

PLAYER'S GUIDE TO FAERÛN HERALDRY



The complete guide to Faerûn heraldic arms, badges, insignia, and symbols.





PLAYER'S GUIDE TO FAERÛN HERALDRY

*"HERALDRY IS THE FUSION OF FACT AND FANCY,
MYTH AND MANNER, ROMANCE AND REALITY.
IT IS AN EXUBERANT UNION OF
FAMILY, ART, AND HISTORY."*

*- CHARLES BURNETT AND MARK DENNIS
THE LION REJOICING (1997)*

Designer
[James Welch](#)

Interior Illustrators
[James Welch](#)

Layout
[James Welch](#)

Layout Template
[Nathanaël Roux](#)

Disclaimer: The author cannot be held responsible for incurring the wrath of the Heralds of Faerûn, Harpers, noble families, dwarven clans, greater or lesser houses of Menozberranzan, ladies or lords, rulers or governing bodies, clergy of Oghma, or Candlekeep. For any grievance relating to your coat of arms, please contact your local High Herald's office and file the appropriate forms during business hours of Harbright to Thulsun during the first and third tenday of each odd month or second and fourth tenday of each even month except during a year with Shieldmeet, then during second and fourth tenday of each odd month or first and third tenday of each even month. Offices are closed during Midwinter, Spring Equinox, Greengrass, Summer Solstice, Midsummer, Shieldmeet, Autumn Equinox, Highharvestide, Feast of the Moon, and Winter Solstice.

NOT FOR RESALE. PERMISSION GRANTED TO PRINT OR PHOTOCOPY THIS DOCUMENT FOR PERSONAL USE ONLY.

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnica and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild. All other original material in this work is copyright © 2019 by James Welch and published under the Community Content Agreement for Dungeon Masters Guild.

© 2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.



CONTENTS

OVERVIEW	4	DRAGON REACH	61
STANDARDS	5	Westgate.....	61
AGLAROND	7	DROW HOUSES	67
AMN	7	DWARVEN CLANS.....	90
Nashkel.....	7	Mithral Hall	90
BARBARIAN TRIBES	8	Temple of Dumathoin	90
Uthgardt Tribes.....	8	FROZENFAR	91
Other Tribes	15	Fireshear	91
BORDER KINGDOMS.....	16	Ironmaster	91
Adaerglast	16	HALRUEA	92
Alamontyr	16	IMPILTUR	92
Arnglar	17	MOONSEA	93
Arthyn	17	Citadel of the Raven.....	93
Barony of Blacksaddle.....	18	Melvaunt.....	93
Barony of Great Oak.....	19	Mulmaster.....	94
Dapplegate	19	MOONSHAE ISLES	95
Emrys.....	20	SEMBIA	96
Free Barony of Felshroun.....	20	SILVER MARCHES.....	97
Grand Duchy of Shantal	21	Citadel Adbar.....	97
High Emmerock	21	Silverymoon.....	97
Land of Two Princes.....	22	SWORD COAST	98
Middle Mukshar	23	Baldur's Gate.....	98
Realm of the Mount.....	24	Beregost.....	98
Realm of the Ready Sword.....	24	Candlekeep.....	99
Realm of the Smoking Star	25	Daggerford.....	99
Shandolphyn's Reach	26	Durlag's Tower.....	100
Suldamma.....	26	Elturgard	100
The Swordpoint Streams	27	Friendly Arm Inn	101
Talduth Vale	31	Gullykin.....	101
Telcharn	31	Luskan	102
Thuntar	32	Mirabar	102
Thur.....	32	Neverwinter.....	103
Yallasch	33	Waterdeep	104
CORMANTHYR.....	34	Ulgoth's Beard	144
CORMYR	51	TETHYR	145
DALELANDS.....	53	Zazesspur	145
Archendale	53	THAY.....	145
Battledale.....	53	THE VAST	146
Daggerdale	54	Ravens Bluff.....	146
Deepingdale	54	Tantras	165
Featherdale.....	55	WESTERN HEARTLANDS.....	166
Harrowdale	55	Berdusk	166
High Dale	56	Iriaebor.....	166
Mistledale.....	56	UNKNOWN HERALDRY	167
Moondale	57		
Scardale	57		
Sessrendale.....	58		
Shadowdale	58		
Tasseldale	59		
Tarkhaldale	59		
Teshendale	60		

OVERVIEW

This document contains information relating to Faerûn heraldry to include escutcheon (shields) with coat of arms, badges, banners, and house and family insignia spanning from first to fifth edition. When more than one symbol was provided, I tried to include both versions.

Many symbols were originally printed in black and white without color references. Many others had verbal descriptions and colors without a visual reference. And other symbols had verbal descriptions without colors or a visual reference. Lastly, some symbols had only a visual display without a verbal description or colors. For these symbols, I improvised the missing elements and created a new description and color scheme that matched other Faerûn symbols.

To simplify terminology, this document will use left and right to signify the left and right sides of the page (or 'from viewer') instead of European medieval era heraldic terms such as "dexter" and "sinister."

HERALDIC TERMINOLOGY

Blazon

A blazon is an official description of the heraldry from which someone could recreate the appropriate image.

Coat of Arms

The coat of arms specifically refers to the shield of arms, but is commonly used to refer to the entire design to include all heraldic elements.

Crest

A crest is a single element placed atop a helmet located above the shield. This term is often incorrectly used to refer to a coat of arms.

Dexter

The right side of the shield as you are holding it and the left side of the shield from a viewer's perspective.

Escutcheon

The escutcheon is the shield and the primary element of the heraldic achievements on which the coat of arms is displayed.

Heraldry

The general term that includes the design, display, and study of heraldic achievements represented by a coat of arms on a shield, helmet, and crest, along with supporters, badges, heraldic banners, and mottoes.

Shield of Arms

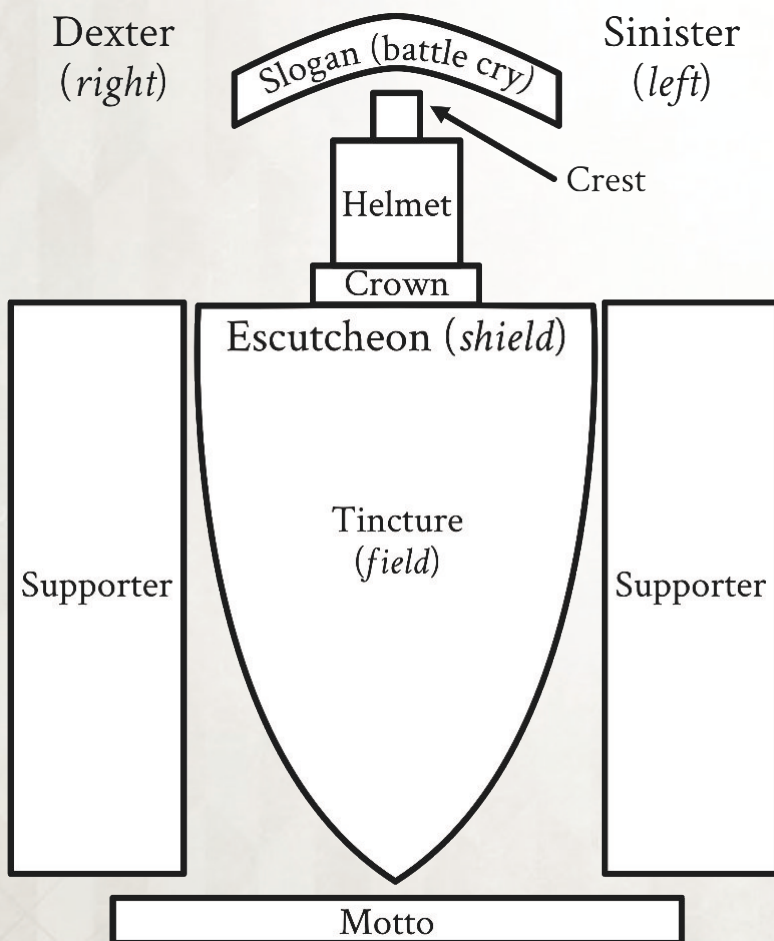
The shield of arms refers to the coat of arms displayed upon the shield. This is commonly called coat of arms.

Sinister

The left side of the shield as you are holding it and the right side of the shield from a viewer's perspective.

Tincture

The tincture is the primary field (background) of the shield. This is represented by colors and patterns.



"IN THE REALMS, 'BLAZON' IS ALMOST EXCLUSIVELY USED INSTEAD OF 'GRANT OF ARMS.' 'BLAZON' BEING THE HERALD'S CANT FOR A GRANT OF ARMS.

CRESTS (SOMETHING STUCK ON THE TOP OF A HELM, LIKE FEATHERS) ARE RARELY USED IN THE REALMS EXCEPT AS PART OF A BLAZON (I.E. HELMS IN VARIOUS POSITIONS, TO DENOTE NOBLE RANK).

"BADGES" (A SIMPLIFIED LOGO DERIVED FROM THE BLAZON) ARE USED A LOT ON SURCOATS, TABARDS, THE DOORS OF COACHES, ETC. TO DENOTE "I BELONG TO THIS ARMIGEROUS INDIVIDUAL" (I.E. GUARDS OR SERVANTS OR HORSES "IN LIVERY")."

- ED GREENWOOD

STANDARDS

Standards are held high within the companies of armies. A standard requires two hands to hold and in some instances, they are mounted to weapons that can be used in combat.

All standards play an important role in armies by instilling a sense of pride and loyalty to those marching under the banner and are often used for tactical purposes such as signaling and allowing army commanders to better observe locations of their units.

Commonly, noble houses don't bare standards unless they have a sizable army. Badges and arms of noble houses are usually worn by members and servants of the house and displayed on their estates and properties. The below gameplay mechanics may also apply to organizations such as the Harpers, if their forces participate in a large scale battle.

COMMON STANDARD

Equipment, Common

These banners do not provide any magical benefits, but continue to support the troops by raising morale. They can also be used for strategic purposes.

MAGICAL STANDARD

Wondrous Item, Varies

These banners provide benefits to the unit that bares it. Any allies of the standard-bearer within 30 feet of the standard receives benefits as long as they can see the standard. Creatures with an Intelligence score less than 3 cannot gain any magical standard effects.

If the standard-bearer becomes incapacitated during battle or drops the standard, all effects end. If another character raises the standard within one round, the effects are restored. If the standard is not raised within one round, all allies who receive the benefits must make a Wisdom check to avoid becoming demoralized. The DC of the ability check is determined by the strength of the effect (rarity of the banner). On a failure, the character becomes demoralized and has disadvantage on all saving throws, attacks, and skill checks for 3 rounds or until the banner is raised.

The standard's effect is selected by the Dungeon Master to best suit the unit commander, forces bearing it, and applicable gameplay and lore.

AURA OF DREAD

Wondrous Item, Very Rare (DC 17)

These standards are often used by undead armies lead by death knights, necromancers, skull lord, or sword wraith commanders.

Any creature that dies within 30 feet returns to life with 1 hit point. This effect doesn't restore missing body parts. Any reanimated creature that leaves the 30-foot radius dies (again).

AURA OF HOPE

Wondrous Item, Rare (DC 15)

These standards can be used by any army. These banners are often used by divinely inspired armies lead by paladins such as Elturgard.

All allies within 30 feet have advantage on Wisdom saving throws and death saving throws, and regains the maximum number of hit points possible from any healing. Additionally, sunlight emanates from the banner filling a 30-foot radius with bright light and an additional 30 feet with dim light.

CHARGE OF THE CAVALRY

Wondrous Item, Very Rare (DC 17)

These standards are often used by cavalry units. Typically, the banner is mounted to the end of a spear or lance.

If the standard is mounted to a lance or spear, the standard-bearer may attack as normal. If the standard-bearer rolls a critical hit, reduces an enemy to 0 hit points, or dismounts an enemy, all allies within 30 feet and who witnessed the event receive a single bonus 1d4 to any attack, saving throw, or skill check until the standard-bearer's next turn. Additionally, if the standard-bearer becomes dismounted, the standard is dropped and demoralization checks are required.

The speed of all mounted allies within 30 feet increases by 10 feet. Also, mounted allies have advantage on melee attacks while mounted.

EAGLE'S SIGHT

Wondrous Item, Very Rare (DC 17)

These standards are often used by elven armies or elite archery units.

All allies within 30 feet have advantage on ranged attacks and enemies targeting these allies have disadvantage on attacks.

FEAR OF MIGHT

Wondrous Item, Rare (DC 15)

These standards are often used by oppressive nations and armies to intimidate and frighten their enemies. Nations such as Thay or houses such as the drow House Baenre might wield such a banner.

When an enemy within 30 feet makes an attack, saving throw, or skill check, they must first make a DC 15 Charisma saving throw. On a failure, the enemy must roll a d4 and subtract the number rolled from the attack, saving throw, or skill check.

HOLD THE LINE

Wondrous Item, Rare (DC 15)

These standards can be used by any army. Most often, these banners are used by a charismatic leader of an elite force charged with stalling an invading force or defense of a location even though they know they will take heavy losses.

All allies within 30 feet AC increases to at least 16, regardless of what kind of armor they are wearing. Additionally, all allies and enemies have disadvantage on attacks made on targets within the radius.

INSPIRE FEARLESSNESS

Wondrous Item, Rare (DC 15)

These standards can be used by any army. Most often, Uthgardt tribes and orc hordes use these banners.

All allies within 30 feet have advantage on Constitution and Strength checks. Additionally, when an ally suffers hit point loss, they may roll one hit die and subtract the result from the total hit points lost.

INSPIRE COURAGE

Wondrous Item, Uncommon (DC 13)

These standards are often used by goodly aligned nations and armies to boost the moral of their soldiers. Nations such as Impiltur might wield such a banner.

All allies within 30 feet have advantage on saving throws to avoid being charmed or frightened.

KULDJARGH STAMPEDE

Wondrous Item, Very Rare (DC 17)

These standards are often used by armies with a dwarven battlerager unit.

The speed of all allies within 30 feet increases by 5 feet. If an ally moves 15 feet or more and makes a melee attack, they gain advantage on the attack and may reroll any melee damage (the ally must use the new roll). Also, allies have advantage on special melee attacks to shove a creature (either to knock it prone or push it away).

MAGE SLAYERS

Wondrous Item, Very Rare (DC 17)

These standards can be used by any army. Most often, these banners are used when fighting against armies lead by battlemages to counter their spells.

All allies within 30 feet have advantage on saving throws against spells and other magical effects. Additionally, when a creature succeeds on a saving throw made against a spell or magical effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw.

RALLY BANNER

Wondrous Item, Very Rare (DC 17)

These standards can be used by any army. Most often, these banners are used by charismatic leaders. The leader will order, direct, encourage, and calm allies.

Whenever the standard-bearer uses their an action to inspire their allies with spoken words, all allies within 30 feet who can hear the standard-bearer gain a bonus to their attack rolls equal to the standard-bearer's Charisma ability modifier until the standard-bearer's next turn. Additionally during this effect, if an ally suffers hit point loss, they subtract the standard-bearer's Charisma ability modifier from the total hit points lost.

TACTICAL ADVANTAGE

Wondrous Item, Legendary (DC 17)

These standards can be used by any army. Most often, these banners are used by experienced battlemasters, marshals, and army commanders.

Allies have advantage on attack rolls against a creature if the ally is within 5 feet of the standard-bearer and the standard-bearer isn't incapacitated.

Additionally, all allies gain a bonus d4 to damage rolls if at least one ally is within 5 feet of the target and that ally isn't incapacitated.

AGLAROND

The oligarchic magocracy of Aglarond is located in the Unapproachable East on the Sea of Fallen Stars.

DEMONYM

Aglarondan

BLAZON

Purple field, gold ancient dragon facing, gold star

Source: The Grand History of the Realms by Brian R. James and Ed Greenwood



AMN

Also known as the Merchant's Domain, the wealthy nation of Amn is located on the Sea of Swords to the south of Baldur's Gate and north of Tethyr.

DEMONYM

Amnian

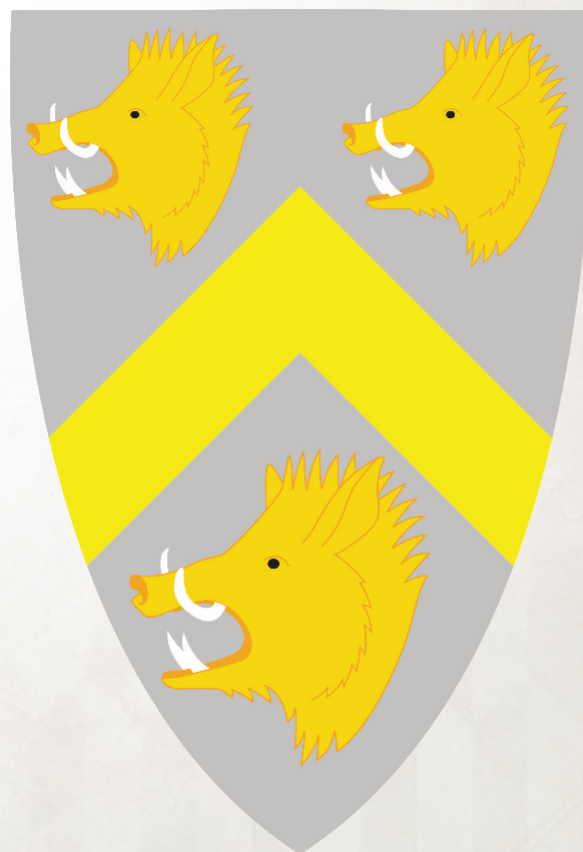
NASHKEL

The small town of Nashkel is located on the north side of the Cloud Peaks mountain range.

BLAZON

Silver field, gold chevron upwards, three gold boar heads

Source: Baldur's Gate: Tales of the Sword Coast



BARBARIAN TRIBES

UTHGARDT TRIBES

The Uthgardt are human barbarian tribes scattered throughout the North and Western Heartlands. Each tribe is named after a beast totem of Uthgar who acts as their intercessor to the deity.

DEMONYM

Uthgardt

BLACK LION

The Black Lion tribe is unique among the Uthgardt tribes because they settled and established a village rather than continue to live as nomadic hunters.

ANCESTRAL MOUND

Beorunna's Well

Source: The Savage Frontier by Paul Jaquays



BLACK RAVEN

The Black Raven tribe hold to strict traditions and do not change their customs. They often ride giant ravens into battle.

ANCESTRAL MOUND

Raven Rock

Source: The Savage Frontier by Paul Jaquays



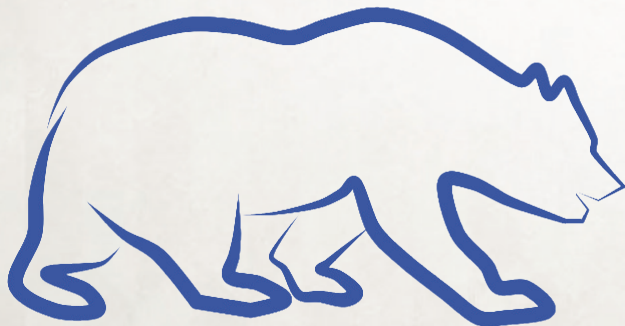
BLUE BEAR

The Blue Bear tribe was believed to be destroyed. However, a small number of tribe members stayed hidden until they were strong enough to reclaim their ancestral mound. The Blue Bear beast totem spirit was killed and absorbed by Malar in 1369 DR. However, the spirit has been recently revived.

ANCESTRAL MOUND

Stone Stand

Source: Sword Coast Adventurers Guide



ELK

Many consider the Elk tribe as nothing more than bandits who raid caravans and villages.

ANCESTRAL MOUND

Flint Rock

Source: The Savage Frontier by Paul Jaquays



GOLDEN EAGLE

The Golden Eagle tribe vanished in 576 DR. The tribe is believed to be extinct. It is believed that grimlocks are descendants of the tribe.

ANCESTRAL MOUND

One Stone

Source: Drizzt Do'Urden's Guide to the Underdark by Eric L. Boyd





GRAY WOLF

Members of the Gray Wolf tribe are all evil werewolves. Uthgardt consider the Gray Wolf tribe as taboo and not be spoken about by other tribes.

ANCESTRAL MOUND

Raven Rock

Source: The Savage Frontier by Paul Jaquays



GREAT WORM

The reclusive Great Worm tribe roam the Spine of the World mountain range. Over the last twenty years, they have only attacked orcs.

ANCESTRAL MOUND

Great Worm Cavern

Source: Sword Coast Adventurers Guide



GRIFFON

The Griffon tribe was one of the most powerful Uthgardt tribes. They are shunned due to trading with spellcasters and non-Uthgardt.

ANCESTRAL MOUND

Shining White

Source: Sword Coast Adventurers Guides



RED PONY

The Red Pony tribe vanished in 576 DR. The tribe is believed to be extinct. It is believed that grimlocks are descendants of the tribe.

ANCESTRAL MOUND

One Stone

Source: Drizzt Do'Urden's Guide to the Underdark by Eric L. Boyd



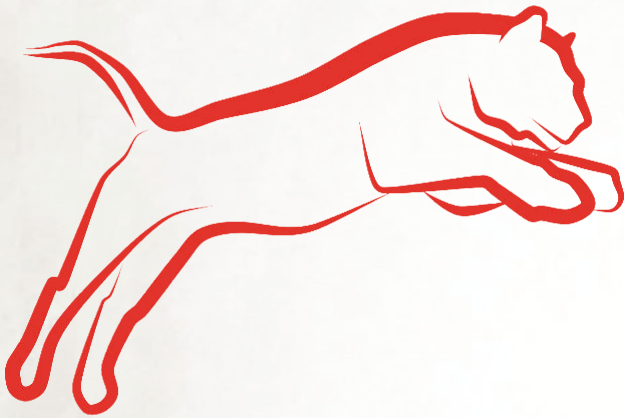
RED TIGER

The Red Tiger tribe are greatly suspicious of magic. They prefer to fight unarmed than to wield a magic weapon. Their beast totem is the snow cat.

ANCESTRAL MOUND

Beorunna's Well

Source: The Savage Frontier by Paul Jaquays



SKY PONY

While they worship Uthgar, the Sky Pony tribe are also fanatical followers of Tempus. Their best totem is the pegasus. Half of the tribe has settled near One Stone. The other half of the tribe consider this an insult and often raid the Sky Pony settlement.

ANCESTRAL MOUND

One Stone

Source: Sword Coast Adventurers Guides



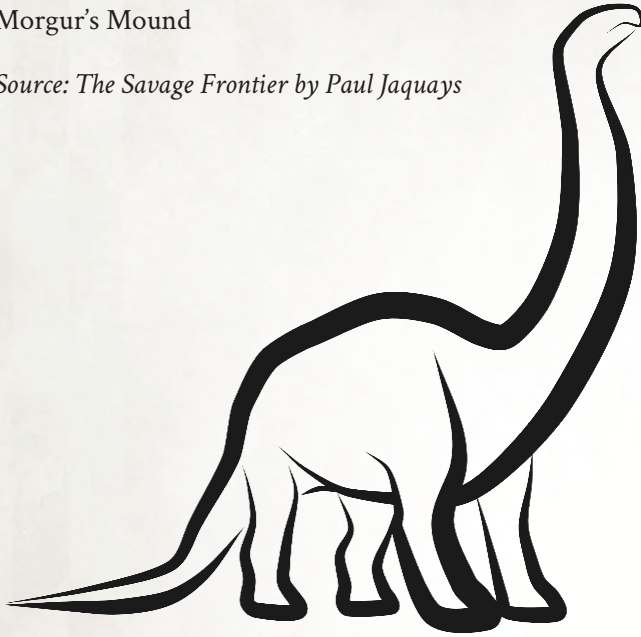
THUNDERBEAST

The Thunderbeast tribe was the least barbaric of the nomadic Uthgardt tribes. They also guarded a secret that thunderbeasts still lived deep within the High Forest.

ANCESTRAL MOUND

Morgur's Mound

Source: The Savage Frontier by Paul Jaquays



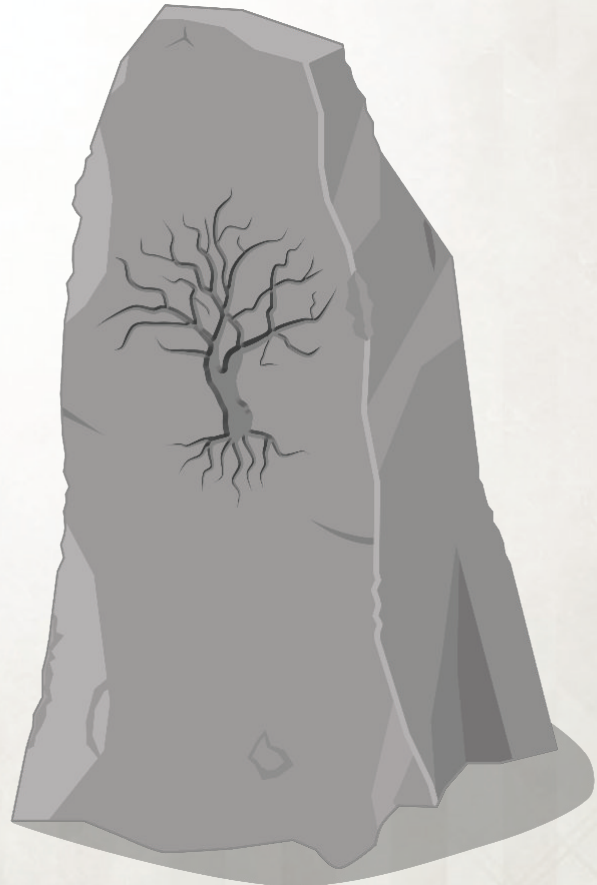
TREE GHOST

The Tree Ghost tribe separated from the Blue Bear tribe in 1313 DR. Some believe that the newly formed Blue Bear tribe are actually Tree Ghost members.

ANCESTRAL MOUND

Grandfather Tree

Source: Sword Coast Adventurers Guide



OTHER TRIBES

BLACK WOLF

The Black Wolf tribe split from the Gray Wolf tribe in 1485 DR after a coup from Malar worshiping members. They worship Malar rather than Uthgar.

Source: Malar: The Beastlord Compendium by James Welch

Note: The Black Wolf tribe symbol differs greatly in style from Uthgardt tribal symbols. We believe they purposely chose a different style for their wolf paw print - and chose a symbol that closely resembles the holy symbol of Malar - to distinguish themselves as a non-Uthgardt tribe.



BORDER KINGDOMS

The Border Kingdoms consist of many city-states, principalities, and kingdoms. Due to the instability and frequent ruler and border changes, the symbols in this section may change at any time.

DEMONYM

Borderer

ADAERGLAST

The Land of Mages, Adaerglast, is a coastal kingdom located on the Garden Coast.

DEMONYM

Adaernen

BLAZON

Green field, white circle with border of purple lightning bolts pointing outwards, wickerwork basket with three round red fruit (or tomatoes)

Source: The Border Kingdoms: Arthyn by Ed Greenwood, The Border Kingdoms: A Forgotten Realms Supplement by Ed Greenwood



ALAMONTYR

Alamontyr is a large fishing and farming independent town in the eastern region of the Border Kingdoms.

DEMONYM

Alamontan

BLAZON

Gray-brown field, silver shield, two white wings holding shield, red griffon facing right, three large crimson teardrops of blood below griffon base

The symbol of the Griffon Knights only includes the shield and wings.

Source: The Border Kingdoms: Alamontyr by Ed Greenwood



ARNGLAR

The hill village of Arnglar was once the home of the elven realm of Glorfindral with the ancient burial mounds of the elven kings surrounding the village.

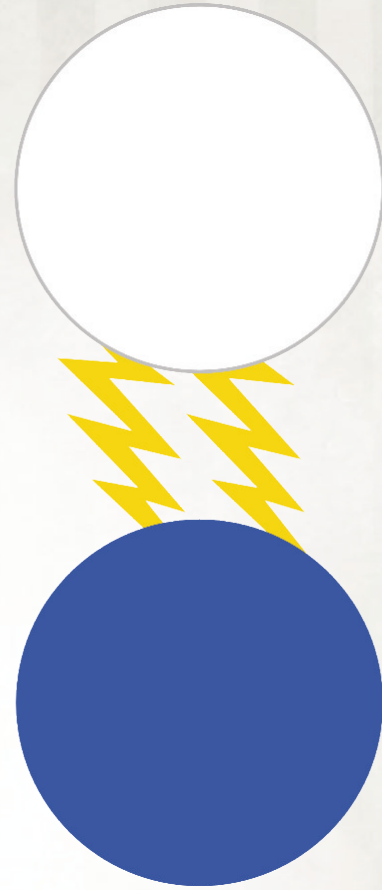
DEMONYM

Arnglar

BLAZON

Two circles linked by two diagonal, zigzag lines (the sun or moon over the village's crystal-clear deep well, joined by two lightning bolts)

Source: The Border Kingdoms: Arnglar by Ed Greenwood



ARTHYN

Arthyn is an independent city-state (large town) port located on the Lake of Steam.

DEMONYM

Arth-folk

BLAZON

Green field, white pick with head to upper left, diagonally crossing white crutch

In battle, Arth-folk wear green armbands with a white "X."

Source: The Border Kingdoms: Arthyn by Ed Greenwood



BARONY OF BLACKSADDLE

The Barony of Blacksaddle's frequent battles against the nomads of the Shaar inspired the well-known ballad named "*The Ballad of Blacksaddle*."

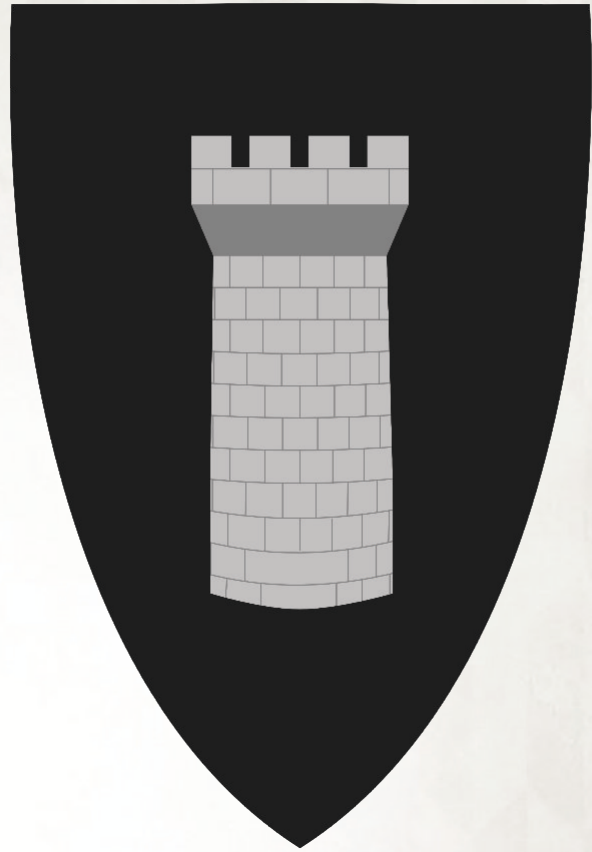
DEMONYM

Sadlar

BLAZON

Black shield, white castle turret

Source: The Border Kingdoms: Barony of Blacksaddle by Ed Greenwood



BLOUTAR

The once-independent small town of Bloutar, now part of the Barony of Blacksaddle, is located near the Qurth Forest and named after Baron Bloutar Hilathan.

DEMONYM

Bloutarran

BLAZON

Tree stump cloven in half by a broadaxe, blade is lower left with its long curving handle running to upper right, rack of antlers protrudes from the stump (as if it was the head of a stag)

Source: The Border Kingdoms: A Forgotten Realms Campaign Supplement by Ed Greenwood



BARONY OF GREAT OAK

The village of Great Oak was once the site of a Talking Tree (oak) which was destroyed by fire.

DEMONYM

Oakers

BLAZON

Old oak tree with foliage curving to form a circle meeting its roots

Source: The Border Kingdoms: A Forgotten Realms Campaign Supplement by Ed Greenwood



DAPPLEGATE

The lively city-state (large town) of Dapplegate is on the northern border of Bedorn.

DEMONYM

Dapplan

BLAZON

Side-on wyvern's head facing to left, jutting up from center of crenelation with three merlons and two embrasures, wyvern's neck rises up behind center merlon

Source: The Border Kingdoms: A Forgotten Realms Campaign Supplement by Ed Greenwood



EMRYS

The large, fortified town of Emrys is called “the Throat of Talduth Value” and links the Borders with the Shaar.

DEMONYM

Emryan

BLAZON

Large gold coin surrounded by a circle of six smaller silver coins

Emrys uses the badge of the Emryan Dukes.

Source: The Border Kingdoms: A Forgotten Realms Campaign Supplement by Ed Greenwood



FREE BARONY OF FELSHROUN

The Free Barony of Felshroun is an independent town located between the Shandolphyn’s Reach, Realm of the Smoking Star, and Barony of Blacksaddle.

DEMONYM

Felshrounan

BLAZON

Round emerald green field, silver falcon’s head with beak to right

Source: The Border Kingdoms: Free Barony of Felshroun by Ed Greenwood



GRAND DUCHY OF SHANTAL

Called the “heart of the Border Kingdoms,” Shantal is located in the center-western region of the Border Kingdoms.

DEMONYM

Shantan

BLAZON

Emerald green Kaudraun (human left hand, palm toward viewer, shown from wrist up; fingers spread and wavering into tongues of flame; thumb tapering into a zigzag-lightning).

Source: The Border Kingdoms: Grand Duchy of Shantal by Ed Greenwood



HIGH EMMEROCK

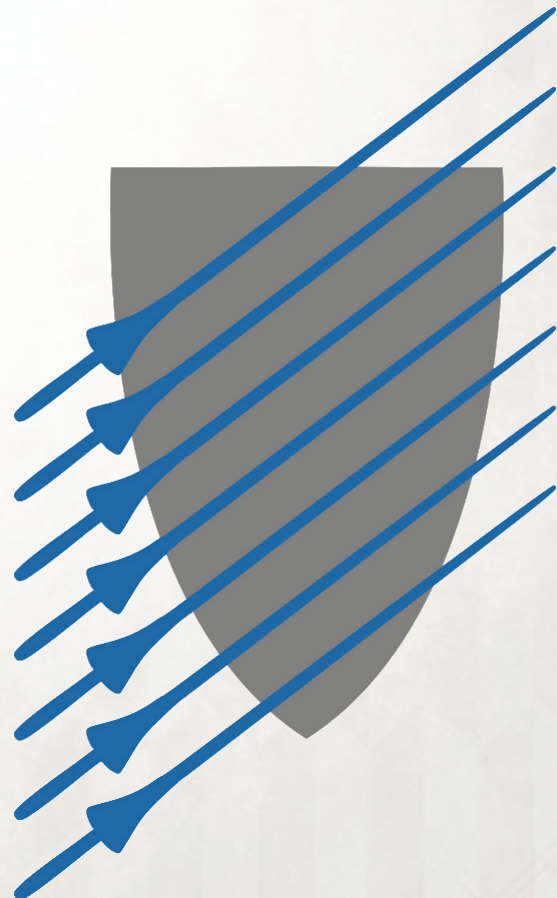
The prosperous realm of High Emmerock is named after one of its former kings, King Emmerock the Goblinbane. Since the death of the last king in 1344 DR, the realm has been ruled by a council of seven warrior lords.

