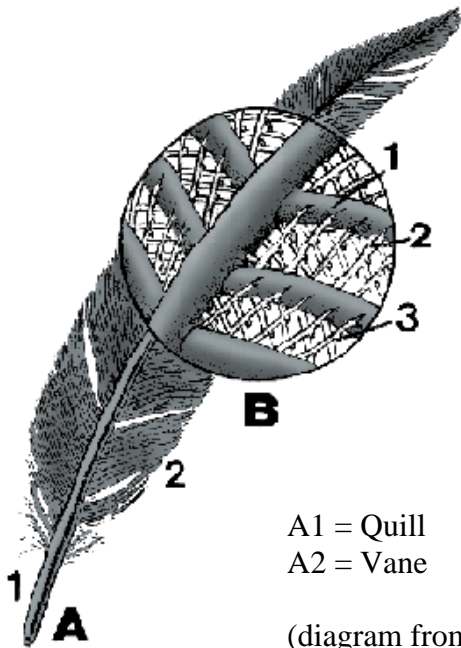


## Herald Arrow-Code

### Anatomy of a feather



B1 = Barb  
B2 = Barbule  
B3 = Barbicel with hamulus

A1 = Quill  
A2 = Vane

(diagram from <http://www2.merriam-webster.com/mw/art/feather.gif>)

### Some basic of arrow making

(some information are from Arrow's Flight, given by Kyril to Talia – Chapter 3)

Here, we focus on preparing the feather for arrow making. Before a feather can be used as a fletching, its vane and quill has to be separated.

Once the vane is separated from the quill, it can be attached to an arrow. The process of feathering an arrow is to 'fletch' an arrow. The feather that is on the arrow is called a 'fletching'.

Feathers from the wing of a bird are used to fletch an arrow. Also, right wing feathers are combined with feathers of the same side. This is to allow for better flight. If the right wing feathers are used with left wing feathers, the flight of the arrow can be uneven. Feathers from a goose or turkey are usually used as fletching.

For Herald's arrows, feathers from a gannet are used because its barbs are thick, heavy and regular. These three characteristics allow for the barb of a fletching to be more easily counted. It is because of these characteristics that Herald's arrows can be identical. When the barbs are broken according to a specific pattern, it would then identify who was the Herald that did it and to whom the arrow had belonged to.

The pattern of each Herald is recorded in the secret Records of the Heralds. To further protect this record, it is further encrypted in a secret code. Other than the record, a few other Heralds would know of the patterns of each Herald. They are the Monarch, Monarch's Own, Dean of the Herald Collegium, the Seneschal's Herald and the Herald's own partner.

The amount of arrows carried by each Herald is also known by the Collegium. Herald's arrows are also banded to show different meanings according to the colours of the band.

## Arrow Banding

Single colour code:-

1. White: nothing wrong/ all clear



2. Green: call Healer\*



(calling for two Healers)

3. Purple: call Priest\*



(calling for one Priest)

4. Gray: call Herald\*



(calling for three Heralds)

5. Brown: wait for a message, there's trouble but it is not serious, needs further elaboration on situation, Herald is unable to stay with schedule



6. Blue: treachery



7. Yellow: call for military aid (\*number of bands indicate amount of military units required)



(calling for two military units)

8. Red: great danger and aid should come at fastest speed



9. Black: Black indicates disaster. There are variations to black arrows:-

- a. Intact black – Total disaster, need help and rescue



- b. \*\*Broken black arrow in pieces – Hopeless situation, do **not** attempt rescue

- c. \*\*Headless black – The Herald who owns the arrow is dead

\* The number of bands can indicate the number of units as well as individuals. For example, if three Healers are needed, three bands of green can be used. This happened during Talia's internship where she and Kris encountered the plagued town.

\*\* Broken arrows and Headless arrows of any colour bearing the individual mark of Herald indicate the same meaning as 9b and 9c.