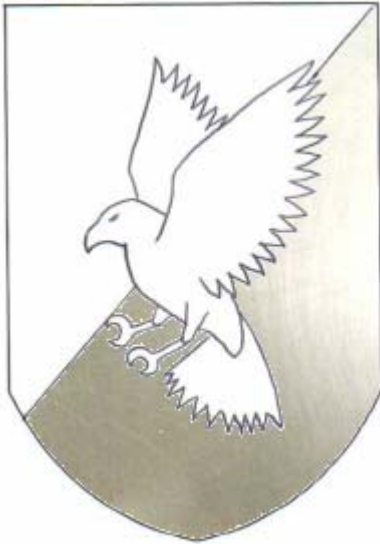
City of Nargdale

Primary: Purple and Copper
Secondary: None
Symbol: None



Barony of Oddesseus

Primary: White
Secondary: None
Symbol: Green Tree



City of Porthaven

Primary: White and Silver
Secondary: None
Symbol: A White Eagle In Flight



City of Sarlin

Primary: Copper and Black
Secondary: None
Symbol: None



City of Shadewood

Primary: Yellow
Secondary: None
Symbol: A Red Stags Head



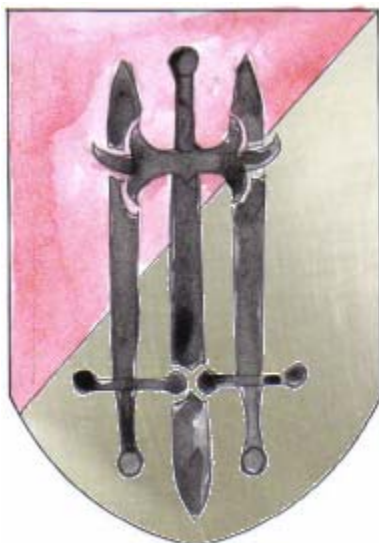
City of Targis

Primary: Bronze and White
Secondary: Yellow
Symbol: None



City of Thardum

Primary: Blue
Secondary: White
Symbol: Yellow Lion Supine



Barony of Torrian

Primary: Red and Silver
Secondary: None
Symbol: Three Black Swords



City of Tyrdella

Primary: Blue
Secondary: None
Symbol: Three Black Stars



City of Zuelin

Primary: Bronze and Blue
Secondary: None
Symbol: A White Unicorn