BLAZON

Seven sapphire-hued lances, butts to bottom left and points to upper right arranged in parallel diagonally superimposed over an iron-gray shield

The simplified badge is seven light blue parallel diagonal lines.

Source: The Border Kingdoms: A Forgotten Realms Campaign Supplement by Ed Greenwood



LAND OF TWO PRINCES

The Land of Two Princes is located between the River Scelptar and the northern edge of the Shaar.

GALLARD

The walled town of Gallard is the capital of the Land of Two Princes.

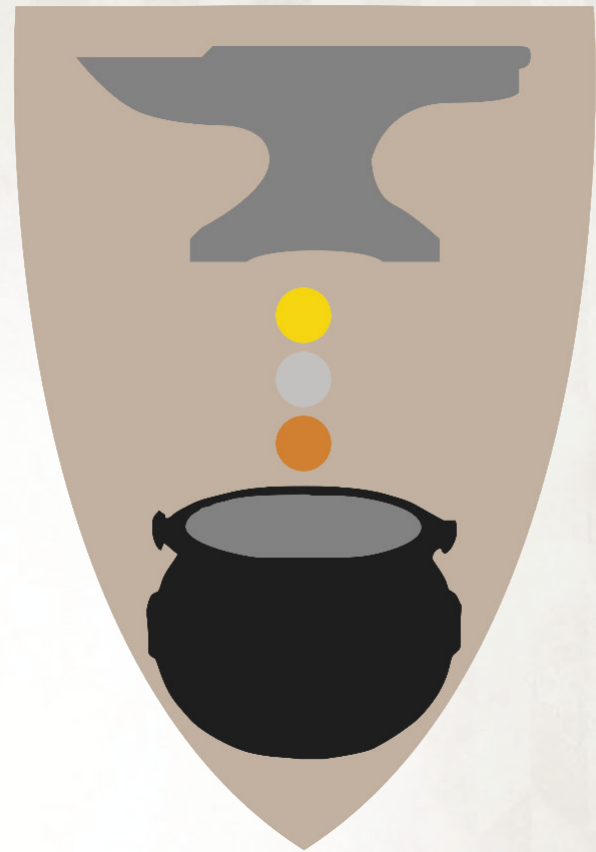
DEMONYM

Galardian

BLAZON

Brown-gray shield, steel-gray anvil with tongue to right, three featureless coins below anvil (gold uppermost, silver center, copper lowest), black cauldron at bottom

Source: The Border Kingdoms: Gallard by Ed Greenwood



FAMILY NAME

Amcorth

HOLDINGS

Gallard

BLAZON

Brown field, a golden lion head face-on inside a gold circle

Source: Power of Faerûn by Ed Greenwood & Eric L Boyd



FAMILY NAME

Meldrist

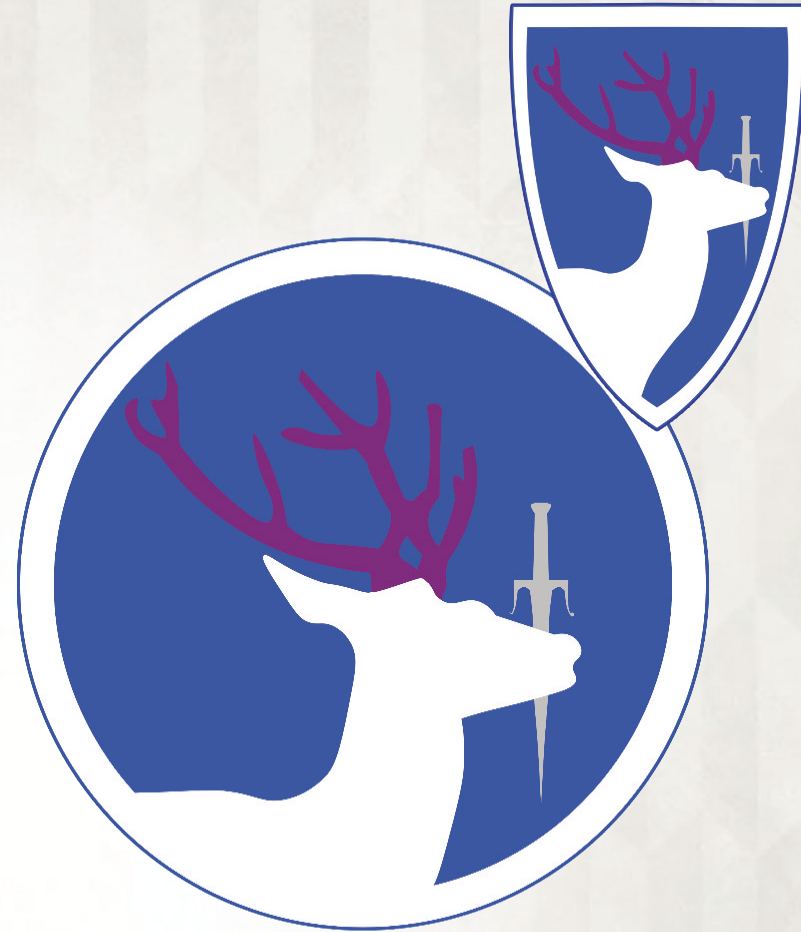
HOLDINGS

Gallard

BLAZON

Blue field, white stag with purple antlers facing right with silver dagger clenched in teeth inside white circle

Source: Power of Faerûn by Ed Greenwood & Eric L Boyd



MIDDLE MUKSHAR

Middle Mukshar is one of three realms named after their common origin: High Mukshar, Middle Mukshar, and Nether Mukshar.

DEMONYM

Mid-Muksharran

BLAZON

Black falcon in flight

Middle Mukshar uses the badge of their deceased Lord Protector Clevdoarran Iharlmiir.

Source: The Border Kingdoms: A Forgotten Realms Campaign Supplement by Ed Greenwood



REALM OF THE MOUNT

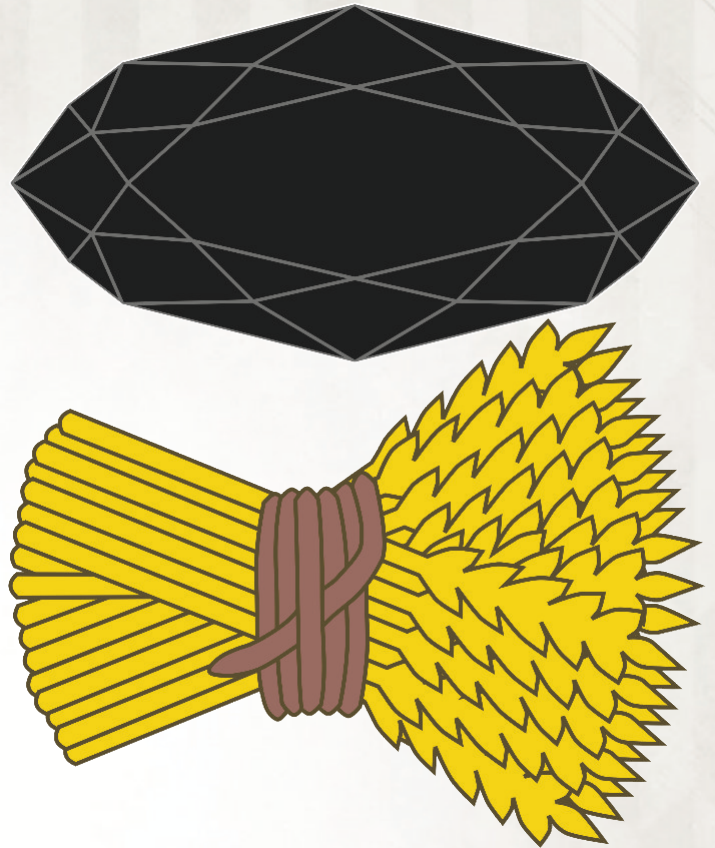
The Realm of the Mount consists of the wooded ridges and uplands east of Jundarwood and is often called “the Mount.”

BLAZON

Black diamond, marquise-cut, displayed with long points horizontal above a tied sheaf of golden wheat, stalks to left and heads to right

The Realm of the Mount uses the badge of the Ravens Bluff Relurvor family.

Source: The Border Kingdoms: A Forgotten Realms Campaign Supplement by Ed Greenwood



REALM OF THE READY SWORD

The long valley between the Shaar and Duskwood forest is called the Realm of the Ready Sword.

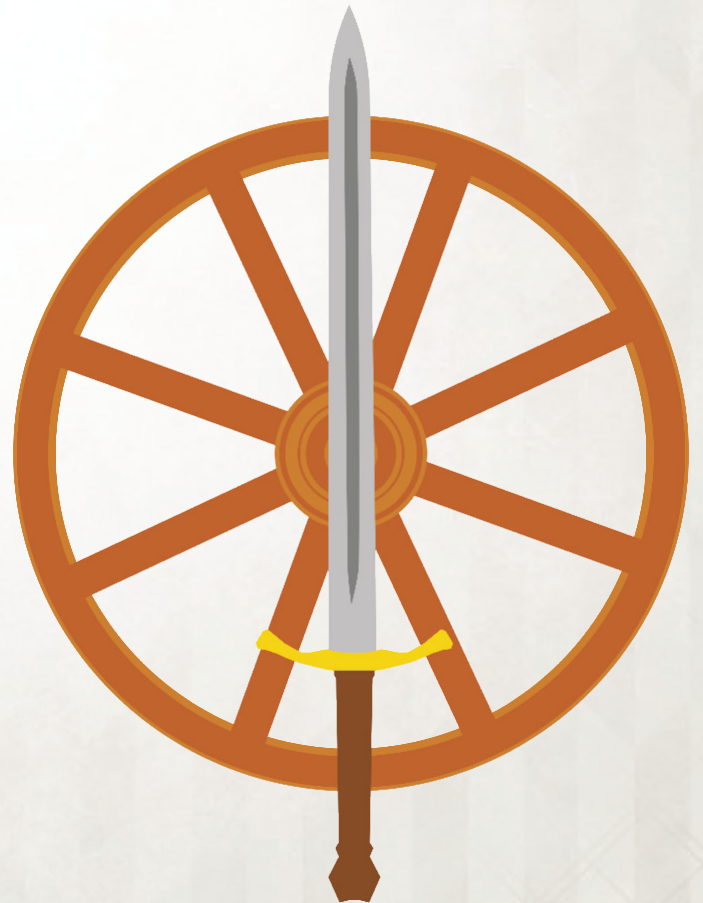
DEMONYM

Ready Sworders

BLAZON

Silver-gray vertical longsword with point up bisecting a brown eight-spoke wagon wheel (all spokes visible)

Source: The Border Kingdoms: A Forgotten Realms Campaign Supplement by Ed Greenwood



REALM OF THE SMOKING STAR

The Realm of the Smoking Star is a forest region of lightly-wooded coastal farms and ranches.

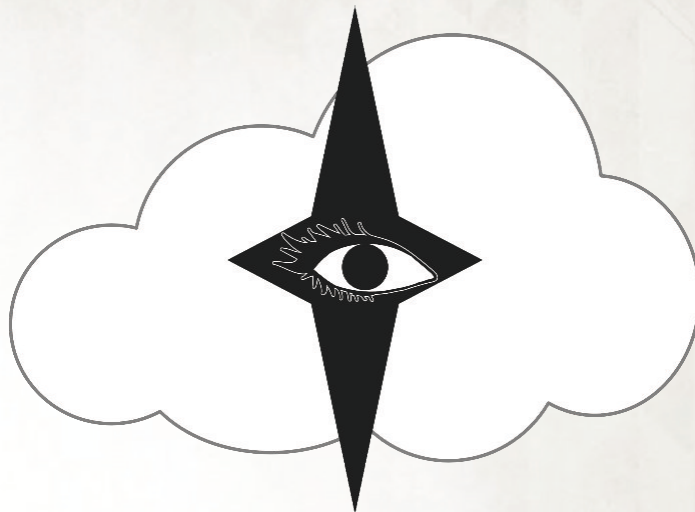
DEMONYM

Starrans

BLAZON

Black four-pointed star (vertical rays twice length of horizontal rays) upon a puffy cloud of white smoke, with an open human eye (black pupil and iris, long black lashes) at center of star

Source: The Border Kingdoms: A Forgotten Realms Campaign Supplement by Ed Greenwood



ESTELKER

Estelker is a market town located in the Realm of the Smoking Star.

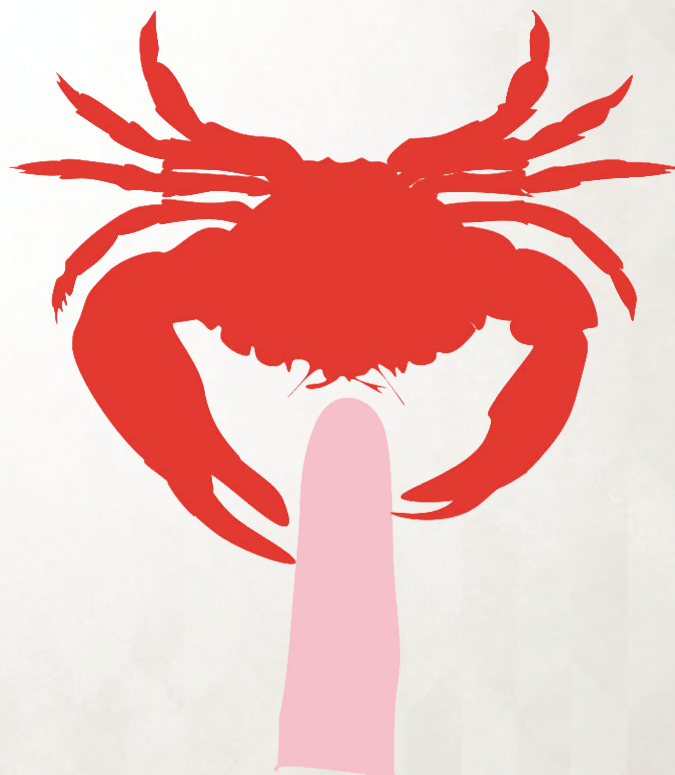
DEMONYM

Stelker

BLAZON

Red crab balanced atop a vertical (disembodied) pink flesh human finger, crab's two large claws curve out and around (in a horns-down crescent) to touch the finger on both sides

Source: The Border Kingdoms: Estelker by Ed Greenwood



SHANDOLPHYN'S REACH

Known as "the Reach", Shandolphyn's Reach spans well-policed farmland and was founded by adventurer Raedrarra Shandolphyn.

BLAZON

Falcon perched on a bare human forefinger, bird facing, finger pointing to right

The Reach uses the badge of long-dead adventurer and realm founder Raedrarra Shandolphyn.

Source: The Border Kingdoms: A Forgotten Realms Campaign Supplement by Ed Greenwood



SULDAMMA

The hamlet of Selpt is the only surviving settlement of the fallen realm of Suldamma. The region has been overrun by monsters and brigands.

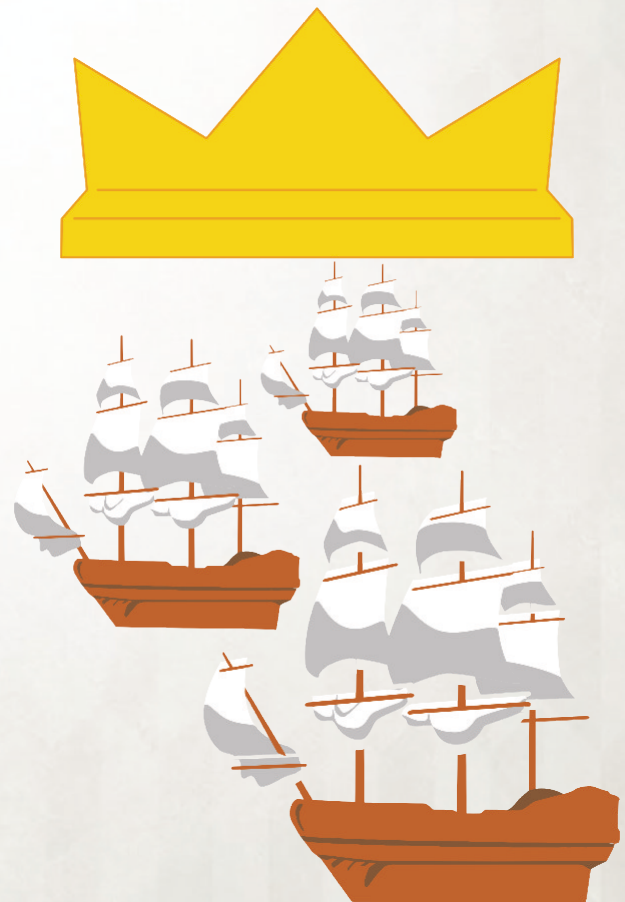
DEMONYM

Suldammar

BLAZON

Side-on three-pointed crown above three topsail-ketchrigged ships sailing to the left (overlapping each other, largest and right-most in front)

Source: The Border Kingdoms: A Forgotten Realms Campaign Supplement by Ed Greenwood



THE SWORDPOINT STREAMS

The realm called the Swordpoint Streams is ruled by seven Lords and Ladies. The realm's badge is seen alongside roads and locals bear the badge of their Lord or Lady.

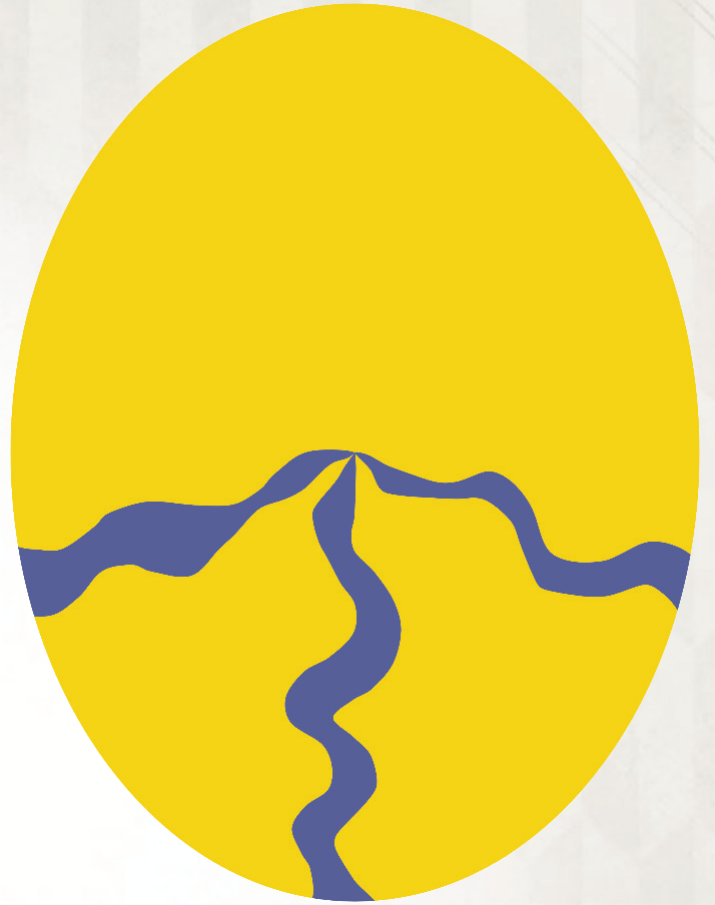
DEMONYM

Swordpointers

BLAZON

Gold upright oval with three wavy blue lines diverging from a single point at the inside center of the oval, running down to the inside center bottom, inside eight o'clock mark, and four o'clock mark

Source: The Border Kingdoms: A Forgotten Realms Campaign Supplement by Ed Greenwood



LORD\LADY OF REALM

Lady Ildarra Chalcent

HOLDINGS

Oaktower

BLAZON

White eagle head facing right with, beak closed, eyes golden

Source: The Border Kingdoms: A Forgotten Realms Campaign Supplement by Ed Greenwood



LORD\LADY OF REALM

Lady Lauril Drantar

HOLDINGS

Threestreams Gard

BLAZON

Three crimson teardrops of blood (center lower than the flanking drops) on a round white buckler shield with a gray rim

Source: The Border Kingdoms: A Forgotten Realms Campaign Supplement by Ed Greenwood



LORD\LADY OF REALM

Lady Mezmra Irondrake

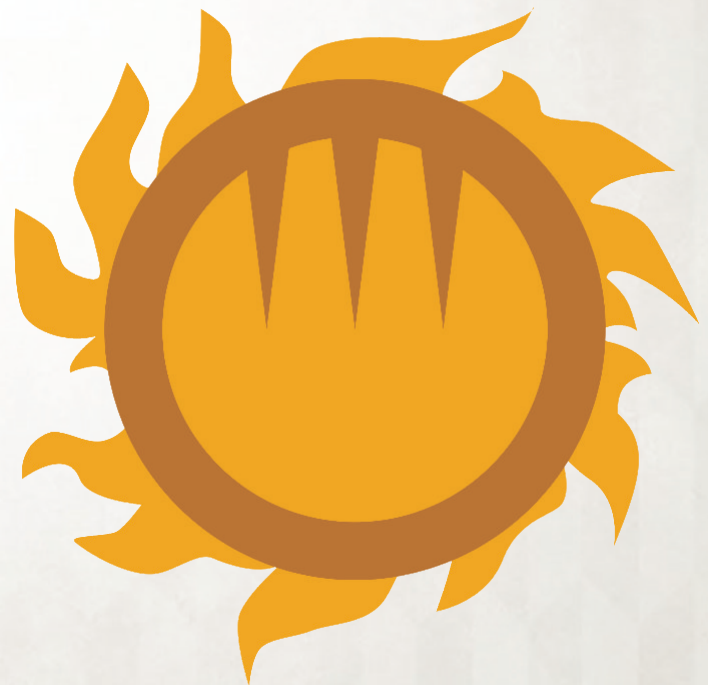
HOLDINGS

The Drakefang

BLAZON

Copper-hued ring seen side-on (a thick circle) with three fangs descending from its upper inner arc halfway down its interior, the interior is flame-orange, jagged tongues of flame-orange fire surround the ring

Source: The Border Kingdoms: A Forgotten Realms Campaign Supplement by Ed Greenwood



LORD\LADY OF REALM

Lord Tarlon Jarlglæth

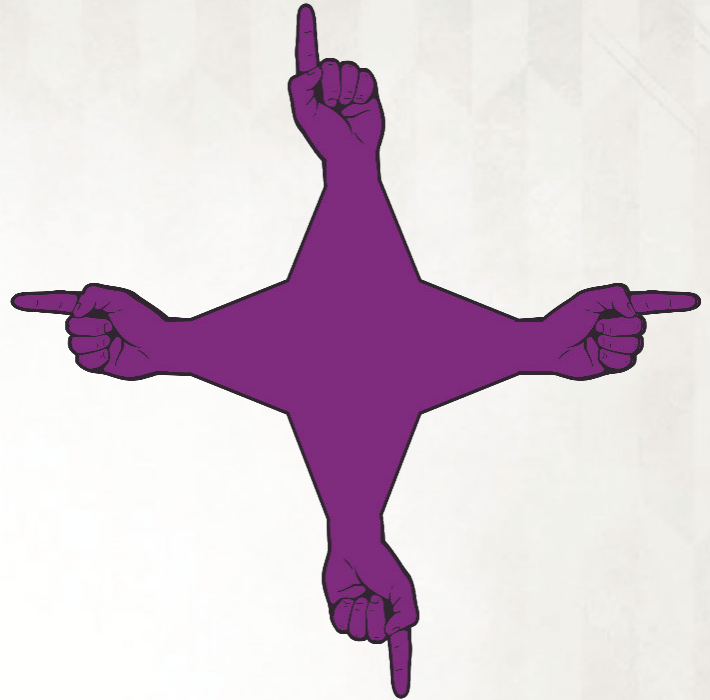
HOLDINGS

Wyvernwatch Tower

BLAZON

Bright purple four-pointed star, rays in positions of the four cardinal compass points, rays ending in forefinger pointing human hands

Source: *The Border Kingdoms: A Forgotten Realms Campaign Supplement* by Ed Greenwood



LORD\LADY OF REALM

Lady Dazmra Phelflask

HOLDINGS

Forlorn Gard

BLAZON

Deep purple (classic) shield, silver diamond, long axis vertical

Source: *The Border Kingdoms: A Forgotten Realms Campaign Supplement* by Ed Greenwood



LORD\LADY OF REALM

Lord Immurt Sabrastar

HOLDINGS

Starturrets

BLAZON

Royal blue (classic) shield, horizontal row of three amber-orange flames (diamonds with wavy tongues-of-flame tops) ranged across shield

Source: *The Border Kingdoms: A Forgotten Realms Campaign Supplement* by Ed Greenwood



LORD\LADY OF REALM

Lady Vantavice Durouth

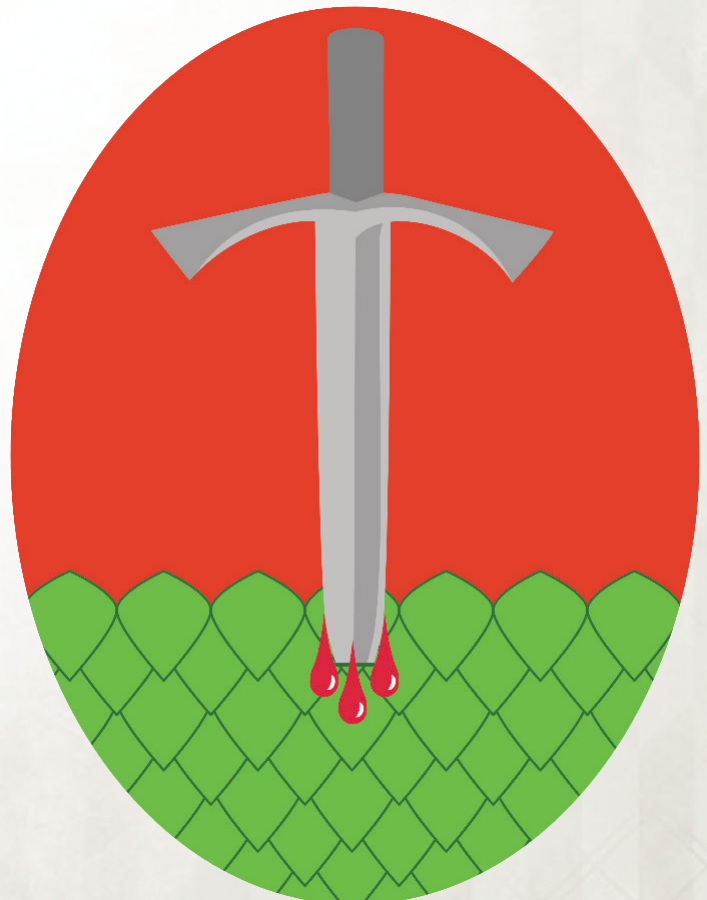
HOLDINGS

High Rivergates

BLAZON

Scarlet oval field, vertical point-down side-on silver dagger with large quillons and a short grip, three teardrops (blood) dangling from lower edge, just above the lower edge is a curved-to-fit-the-oval-bottomed, horizontal-straight-topped patch buried in (representing a dragon)

Source: *The Border Kingdoms: A Forgotten Realms Campaign Supplement* by Ed Greenwood



TALDUTH VALE

The Talduth Vale is known for “folk who love war, and will raid and pillage without hesitation.”

DEMONYM

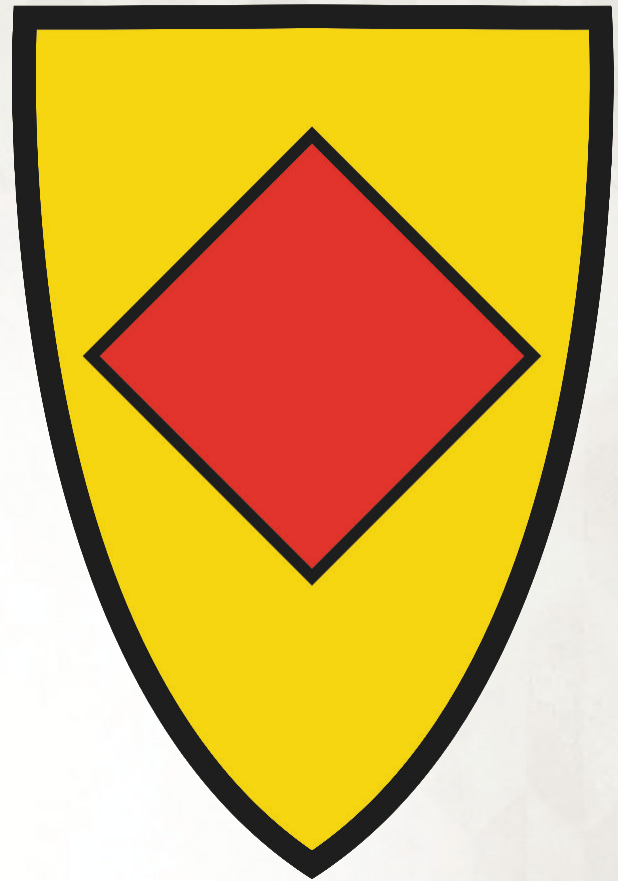
Taldan

BLAZON (UNOFFICIAL)

Gold field, black border, red diamond with equal length sides with black border

Talduth Vale has no blazon, but when they assemble for an invasion they use the above blazon on sashes, armbands, and shield-wrappings.

Source: The Border Kingdoms: A Forgotten Realms Campaign Supplement by Ed Greenwood



TELCHARN

Telcharn is a small town known for Hundrar Thornspur, a well known cobbler who makes sturdy boots. His boots are in great demand from Borderers and those living as far away as the Sword Coast.

DEMONYM

Telchar

BLAZON

White circle field, a brown, tall, simple, sturdy boot with large toe and hobnailed depicted upright with toe pointing to left, surrounded by a circle of nine brown horseshoes with curves uppermost

Source: The Border Kingdoms: A Forgotten Realms Campaign Supplement by Ed Greenwood



THUNTAR

The realm of Thuntar is full of human xenophobes who detest elves, dwarves, halflings, and gnomes. They also consider half-breeds (half-elf, half-orc, etc.) to be “monsters.”

DEMONYM

Thuntarran

BLAZON

Gold keystone field, black eagle with wings out and open beak pointing to left, legs outstretched and clutching an empty horizontal longsword with point to left and hilt to right, red pupil

Source: The Border Kingdoms: A Forgotten Realms Campaign Supplement by Ed Greenwood



THUR

The independent city of Thur is the second busiest port in the Border Kingdoms and serves as a gateway to the western realms.

DEMONYM

Thurran

BLAZON

Copper-hued field (shield), gray anvil with tongue to left, gray right-handed gauntlet fist above anvil with knuckles and thumb facing

Source: The Border Kingdoms: A Forgotten Realms Campaign Supplement by Ed Greenwood



YALLASCH

The independent small city of Yallasch is a stone-walled port on the Lake of Steam adjacent to Adaerglast and the Jundarwood.

DEMONYM

Yallaschans

BLAZON

Blue bordered oval, sky blue field, black hammer diagonally overlapping a black needle of same size as hammer to form a cross, eye-end of needle at upper left, head of hammer at upper right, royal blue waves at bottom

Source: The Border Kingdoms: A Forgotten Realms Campaign Supplement by Ed Greenwood



CORMANTHYR

The influence of the Houses of Myth Drannor spanned millennia. Each House had a predominate racial type and elven members of the House not of this racial type were considered lesser nobles of the House rather than the ruling line. The Houses' seals are noted as the blazon along with the House colors.

FAMILY NAME

Alastrarra

ELVEN RACIAL TYPE

High Elf (Sun/Gold)

BLAZON

A flying falcon diagonal with head to upper left

COLORS

Sky blue and ivory

Source: Cormanthyr: Empire of the Elves by Steven E. Schend, Kevin Melka



FAMILY NAME

Ammath

ELVEN RACIAL TYPE

High Elf (Moon)

BLAZON

Four alternating crescent moons of black and white over a silver chevron

COLORS

Black and silver

Source: Cormanthyr: Empire of the Elves by Steven E. Schend, Kevin Melka



FAMILY NAME

Audark

ELVEN RACIAL TYPE

Wood Elf (Green)

BLAZON

A leaping stag

COLORS

Green and black

Source: Cormanthyr: Empire of the Elves by Steven E. Schend, Kevin Melka



FAMILY NAME

Auglamyr

ELVEN RACIAL TYPE

High Elf (Sun/Gold)

BLAZON

Blood red field, two-headed gold dragon with wings extended

COLORS

Gold and crimson, (the crimson is replaced with shades of blues and purples among the lesser nobles)

Source: Cormanthyr: Empire of the Elves by Steven E. Schend, Kevin Melka



FAMILY NAME

Aunglor

ELVEN RACIAL TYPE

High Elf (Moon)

BLAZON

Green field, a normal colored, leaping griffon with visible teeth and claws

COLORS

Chestnut-brown, charcoal, and kelly-green

Source: Cormanthyr: Empire of the Elves by Steven E. Schend, Kevin Melka



FAMILY NAME

Dahast

ELVEN RACIAL TYPE

High Elf (Sun/Gold)

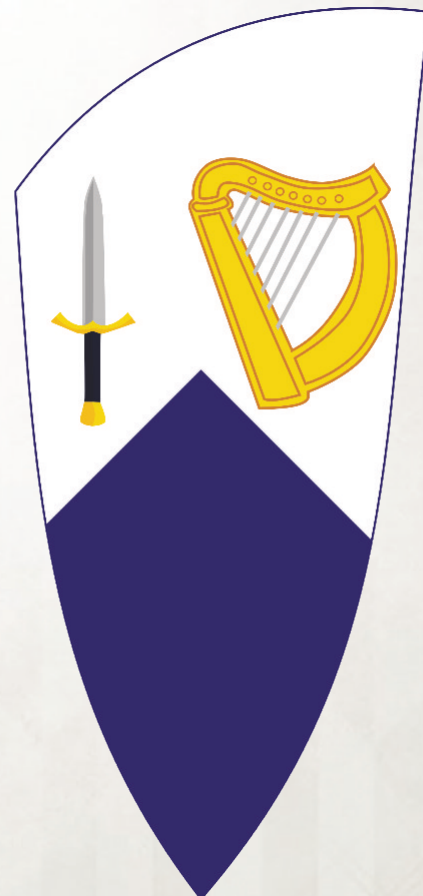
BLAZON

Chevron parted shield of white and midnight blue, lap harp and dagger in upper section

COLORS

Eggshell white, midnight blue, and (sparingly) canary yellow

Source: Cormanthyr: Empire of the Elves by Steven E. Schend, Kevin Melka



FAMILY NAME

Durothil

ELVEN RACIAL TYPE

High Elf (Sun/Gold)

BLAZON

White field, gold dragon's head facing right

COLORS

Gold, yellow, snow-white

Source: Cormanthyr: Empire of the Elves by Steven E. Schend, Kevin Melka



FAMILY NAME

Ealoeth

ELVEN RACIAL TYPE

High Elf (Sun/Gold)

BLAZON

Sky blue field, two leaping Pegasi facing away with wing tips upwards

COLORS

Sky blue, violet, rose

Source: Cormanthyr: Empire of the Elves by Steven E. Schend, Kevin Melka



FAMILY NAME

Echorn

ELVEN RACIAL TYPE

High Elf (Sun/Gold)

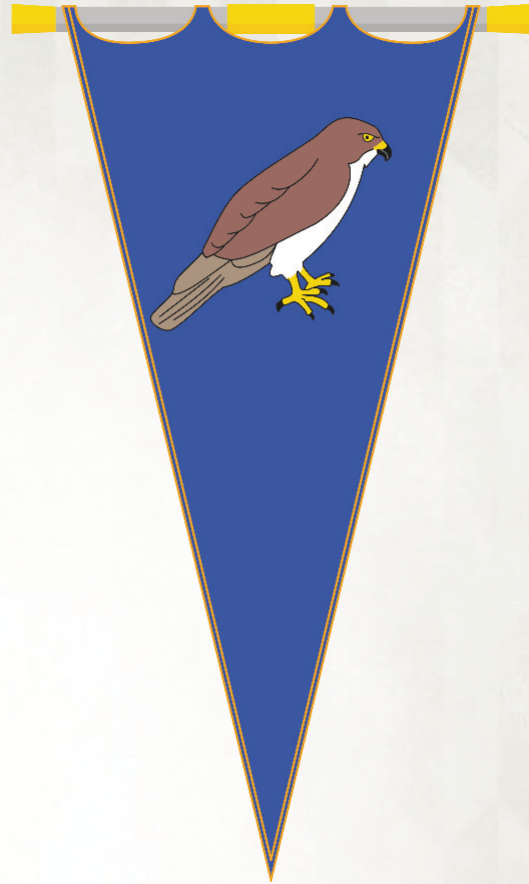
BLAZON

Blue field, a normal colored hawk with wings closed

COLORS

Orange, amber, and duskwood-brown

Source: Cormanthyr: Empire of the Elves by Steven E. Schend, Kevin Melka



FAMILY NAME

Faerondarl

ELVEN RACIAL TYPE

High Elf (Moon)

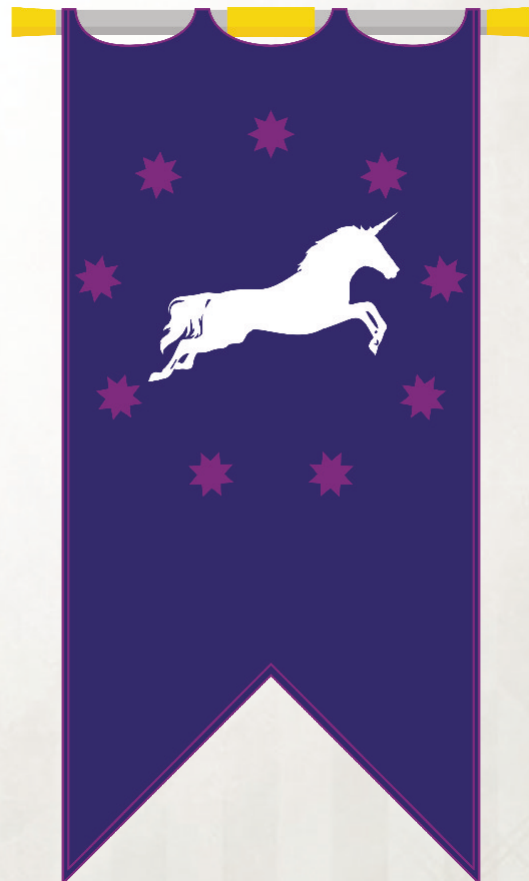
BLAZON

Midnight blue field, normal colored leaping unicorn amid a circle of nine winking stars

COLORS

Midnight blue, black, purple

Source: Cormanthyr: Empire of the Elves by Steven E. Schend, Kevin Melka



FAMILY NAME

Goadulphyn

ELVEN RACIAL TYPE

High Elf (Sun/Gold)

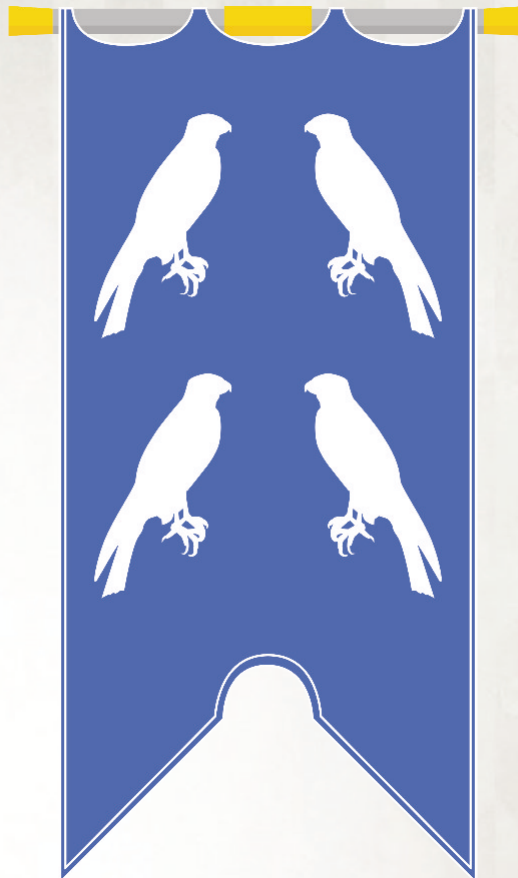
BLAZON

Two pairs of eagle silhouettes (each eagle facing the other)

COLORS

No distinctive colors

Source: Cormanthyr: Empire of the Elves by Steven E. Schend, Kevin Melka



FAMILY NAME

Haevault

ELVEN RACIAL TYPE

High Elf (Sun/Gold)

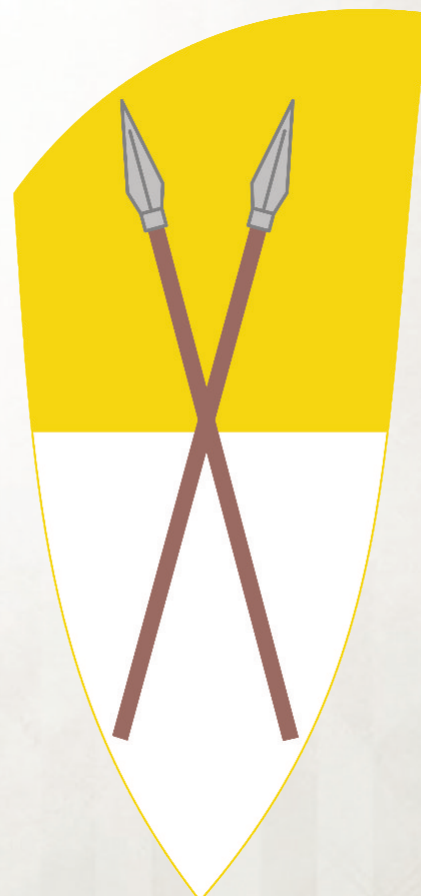
BLAZON

Split shield of white and gold, two crossed spears

COLORS

White, ochre, and gray

Source: Cormanthyr: Empire of the Elves by Steven E. Schend, Kevin Melka



FAMILY NAME

Haladar

ELVEN RACIAL TYPE

High Elf (Sun/Gold)

BLAZON

Black shield, golden stag looking back

COLORS

Moss green, parchment yellow, white

Source: Cormanthyr: Empire of the Elves by Steven E. Schend, Kevin Melka



FAMILY NAME

Hawksong

ELVEN RACIAL TYPE

High Elf (Moon)

BLAZON

Brown field, white hawk flying diagonal with head to upper left

COLORS

Brown, white

Source: Cormanthyr: Empire of the Elves by Steven E. Schend, Kevin Melka



FAMILY NAME

Iidacer

ELVEN RACIAL TYPE

High Elf (Moon)

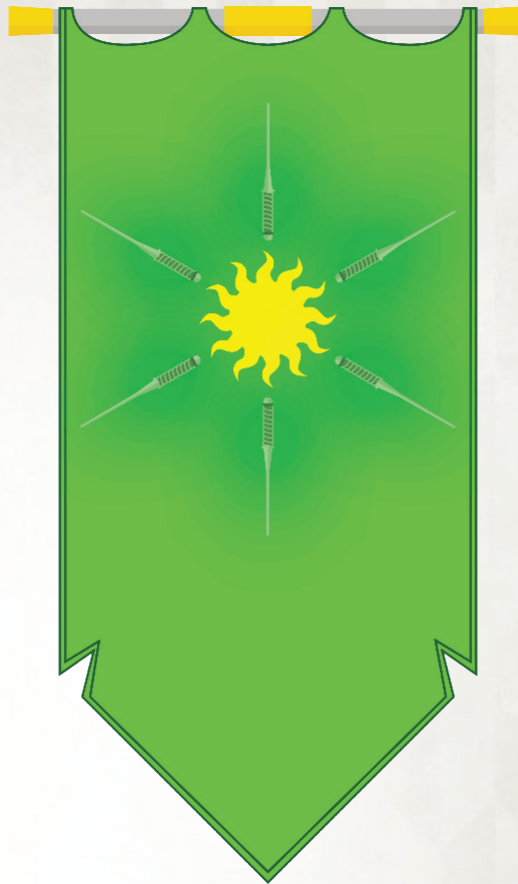
BLAZON

Green field, six glowing-green wands encircling a yellow blazing sun

COLORS

Olive-drab-green, emerald green, lime green

Source: Cormanthyr: Empire of the Elves by Steven E. Schend, Kevin Melka



FAMILY NAME

Iliathor

ELVEN RACIAL TYPE

High Elf (Moon)

BLAZON

Four white doves with wings extended encircling a black circle with gold edge

COLORS

Lions'-mane-yellow, dragon's-hoard-gold, forge-fire-red

This House displays their colors in deeper, richer tones than other Houses.

Source: Cormanthyr: Empire of the Elves by Steven E. Schend, Kevin Melka



FAMILY NAME

Llundlar

ELVEN RACIAL TYPE

High Elf (Sun/Gold)

BLAZON

Two “dove-vern” facing away from each other with wings closed (doves with long, thin wyvern-like snaky tails), tails linked in helix

COLORS

Umber, tan, dusk-red

Source: Cormanthyr: Empire of the Elves by Steven E. Schend, Kevin Melka



FAMILY NAME

Maerdrym

ELVEN RACIAL TYPE

High Elf (Moon)

BLAZON

White field, four gray roses entwined and growing up around three black wizards' staves

COLORS

Black, charcoal gray, white, olive green

Source: Cormanthyr: Empire of the Elves by Steven E. Schend, Kevin Melka



FAMILY NAME

Miritar

ELVEN RACIAL TYPE

High Elf (Sun/Gold)

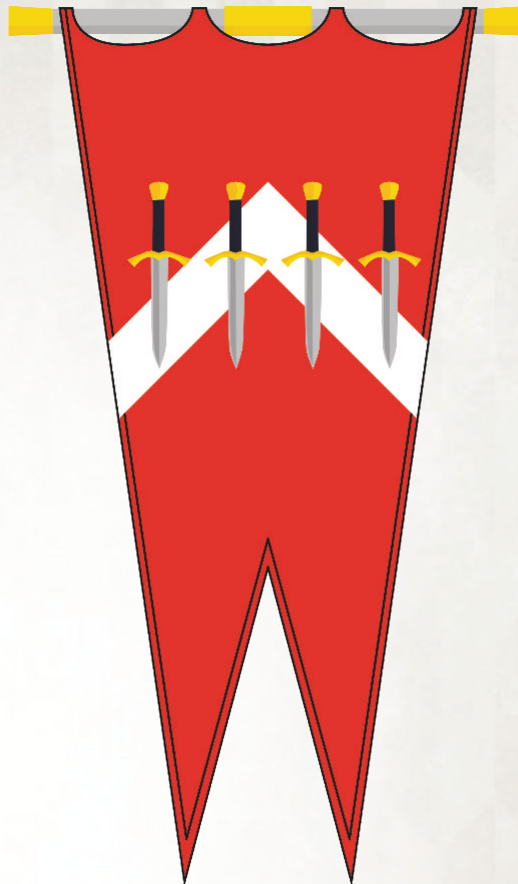
BLAZON

Red field, four daggers with points down on a chevron of white

COLORS

Black, cherry red, slate gray

Source: Cormanthyr: Empire of the Elves by Steven E. Schend, Kevin Melka



FAMILY NAME

Mistrivvin

ELVEN RACIAL TYPE

High Elf (Sun/Gold)

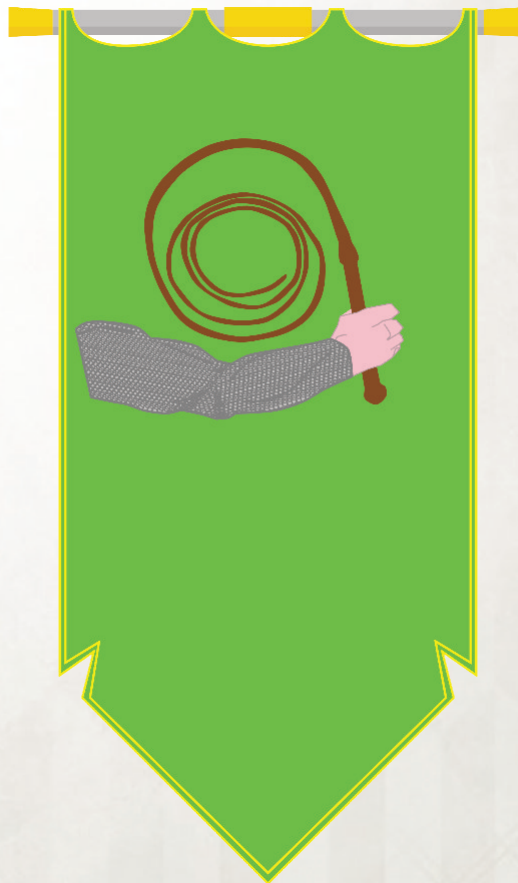
BLAZON

Green field, elbowed elven chain-armored arm holding a whip that coils, arm from left

COLORS

Chocolate brown, mahogany, wheat, parchment yellow

Source: Cormanthyr: Empire of the Elves by Steven E. Schend, Kevin Melka



FAMILY NAME

Mistwinter

ELVEN RACIAL TYPE

High Elf (Moon)

BLAZON

Black field, silver harp between horns of crescent moon encircled by stars

COLORS

No colors

Source: Cormanthyr: Empire of the Elves by Steven E. Schend, Kevin Melka



FAMILY NAME

Moonglamaer

ELVEN RACIAL TYPE

Wood Elf (Green)

BLAZON

Blue field, normal colored moon-horse

COLORS

Ash gray, silver, moon-white, steel-blue

Source: Cormanthyr: Empire of the Elves by Steven E. Schend, Kevin Melka



FAMILY NAME

Narlbeth

ELVEN RACIAL TYPE

High Elf (Moon)

BLAZON

Red field, griffon

COLORS

Cranberry red, burgundy, duskwood brown

Source: Cormanthyr: Empire of the Elves by Steven E. Schend, Kevin Melka



FAMILY NAME

Neirdre

ELVEN RACIAL TYPE

High Elf (Sun/Gold)

BLAZON

Red field, black dragon laying down

COLORS

Black, ember red

Source: Cormanthyr: Empire of the Elves by Steven E. Schend, Kevin Melka



FAMILY NAME

Nightstar

ELVEN RACIAL TYPE

High Elf (Moon)

BLAZON

Blue field, eight-pointed silver star

COLORS

Navy blue, violet, silver

Source: Cormanthyr: Empire of the Elves by Steven E. Schend, Kevin Melka



FAMILY NAME

Nimesin

ELVEN RACIAL TYPE

High Elf (Sun/Gold)

BLAZON

Black field, armored elven hand surrounded by golden flames, hand is crushing and breaking a longsword in its grasp

COLORS

Does not restrict servants or family members to particular colors for recognition

Source: Cormanthyr: Empire of the Elves by Steven E. Schend, Kevin Melka



FAMILY NAME

Ni Tessine

ELVEN RACIAL TYPE

High Elf (Sun/Gold)

BLAZON

Blue field, normal colored Pegasus and griffon

COLORS

Powder white and sky blue (Pegasus, ruling branch),
or dun brown and gold (griffon, lesser nobles)

*Source: Cormanthyr: Empire of the Elves by Steven E.
Schend, Kevin Melka*



FAMILY NAME

Nlossae

ELVEN RACIAL TYPE

High Elf (Sun/Gold)

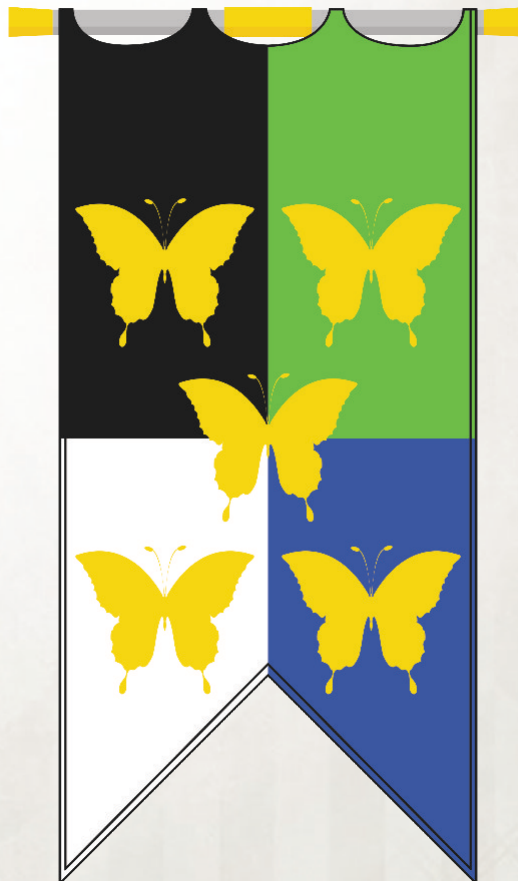
BLAZON

Quartered field of black, white, green, blue; five
golden butterflies with one in each quarter and one at
center

COLORS

Gold or yellow, one of the following colors: black,
white, green, blue

*Source: Cormanthyr: Empire of the Elves by Steven E.
Schend, Kevin Melka*



FAMILY NAME

Oakstaff

ELVEN RACIAL TYPE

Wood Elf (Green)

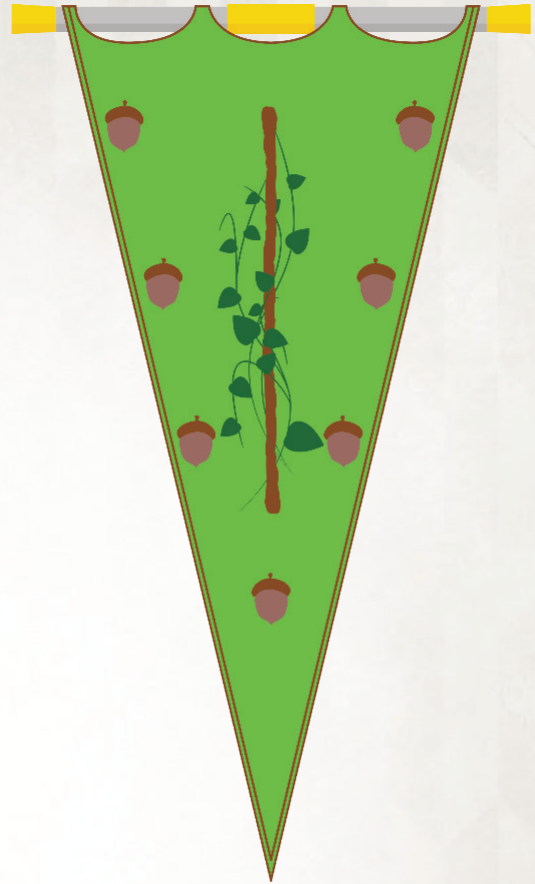
BLAZON

Green field, seven acorns, much ivy growing up and around a thick oaken staff

COLORS

Brown and greens of no particular specificity

Source: Cormanthyr: Empire of the Elves by Steven E. Schend, Kevin Melka



FAMILY NAME

Omberdawn

ELVEN RACIAL TYPE

High Elf (Moon)

BLAZON

Red firebird formed from fires outlining the yellow rising sun at the base of the field

COLORS

Amber, ember-red/orange, blood-red, and sunshine yellow

Source: Cormanthyr: Empire of the Elves by Steven E. Schend, Kevin Melka



FAMILY NAME

Ongluth

ELVEN RACIAL TYPE

High Elf (Moon)

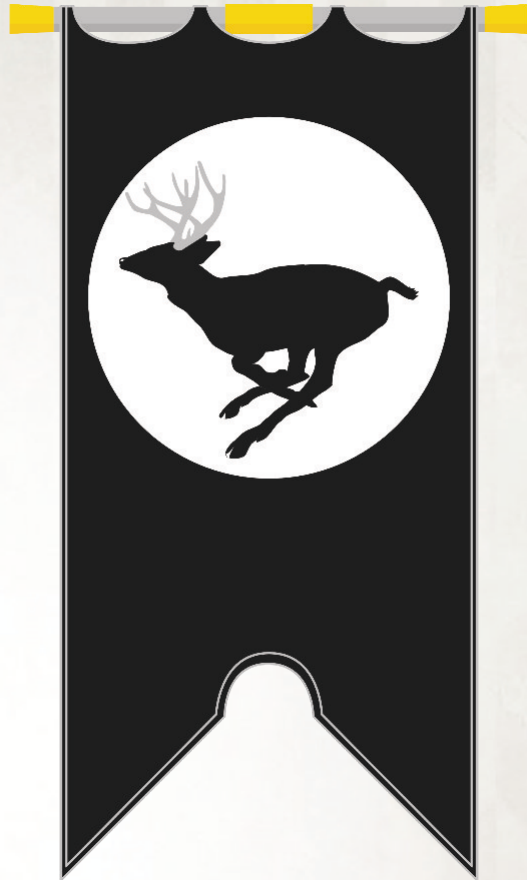
BLAZON

Black field, a running black stag with silver antlers against a full white moon

COLORS

Black, midnight blue, silver, white

Source: Cormanthyr: Empire of the Elves by Steven E. Schend, Kevin Melka



FAMILY NAME

Orbryn

ELVEN RACIAL TYPE

High Elf (Sun/Gold)

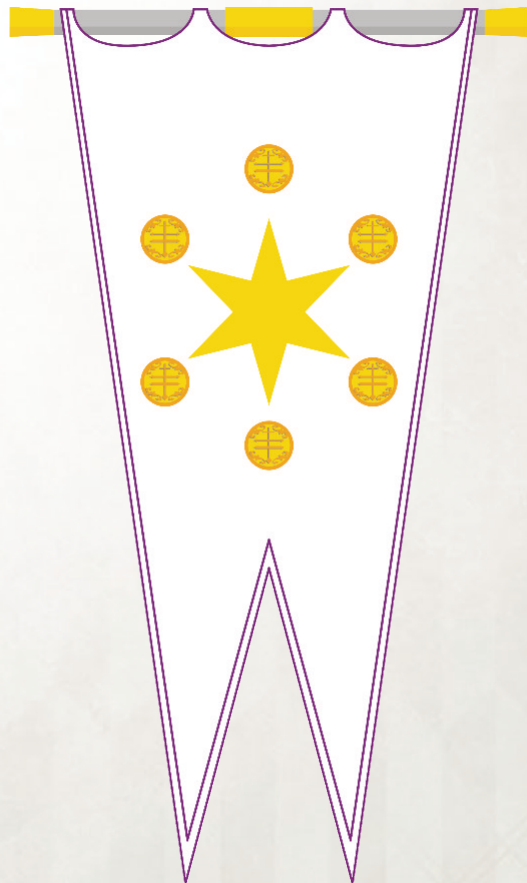
BLAZON

White field, six gold coins in a circle around a six-pointed star

COLORS

Purple, magenta, pink

Source: Cormanthyr: Empire of the Elves by Steven E. Schend, Kevin Melka



FAMILY NAME

Starym

ELVEN RACIAL TYPE

High Elf (Moon) and High Elf (Sun/Gold)

BLAZON

Two falling silver dragons

COLORS

Silver, maroon

Source: Cormanthyr: Empire of the Elves by Steven E. Schend, Kevin Melka



CORMYR

The four great houses in Suzail are Crownsilver, Illance, Rowanmantle, and Truesilver. The other noble houses are Alsevir, Cormaeril, Dauntinghorn, Dracohorn, Emmarask, Greatgaunt, Goldfeather, Hawklin, Huntcrown, Marliir, and Wintersun.

DEMONYM

Cormyrian or Cormyrean

BLAZON

White field, purple standing dragon facing left, purple border

*Source: Forgotten Realms Campaign Setting (2nd edition),
Backdrop: Suzail (Dungeon #198) by Eric Menge*



FAMILY NAME

Cormaeril

ENNOBLED

Exiled from Cormyr 1369 DR,
Title restored in 1414 DR (lands and holdings
not restored)

HOLDINGS

Suzail estate beyond Royal Gardens

BLAZON

Blue field, purple dragon, gold horn

*Source: Forgotten Realms Campaign Setting (2nd edition),
Backdrop: Suzail (Dungeon #198) by Eric Menge*



FAMILY NAME

Wyverns spur

HOLDINGS

Suzail estate, land surrounding Wyvernwater and Wyvernflow, Hultail, Hullack Forest

BLAZON

Yellow field, green wyvern stinger with green motion lines, green star

Source: Forgotten Realms Campaign Setting (2nd edition), Cormyr by Eric Haddock



DALELANDS

ARCHENDALE

(ARK-hen-dale)

Note to heralds: Volothamp Geddarm claims you will be mocked and laughed at, if you pronounce Archendale as “ARCH-en-dale.”

“The Star & Shattered Crown”

DEMONYM

Arkhenfolk

BLAZON

Gold crown shattered into three sections encircling a silver star

Source: Forgotten Realms Campaign Setting (2nd edition), Volo’s Guide to the Dalelands



BATTLEDALE

“The Mace, Spear, and Chain”

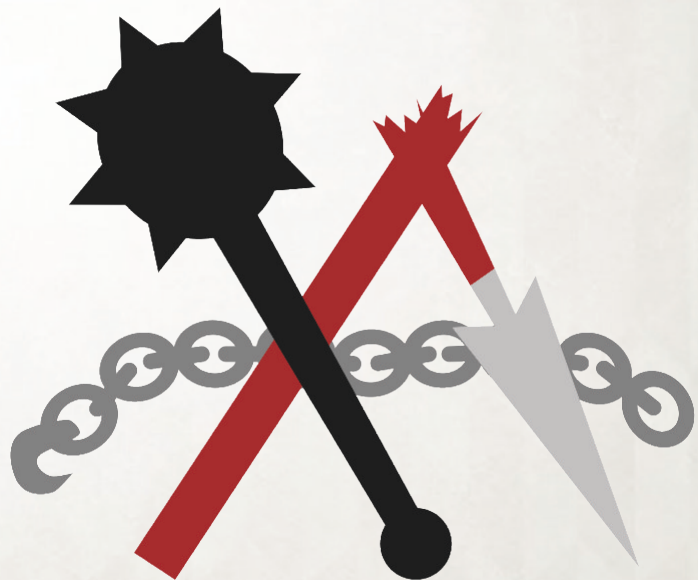
DEMONYM

Battledarran

BLAZON

Gray chain with hook, black mace, broken spear with brown shaft and silver tip

Source: Forgotten Realms Campaign Setting (2nd edition), Volo’s Guide to the Dalelands



DAGGERDALE

“The Ring and Dagger”

DEMONYM

Daggerdalesmen

BLAZON

Dagger with silver blade and light green hilt, snake headommel with red forked tongue, gold ring

Source: Forgotten Realms Campaign Setting (2nd edition), Volo's Guide to the Dalelands



DEEPINGDALE

“The Three Coins”

DEMONYM

Deppingfolk

BLAZON

Gold coin center, silver coin right, bronze coin left

Source: Forgotten Realms Campaign Setting (2nd edition), Volo's Guide to the Dalelands



FEATHERDALE

“The Black Feather, Moon, and River”

In the Year of the Lords’ Coronation (1418 DR), Featherdale was forcefully seized by Sembia. It has since regained its independence and rejoined the Council of the Dales.

DEMONYM

Featherdarrans

BLAZON

Black feather, silver moon, blue winding river

Source: Forgotten Realms Campaign Setting (2nd edition), Volo’s Guide to the Dalelands



HARROWDALE

“The Sword and Maunch”

DEMONYM

Harrans

BLAZON

Sword with silver blade, gold quillon, gray grip, silver pommel, black maunch

Source: Forgotten Realms Campaign Setting (2nd edition), Volo’s Guide to the Dalelands



HIGH DALE

“The High Harp”

DEMONYM

Highdalesmen

BLAZON

Gold harp with silver strings

*Source: Forgotten Realms Campaign Setting (2nd edition),
Volo's Guide to the Dalelands*



MISTLEDALE

“The Blowing Horses”

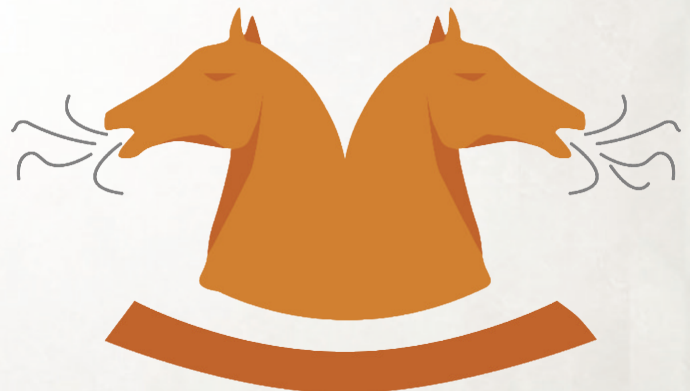
DEMONYM

Mistrans

BLAZON

Two bronze horse heads with gray breath

*Source: Forgotten Realms Campaign Setting (2nd edition),
Volo's Guide to the Dalelands*



MOONDALE

Moondale is no longer a Dale. Centuries ago, Moondale joined Sembia and was renamed Ordulin. The symbol is included for archival purposes.

BLAZON

Silver moon, six silver stars

Source: Forgotten Realms Campaign Setting (2nd edition)



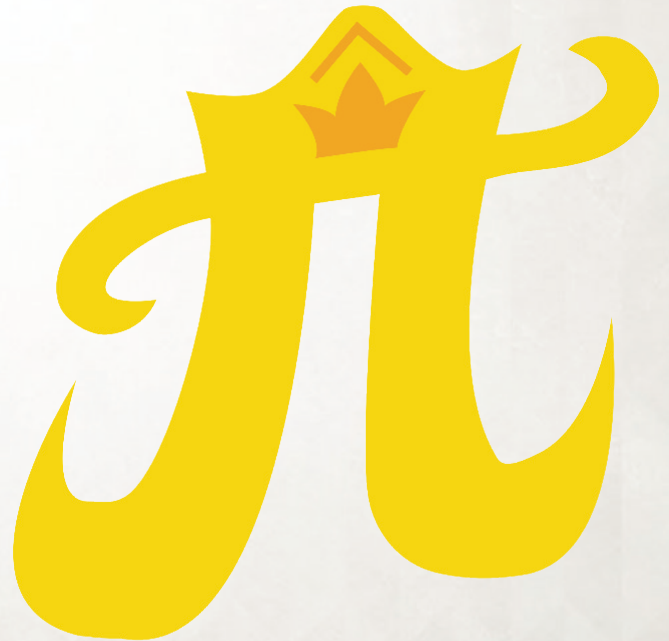
SCARDALE

“The Triumph”

BLAZON

Gold triumph, orange crown in arch

Source: Forgotten Realms Campaign Setting (2nd edition)



SESSRENDALE

Sessrendale is an abandoned Dale. The town was destroyed and lands salted over two centuries ago (1232 DR) as part of the three-week long Sessrendale War. The symbol is included for archival purposes.

BLAZON

Silver plow

Source: Forgotten Realms Campaign Setting (2nd edition)



SHADOWDALE

“The Moon and Tower”

DEMONYM

Dalefolk

BLAZON

Blue field, dark blue border, silver Twisted Tower of Ashaba, white crescent moon

Source: Forgotten Realms Campaign Setting (2nd edition)



TARKHALDALE

Tarkhaldale is also known as the Lost Dale. It is located in the Desertsouth Mountains near Anauroch.

BLAZON

Green facing stag

Source: Forgotten Realms Campaign Setting (2nd edition)



TASSELDALE

In the Year of the Dark Goddess (1420 DR), Tasseldale was forcefully seized by Sembia. It has since regained its independence and rejoined the Council of the Dales.

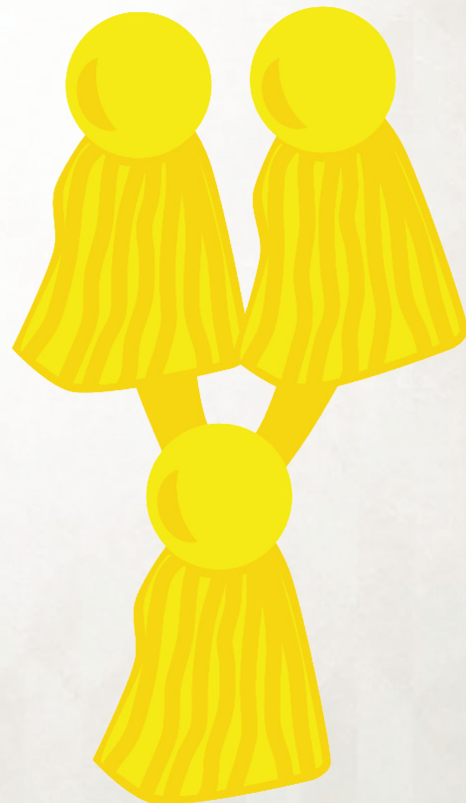
DEMONYM

Tassadrans

BLAZON

Three gold tassels connected by a gold string

Source: Forgotten Realms Campaign Setting (2nd edition), Volo's Guide to the Dalelands



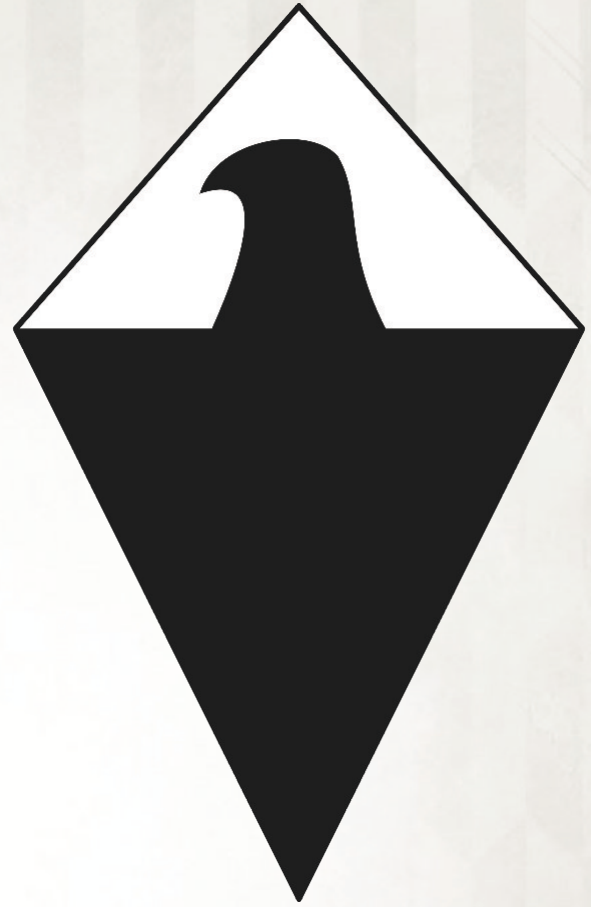
TESHENDALE

Teshendale was located in the valley of the River Tesh. The town is now in ruins and overgrown with brambles. The symbol is included for archival purposes.

BLAZON

Diamond with white top and black bottom halves,
black falcon head facing left

Source: Forgotten Realms Campaign Setting (2nd edition)



DRAGON REACH

WESTGATE

Westgate is the oldest, richest, and most corrupted port on the Sea of Fallen Stars.

DEMONYM

Westar or Westhavian

The Westgate nobles are called the Lords of Westgate and are comprised of the richest merchant families of the metropolis..

FAMILY NAME

Athagdal

BLAZON

Russet weighing scales

Source: Forgotten Realms: Cyclopedia of the Realms by Ed Greenwood, Jeff Grubb, Karen S. Martin



FAMILY NAME

Bleth

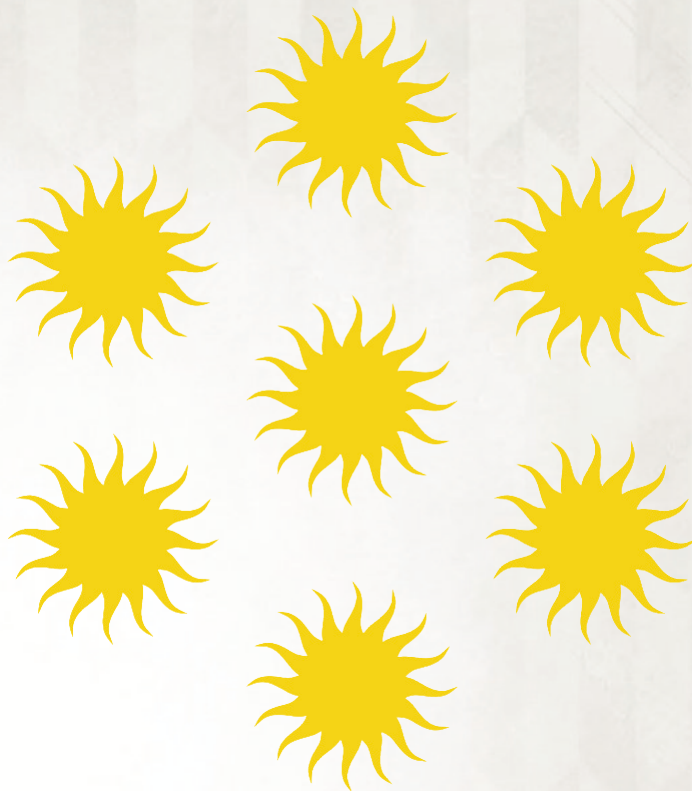
HOLDINGS

Estate in Suzail (Cormyr),
Seven Suns trading company

BLAZON

Seven suns

Source: Forgotten Realms: Cyclopedia of the Realms by Ed Greenwood, Jeff Grubb, Karen S. Martin



FAMILY NAME

Cormaeril

HOLDINGS

Ancestral seat High Towers, near Redstone Castle;
Compound in Suzail

BLAZON

Red wyvern and a silver horn

Source: Forgotten Realms: Cyclopedia of the Realms by Ed Greenwood, Jeff Grubb, Karen S. Martin





FAMILY NAME

Dhostar

BLAZON

Tawny wagon wheel, topped by three stars

Source: Forgotten Realms: Cyclopedia of the Realms by Ed Greenwood, Jeff Grubb, Karen S. Martin



FAMILY NAME

Guldar

BLAZON

Black hawk

Source: Forgotten Realms: Cyclopedia of the Realms by Ed Greenwood, Jeff Grubb, Karen S. Martin





FAMILY NAME

Malavhan

BLAZON

Red sun

Source: Forgotten Realms: Cyclopedia of the Realms by Ed Greenwood, Jeff Grubb, Karen S. Martin



FAMILY NAME

Ssemm

BLAZON

Ivory bird's claw

Source: Forgotten Realms: Cyclopedia of the Realms by Ed Greenwood, Jeff Grubb, Karen S. Martin



FAMILY NAME

Thalavar

BLAZON

Green feather

Source: Forgotten Realms: Cyclopedia of the Realms by Ed Greenwood, Jeff Grubb, Karen S. Martin



FAMILY NAME

Thorsar

BLAZON

Blue hand holding corn

Source: Forgotten Realms: Cyclopedia of the Realms by Ed Greenwood, Jeff Grubb, Karen S. Martin



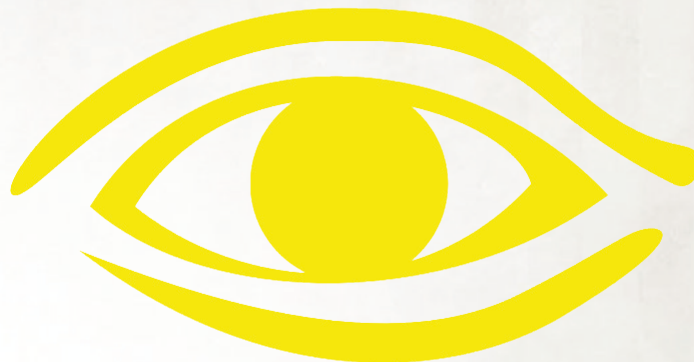
FAMILY NAME

Urdo

BLAZON

Yellow eye

Source: Forgotten Realms: Cyclopedia of the Realms by Ed Greenwood, Jeff Grubb, Karen S. Martin



FAMILY NAME

Vhammos

BLAZON

Steel-gray open hand

Source: Forgotten Realms: Cyclopedia of the Realms by Ed Greenwood, Jeff Grubb, Karen S. Martin



DROW HOUSES

HOUSE NAME

Agrach Dyrr

STATUS

Destroyed in 1372 DR (War of Spider Queen),
Fifth house of Menzoberranzan in 1372 DR,
Sixth house of Menzoberranzan in 1358 DR,
Eighth house of Menzoberranzan in 1328 DR,
Ninth house of Menzoberranzan in 1297 DR

HOLDINGS

Menzoberranzan

Source: Menzoberranzan: The Houses By Robert A. Salvatore, Michael Leger, Douglas Niles; Menzoberranzan: City of Intrigue by Brian R. James, Eric Menge



HOUSE NAME

Aleval

Source: The Drow of the Underdark by Ed Greenwood





HOUSE NAME

Arabani

Source: *The Drow of the Underdark* by Ed Greenwood



HOUSE NAME

Arkheneld

Note: Susprina Arkhennel was Elminster's apprentice.

Source: *The Drow of the Underdark* by Ed Greenwood



HOUSE NAME

Auvryndar

STATUS

Minor House

HOLDINGS

Menzoberranzan

Source: The Drow of the Underdark by Ed Greenwood (upper), Waterdeep: Dungeon of the Mad Mage (lower)



Note: There are two different insignia used for House Auvryndar. The upper row shows how the insignia was illustrated in The Drow of the Underdark. The bottom row shows how the insignia was illustrated in Waterdeep: Dungeon of the Mad Mage.



HOUSE NAME

Baenre

STATUS

First house of Menzoberranzan

HOLDINGS

Menzoberranzan

Source: Menzoberranzan: The Houses By Robert A. Salvatore, Michael Leger, Douglas Niles



HOUSE NAME

Barrison Del'Armgo

STATUS

Second house of Menzoberranzan

HOLDINGS

Menzoberranzan

Source: Menzoberranzan: The Houses By Robert A. Salvatore, Michael Leger, Douglas Niles



HOUSE NAME

Claddath

Source: The Drow of the Underdark by Ed Greenwood



HOUSE NAME

Despana

STATUS

Seventeenth house of Menzoberranzan in 1480 DR

HOLDINGS

Menzoberranzan, Rilauven, Ust Natha

Source: The Drow of the Underdark by Ed Greenwood, Menzoberranzan: City of Intrigue by Brian R. James, Eric Menge



HOUSE NAME

DeVir

STATUS

Destroyed by House Do'Urden in 1297 DR,
Fourth house of Menzoberranzan in 1297 DR

HOLDINGS

Menzoberranzan

*Source: The Drow of the Underdark by Ed Greenwood,
Menzoberranzan: City of Intrigue by Brian R. James, Eric
Menge*



HOUSE NAME

Do'Urden

STATUS

Eight house of Menzoberranzan in 1484 DR,
Destroyed in 1339 DR,
Ninth house of Menzoberranzan in 1328 DR,
Tenth house of Menzoberranzan in 1297 DR

HOLDINGS

Menzoberranzan

*Source: The Drow of the Underdark by Ed Greenwood,
Menzoberranzan: City of Intrigue by Brian R. James, Eric
Menge*



HOUSE NAME

Druu'giir

STATUS

Tenth house of Menzoberranzan in 1480 DR,
Fourteenth house of Menzoberranzan in 1358 DR,
Seventeenth house of Menzoberranzan in 1328 DR

HOLDINGS

Menzoberranzan

Source: Menzoberranzan: The Houses By Robert A. Salvatore, Michael Leger, Douglas Niles; Menzoberranzan: City of Intrigue by Brian R. James, Eric Menge



HOUSE NAME

Duskryn

STATUS

Ninth house of Menzoberranzan in 1372 DR,
Tenth house of Menzoberranzan in 1358 DR,
Thirteenth house of Menzoberranzan in 1328 DR,
Fifteenth house of Menzoberranzan in 1297 DR

HOLDINGS

Menzoberranzan

Source: Menzoberranzan: The Houses By Robert A. Salvatore, Michael Leger, Douglas Niles; Menzoberranzan: City of Intrigue by Brian R. James, Eric Menge

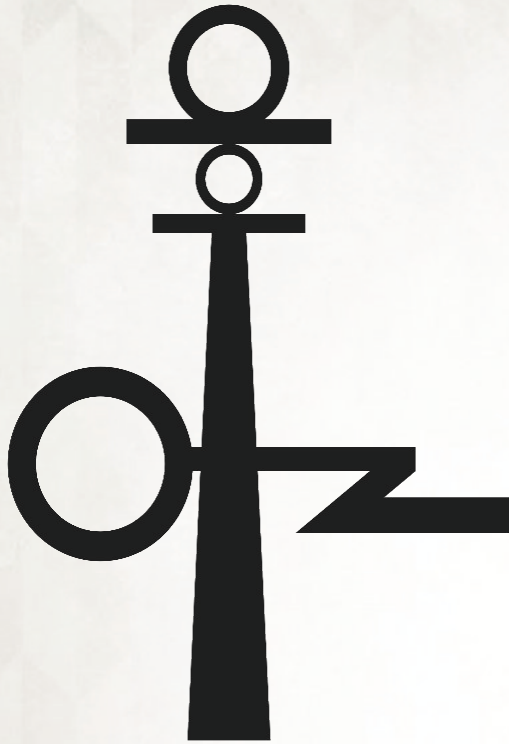




HOUSE NAME

Eilservs

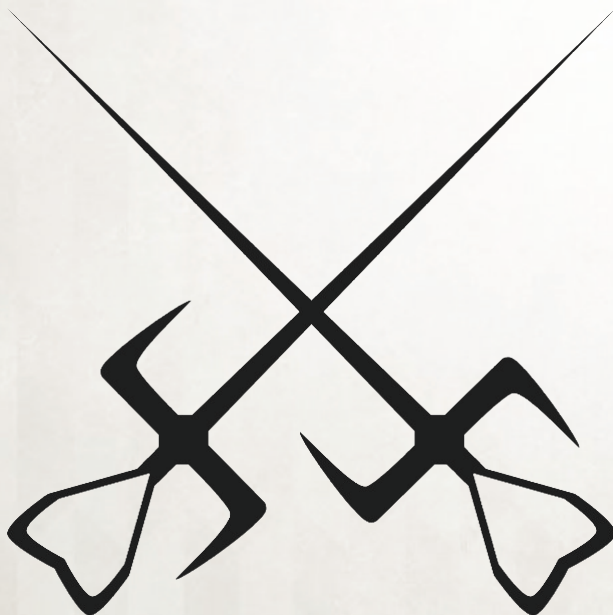
Source: *The Drow of the Underdark* by Ed Greenwood



HOUSE NAME

Everhate

Source: *The Drow of the Underdark* by Ed Greenwood



HOUSE NAME

Faen Tlabbar

STATUS

Fourth house of Menzoberranzan in 1480 DR,
Third house of Menzoberranzan in 1372 DR,
Fourth house of Menzoberranzan in 1358 DR,
Sixth house of Menzoberranzan in 1328 DR,
Seventh house of Menzoberranzan in 1297 DR

HOLDINGS

Menzoberranzan

Source: Menzoberranzan: The Houses By Robert A. Salvatore, Michael Leger, Douglas Niles; Menzoberranzan: City of Intrigue by Brian R. James, Eric Menge



HOUSE NAME

Fey-Branche

STATUS

Sixth house of Menzoberranzan in 1480 DR,
Seventh house of Menzoberranzan in 1372 DR,
Eighth house of Menzoberranzan in 1358 DR,
Tenth house of Menzoberranzan in 1328 DR,
Eleventh house of Menzoberranzan in 1297 DR

HOLDINGS

Menzoberranzan

Source: Menzoberranzan: The Houses By Robert A. Salvatore, Michael Leger, Douglas Niles; Menzoberranzan: City of Intrigue by Brian R. James, Eric Menge



HOUSE NAME

Freth

STATUS

Destroyed in 1319 DR by House Teken'duis,
Twelfth house of Menzoberranzan in 1297 DR

HOLDINGS

Menzoberranzan

*Source: Waterdeep: Dungeon of the Mad Mage (lower),
The Drow of the Underdark by Ed Greenwood (upper);
Menzoberranzan: City of Intrigue by Brian R. James, Eric
Menge*



*Note: There are two different insignia used for House Freth.
The upper row shows how the insignia was illustrated in
The Drow of the Underdark. The bottom row shows how
the insignia was illustrated in Waterdeep: Dungeon of the
Mad Mage.*



HOUSE NAME

Godeep

STATUS

Twentieth house of Menzoberranzan in 1480 DR

HOLDINGS

Menzoberranzan

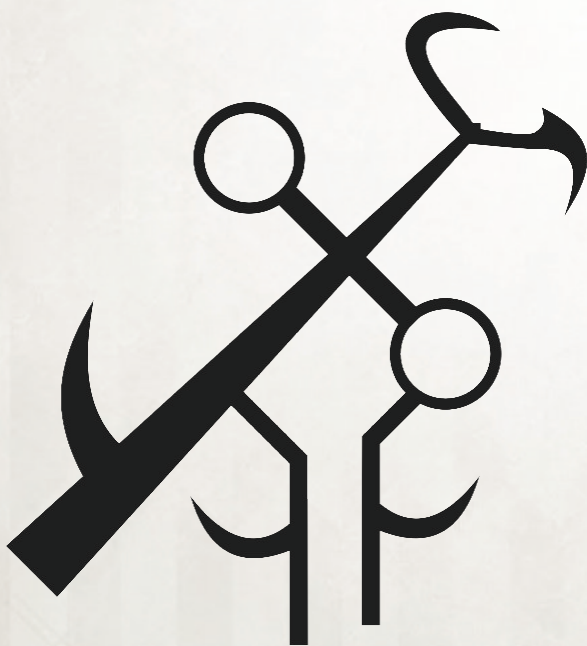
Source: The Drow of the Underdark by Ed Greenwood, Menzoberranzan: City of Intrigue by Brian R. James, Eric Menge



HOUSE NAME

Helviiryn

Source: The Drow of the Underdark by Ed Greenwood



HOUSE NAME

Hlaund

Source: *The Drow of the Underdark* by Ed Greenwood



HOUSE NAME

Horlbar

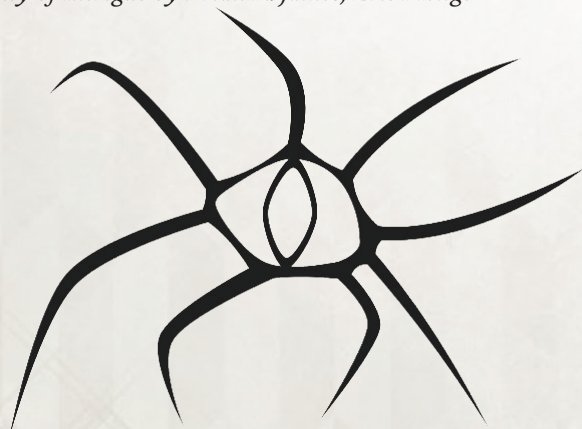
STATUS

United with Kenafin to form Melarn in 1383 DR,
Twelfth house of Menzoberranzan in 1358 DR,
Sixteenth house of Menzoberranzan in 1328 DR,
Twentieth house of Menzoberranzan in 1297 DR

HOLDINGS

Menzoberranzan

Source: *Menzoberranzan: The Houses* By Robert A. Salvatore, Michael Leger, Douglas Niles; *Menzoberranzan: City of Intrigue* by Brian R. James, Eric Menge



HOUSE NAME

Hun'ett

STATUS

Destroyed in 1358 DR,
Fifth house of Menzoberranzan in 1328 DR,
Sixth house of Menzoberranzan in 1297 DR

HOLDINGS

Menzoberranzan

*Source: The Drow of the Underdark by Ed Greenwood,
Menzoberranzan: City of Intrigue by Brian R. James, Eric
Menge*



HOUSE NAME

Hunzrin

STATUS

Eleventh house of Menzoberranzan in 1480 DR,
Fourteenth house of Menzoberranzan in 1372 DR,
Fifteenth house of Menzoberranzan in 1358 DR,
Nineteenth house of Menzoberranzan in 1328 DR

HOLDINGS

Menzoberranzan

*Source: Menzoberranzan: The Houses By Robert A.
Salvatore, Michael Leger, Douglas Niles; Menzoberranzan:
City of Intrigue by Brian R. James, Eric Menge*



HOUSE NAME

Kenafin

STATUS

United with Horlbar to form Melarn in 1383 DR,
Tenth house of Menzoberranzan in 1372 DR,
Thirteenth house of Menzoberranzan in 1358 DR,
Fifteenth house of Menzoberranzan in 1328 DR,
Sixteenth house of Menzoberranzan in 1297 DR

HOLDINGS

Menzoberranzan

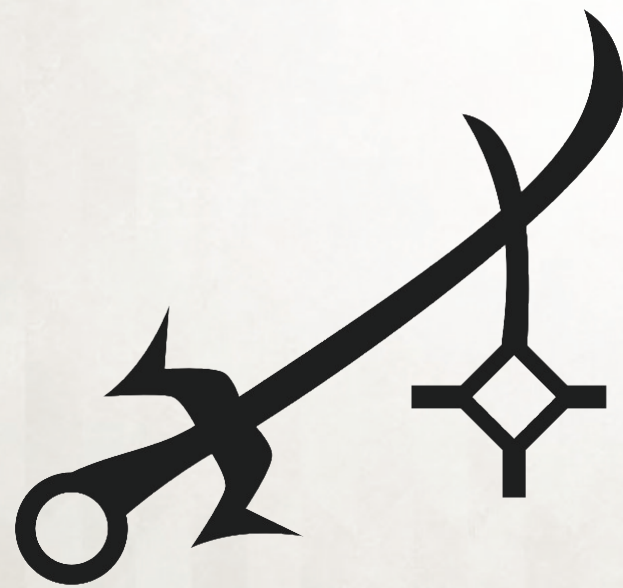
Source: Menzoberranzan: The Houses By Robert A. Salvatore, Michael Leger, Douglas Niles; Menzoberranzan: City of Intrigue by Brian R. James, Eric Menge



HOUSE NAME

Kilsek

Source: The Drow of the Underdark by Ed Greenwood



HOUSE NAME

Maerret

Source: *The Drow of the Underdark* by Ed Greenwood



HOUSE NAME

Melarn

STATUS

Seventh house of Menzoberranzan in 1480 DR,
Formed in 1382 from union of Horlbar and Kenafin

HOLDINGS

Menzoberranzan

Source: *The Drow of the Underdark* by Ed Greenwood,
Menzoberranzan: City of Intrigue by Brian R. James, Eric Menge



HOUSE NAME

Mizzrym

STATUS

Fifth house of Menzoberranzan in 1480 DR,
Sixth house of Menzoberranzan in 1372 DR,
Seventh house of Menzoberranzan in 1358 DR,
Eleventh house of Menzoberranzan in 1328 DR,
Thirteenth house of Menzoberranzan in 1297 DR

HOLDINGS

Menzoberranzan

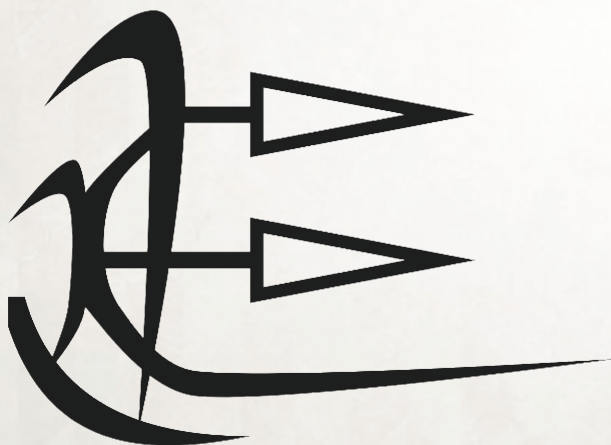
Source: Menzoberranzan: The Houses By Robert A. Salvatore, Michael Leger, Douglas Niles; Menzoberranzan: City of Intrigue by Brian R. James, Eric Menge



HOUSE NAME

Mylyl

Source: The Drow of the Underdark by Ed Greenwood



HOUSE NAME

Noquar

Source: *The Drow of the Underdark* by Ed Greenwood



HOUSE NAME

Oblodra

STATUS

Destroyed in 1358 DR,
Third house of Menzoberranzan in 1297 DR

HOLDINGS

Menzoberranzan

Source: *Menzoberranzan: The Houses* by Robert A. Salvatore, Michael Leger, Douglas Niles; *Menzoberranzan: City of Intrigue* by Brian R. James, Eric Menge





HOUSE NAME

Ousstyl

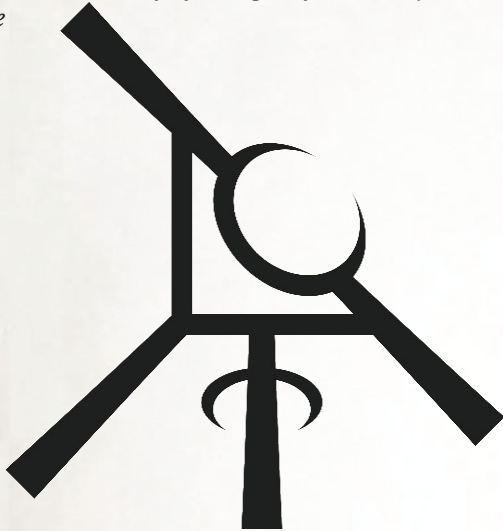
STATUS

Nineteenth house of Menzoberranzan in 1480 DR

HOLDINGS

Menzoberranzan

*Source: The Drow of the Underdark by Ed Greenwood;
Menzoberranzan: City of Intrigue by Brian R. James, Eric
Menge*



HOUSE NAME

Rilynt'tar

Source: The Drow of the Underdark by Ed Greenwood



HOUSE NAME

Shobalar

STATUS

Destroyed in 1385 DR (War of the Spider Queen),
Fifteenth house of Menzoberranzan in 1372 DR,
Sixteenth house of Menzoberranzan in 1358 DR,
Twentieth house of Menzoberranzan in 1328 DR

HOLDINGS

Menzoberranzan

Source: Menzoberranzan: The Houses By Robert A. Salvatore, Michael Leger, Douglas Niles; Menzoberranzan: City of Intrigue by Brian R. James, Eric Menge



HOUSE NAME

Srune'lett

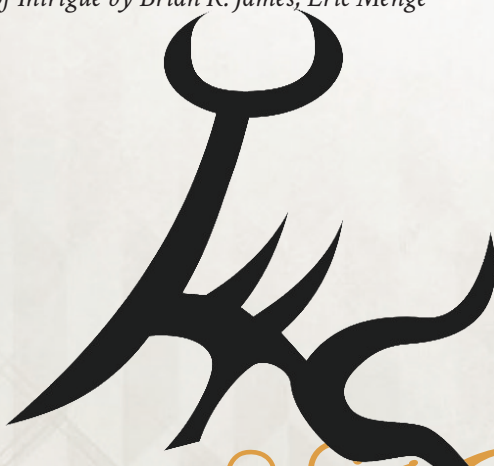
STATUS

Destroyed in 1385 DR (War of the Spider Queen),
Eleventh house of Menzoberranzan in 1358 DR,
Fourteenth house of Menzoberranzan in 1328 DR,
Nineteenth house of Menzoberranzan in 1297 DR

HOLDINGS

Menzoberranzan

Source: Menzoberranzan: The Houses By Robert A. Salvatore, Michael Leger, Douglas Niles; Menzoberranzan: City of Intrigue by Brian R. James, Eric Menge



HOUSE NAME

Symryvvin

STATUS

Eighteenth house of Menzoberranzan in 1297 DR

HOLDINGS

Menzoberranzan

Source: Menzoberranzan: The Houses By Robert A. Salvatore, Michael Leger, Douglas Niles; Menzoberranzan: City of Intrigue by Brian R. James, Eric Menge



HOUSE NAME

Teken'duis

STATUS

Destroyed in 1358 DR,
Seventeenth house of Menzoberranzan in 1297 DR

HOLDINGS

Menzoberranzan

Source: The Drow of the Underdark by Ed Greenwood



HOUSE NAME

Tormtor

Source: *The Drow of the Underdark* by Ed Greenwood



HOUSE NAME

Tuin'Tarl

STATUS

Destroyed in 1385 DR (War of the Spider Queen),
Eighth house of Menzoberranzan in 1372 DR
Ninth house of Menzoberranzan in 1358 DR,
Twelfth house of Menzoberranzan in 1328 DR,
Fourteenth house of Menzoberranzan in 1328

HOLDINGS

Menzoberranzan

Source: *Menzoberranzan: The Houses* by Robert A. Salvatore, Michael Leger, Douglas Niles; *Menzoberranzan: City of Intrigue* by Brian R. James, Eric Menge



HOUSE NAME

Vandree

STATUS

Eighth house of Menzoberranzan in 1480 DR,
Twentieth house of Menzoberranzan in 1372 DR,
Seventeenth house of Menzoberranzan in 1358 DR

HOLDINGS

Menzoberranzan

Source: Menzoberranzan: The Houses By Robert A. Salvatore, Michael Leger, Douglas Niles; Menzoberranzan: City of Intrigue by Brian R. James, Eric Menge



HOUSE NAME

Xorlarrin

STATUS

Third house of Menzoberranzan in 1480 DR,
Fourth house of Menzoberranzan in 1372 DR,
Fifth house of Menzoberranzan in 1358 DR,
Seventh house of Menzoberranzan in 1328 DR,
Eighth house of Menzoberranzan in 1297 DR

HOLDINGS

Menzoberranzan

Source: Menzoberranzan: The Houses By Robert A. Salvatore, Michael Leger, Douglas Niles; Menzoberranzan: City of Intrigue by Brian R. James, Eric Menge





HOUSE NAME

Zauviir

HOLDINGS

Menzoberranzan

Source: The Drow of the Underdark by Ed Greenwood



DWARVEN CLANS

MITHRAL HALL

The dwarfhold of Mithral Hall is located beneath Fourthpeak Mountain in the Spine of the World.

DWARVEN CLAN NAME

Battlehammer

HOLDINGS

Mithral Hall

BLAZON

Silver field, bronze tankard with gray handle and gray base with handle to right, white ale foam overflowing

Source: The Legend of Drizzt by R.A. Salvatore



TEMPLE OF DUMATHOIN

The Temple of Dumathoin is located in the Underdark.

DWARVEN CLAN NAME

Black Axe

HOLDINGS

Temple of Dumathoin

BLAZON

Royal blue field, blue mountains with silver slopes, silver pick axe, blue glistening gem

Source: Menzoberranzan video game by Strategic Simulations, Inc.



FROZENFAR

Frozenfar is the northern region beyond the Spine of the World. Various southern regions may incorrectly define the boundary as far south as Mirabar.

FIRESHEAR

The remote mining city of Fireshear is located on the coast of the Iceflow River.

BLAZON

Ice blue field, crossed blade, pick, and shovel at the base of an orange leaping flame

Source: Waterdeep and the North by Ed Greenwood



IRONMASTER

The towered, mountain dwarven city of Ironmaster is built into rock walls of a frozen valley at the mouth of the Shaengarne River.

BLAZON

Gray diamond field, red anvil, long points of the diamond are vertical

Source: Waterdeep and the North by Ed Greenwood



HALRUAA

Halruaa is located in southern Faerûn and is well known for its magocracy, electrum mines, and wine.

DEMONYM

Halruaan

BLAZON

Circle. Brown field with silver border, 3 circles of same color pattern, silver twelve-pointed star in center

Source: Forgotten Realms Campaign Setting (2nd edition)



IMPILTUR

The Realm of the Sword and the Wand, Impiltur, is located in the Easting Reach and on the Sea of Fallen Stars.

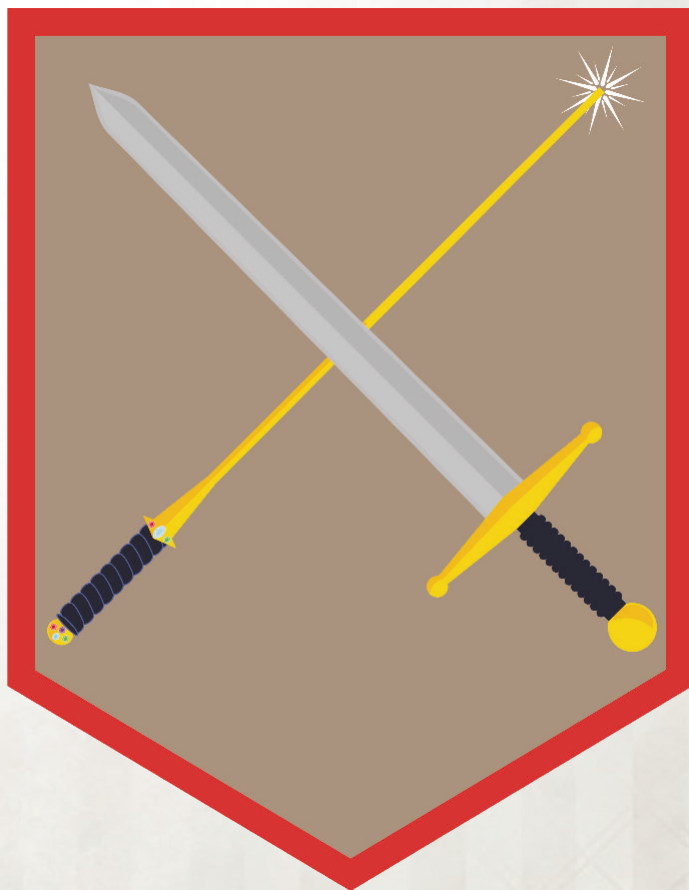
DEMONYM

Impilturan

BLAZON

Dun field with scarlet border, silver sword with blue-black grip, gold quillons, and gold pommel. Wand with gold shaft, blue-black handle, gold pommel, gem-adorned at both ends, with a white star-rayed light at tip. Sword crosses over wand.

Source: Forgotten Realms: Cyclopedia of the Realms by Ed Greenwood, Jeff Grubb, Karen S. Martin



MOONSEA

The Moonsea is a large sea in northern Faerûn connected to the Sea of Fallen Stars through the River Lis. The shoreline has several independent city-states.

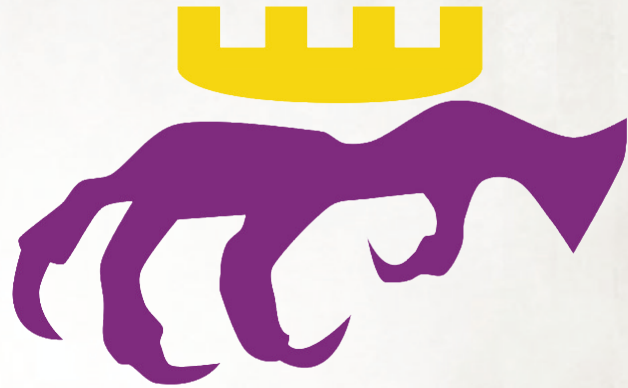
CITADEL OF THE RAVEN

The Zhentarim fortress is located in the Dragonspire Mountains in western Moonsea region. Most of the citadel lay in ruins after an attack by the Shadovar. However, the Zhentarim has begun rebuilding the Citadel of the Raven.

BLAZON

Gold crown, purple raven claw

*Source: Forgotten Realms Campaign Setting (2nd edition),
Forgotten Realms Campaign Guide (4th edition)*



MELVAUNT

Located on the northern coast of the Moonsea, Melvaunt was ruled by the Council of Lords.

DEMONYM

Melvauntian

BLAZON

Purple field, silver sword piercing a silver anchor

Source: Forgotten Realms Campaign Setting (2nd edition)



MULMASTER

The crime-ridden city of Mulmaster is located in the eastern coast of the Moonsea.

DEMONYM

Mulmasterite or Mulman

BLAZON

Deep purple field, golden wyvern in flight above a line of silver waves

Source: Forgotten Realms Adventures by Jeff Grubb, Ed Greenwood



MOONSHAE ISLES

The Moonshae Isles coat of arms uses the Kendrick of Caer Corwell family's coat of arms.

BLAZON

Scarlet field, black border, white interior shield with red vertical line, bronze bear head with red tongue

Source: Forgotten Realms Campaign Setting (2nd edition)



FAMILY NAME (PRONUNCIATION)

Kendrick (KEN-drik)

HOLDINGS

Caer Corwell

BLAZON

Scarlet field, black border, white interior shield with red vertical line, bronze bear head with red tongue

Battle Banner: Black field, silver bear head

*Source: Forgotten Realms Campaign Setting (2nd edition),
Darkwalker on Moonshae by Douglas Niles*



SEMBIA

Semia is located on the northwestern coast of the Sea of Fallen Stars. It is well known as a prosperous country ruled by merchants.

DEMONYM

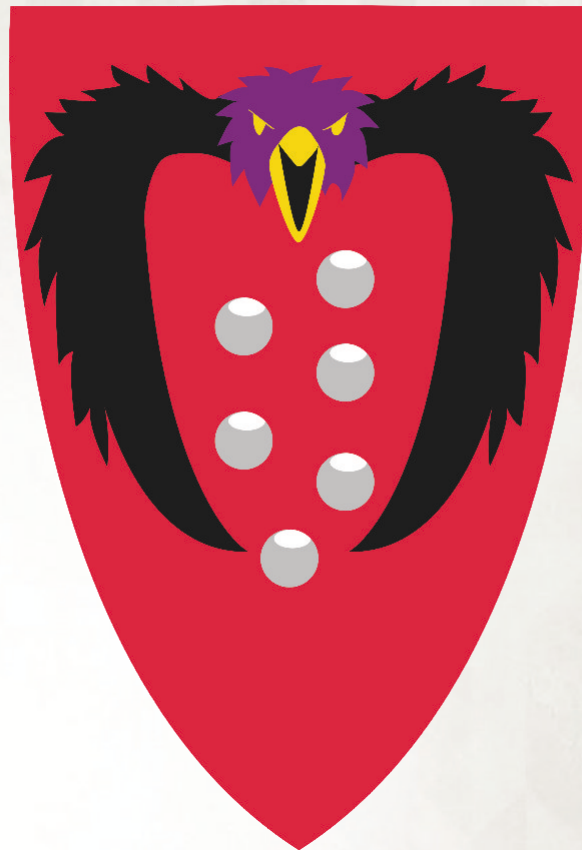
Sembite or Semmite

BLAZON

Crimson field, flying facing raven with purple head and black wings and gold beak and gold eyes, six silver coins

Notes: Called “the Raven and silver.” The raven represents Rauthauvyr the Raven who set up Sembia’s governing merchant council in the Year of Indigo Inferno (854 DR).

Source: Forgotten Realms Campaign Setting (2nd edition)



SILVER MARCHES

Also called Luruar, the Silver Marches is north of the High Forest, west of Anauroch, and south of the Spine of the World.

CITADEL ADBAR

The dwarven fortress named Citadel Adbar is located in the Ice Mountains.

DEMONYM

Adbarrim

BLAZON

Silver field, upright red single-bladed axe enclosed by a circle of red flame

Source: Silver Marches by Ed Greenwood, Jason Carl



SILVERYMOON

The Gem of the North, Silverymoon, is famous for its tradition of magic.

DEMONYM

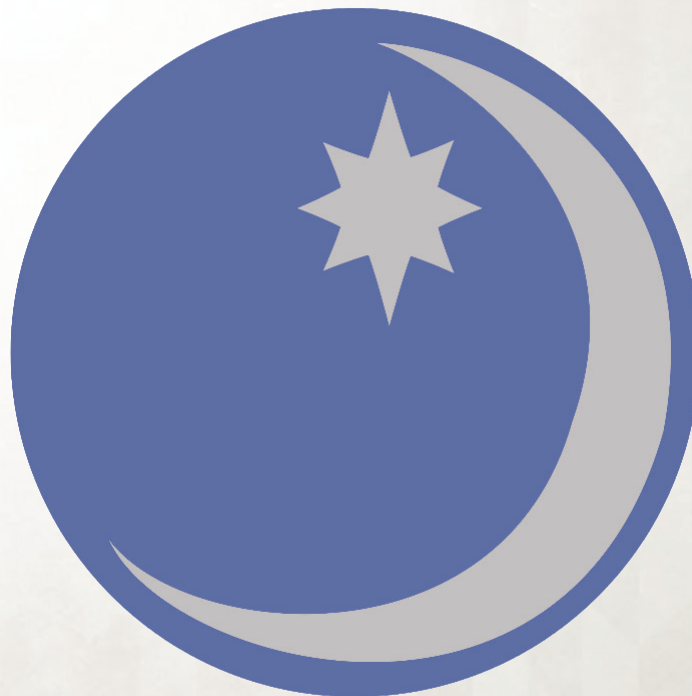
Silvaeren

BLAZON

Royal blue field, thin crescent silver moon curving to the right, a single silver star sheltering under its uppermost horn

The moon and star are graven into stones marking the boundaries of Silverymoon's claimed lands.

Source: Waterdeep and the North by Ed Greenwood



SWORD COAST

The Sword coast is the western coast of Faerûn along the Sea of Swords bordered by the Sunset Vale to the east, Delimbiyr Vale in the North, and Amn to the south.

BALDUR'S GATE

Baldur's Gate is the largest city on the Sword Coast.

DEMONYM

Baldurian

BLAZON

Sky blue field, blue water and waves, brown ship with white sails

Source: Sword Coast Adventurer's Guide



BEREGOST

Beregost is located half way between Amn and Baldur's gate on a major thoroughfare.

BLAZON

Red field, three blue mountain peaks, gold sun at tip with gold rays and face showing eyes and nose

Source: Baldur's Gate: Tales of the Sword Coast



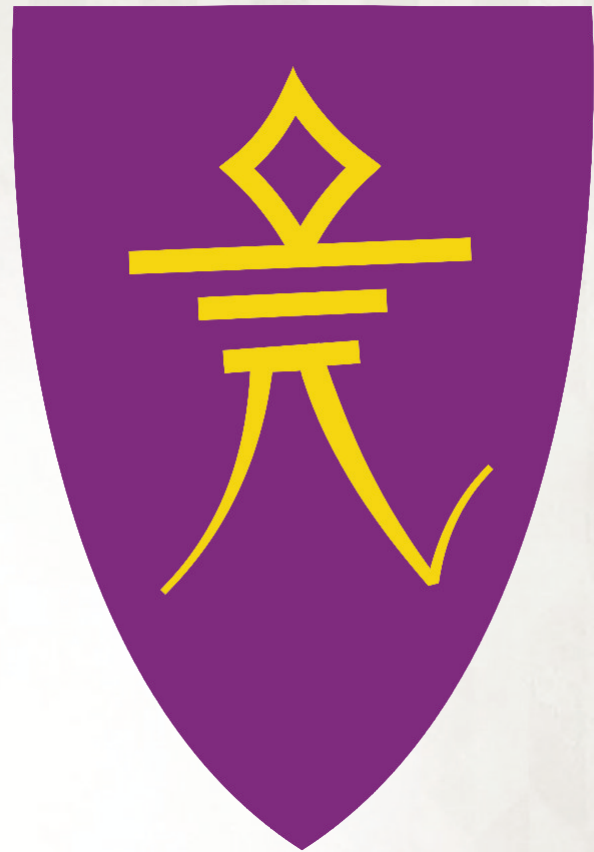
CANDLEKEEP

The Great Library is within tower fortress of Candlekeep. This library has the greatest collection of writings in Faerûn.

BLAZON

Purple field, rune of Candlekeep

Source: Baldur's Gate: Tales of the Sword Coast



DAGGERFORD

Daggerford is located on the Shining River and Trade Way between Waterdeep and Neverwinter.

BLAZON

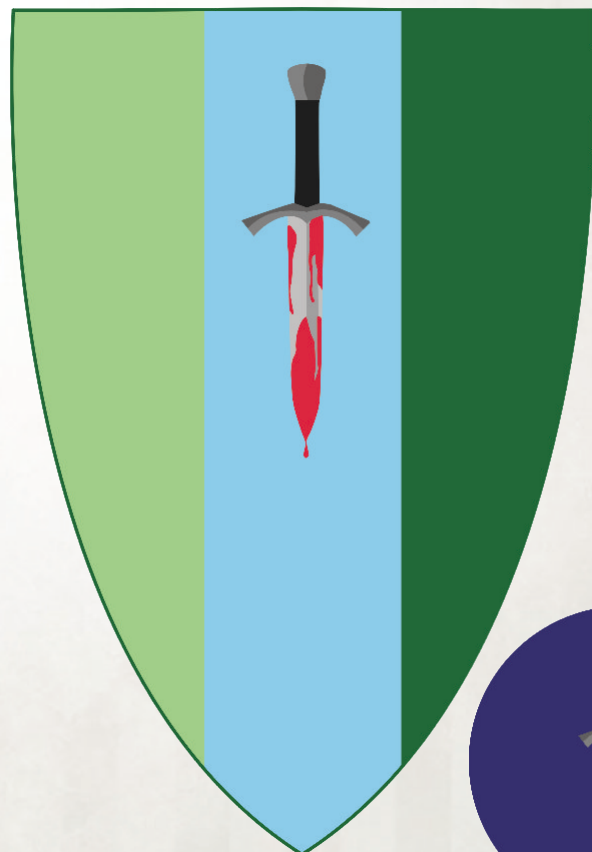
Vertically parted shield, sky-blue center, light green left, deep green right, vertical dagger in upper-down-to-center in center with silver blade drenched with crimson blood with tiny droplet at the dagger's tip, gray quillons and pommel, and black hilt grip

Motto: "Never Asunder"

Notes: Center band represents the river, left band represents verdant grassland, right band represents forest

Duke of Daggerford's personal badge: Deep blue field, bloody silver dagger pointed down.

Source: Spawn of Dragonspear by Steve Perrin, Email correspondence with Ed Greenwood via Eric L. Boyd



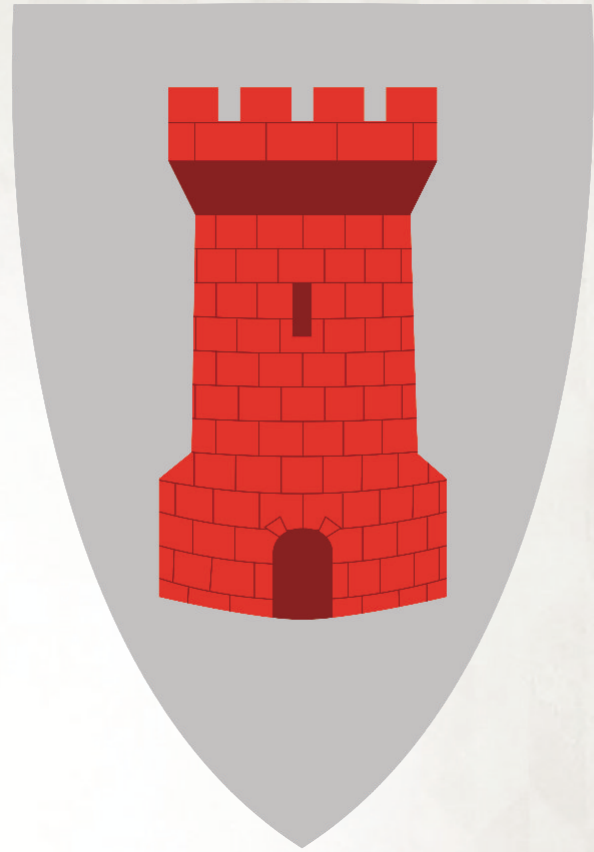
DURLAG'S TOWER

Durlag's Tower is located south of the Wood of Sharp Teeth.

BLAZON

Silver field, red tower with gray window and open door

Source: Baldur's Gate: Tales of the Sword Coast



ELTURGARD

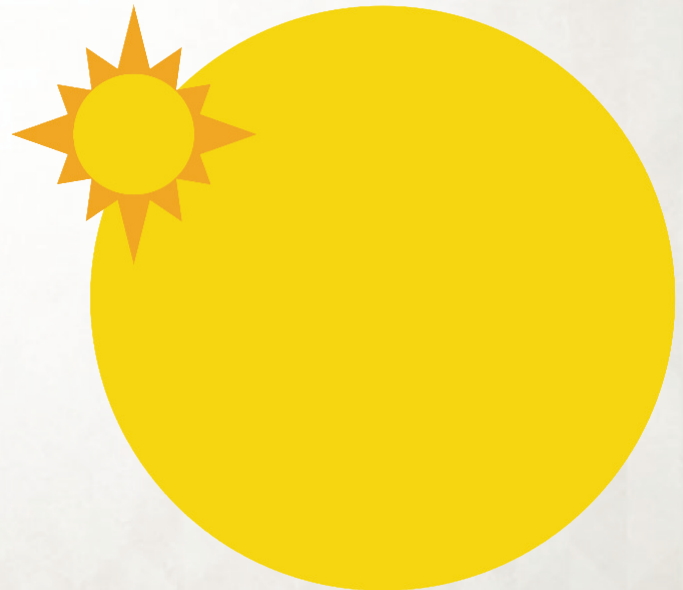
The theocracy of Elturgard is governed by a council of paladins and clerics and located east of Baldur's Gate. The city of Elturel is the capital of Elturgard.

BLAZON

Gold sun, smaller gold sun

Notes: The small sun represents the shining orb named the "Companion" located above the city of Elturel. The blessing of Amaunator produces bright light, harms undead, and can be seen from anywhere within the Elturgard.

Source: Sword Coast Adventurer's Guide



FRIENDLY ARM INN

The walled hamlet of Friendly Arm Inn is located between Baldur's Gate and Beregost.

BLAZON

Red, white, and black repeating horizontal stripes, pink flesh hand holding a silver blade with a blue pennant, silver gauntlet, green wreath around gauntlet

Source: Baldur's Gate: Tales of the Sword Coast



GULLYKIN

Gullykin is a small, independent settlement located near Durlag's Tower and the Wood of Sharp Teeth.

BLAZON

Gray field, black rune marking

Source: Baldur's Gate: Tales of the Sword Coast



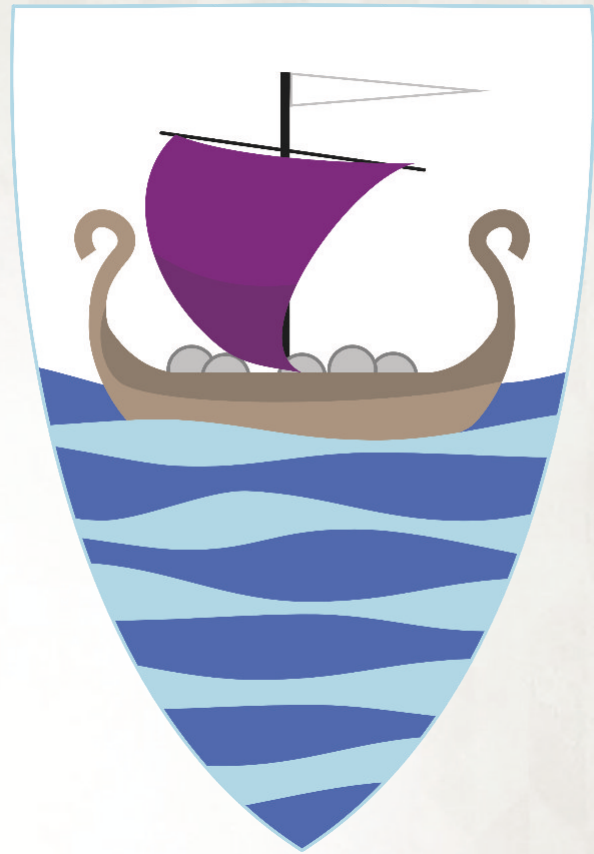
LUSKAN

Luskan is known as the City of Sails. It is located in the North where the River Mirar meets the sea.

BLAZON

Light blue water, brown ship with purple sail, silver bucklers visible in ship

Source: Sword Coast Adventurer's Guide



MIRABAR

In the mining city of Mirabar, shield dwarves live below the city mining and producing metal goods while humans live above ground helping to mine, move, and market the ore and goods.

BLAZON

Black and sometimes purple field, upright double-bladed axe with a pointed haft and a flaring, flat base of rust red hue.

Note: Field is white on ship pennants.

Source: Waterdeep and the North by Ed Greenwood



NEVERWINTER

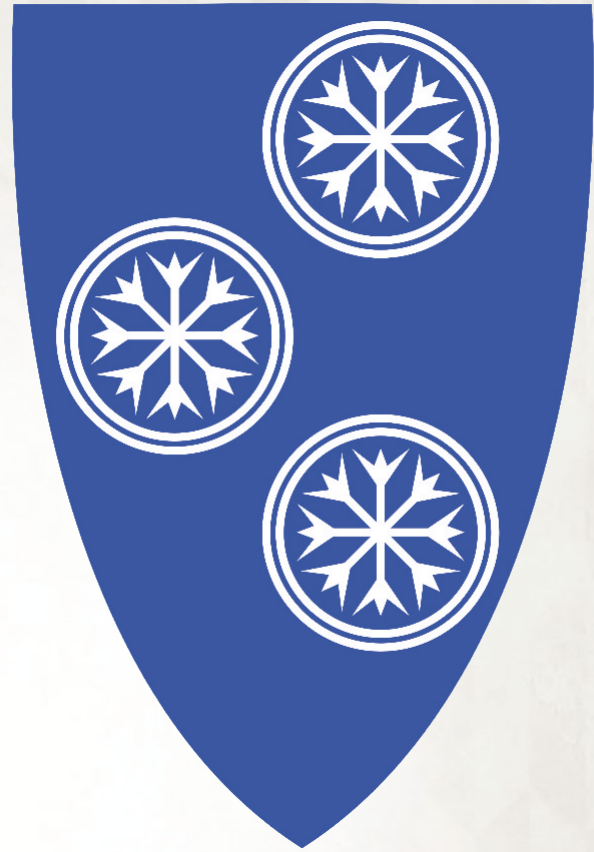
Neverwinter is considered by some to be the most cosmopolitan and civilized city in Faerûn.

BLAZON

Blue field, three white snowflakes with eight points encircled by two rings of white

Notes: Some banners may have a swirling line connecting the three snowflakes. This was more common centuries ago than today.

Source: Sword Coast Adventurer's Guide



WATERDEEP

The City of Splendors, Waterdeep, is the most influential city in northern Faerûn.

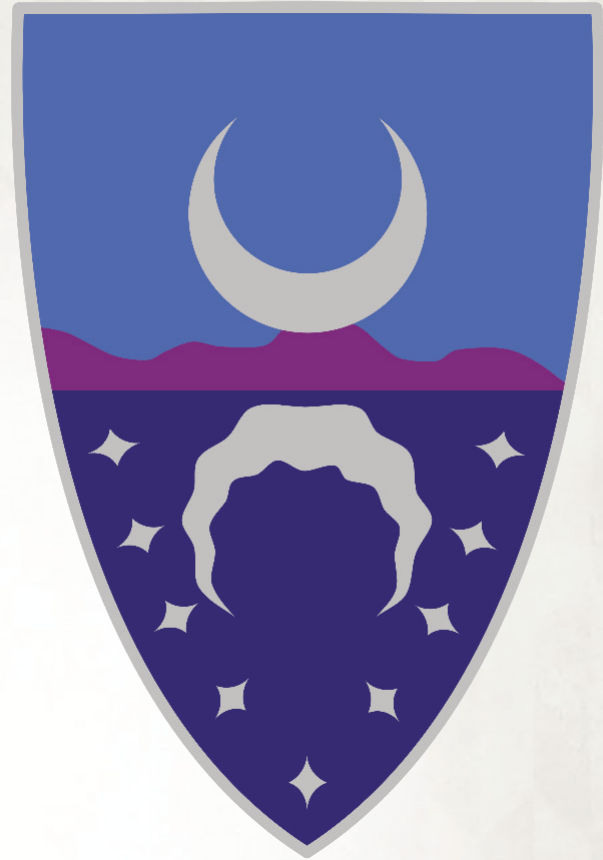
DEMONYM

Waterdhavian (older term),
Waterdavian (newer term)

BLAZON

Royal blue field, silver border, silver crescent moon open towards top, wavy reflection of silver crescent moon, navy blue water, purple land mass in horizon, nine silver stars

Source: Forgotten Realms Campaign Setting (2nd edition)



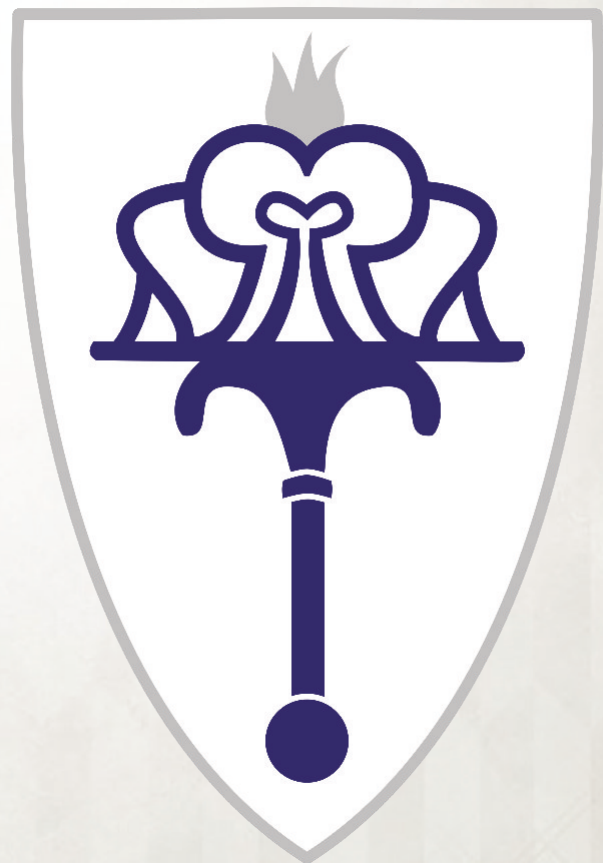
LORDS OF WATERDEEP

The Lords of Waterdeep are the governing council of the city of Waterdeep.

BLAZON

White field, silver border, metallic blue torch, silver flame

Source: Forgotten Realms Campaign Setting (2nd edition)



FAMILY NAME (PRONUNCIATION)

Adarbrent (Ah-DAR-brent)

ETHNICITY

Chondathan

ENNOBLED

1317 DR

HOLDINGS

Waterdeep, New Waterdeep

TRADE & INTERESTS

Shipping, cartography, exploration

BLAZON

Gold field, purple stalactites and cavern ceiling,
red star

*Source: Who's Who in Waterdeep by Ed Greenwood and
Steven Schend, Noble Houses of Waterdeep by Eric L Boyd*



FAMILY NAME (PRONUNCIATION)

Agundar (Ah-GUN-dar)

ETHNICITY

Tethyrian

ENNOBLED

1116 DR

HOLDINGS

Waterdeep

TRADE & INTERESTS

Mercenary fighting, warrior training, sword forging

BLAZON

Sky blue field, purple clouds with white lightning bolt

*Source: Who's Who in Waterdeep by Ed Greenwood and
Steven Schend, Noble Houses of Waterdeep by Eric L Boyd*



FAMILY NAME (PRONUNCIATION)

Amcathra (Am-CATH-ra)

ETHNICITY

Tethyrian

ENNOBLED

1142 DR

HOLDINGS

Waterdeep, Amphail, Silvermoon

TRADE & INTERESTS

Wine, sword forging, horse breeding and training

BLAZON

Red field, blue flame with three silver crescents in arch

Lord Mourngrym Amcathra's personal coat of arms has a black field instead of red

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd, Forgotten Realms Campaign Setting (2nd edition)



FAMILY NAME (PRONUNCIATION)

Ammakyl (AM-ah-kil)

ETHNICITY

Chondathan

ENNOBLED

1248 DR

HOLDINGS

Waterdeep, Amphail

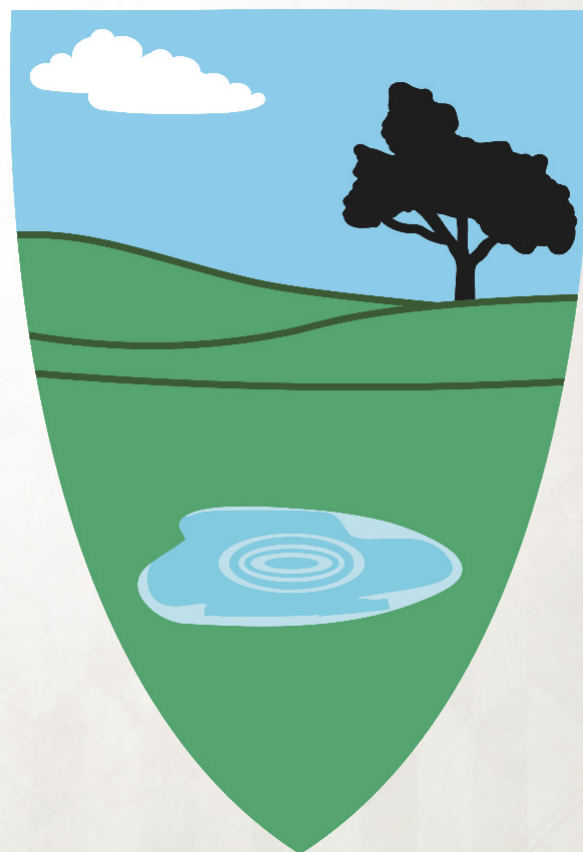
TRADE & INTERESTS

Farming, wine-making

BLAZON

Sky blue field, rich green ground with blue and silver pond, black tree, and a white cloud

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Anteos (AN-tee-oh-ss)

ETHNICITY

Tethyrian

ENNOBLED

1248 DR

HOLDINGS

Waterdeep

TRADE & INTERESTS

Trading, moneychanging, and bartering,
(formerly) slaves

BLAZON

White field, spears with brown shaft and silver heads
with red blood, a impaled head with brown hair,
brown beard, and pink flesh

*Source: Who's Who in Waterdeep by Ed Greenwood and
Steven Schend, Noble Houses of Waterdeep by Eric L Boyd*



FAMILY NAME (PRONUNCIATION)

Artemel (ARR-tem-eil)

ETHNICITY

Illuskan

ENNOBLED

1233 DR

HOLDINGS

Waterdeep

TRADE & INTERESTS

Hunting (boar, monsters), moneylending

BLAZON

Sky blue field, white eagle's wing with black lower
feathers

*Source: Who's Who in Waterdeep by Ed Greenwood and
Steven Schend, Noble Houses of Waterdeep by Eric L Boyd*



FAMILY NAME (PRONUNCIATION)

Assumbar (Ass-UM-bar)

ETHNICITY

Tethyrian

ENNOBLED

1273 DR

HOLDINGS

Waterdeep

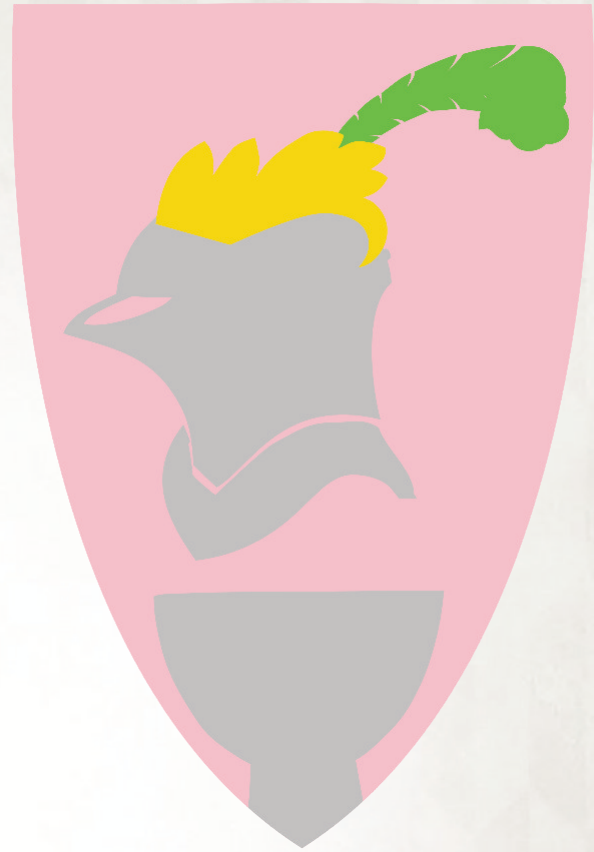
TRADE & INTERESTS

Carpentry, designing exotic and splendid carriages

BLAZON

Pink field, silver goblet, silver helm with gold crown-feathers and green plume

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Belabranta (BEL-ah-brahn-tah)

ETHNICITY

Tethyrian

ENNOBLED

952 DR

HOLDINGS

Waterdeep

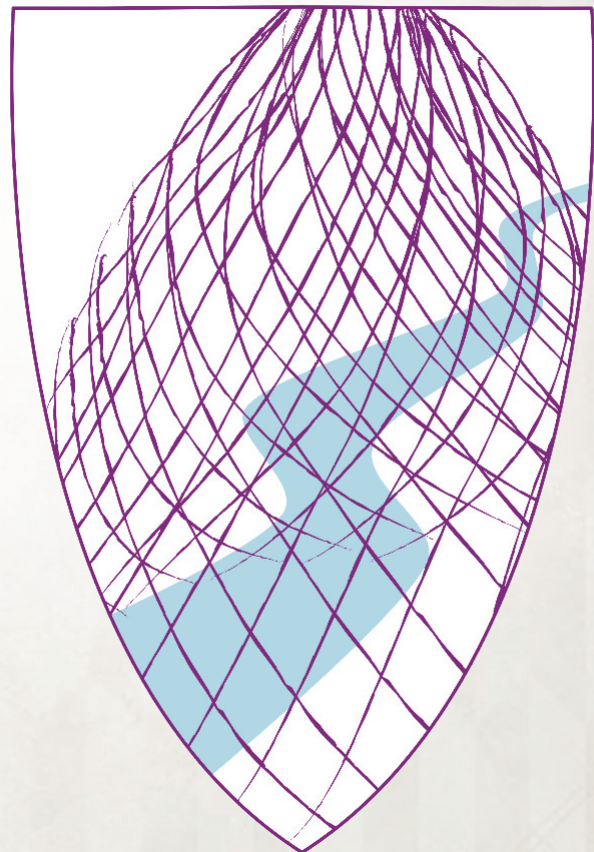
TRADE & INTERESTS

Griffon breeding and taming, hunting

BLAZON

White field, light blue stream, purple netting

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Bladesemmer (BLAYD-sem-mer)

ETHNICITY

Illuskan

ENNOBLED

1158 DR

HOLDINGS

Waterdeep

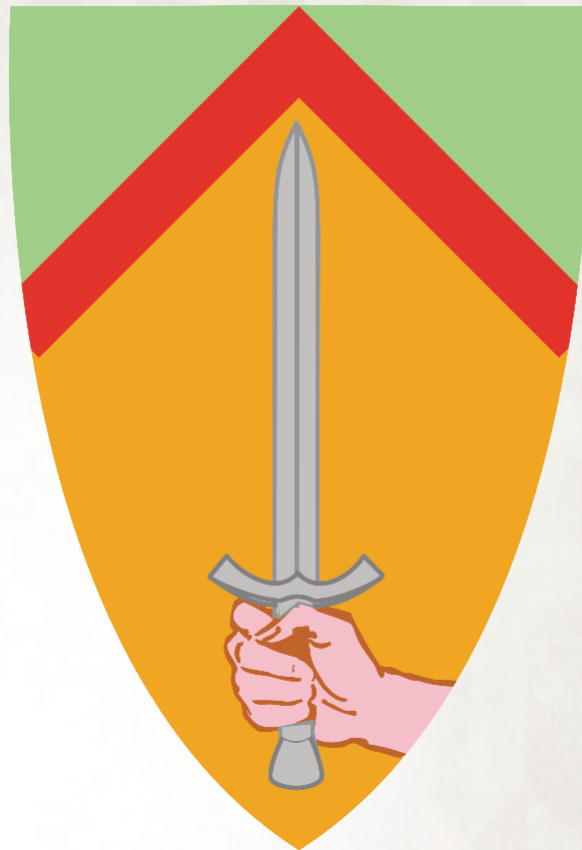
TRADE & INTERESTS

Fencing, sword forging, designing exotic body armor

BLAZON

Orange field, red chevron, light green upper field, pink flesh hand holding silver blade in lower field

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Brokengulf (BROH-ken-gulf)

ETHNICITY

Tethyrian

ENNOBLED

1248 DR

HOLDINGS

Waterdeep

TRADE & INTERESTS

Exploration, guiding, hunting and procurement of exotic beasts

BLAZON

Sky blue field, gray mountain, red trail to red cavern

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Brossfeather (BROSS-feth-er)

ETHNICITY

Illuskan

ENNOBLED

1220 DR

HOLDINGS

Waterdeep

TRADE & INTERESTS

Forestry, lumbering, fur-trapping, guiding

BLAZON

Gold field, silver axe with brown handle, two red feathers

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Cassalanter (CASS-ah-lan-ter)

ETHNICITY

Tethyrian

ENNOBLED

1248 DR

HOLDINGS

Waterdeep

TRADE & INTERESTS

Banking, moneylending, information gathering, rumor-mongering

BLAZON

White field, green yoke, white bird with gold beak and black feathers

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Cragmere (Crag-MEER)

ETHNICITY

Illuskan

ENNOBLED

1248 DR

HOLDINGS

Waterdeep

TRADE & INTERESTS

Landowning, moneylending

BLAZON

Purple field, crag with gold front and silver black slopes, black ground, silver water, two silver stars, gold rising sun on lower tip

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Crommor (CROM-mer)

ETHNICITY

Chondathan

ENNOBLED

1222 DR

HOLDINGS

Waterdeep

TRADE & INTERESTS

Brasswork including musical instruments

BLAZON

White field, two red bands, two gold trumpets with orange openings

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Dezlentyr (Des-LEN-teer)

ETHNICITY

Tethyrian

ENNOBLED

1230 DR

HOLDINGS

Waterdeep, County of Starspur (Tethyr)

TRADE & INTERESTS

Caravan trading and shipping, exploration, island settlement, establishment of harbors

BLAZON

Red lower half field with white stripes, white upper half field, royal blue border, silver anchor, light blue water with rich green island and tree

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Durinbold (DUR-in-bold)

ETHNICITY

Illuskan

ENNOBLED

1248 DR

HOLDINGS

Waterdeep

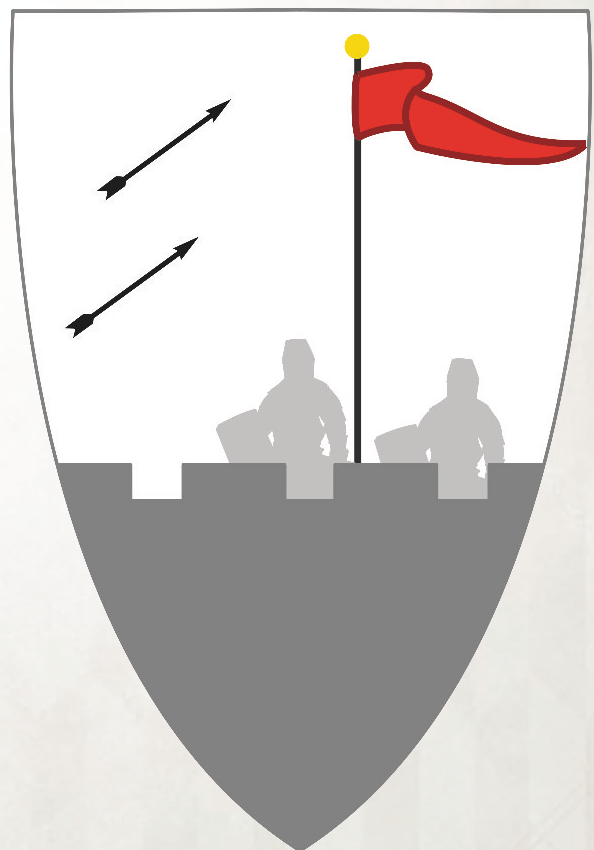
TRADE & INTERESTS

Mercenary fighting, cattle rearing, sheep farming

BLAZON

White field, gray battlements, two silver men in armor, two black arrows, black standard with red banner and gold ball

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Eagleshield (EE-gull-sheeld)

ETHNICITY

Tethyrian

ENNOBLED

1248 DR

HOLDINGS

Waterdeep, Amphail

TRADE & INTERESTS

Tack-making, mercenary fighting, animal husbandry

BLAZON

Sky blue field, purple water, gold sun, black bands of clouds, red eagle

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Eirontalar (EYE-ron-TAL-ar)

ETHNICITY

Illuskan

ENNOBLED

1282 DR

HOLDINGS

Waterdeep

TRADE & INTERESTS

Hunting, tracking, guiding

BLAZON

Light green field, gray dragon's claw and tail and jaws, red flames from dragon's breath

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Eltorchul (El-TOR-chul)

ETHNICITY

Tethyrian

ENNOBLED

1167 DR

HOLDINGS

Waterdeep

TRADE & INTERESTS

Mage schooling, magic research and procurement of rare substances and items

BLAZON

White field, two gold wands, black hat

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Emveolstone (Em-VEE-ohl-stone)

ETHNICITY

Tethyrian

ENNOBLED

1205 DR

HOLDINGS

Waterdeep

TRADE & INTERESTS

Ironmongery, curio trading

BLAZON

White field, small black shield with gold sun

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Estelmer (ESS-tel-mer)

ETHNICITY

Tethyrian

ENNOBLED

1293 DR

HOLDINGS

Waterdeep

TRADE & INTERESTS

Heraldry, sage-lore, printing

BLAZON

White field, gold half-shield, 3 daggers with black handles and silver blades, brown shelf with black scrollwork, green gauntlet, white book, four white skulls, turquoise quill pen

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Gauntyl (GONE-til)

ETHNICITY

Illuskan

ENNOBLED

1097 DR

HOLDINGS

Waterdeep

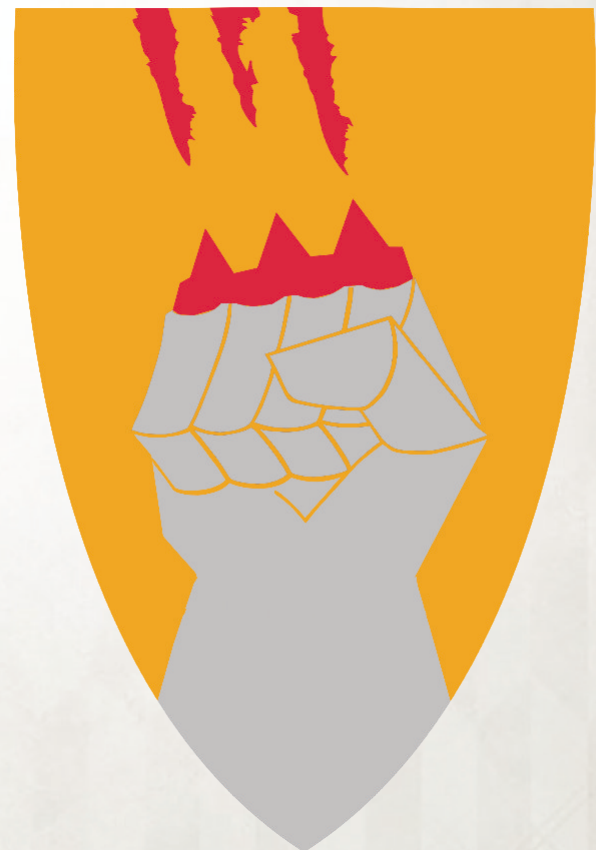
TRADE & INTERESTS

Mercenary fighting, exploring, mining

BLAZON

Orange field, silver gauntlet with crimson spikes, three crimson slashes

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME

Gildeggh

ENNOBLED

Exiled in 1273 DR as result of Guildwars
(believed to be extinct)

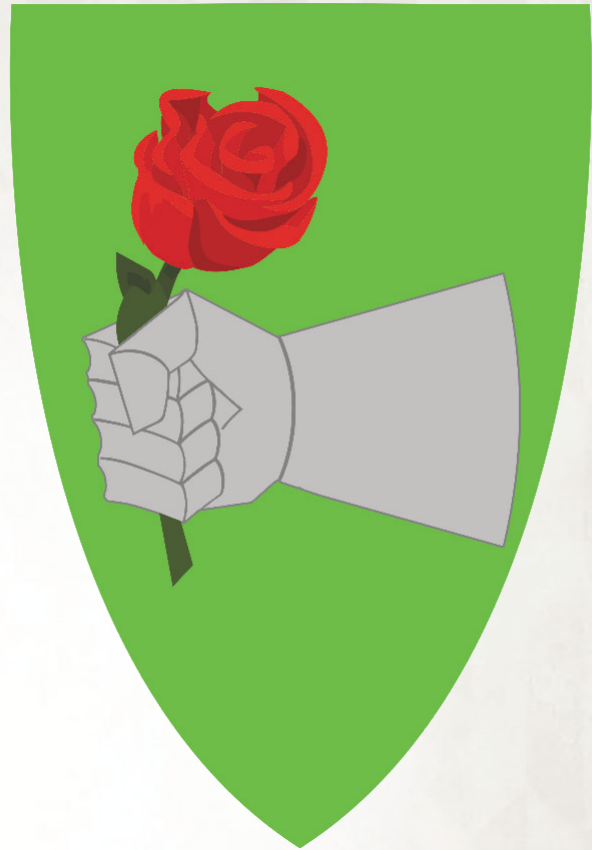
HOLDINGS

Waterdeep

BLAZON

Green field, silver gauntlet holding red rose

Source: Waterdeep and the North by Ed Greenwood



FAMILY NAME (PRONUNCIATION)

Gost (GAWST)

ETHNICITY

Illuskan

ENNOBLED

1197 DR, 1151 DR (as Ruldegost),
167 DR (as Ruldegost, Uthtower)

HOLDINGS

Waterdeep

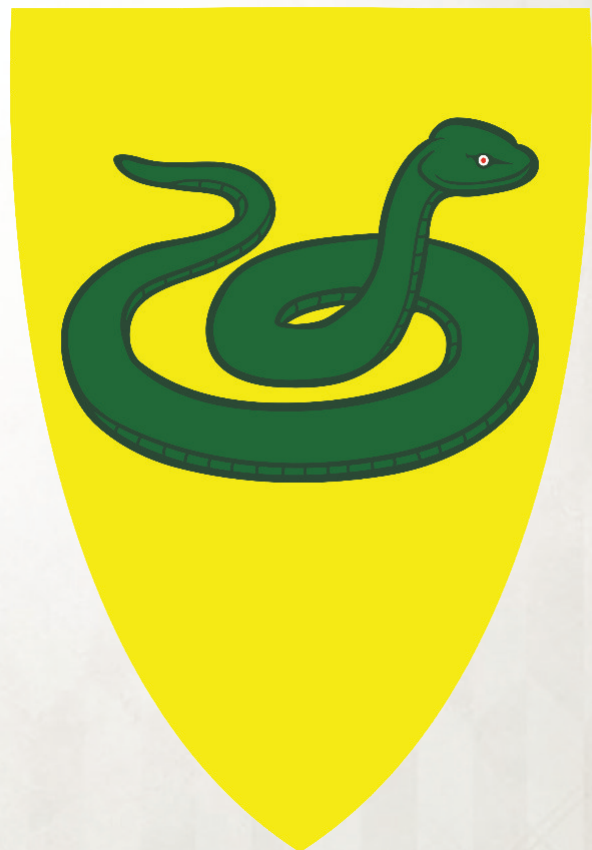
TRADE & INTERESTS

Caravan-mastering, trading, armor-forging

BLAZON

Yellow field, deep green snake with white eye and
red pupil

*Source: Who's Who in Waterdeep by Ed Greenwood and
Steven Schend, Noble Houses of Waterdeep by Eric L Boyd*



FAMILY NAME (PRONUNCIATION)

Gralhund (GRAWL-hund)

ETHNICITY

Tethyrian

ENNOBLED

1260 DR

HOLDINGS

Waterdeep

TRADE & INTERESTS

Mercenary fighting, weapon-making

BLAZON

Gold field, split face with orange eyes: right side scarlet devil's face, left side tawny human face

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Gundwynd (GUND-wind)

ETHNICITY

Illuskan

ENNOBLED

1251 DR

HOLDINGS

Waterdeep

TRADE & INTERESTS

Capture, training, and breeding of hippogriffs (and other aerial creatures) as steeds

BLAZON

White field, red outer spiral winds and orange inner spiral winds, gold sun

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Hawkwinter (HAWK-wīn-ter)

ETHNICITY

Tethyrian (Tethyr)

ENNOBLED

1276 DR, 1369 DR

HOLDINGS

Waterdeep, County of Calimmon (Tethyr)

TRADE & INTERESTS

Soldiering, garrisons and guardianship

BLAZON

Royal blue field, silver star, two black banners held by black arms

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Helmfast (HELM-fast)

ETHNICITY

Illuskan

ENNOBLED

1292 DR

HOLDINGS

Waterdeep, New Waterdeep

TRADE & INTERESTS

Shipping, shipwrights

BLAZON

Purple field, black and purple bands of waves, white foam, sailboat with crimson hull and orange sail, white moon

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Hiilgauntlet (HEEL-gawnt-let)

ETHNICITY

Illuskan

ENNOBLED

1248 DR

HOLDINGS

Waterdeep, Tomb in Undermountain

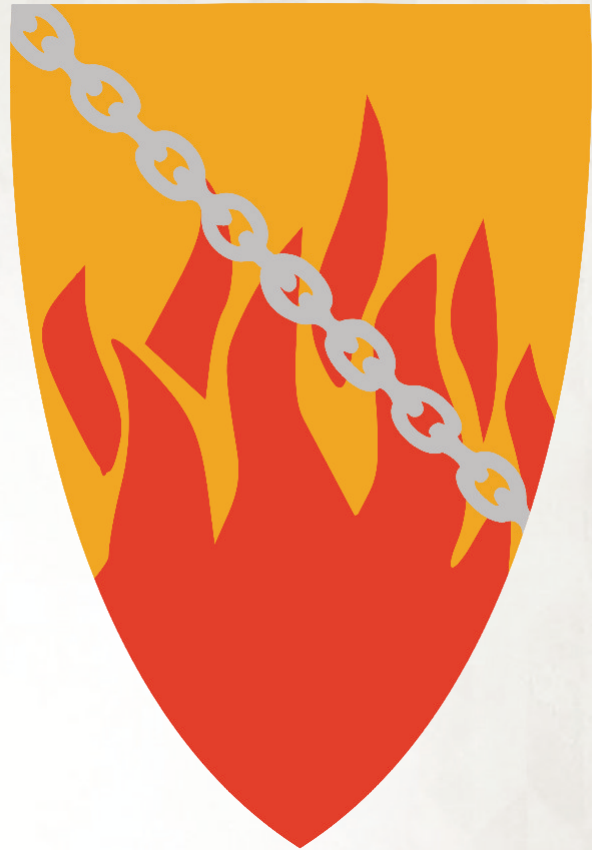
TRADE & INTERESTS

Mercenary fighting, military outfitting

BLAZON

Orange field, scarlet flames, silver chain

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Hothemer (HOT-em-er)

ETHNICITY

Tethyrian

ENNOBLED

1248 DR

HOLDINGS

Waterdeep

TRADE & INTERESTS

Trading, owning fleets of caravan wagons

BLAZON

Green field, white dragon with red teeth and tongue and gold eye

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Hunabar (HOON-ah-bar)

ETHNICITY

Tethyrian

ENNOBLED

1170 DR

HOLDINGS

Waterdeep

TRADE & INTERESTS

Textiles, trading, importing fashions

BLAZON

Orange field, white star, two bronze drover's reins with one choking the other-one rein is flared

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd, Email corresponded with Ed Greenwood via Eric L. Boyd



FAMILY NAME (PRONUNCIATION)

Husteem (Hus-TEEM)

ETHNICITY

Chondathan

ENNOBLED

1248 DR

HOLDINGS

Waterdeep

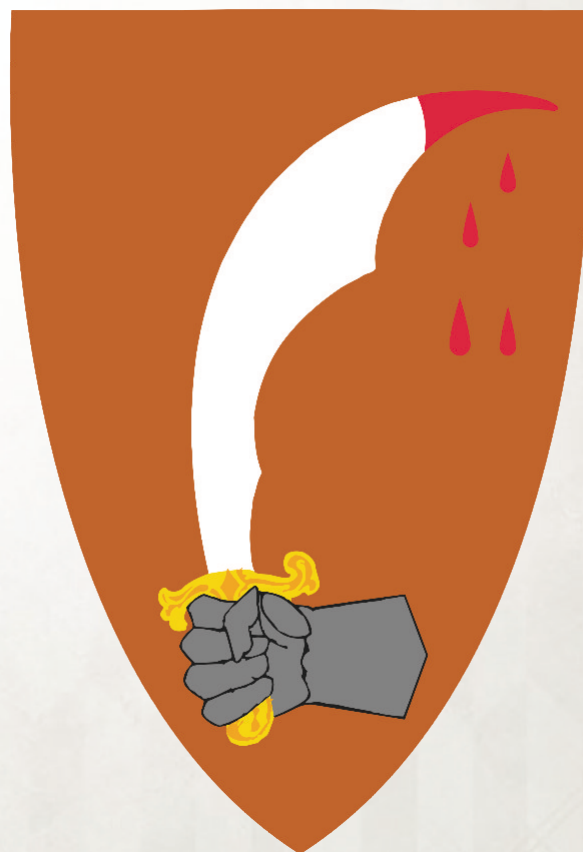
TRADE & INTERESTS

Mercenary fighting, landowning, illicit goods

BLAZON

Tawny field, white scimitar with crimson tip and gold hilt, gray gauntlet holding scimitar

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Illitul (ILL-ih-tul)

ETHNICITY

Chondathan

ENNOBLED

1248 DR

HOLDINGS

Waterdeep

TRADE & INTERESTS

Goat raising and herding, mercenary fighting

BLAZON

Orange field, three red spears

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Ilvastarr (ILL-vah-star)

ETHNICITY

Tethyrian

ENNOBLED

1248 DR

HOLDINGS

Waterdeep

TRADE & INTERESTS

Beast taming and breeding, cooking of exotic meats

BLAZON

Gold field, metallic green mini-dragon with an orange eye

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Ilzimmer (ILL-zim-mer)

ETHNICITY

Chondathan

ENNOBLED

1248 DR

HOLDINGS

Waterdeep, Amphail

TRADE & INTERESTS

Horse breeding and racing, making and collecting maps, designing gowns and jewelry

BLAZON

Silver field, three crimson tears

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Irlingstar (URR-ling-star)

ETHNICITY

Illuskan

ENNOBLED

1248 DR

HOLDINGS

Waterdeep

TRADE & INTERESTS

Caravan running, shipbuilding

BLAZON

Silver field, red sash, white star on sash

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Jardeth (JAR-deth)

ETHNICITY

Chondathan

ENNOBLED

1248 DR

HOLDINGS

Waterdeep

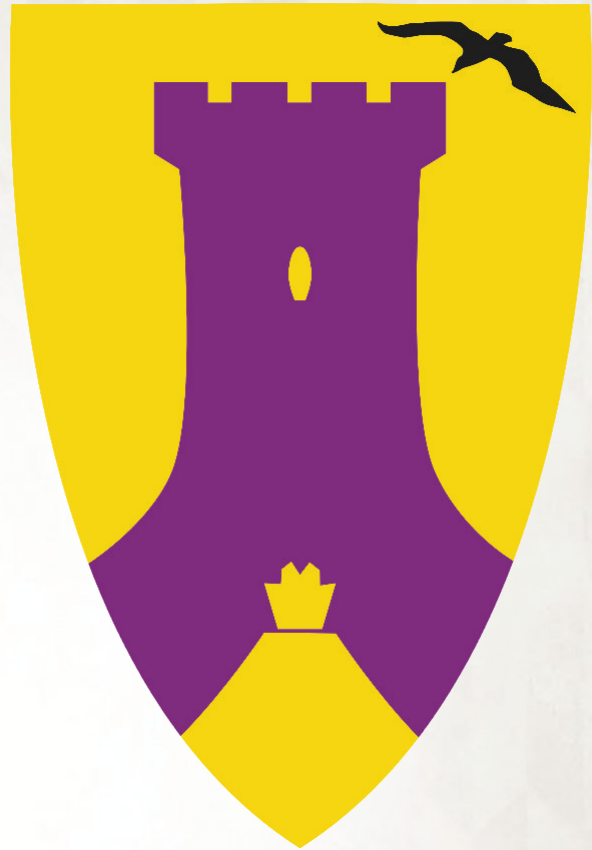
TRADE & INTERESTS

Soldiering, garrison and guardianship

BLAZON

Gold field, purple tower with gold window, gold road leading to tower, gold jagged opening in tower base, black bird

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Jhanszil (JAN-ss-zil)

ETHNICITY

Tethyrian

ENNOBLED

1248 DR

HOLDINGS

Waterdeep, Amphail

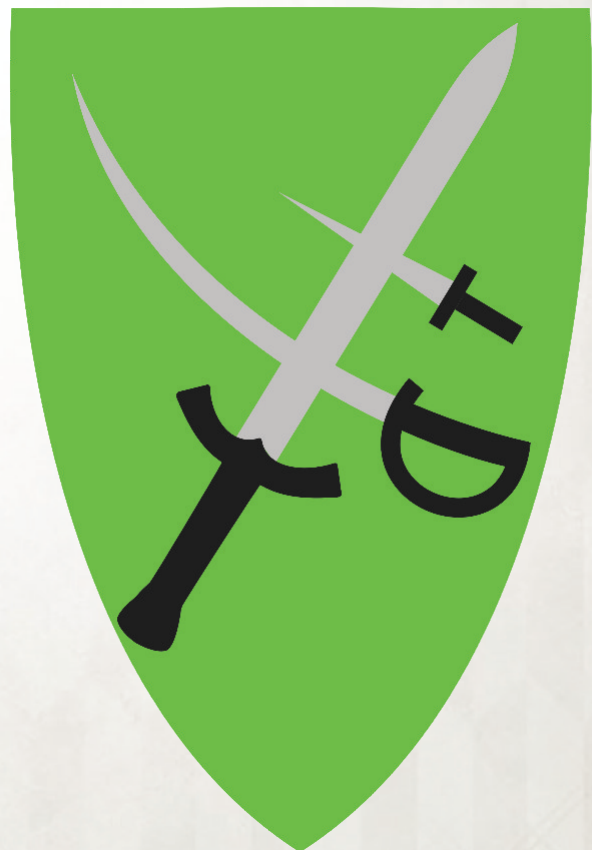
TRADE & INTERESTS

Trading, horse breeding, mercenary fighting

BLAZON

Green field, three silver blades with black hilts, pommels, and grips

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Kormallis (KOR-mal-eece)

ETHNICITY

Illuskan

ENNOBLED

1258 DR

HOLDINGS

Waterdeep

TRADE & INTERESTS

Recruiting, mercenary training, outfitting for travelers, former interests in slave trade

BLAZON

Yellow field, brown boot, blue flower with green leaves and stem

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Kothont (KOTH-awnt)

ETHNICITY

Illuskan

ENNOBLED

1248 DR

HOLDINGS

Waterdeep, former owners of Mother Gothel's feshall in Amphail

TRADE & INTERESTS

Herd farming, fur trapping

BLAZON

Sky blue field, spear with brown shaft and silver head, green banner, silver star

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Lanngolyn (LANN-go-linn)

ETHNICITY

Lantanna

ENNOBLED

1309 DR

HOLDINGS

Waterdeep

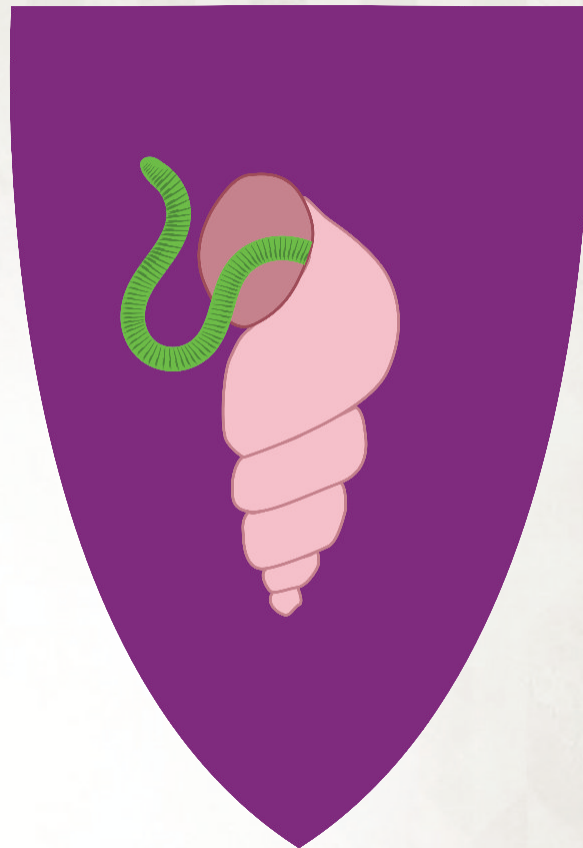
TRADE & INTERESTS

Textiles, shipping

BLAZON

Purple field, pink shell, green sea-worm coming out of shell

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Lathkule (LATH-kyool)

ETHNICITY

Illuskan

ENNOBLED

1248 DR

HOLDINGS

Waterdeep

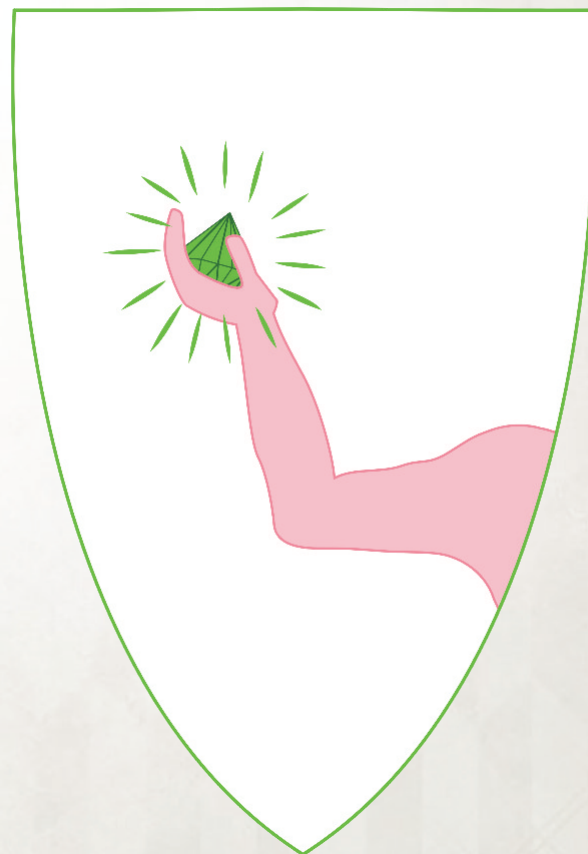
TRADE & INTERESTS

Jewelry, gem mining and prospecting, gemcutting

BLAZON

White field, pink flesh arm, green glistening gem held in hand

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Maerklos (MAY-er-close)

ETHNICITY

Illuskan

ENNOBLED

1332 DR (Maerklos), 1248 DR (as Marrek)

HOLDINGS

Waterdeep

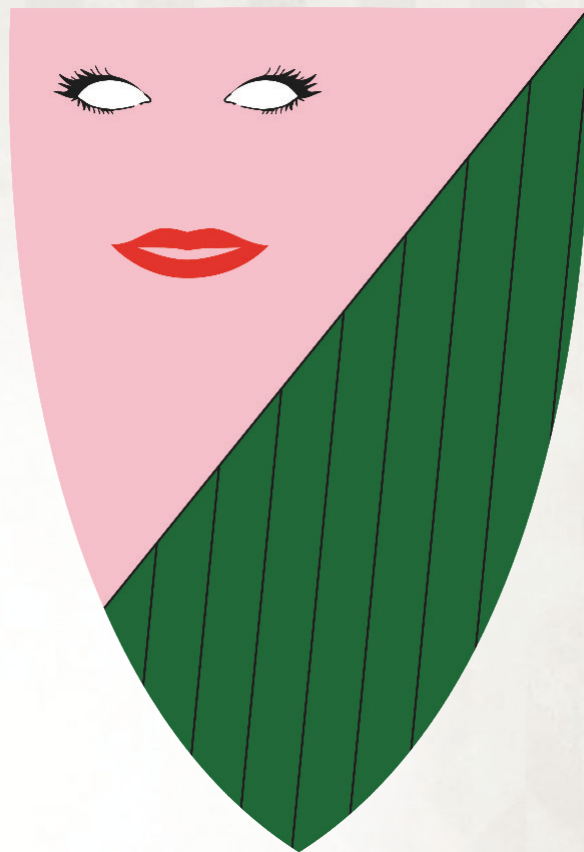
TRADE & INTERESTS

Swineherding, beer brewing, seer (predictions)

BLAZON

Deep green lower field, pink upper field, white eyes with black lashes, red mouth, thin black border between fields, thin black vertical slanted lines in lower field

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Maernos (MAY-er-noz)

HOLDINGS

Waterdeep

TRADE & INTERESTS

Moneylending, banking, financial administration of temples

BLAZON

Royal blue field, pink flesh folded hands in prayer with green sleeves, three silver spear points

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend



FAMILY NAME (PRONUNCIATION)

Majarra (Mah-JAR-ra)

ETHNICITY

Tethyrian

ENNOBLED

1248 DR, 697 DR (as Harpshield, royal), 659 DR (as Harpshield, Delimbiyran)

HOLDINGS

Waterdeep, silver mines in the Mirabar area, Ice Lakes Region

TRADE & INTERESTS

Harping and harp training, instrument-making, silver mining

BLAZON

Deep green field, white bars with spikes, brown harp with white (area of strings) and silver strings, orange curtain (fabric, in top right corner) with crimson border

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Manthar (MAN-thar)

ETHNICITY

Illuskan

ENNOBLED

1265 DR

HOLDINGS

Waterdeep

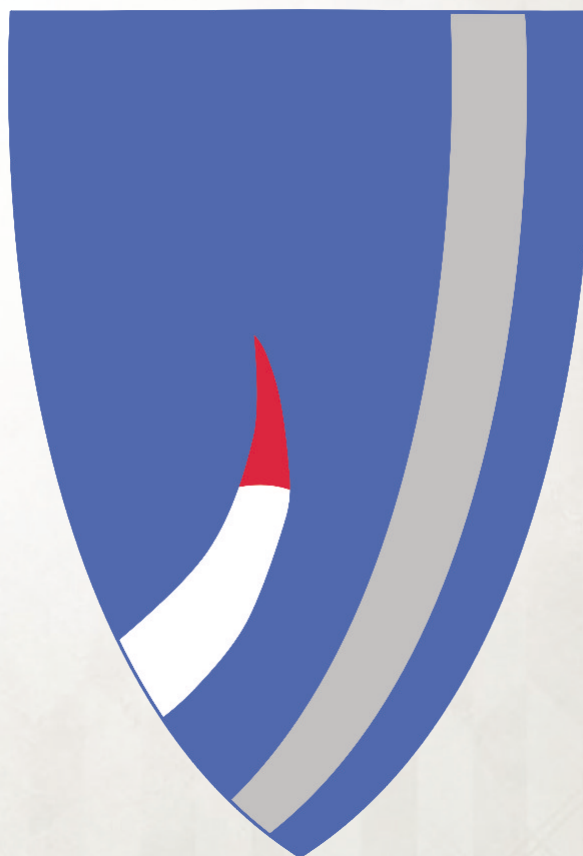
TRADE & INTERESTS

Mercenary fighting, trading in metals and perfumes

BLAZON

Royal blue field, silver band, silver sword tip with red blood on tip

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Margaster (MAR-gast-er)

ETHNICITY

Illuskan

ENNOBLED

1248 DR, 936 DR (as robber baron)

HOLDINGS

Waterdeep, ancestral claim to Thornhold

TRADE & INTERESTS

Trading, shipping

BLAZON

Gold field, white claw, scarlet talons, brown feathers

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Massalan (MASS-uh-lann)

ETHNICITY

Chondathan

ENNOBLED

1248 DR

HOLDINGS

Waterdeep

TRADE & INTERESTS

Jewelry

BLAZON

Red field, gold borders, two white stars

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Melshimber (Mel-SHIM-bur)

ETHNICITY

Tethyrian

ENNOBLED

1190 DR

HOLDINGS

Waterdeep

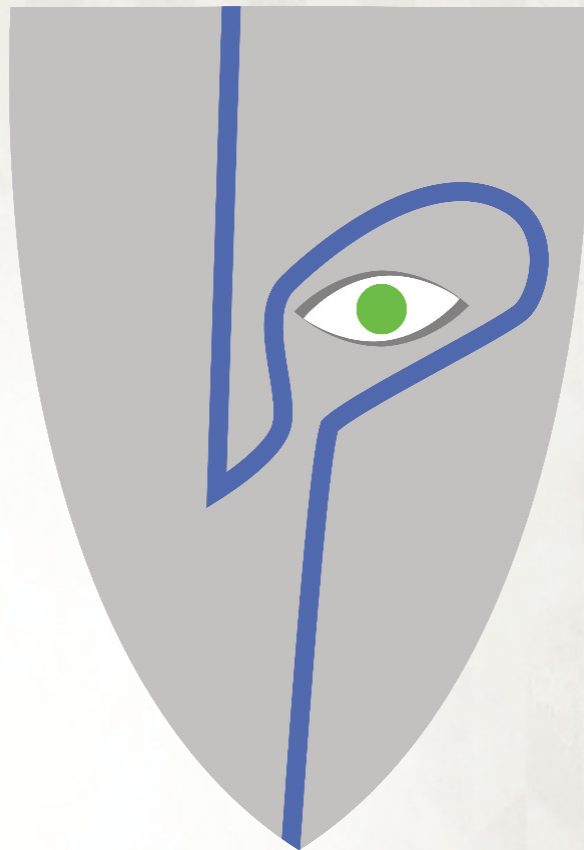
TRADE & INTERESTS

Sage-lore (history and genealogy), research and information gathering, fine wines

BLAZON

Silver field, royal blue edge representing edge of helm, white eye with green pupil

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Moonstar (MOON-star)

ETHNICITY

Tethyrian

ENNOBLED

985 DR

HOLDINGS

Waterdeep, Vault of Stars formerly the Plinth

TRADE & INTERESTS

Guiding, cartography, exploration, caravan mastering

BLAZON

Royal blue field, silver moon, four silver stars

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Nandar (Nan-DAR)

ETHNICITY

Illuskan

ENNOBLED

1182 DR

HOLDINGS

Waterdeep, abandoned Nandar Lodge
(Ardeep Forest)

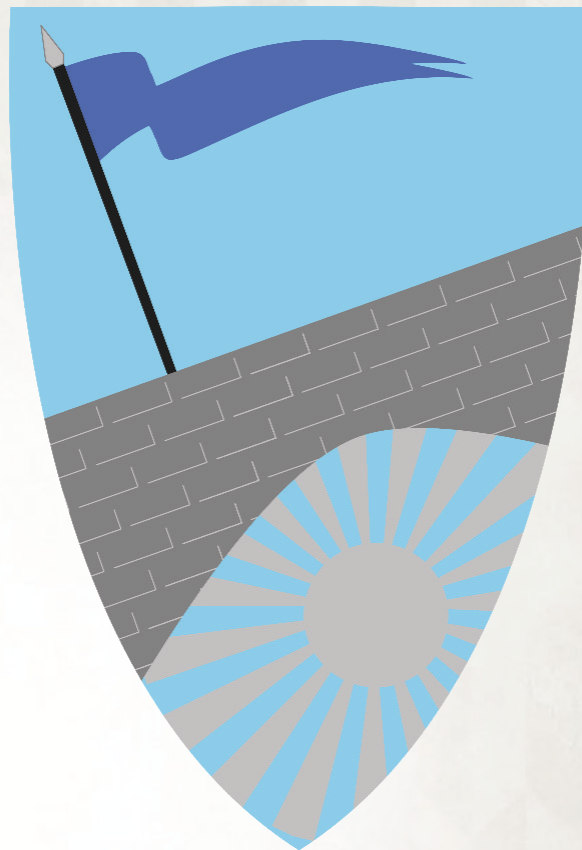
TRADE & INTERESTS

House building, bridge building

BLAZON

Sky blue field, gray bridge, silver star, spear with black shaft and silver head, royal blue banner attached to spear

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Nesher (Neh-SHURR)

ETHNICITY

Chondathan

ENNOBLED

1291 DR

HOLDINGS

Waterdeep

TRADE & INTERESTS

Hawking, lumbering, woodworking

BLAZON

Green field, white hawk-bell

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Phull (FULL)

ETHNICITY

Illuskan

ENNOBLED

1310 DR

HOLDINGS

Waterdeep

TRADE & INTERESTS

Fishing

BLAZON

Green field, silver fish with yellow eye

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Phylund (FEYE-lund)

ETHNICITY

Tethyrian

ENNOBLED

1295 DR

HOLDINGS

Waterdeep, Phylund Hunting Lodge (Ardeep Forest)

TRADE & INTERESTS

Training, breeding, and procurement of fearsome monsters

BLAZON

Orange field, yellow-green horn, glittering green eyes, red mouth with white fangs

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Piiradost (PEER-ah-dohst)

ETHNICITY

Tethyrian

ENNOBLED

1178 DR

HOLDINGS

Waterdeep

TRADE & INTERESTS

Horse breeding, cattle raising

BLAZON

Red field, gray portcullis, gray chain with gray collar, white skull with black eye, nose, and mouth

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Raventree (RAY-ven-tree)

ETHNICITY

Tethyrian

ENNOBLED

1248 DR, 913 (as robber baron)

HOLDINGS

Waterdeep, New Waterdeep

TRADE & INTERESTS

Rare foods, purveying, shipbuilding

BLAZON

Orange field, green water, black tree, black raven with red eye, ship with brown hull and white sails

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Roaringhorn (ROR-ing-horn)

ETHNICITY

Chondathan

ENNOBLED

948 DR, 1016 DR (Cormyr), 1369 DR (Tethyr)

HOLDINGS

Waterdeep, Amphail, County of Valashar (Tethyr)

TRADE & INTERESTS

Horse raising, mercenary fighting

BLAZON

Green field, gold horn with white blasts of sound, white star

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Rosznar (ROZZ-nar)

ETHNICITY

Tethyrian

ENNOBLED

1252 DR, 479 DR (Amn)

HOLDINGS

Waterdeep, Imnescar (Amn)

TRADE & INTERESTS

Landowning, winemaking, (Amn: poison, slaves)

BLAZON

Royal blue field, white falcon

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Ruldegost (RULL-dee-gost)

ETHNICITY

Illuskan

ENNOBLED

1151 DR, 168 DR (Uthtower)

HOLDINGS

Waterdeep

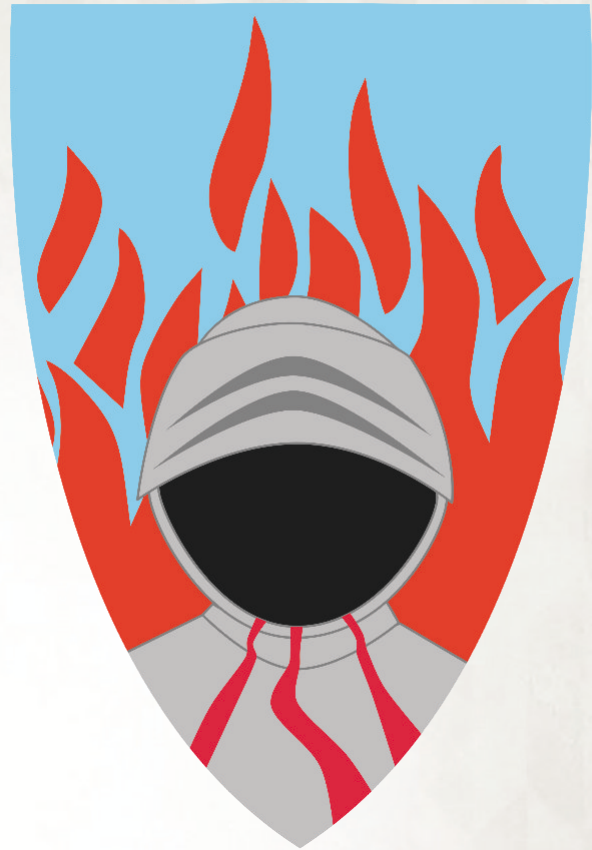
TRADE & INTERESTS

Banking, mercenary fighting, bounty hunting, caravan mastering

BLAZON

Sky blue field, scarlet flames, silver armor with open helm with black face, three rivulets of crimson blood from open helm

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Silmerhelve (SIL-mur-helv)

ETHNICITY

Illuskan

ENNOBLED

1259 DR

HOLDINGS

Waterdeep, Helvenblade House (northwest of Westbridge)

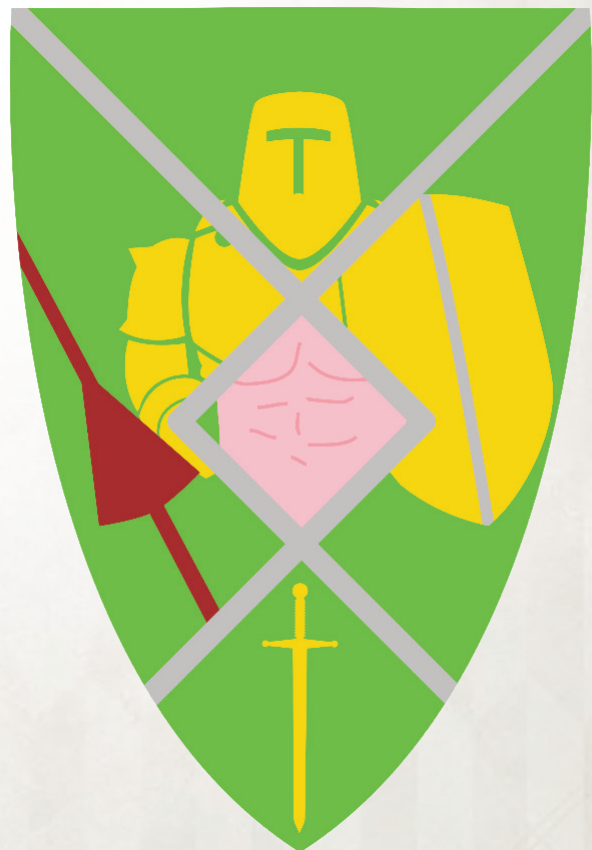
TRADE & INTERESTS

Guardianship, warrior training, pandering

BLAZON

Green field, silver intersecting zigzag borders, pink flesh torso in center, brown lance, gold shield, gold sword, gold helm

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Snowm (SNOWM)

ETHNICITY

Illuskan

ENNOBLED

1273 DR

HOLDINGS

Waterdeep

TRADE & INTERESTS

Brewing, distilling, beer and liquor importing

BLAZON

Scarlet field, gold goblet, purple wine spilling out of goblet

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Stormweather (STORM-weth-er)

ETHNICITY

Illuskan

ENNOBLED

1251 DR

HOLDINGS

Waterdeep

TRADE & INTERESTS

Shipping, naval exploration

BLAZON

Sky blue field, green waves, white foam at top of wave, white moon

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Sultlue (SULT-loo)

ETHNICITY

Tashlutan

ENNOBLED

1138 DR, 605 DR (Lushpool)

HOLDINGS

Waterdeep

TRADE & INTERESTS

Mercenary fighting, horse breeding and trading

BLAZON

Royal blue field, light green serpent with yellow eyes, yellow fangs, and red mouth

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Talmost (TALL-most)

ETHNICITY

Chondathan

ENNOBLED

942 DR, 697 DR (royal), 659 DR (Delimbiyran)

HOLDINGS

Waterdeep, Talmost Lands (southeast of Ardeep Forest)

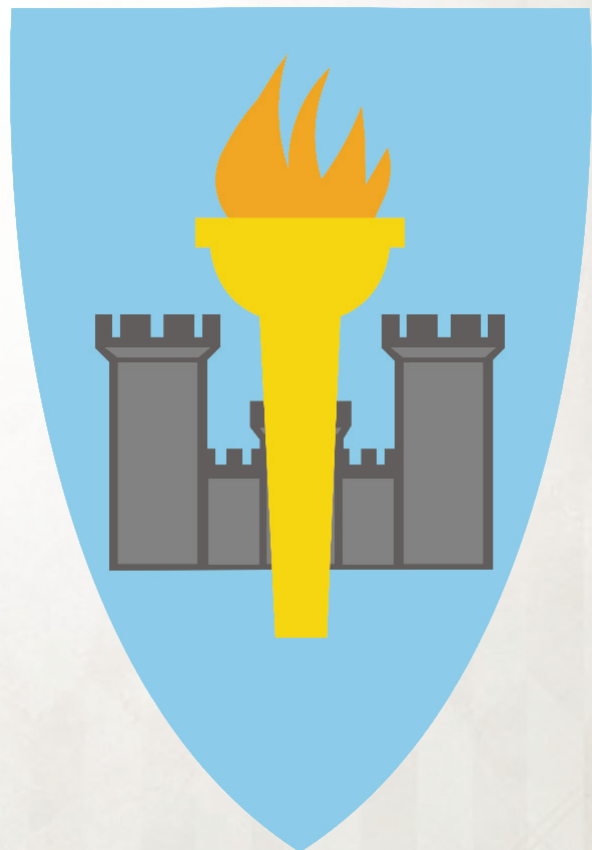
TRADE & INTERESTS

Textiles, fashion, clothing, furs

BLAZON

Sky blue field, gray castle, gold torch, orange flame

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Tarm (TARM)

ETHNICITY

Tethyrian

ENNOBLED

1249 DR

HOLDINGS

Waterdeep, Amphail

TRADE & INTERESTS

Caravan mastering, horse breeding and training

BLAZON

Red field, white diagonal band, gold candle-lamp and flame, gold bugle, gold whip and thong

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Tchazzam (T'CHAZ-um)

ETHNICITY

Tethyrian

ENNOBLED

1149 DR

HOLDINGS

Waterdeep

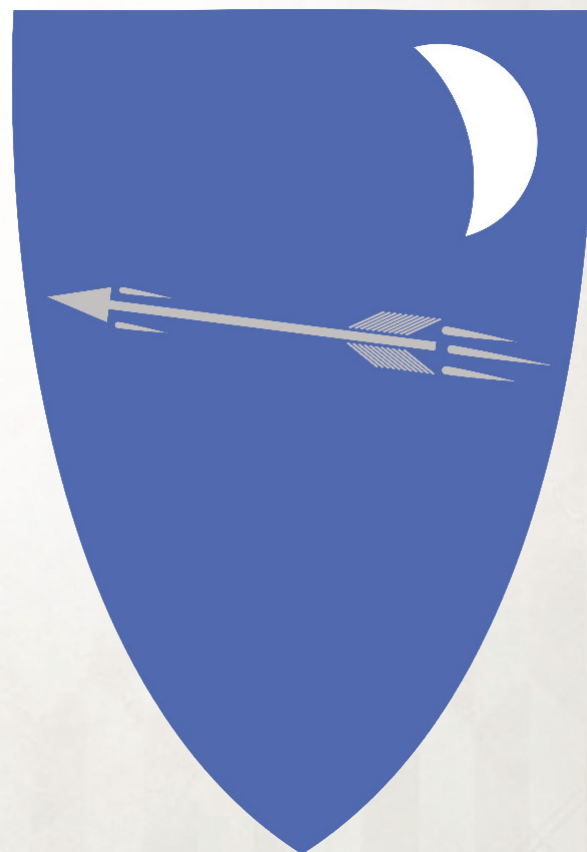
TRADE & INTERESTS

Archery, hunting, bowyers and fletchers

BLAZON

Royal blue field, white moon, silver fanciful arrow with silver speed-streaks

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Tesper (TESS-pur)

ETHNICITY

Illuskan

ENNOBLED

1235 DR

HOLDINGS

Waterdeep

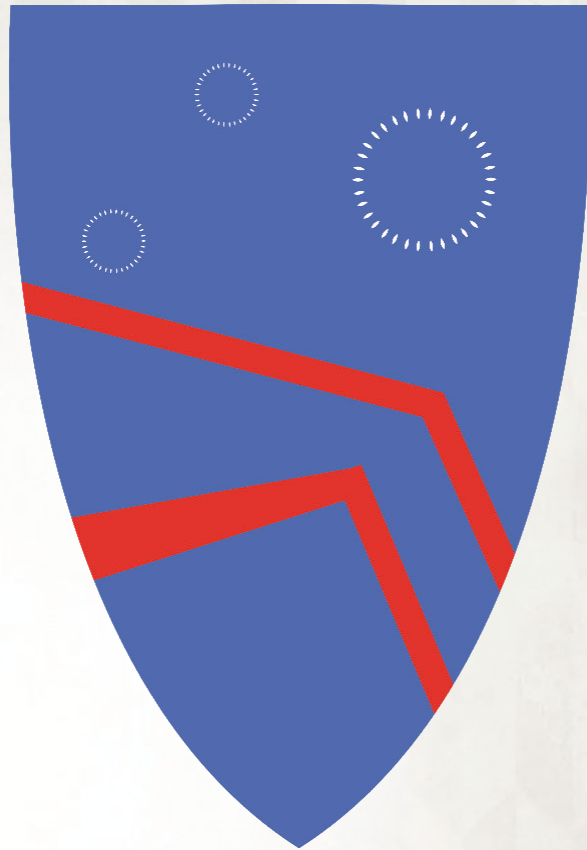
TRADE & INTERESTS

Guardianship, skill-at-arms

BLAZON

Royal blue field, two red bands, white will o'wisps

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Thann (THANN)

ETHNICITY

Tethyrian

ENNOBLED

1248 DR, 1369 DR (Tethyr)

HOLDINGS

Waterdeep, Counties of Elemtar and Rivershire (Tethyr)

TRADE & INTERESTS

Landowning, shipping, fine wines, two cities' trade

BLAZON

Green field, white horse with brown eye, black crow with yellow eye

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Thongolir (THONG-oh-leer)

ETHNICITY

Chondathan

ENNOBLED

1248 DR, 1190 DR (Berdusk)

HOLDINGS

Waterdeep

TRADE & INTERESTS

Calligraphy, limning, printing

BLAZON

Royal blue field, silver scrolled border

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Thorp (THORP)

ETHNICITY

Chondathan

ENNOBLED

1267 DR

HOLDINGS

Waterdeep

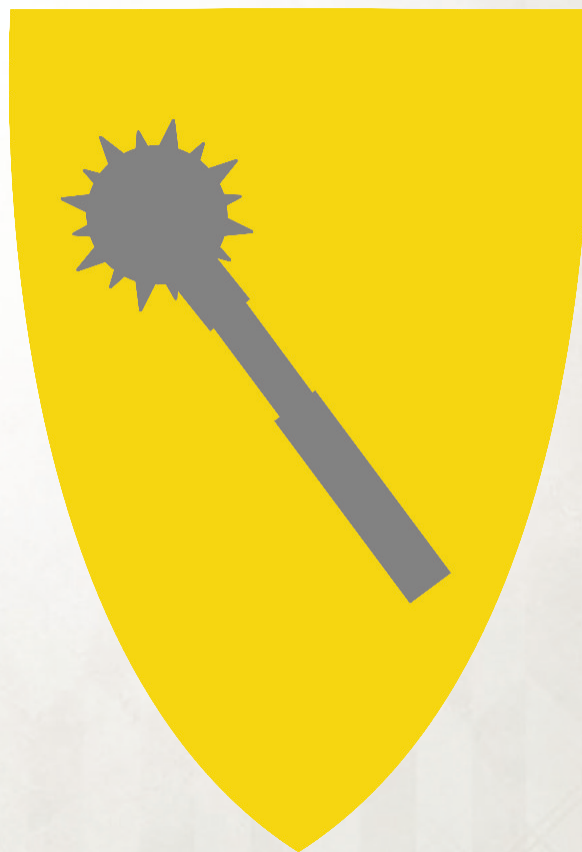
TRADE & INTERESTS

Caravan mastering, mercenary fighting

BLAZON

Gold field, gray mace

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Thunderstaff (THUN-der-staf)

ETHNICITY

Tethyrian

ENNOBLED

1187 DR, 1069 DR (Tethyr)

HOLDINGS

Waterdeep

TRADE & INTERESTS

Magecraft, mercenary fighting, caravan mastering

BLAZON

Red field, silver blades with black shafts

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Ulbrinter (UL-BRIN-ter)

ETHNICITY

Tethyrian

ENNOBLED

1112 DR

HOLDINGS

Waterdeep

TRADE & INTERESTS

Shipping, shipwrights

BLAZON

White field, green waves, ship with brown hull, light blue sail with red heart, red masthead banner, black ship lines, black catwalks, black shrouds

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Urmbrusk (URM-brusk)

ETHNICITY

Illuskan

ENNOBLED

1254 DR

HOLDINGS

Waterdeep

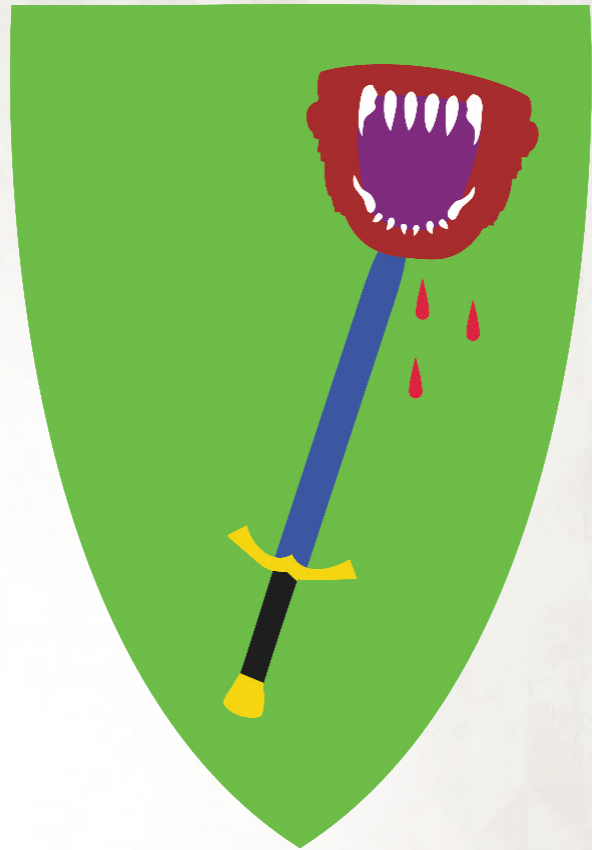
TRADE & INTERESTS

Landowning, moneylending

BLAZON

Green field, sword with blue blade, gold hilt and pommel, black grip, brown monster with white fangs and purple mouth

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Wands (WANDS)

ETHNICITY

Tethyrian

ENNOBLED

973 DR, Pre-644 DR (as Sunstaff, another world)

HOLDINGS

Waterdeep

TRADE & INTERESTS

Mage schooling, magical research and adventuring, dweomercraft-for-hire

BLAZON

Purple field, black maunch, gold stars

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Wavesilver (WAVE-sil-ver)

ETHNICITY

Chondathan

ENNOBLED

1251 DR

HOLDINGS

Waterdeep

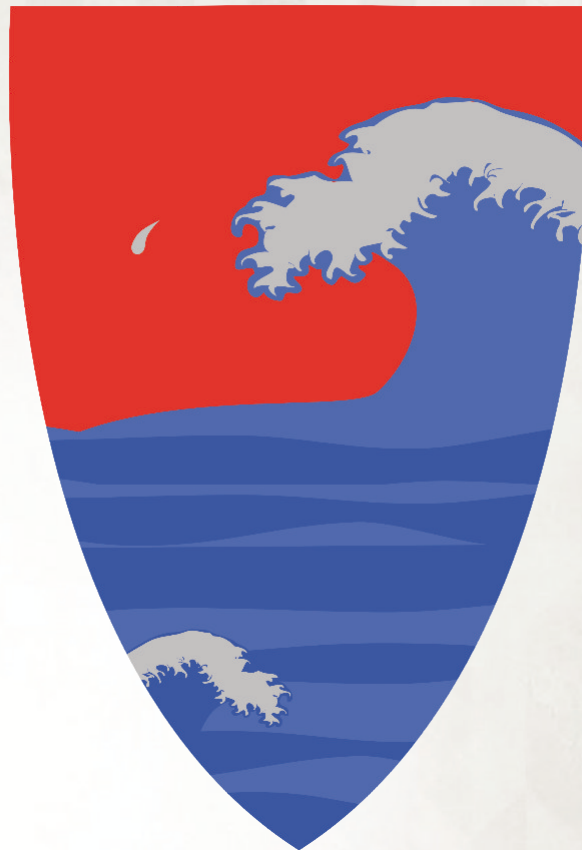
TRADE & INTERESTS

Merchant shipping

BLAZON

Red field, royal blue waves, silver spray of one curl at bottom and one curl and one drop at top

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME)

Zoar

ENNOBLED

Exiled in 1273 DR as result of Guildwars, Currently live in Luskan, Scornubel, and Amn and are bitter enemies with long standing hatred against the Lords of Waterdeep

BLAZON

Scarlet field, realistic severed umber hulk's head impaled on a bloody spear

Source: Waterdeep and the North by Ed Greenwood



FAMILY NAME (PRONUNCIATION)

Zulpair (ZUL-pair)

ETHNICITY

Tethyrian

ENNOBLED

1310 DR

HOLDINGS

Waterdeep

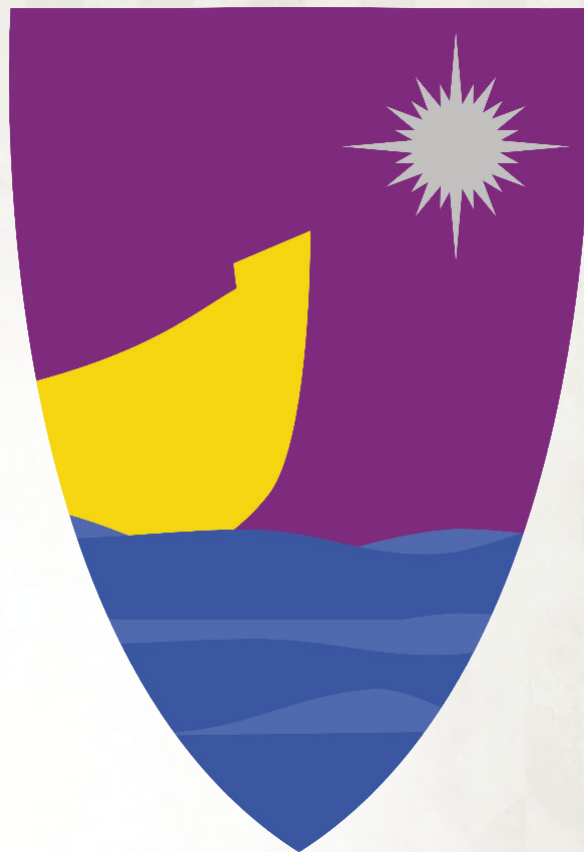
TRADE & INTERESTS

Merchant Shipping

BLAZON

Purple field, navy blue waves, silver star, gold ship prow

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



FAMILY NAME (PRONUNCIATION)

Zun (ZUNN)

ETHNICITY

Tethyrian

ENNOBLED

1103 DR

HOLDINGS

Waterdeep

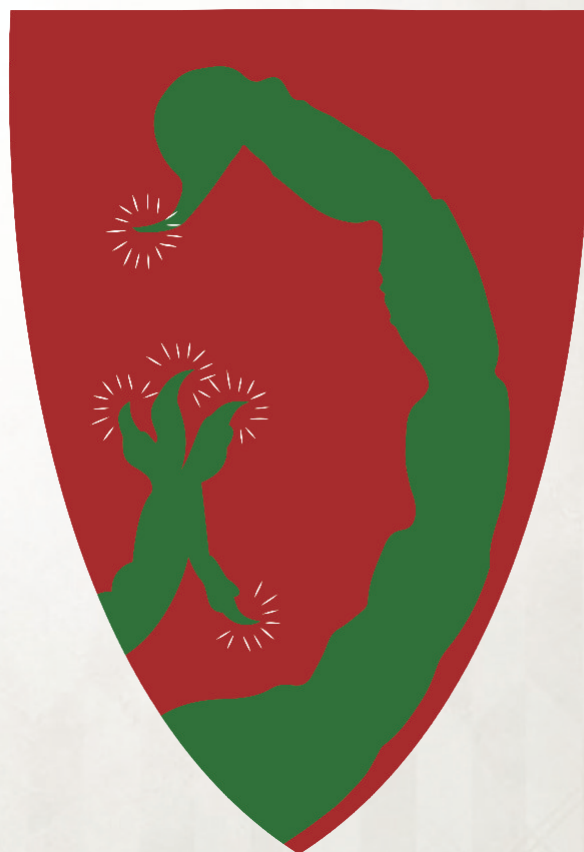
TRADE & INTERESTS

Cattle farming, mercenary fighting

BLAZON

Brown field, metallic green stinger and claw, silver sparkles

Source: Who's Who in Waterdeep by Ed Greenwood and Steven Schend, Noble Houses of Waterdeep by Eric L Boyd



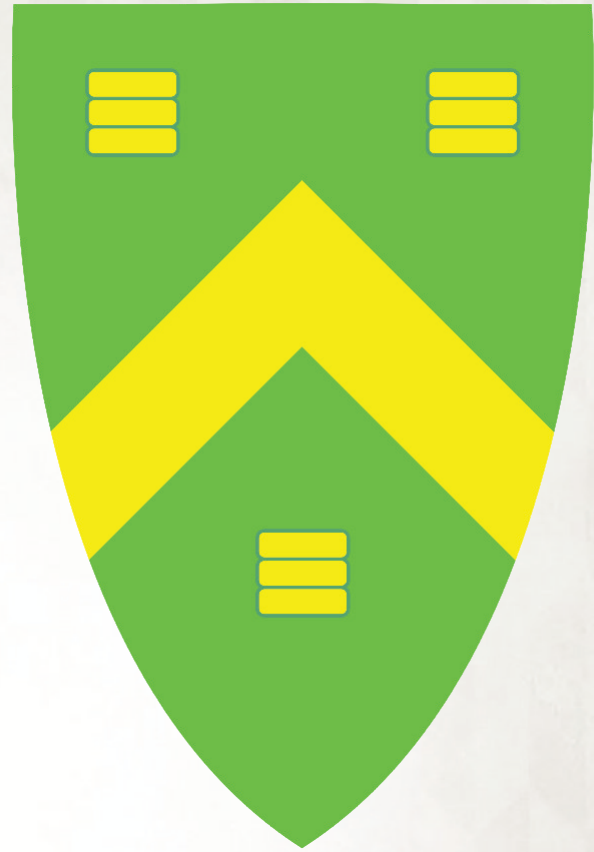
ULGOTH'S BEARD

The small hamlet of Ulgoth's Beard is located on the Chionthar River. The hamlet served to warn Baldur's Gate of attacks and pirate raids.

BLAZON

Green field, yellow chevron division

Source: Baldur's Gate: Tales of the Sword Coast



TETHYR

The nation of Tethyr is located southern coast of the Sea of Swords, south of Amn, and north of Calimshan.

DEMONYM

Tethyrian

ZAZESSPUR

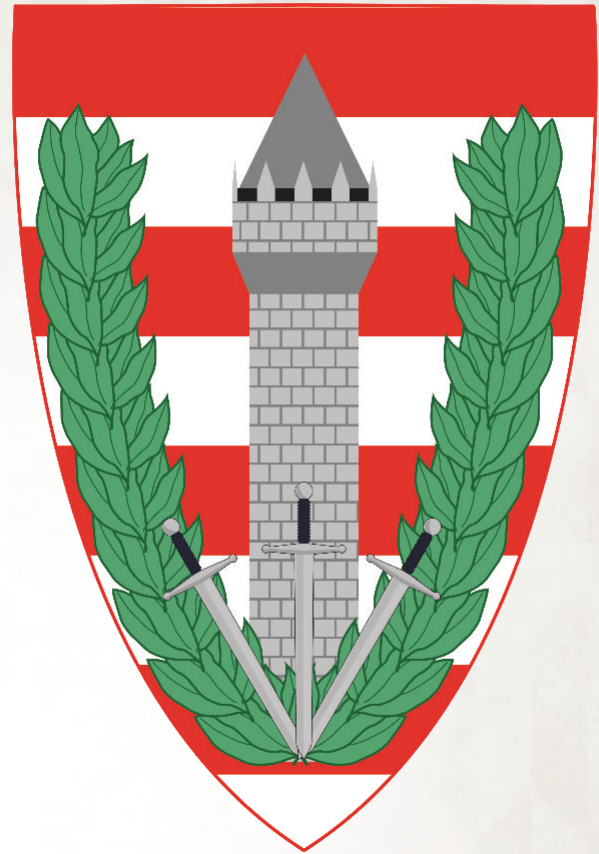
Zazesspur is the former capital of Tethyr.

BLAZON

Red field with white horizontal stripes, silver tower, three silver swords downwards with tips touching, green wreath from lower to mid upper sides

Notes: Tower is Stormdagger Keep, the fortified in-city home of the ruling family

Source: Elminster's Forgotten Realms by Ed Greenwood



THAY

The nation of Thay is a powerful magocratic nation in the endless pursuit of arcane knowledge.

DEMONYM

Thayan or Thavian

BLAZON

Purple-black field, red leaping flame with gold borders

Source: Dreams of the Red Wizards by Steven Perin



THE VAST

RAVENS BLUFF

The port city is located in the nation of Vesperin on the eastern shores of the Dragon Reach.

DEMONYM

Ravenaar (old term mostly used by poor and long-established noble families), Ravenians (current)

BLAZON

White field with red border, "Ravens Bluff" written in black, two black ravens facing each other, white ellipse with red border and a black letter "R" between ravens, gold mace pointed downwards, orange badge with banner

Source: *The City of Ravens Bluff* by Ed Greenwood



"THE BADGES OF RAVENNAAR NOBLE FAMILIES ARE CONSIDERED CRUDE HERALDRY BY SOME LONG-ESTABLISHED FAERÛNIAN KINGDOMS, BUT THEY ARE WELL SUITED FOR DISPLAY ON SERVANTS' LIVERIES, GRAND DOORWAYS, THE SIDES OF COACHES, AND THE LIKE." - ED GREENWOOD

FAMILY NAME

Ampner

MOTTO

"Virtue never unrewarded"

RANK

Baron

BLAZON

Upright, open flowering red rose encircled by a loop of silver chain

Source: *The City of Ravens Bluff* by Ed Greenwood



FAMILY NAME

Balathorp

MOTTO

“My sword my tongue”

RANK

Exalted

BLAZON

A star of five arrows, points innermost

Source: The City of Ravens Bluff by Ed Greenwood



FAMILY NAME

Blacktree

MOTTO

“Out roar the lion”

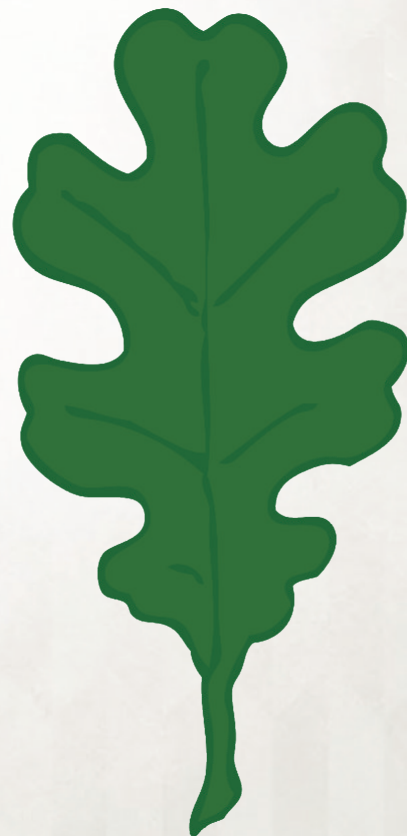
RANK

Lord

BLAZON

An upright black oak leaf

Source: The City of Ravens Bluff by Ed Greenwood



FAMILY NAME

Boldtalon

MOTTO

“Slay dragons, rear nobles”

RANK

Baron

BLAZON

A silver-scaled dragon’s claw, with four blood-tipped talons uppermost on a circle of purple

Source: The City of Ravens Bluff by Ed Greenwood



FAMILY NAME

Cathone

MOTTO

“Leave mercy to the gods”

RANK

Exalted

BLAZON

A cluster of grapes hanging downwards

Source: The City of Ravens Bluff by Ed Greenwood



FAMILY NAME

Daradusk

MOTTO

“Outshine the sun”

RANK

Baron

BLAZON

A face-on stag’s head with flames leaping from its (six-point) antlers

Source: The City of Ravens Bluff by Ed Greenwood



FAMILY NAME

De Sheers

MOTTO

“Dare all, retreat never”

RANK

Lord

BLAZON

A red feather (low right to high left) crossed over a white snail shell.

Source: The City of Ravens Bluff by Ed Greenwood



FAMILY NAME

DeVillars (formerly Daefihlars)

MOTTO

“Let love be our guide”

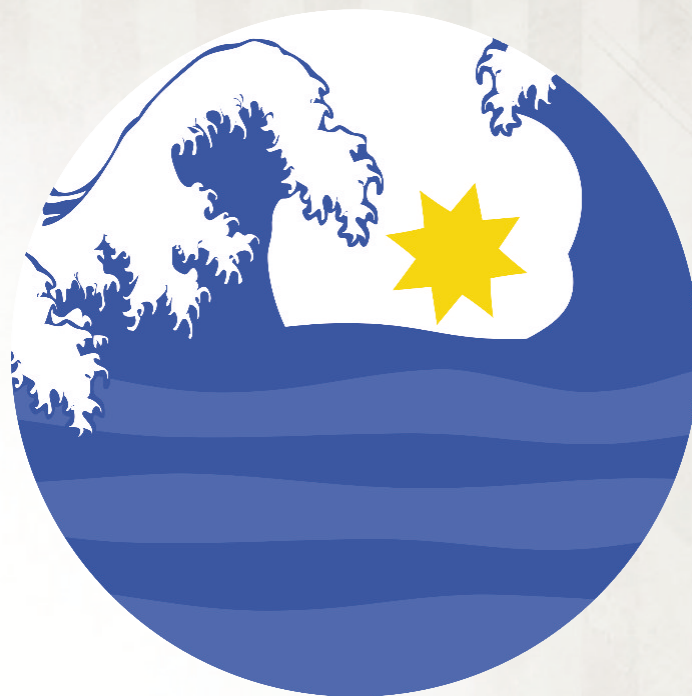
RANK

Lord

BLAZON

Blue wave, curling up on left, to encircle a single, eight-pointed golden star, all on a circle of white

Source: The City of Ravens Bluff by Ed Greenwood



FAMILY NAME

Emmerdin

MOTTO

“Forget nothing, learn much”

RANK

Baron

BLAZON

An intricate ornamental knot in white cord with ends trailing away

Notes: The specific knot changes often.

Source: The City of Ravens Bluff by Ed Greenwood





FAMILY NAME

Fleetwood

MOTTO

“First in the chase, without striving”

RANK

Exalted

BLAZON

A hunting horn curved, with the mouthpiece to lower left, and bell to lower right

Source: The City of Ravens Bluff by Ed Greenwood



FAMILY NAME

Flermeer

MOTTO

“Foremost to answer the call”

RANK

Exalted

BLAZON

A brass bell in the shape of an hourglass

Source: The City of Ravens Bluff by Ed Greenwood



FAMILY NAME

Gultoss

MOTTO

“Ever able, ever vigilant”

RANK

Baron

BLAZON

A winged fish, upright and leaping upwards trailing droplets of water

Source: The City of Ravens Bluff by Ed Greenwood



FAMILY NAME

Hawkdragon

MOTTO

“Seeing deeper, knowing more”

RANK

Baron

BLAZON

A staring reptilian eye, face-on, the slit-shaped pupil black with a tiny scarlet flame leaping at its center, the rest gold

Source: The City of Ravens Bluff by Ed Greenwood



FAMILY NAME

Hawkynfleur

MOTTO

“Light-hearted but fire-hearted”

RANK

Exalted

BLAZON

A hawk’s open talon, descending from the upper right, silhouetted across a slim silver crescent moon, its points to the right

Source: The City of Ravens Bluff by Ed Greenwood



FAMILY NAME

Indemmer

MOTTO

“My honor my shield”

RANK

Baron

BLAZON

Three golden four-pointed stars, in diagonal row from high right to low left

Source: The City of Ravens Bluff by Ed Greenwood



FAMILY NAME

Leorduin

MOTTO

“Still standing at battle’s sunset”

RANK

Baron

BLAZON

The snarling head of a manticore, face-on

Source: The City of Ravens Bluff by Ed Greenwood



FAMILY NAME

Liontower

MOTTO

“Vice avenged”

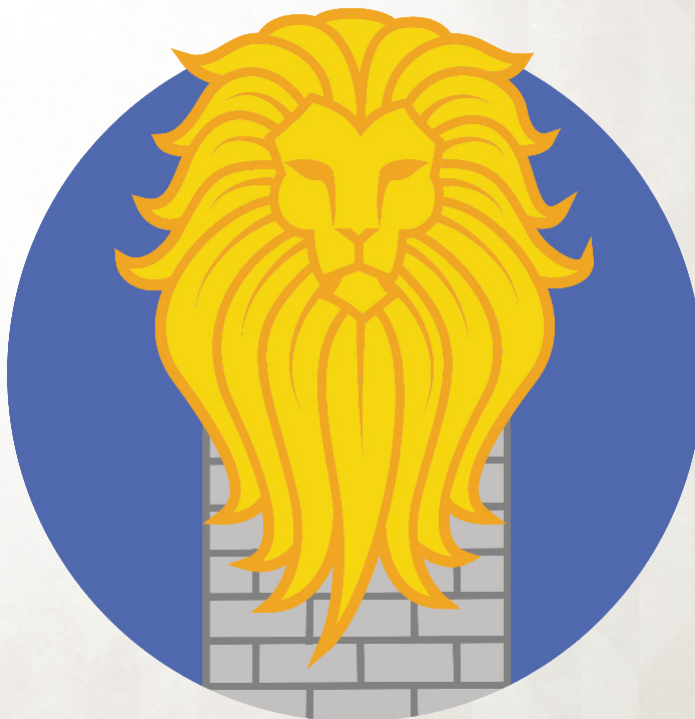
RANK

Baron

BLAZON

A face-on, snarling golden lion’s head (with long mane out flowing, all around), above a stout and crenellated silver stone tower, on a circle of royal blue

Source: The City of Ravens Bluff by Ed Greenwood



FAMILY NAME

Longbottle

MOTTO

“Vigilance married to caring”

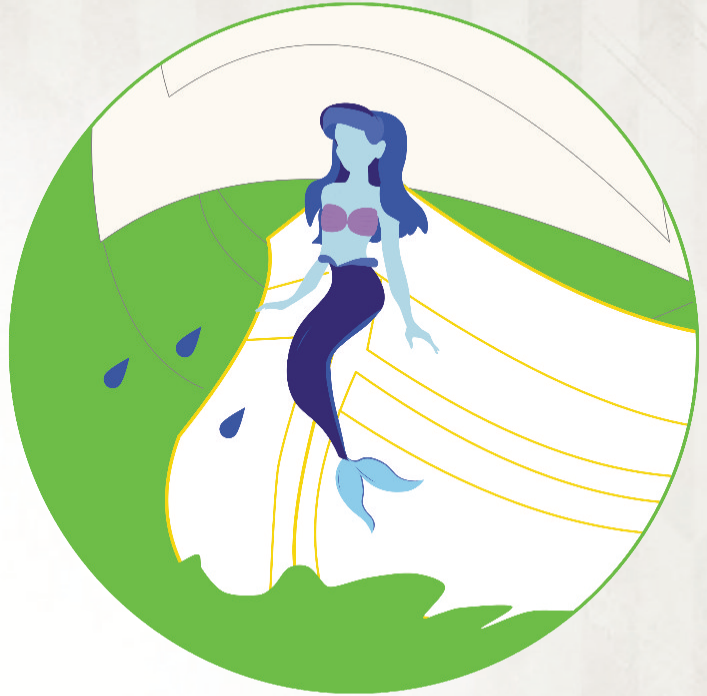
RANK

Baron

BLAZON

The foreshortened prow of a white ship trimmed with gold, a dripping blue mermaid clinging to its bowsprit (which points to upper left), on a field of green

Source: The City of Ravens Bluff by Ed Greenwood



FAMILY NAME

MacIntyre

MOTTO

“Patience tempers the sword of fury”

RANK

Exalted

BLAZON

A boar’s head, couped at the neck, facing left with jaws agape

Source: The City of Ravens Bluff by Ed Greenwood



FAMILY NAME

Minstrelwish

MOTTO

“Where one coin becomes three”

RANK

Baron

BLAZON

A brown upright lyre, upon a circle of gold with blue

Source: The City of Ravens Bluff by Ed Greenwood



FAMILY NAME

Moonbrace

MOTTO

“No trail neglected”

RANK

Baron

BLAZON

A needle-blade (stiletto) dagger, point to the lower left, surrounded by an irregular cluster of nine many-pointed blue-white “winging” (some bright, some dim) stars

Source: The City of Ravens Bluff by Ed Greenwood



FAMILY NAME

Moonglow

MOTTO

“Night’s peace always at heart”

RANK

Exalted

BLAZON

A white crescent moon, horns uppermost and with six small silver droplets falling from its curve, on a purple-black circle

Source: The City of Ravens Bluff by Ed Greenwood



FAMILY NAME

Moorland

MOTTO

“Standing alone but embracing all”

RANK

Lord

BLAZON

Three white stars in a horizontal row in a silver night sky above two bare gray hills, with the black silhouette of an upright sword driven into the ground, point first, in the foreground

Source: The City of Ravens Bluff by Ed Greenwood



FAMILY NAME

Norwood

MOTTO

“Endure always, rise ever”

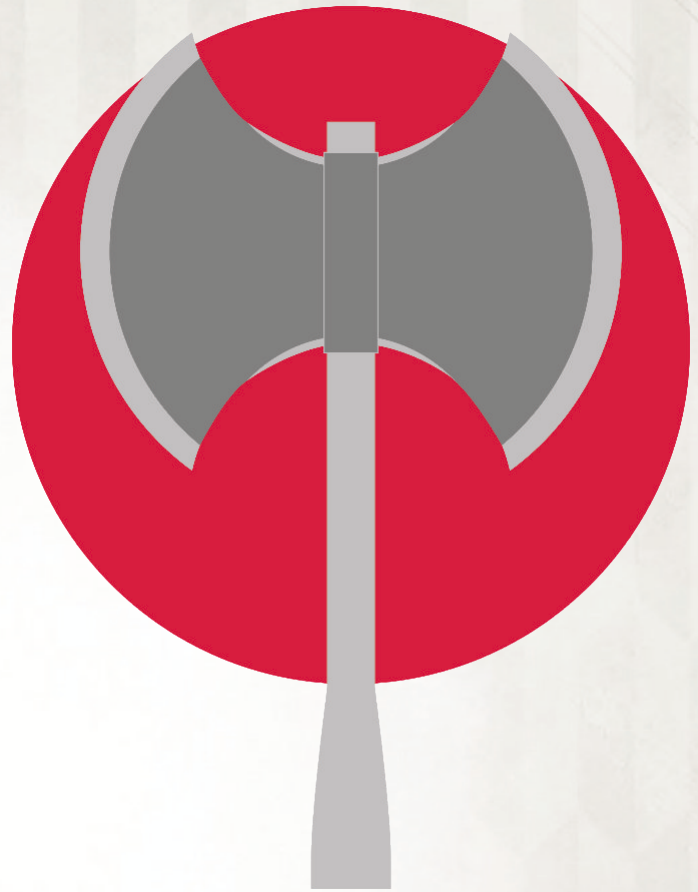
RANK

Lord

BLAZON

An upright silver double-bladed axe on a crimson circle

Source: The City of Ravens Bluff by Ed Greenwood



FAMILY NAME

Paerindon

MOTTO

“My dragon, my destiny”

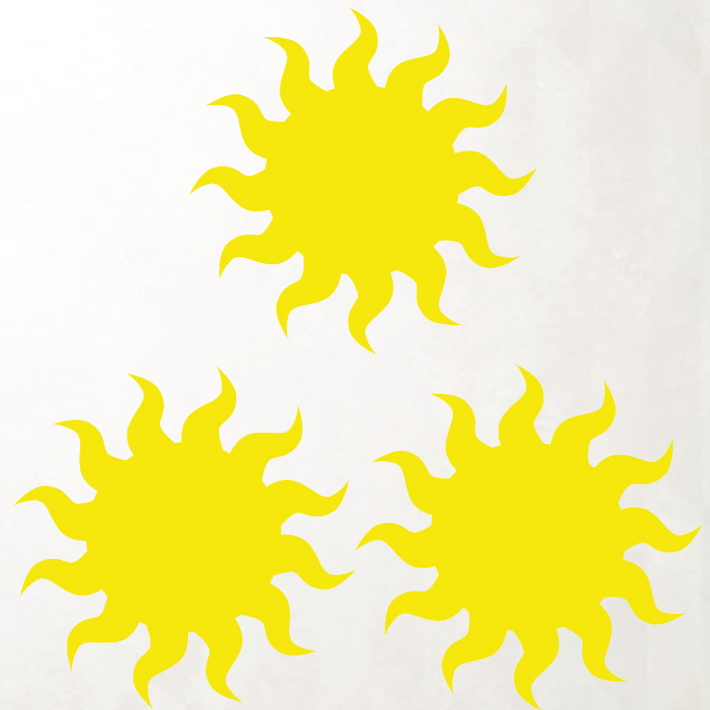
RANK

Exalted

BLAZON

A triangle (equal sides, point at top) of three yellow way-rayed suns

Source: The City of Ravens Bluff by Ed Greenwood



FAMILY NAME

Palraedinor

MOTTO

“My sword a drunkard, drinking deep but never enough”

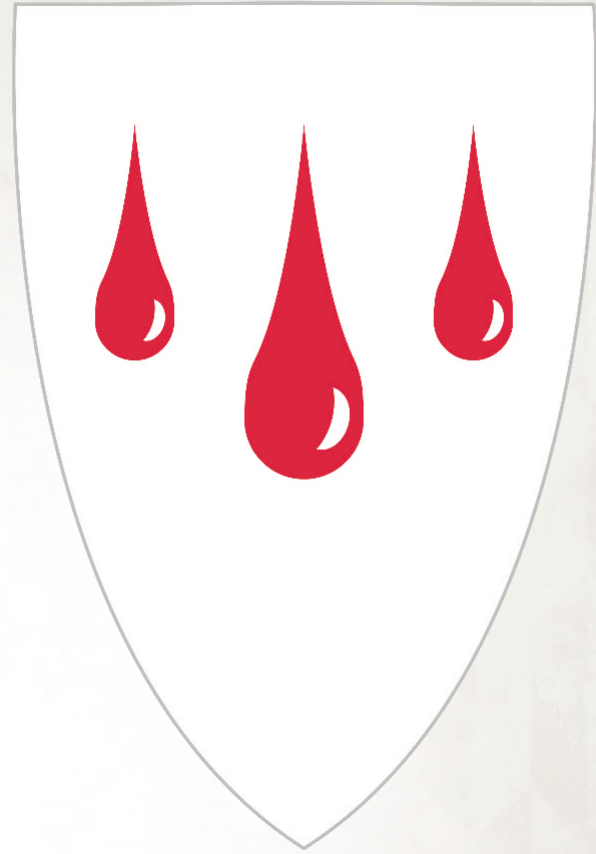
RANK

Baron

BLAZON

Three drops of crimson blood, in a horizontal row, upon a shield-shaped background of white

Source: The City of Ravens Bluff by Ed Greenwood



FAMILY NAME

Quelemter

MOTTO

“Patient roots move mountains”

RANK

Baron

BLAZON

A clenched human (right-hand) fist, rising out of the cut center of an old, large brown tree stump

Source: The City of Ravens Bluff by Ed Greenwood



FAMILY NAME

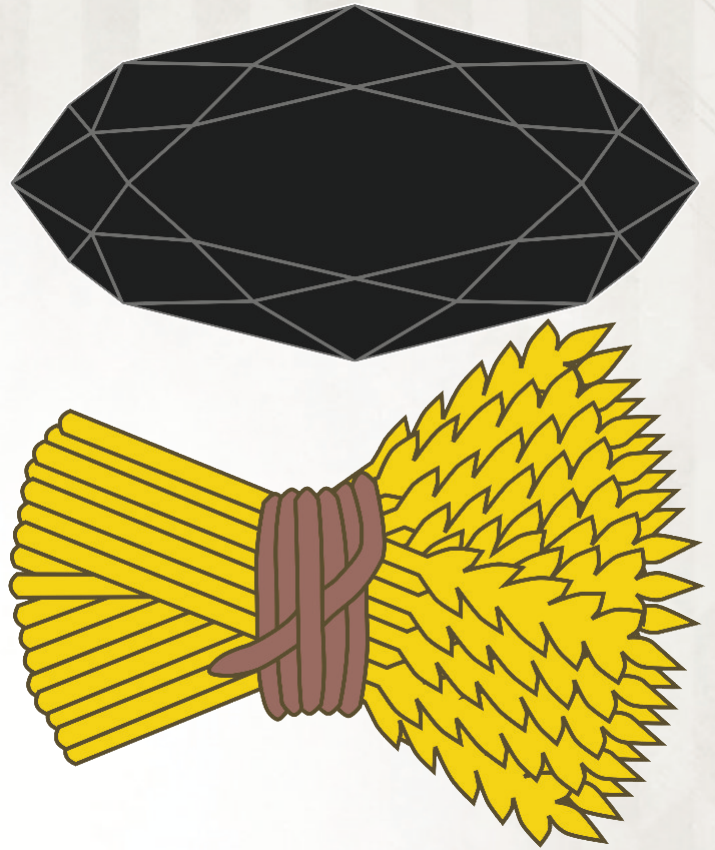
Relurvor

BLAZON

Black diamond, marquise-cut, displayed with long points horizontal above a tied sheaf of golden wheat, stalks to left and heads to right

Notes: The Border Kingdom's Realm of the Mount uses the badge of the Relurvor family.

Source: *The Border Kingdoms: A Forgotten Realms Campaign Supplement* by Ed Greenwood



FAMILY NAME

Raphiel

MOTTO

"Fly on forever"

RANK

Lord

BLAZON

A raven flying, black wings spread and talons clutching a silver fish, on a circle of gold

Source: *The City of Ravens Bluff* by Ed Greenwood



FAMILY NAME

Sinaran

MOTTO

“Endure in patience, for the patient endure”

RANK

Exhaulted

BLAZON

A green leaf upon a circle of sky blue

Source: The City of Ravens Bluff by Ed Greenwood



FAMILY NAME

Skyhawk

MOTTO

“Dare all, see the sun, die laughing”

RANK

Exalted

BLAZON

An open book, in flames

Source: The City of Ravens Bluff by Ed Greenwood



FAMILY NAME

Taldavar

MOTTO

“See the dawn, and ride beyond”

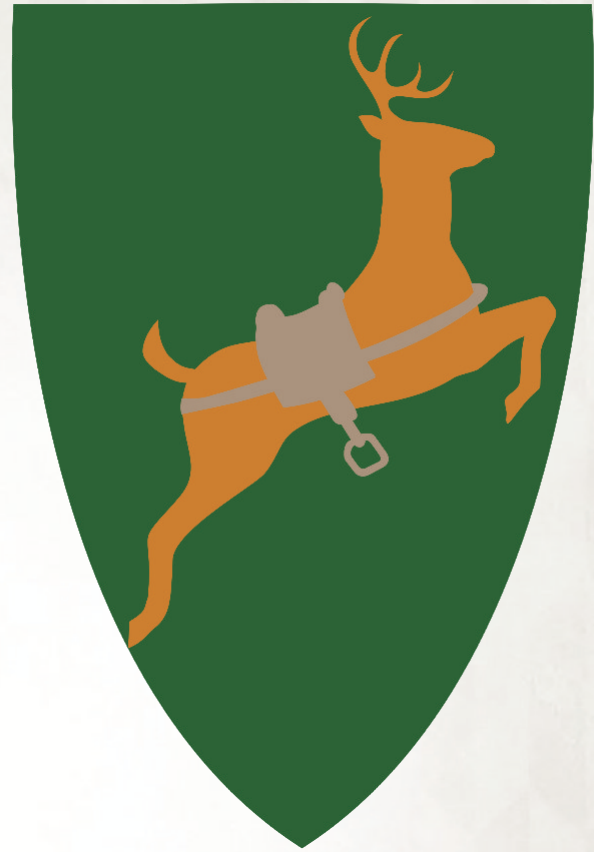
RANK

Exalted

BLAZON

A leaping stag with a saddle on its back, on a field of emerald green (the pose and facing of the stag changes often)

Source: The City of Ravens Bluff by Ed Greenwood



FAMILY NAME

Therogeon

MOTTO

“Unlock the heart but lock the castle”

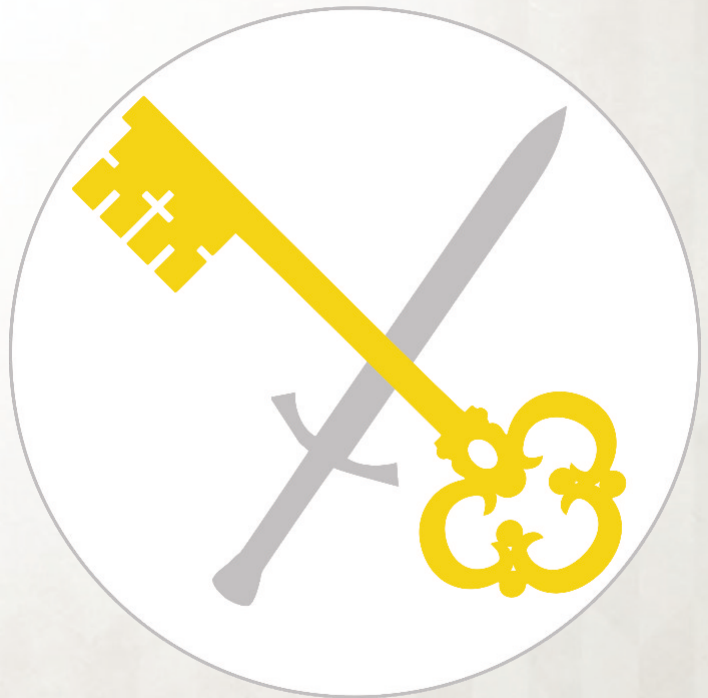
RANK

Lord

BLAZON

A crossed golden key (head to lower right, barrel to upper left) and silver sword (hilt to lower left, point to upper right) on a white circle

Source: The City of Ravens Bluff by Ed Greenwood



FAMILY NAME

Thoden

MOTTO

“My hand holds my heart, honor, and the future of my city”

RANK

Baron

BLAZON

An upright human hand (sometimes in black silhouette) with fingers and thumb spread, and an irregular white star or spark floating above each fingertip, on a circle of royal blue

Source: The City of Ravens Bluff by Ed Greenwood



FAMILY NAME

Velgath

MOTTO

“Chase brilliance, win wisdom”

RANK

Baron

BLAZON

A right-hand gauntlet, fingers spread and reaching to the upper left (wrist at lower right), limned in gray on scarlet field

Source: The City of Ravens Bluff by Ed Greenwood



FAMILY NAME

Yarvandar

MOTTO

“My own hand is my shield”

RANK

Baron

BLAZON

A black, long-clawed-toes upright paw print of a bear, on a white circle

Source: The City of Ravens Bluff by Ed Greenwood



FAMILY NAME

Zorden

MOTTO

“Steadfast in the storm”

RANK

Baron

BLAZON

A silver anchor, touched at its top by a red lightning bolt zigzagging from the upper right, on a blue circle

Source: The City of Ravens Bluff by Ed Greenwood



TANTRAS

The port city of Tantras is located on the eastern shores of the Dragon Reach between Calaunt and Ravens Bluff.

DEMONYM

Tantran or Tantrasan

BLAZON

Royal blue field, silver curling wave (breaker) surmounted by three silver stars

Notes: Called the “blue and silver.”

Source: Forgotten Realms Adventures by Jeff Grubb, Ed Greenwood



WESTERN HEARTLANDS

BERDUSK

The Jewel of the Vale, Berdusk, is located on the Chionthar River in Sunset Vale.

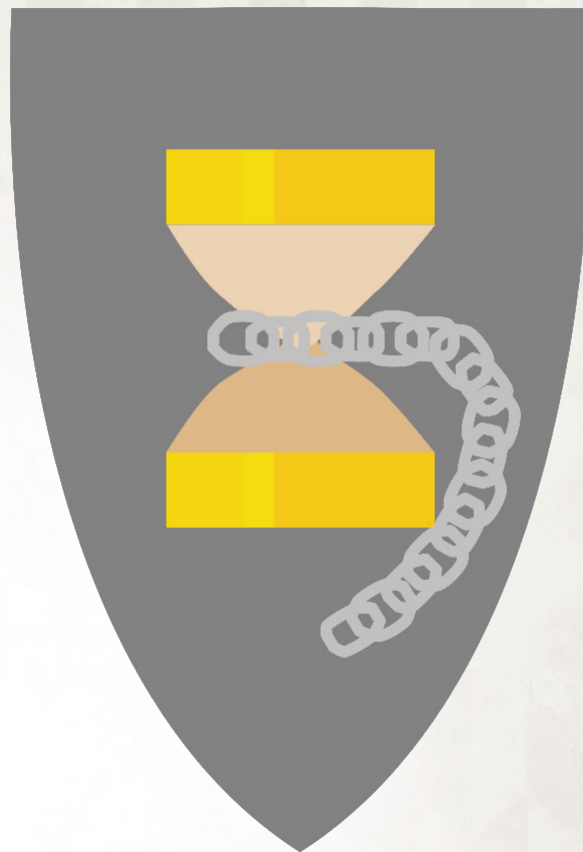
DEMONYM

Berduskan

BLAZON

Gray field, gold hourglass, silver chain wrap around hourglass trailing downwards

Source: Baldur's Gate: Tales of the Sword Coast



IRIAEBOR

Iriaebor is called the City of a Thousand Spires. It is located in the Sunset Vale.

DEMONYM

Iriaben or Iriaeban

BLAZON

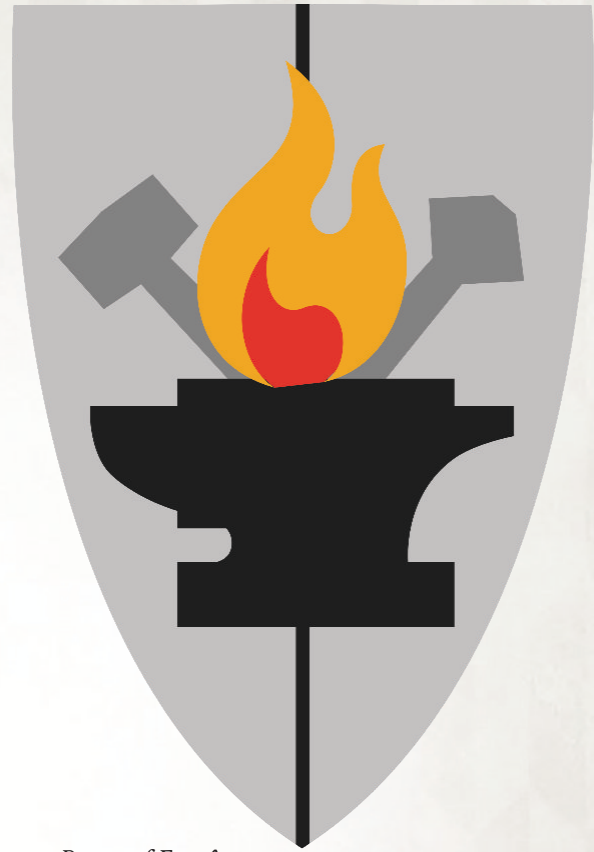
Royal blue field with 3 blue ribands from lower left to upper right with white border. Behind is a spear with brown shaft and silver tip hoisting a dun pennant and superimposed is a gold crown with horse head to left.

Source: Power of Faerûn by Ed Greenwood, Eric L. Boyd



UNKNOWN HERALDRY

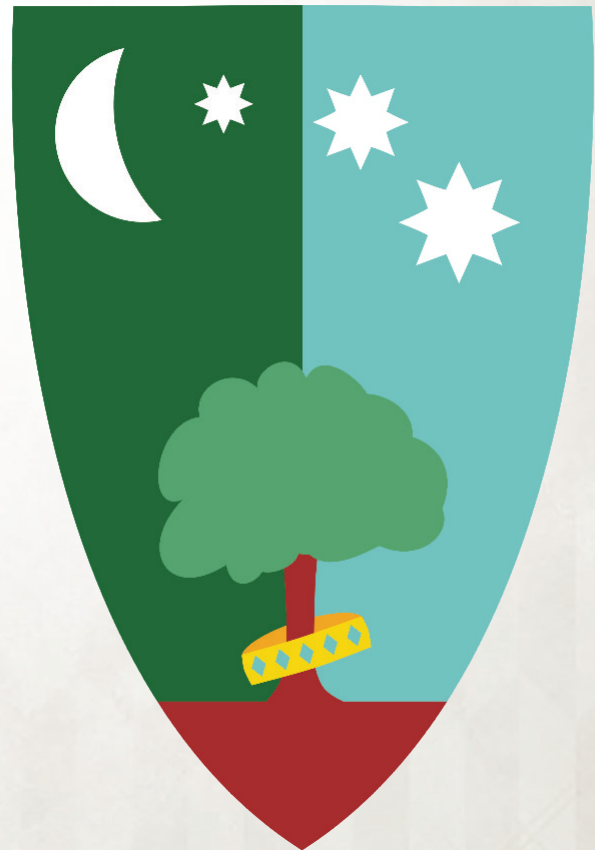
These heraldic devices have been seen in various locations, but have yet to be properly registered with the Heralds of Faerûn. If you know the associated settlement, clan, or family, please contact your local High Herald.



Source: Power of Faerûn



Source: Power of Faerûn



Source: Power of Faerûn



Source: Power of Faerûn



Source: Power of Faerûn

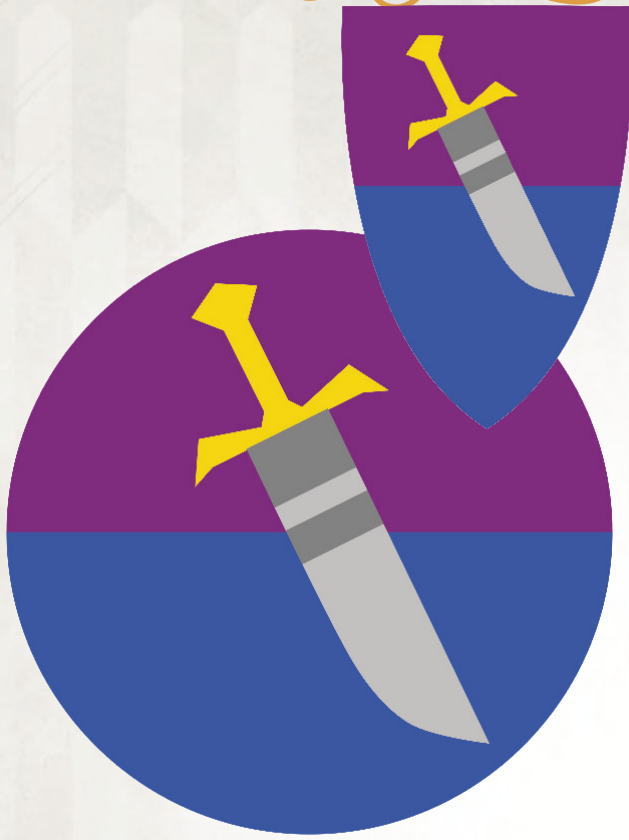


Source: Power of Faerûn

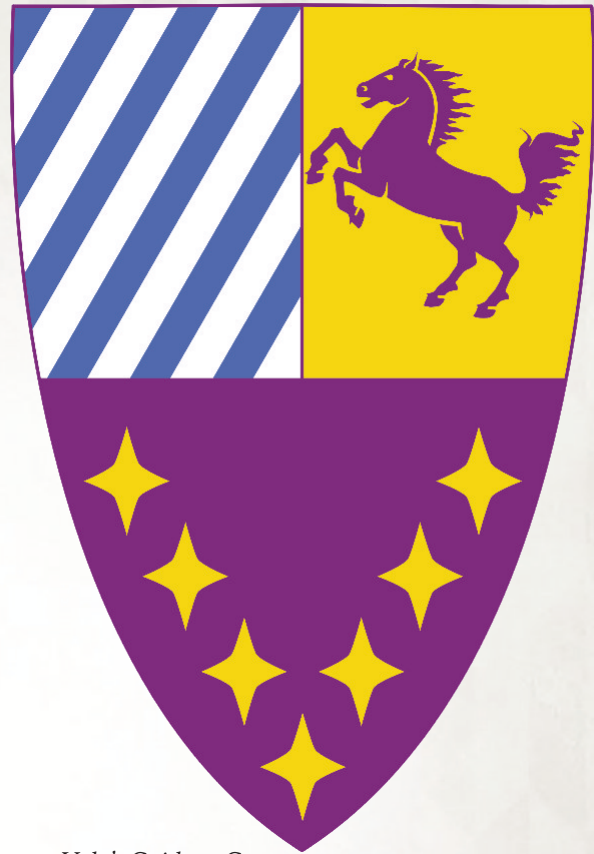


Source: Power of Faerûn

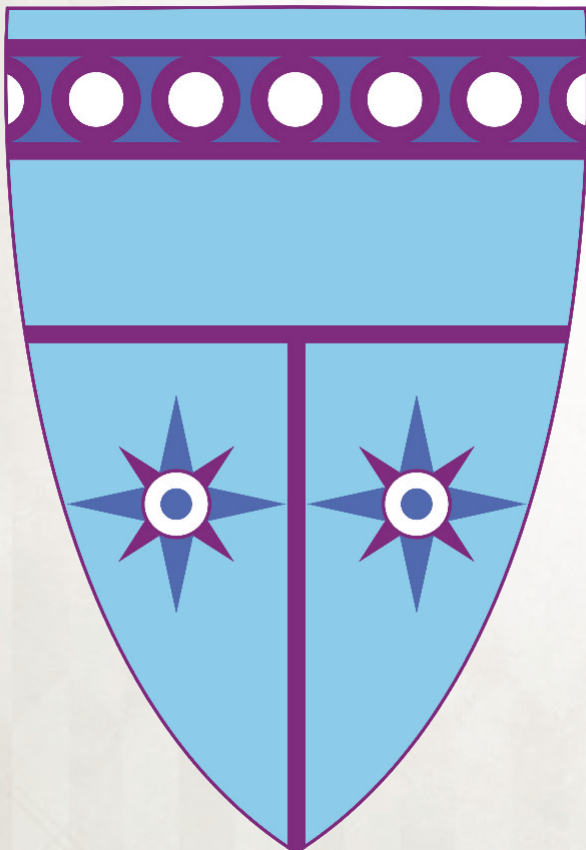




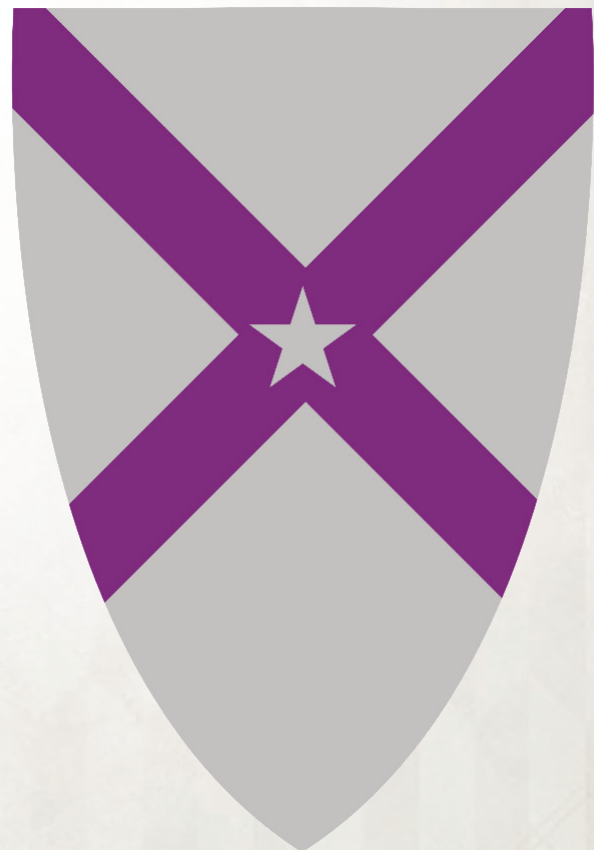
Source: *The North: Guide to the Savage Frontier*



Source: *Volo's Guide to Cormyr*



Source: *Volo's Guide to Cormyr*



Source: *Volo's Guide to Cormyr*



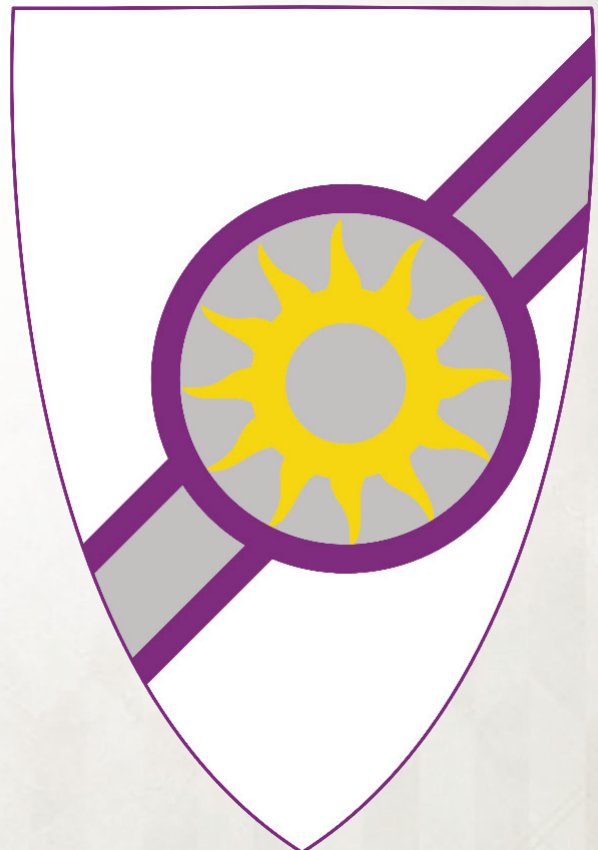
Source: *Volo's Guide to Cormyr*



Source: *Volo's Guide to Cormyr*



Source: *Volo's Guide to Cormyr*



Source: *Volo's Guide to Cormyr*



Source: Volo's Guide to Cormyr



*Unknown Dwarven Clan
Source: Races of Faerûn by Eric L. Boyd, Matt Forbeck,
James Jacobs*

PLAYER'S GUIDE TO FAERÛN HERALDRY

PART OF THE
"SYMBOLS OF FAERÛN: HERALDRY"
COLLECTION

All of the images used in this document are available as stock art at the Dungeon Masters Guild under the 'Resources for DMG Creators' product type. Hyperlinks to each stock art collection can be found on this product's page.

Special thanks to Eric L. Boyd, George Krashos, Ed Greenwood, and Candlekeep.com forum who provided important answers relating to confusing and undocumented symbols, assisted with locating descriptions, and helped review.

As new *DUNGEONS & DRAGONS* products are released, I will try to keep this document up-to-date. To download updates, access "My Library" section of your Dungeon Masters Guild account and select the "Updated" tab to find updated documents.

If you know of a heraldic symbol that has not been properly submitted to the Heralds of Faerûn, please leave a comment on the product page with the source reference information.

"HERALDRY HAS BEEN
CONTEMPTUOUSLY TERMED
'THE SCIENCE OF FOOLS
WITH LONG MEMORIES.'"

— JAMES ROBINSON PLANCHÉ
THE PURSUIVANT OF ARMS HERALDRY FOUNDED UPON FACTS (1873)

