

A SAVAGE GAME OF WESTEROS

VERSION 2.0
UPDATED TO SW:EX

Valar CDorghulis



Credits & Acknowledgements

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Conversion done by Markus Finster (markus.finster@gmail.com).

You will need the Savage Worlds Rulebook (SWRB) as well as the Fantasy Gear and Worldbuilder Toolkits to make full use of this free download.

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Thanks

To the guys at the Pinnacle Forums, especially Wiggy and Boldfist.

Savage Worlds

Created by Shane Hensley. Corporate website <http://www.peginc.com>. Check out the Testdrive rules for a quick introduction to the SavageWorlds ruleset!

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Character Creation

All characters in Westeros are human. There are, however several differences between the hard folk hailing from the North and the brash desert dwellers of Dorne.

Depending on where the character is from, he gets some sort of bonus – mostly a free skill. In addition, each character can take a free edge as per the Savage Worlds rules.

Also, every character is considered to be part of a minor noble house, giving him some sort of influence and resources. If a player wants his character to be lowborn, he simply has to take the likewise named hindrance. If a player wants to belong to one of the major houses of Westeros, he needs to take the Noble background edge.

Being a noble also gives the character a certain Status and Wealth (two new stats). The effects of these are detailed below.

Steps for character creation

- 1) Pick a region where the character is from.
- 2) If noble, pick or create a house (in accordance with the GM's plans – it'll make running a campaign that much harder if everyone is a member of a different major house).
- 3) Continue as per the usual SWRB rules (pick skills, edges and hindrances, buy equipment).
- 4) Pick a name.
- 5) Game and have fun.

Characters can buy their starting equipment with 500 silver stags multiplied by their status.

Women in Westeros

Women in Westeros are expected to stick to their place in society – which is mostly behind the men, caring for the households, embroidery and remember to blush modestly when a man courts them.

Some cultures are more open towards women's equality than others (for example the Dornish, who even have equal primogeniture), but even there only noble women enjoy part of the freedoms of their male counterparts.

Since knights are trained in chivalry, most of them treat any noble woman they meet with the utmost respect, effectively resulting in a +2 charisma bonus for women when dealing with knights.

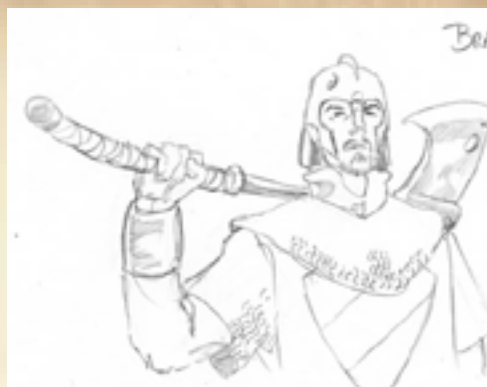
On the other hand, women who strive to be more than just maidens to be rescued will have to deal with constant disdain and ridicule, resulting in a -2 to Charisma. Effectively, they suffer the Outsider hindrance.

Regions of Westeros

(Descriptions taken from <http://en.wikipedia.org/wiki/Westeros>)

The North

The North is the area north of The Neck, and has been ruled by House Stark from Winterfell, first as Kings of the North and



later under Aegon, for thousands of years. It is colder and much less populated than the South. Most of its residents still follow the Old Gods, but some,

mainly around the area of White Harbor, have taken the faith of the Seven. Its northern border is The Wall, home of the Night's Watch. The North is separated from the South by the Neck, a small triangle of swampland between two oceans. It is home to small, marsh-dwelling crannogmen and ruled by House Reed, banner men of Winterfell. The narrowness of the region and the difficulty of the terrain make it a natural border for the North, protecting it from invasion. Bastards born in the North are given the surname Snow.

Characters who were raised in the North get a free d6 in Survival, but suffer a -2 penalty when resisting heat.

The Iron Islands

The Iron Islands are a group of seven islands in Ironman's Bay, including Pyke, Great Wyk, Old Wyk, and Harlaw, lying off the western coast of the continent. The inhabitants of these harsh isles are known as Ironmen in the rest of Westeros, 'The Ironborn' amongst themselves. They are ruled by House Greyjoy of Pyke, chosen to rule the Ironmen after Black Harren's line was extinguished during the Conquest. Prior to the arrival of Aegon the Conqueror, the Ironmen ruled over the Riverlands and much of the western coast of Westeros. The Ironmen are men of the sea, and their naval supremacy was once unmatched. The Seven of the Andals find small favor with the Ironborn, as their allegiance is given to their native Drowned God. Bastards born in the Iron Islands are given the surname Pyke.

Characters from the Iron Islands get a free d6 in Boating, but it takes them twice as long to double the costs of taking the Riding skill at character creation. Later, they always need to spend a full level up to raise it, regardless of their Agility.



The Riverlands

The Riverlands are the fertile areas between the forks of the Trident. They are the domain of the Tullys of Riverrun. At the time of the conquest, the Riverlands were ruled by House Hoare of the Iron Islands, and thus the Tullys were never kings of the Riverlands, but were rebel riverlords who left Harren the Black in favor of Aegon the Conqueror. Bastards born in the Riverlands are given the surname Rivers.

Characters from the Riverlands get a free d6 in Swimming.

The Vale of Arryn

The Vale is the area surrounded almost completely by the Mountains of the Moon. The Vale is under the rulership of House Arryn, one of the oldest lines of Andal nobility and,

before Aegon's conquest, Kings of Mountain and Vale. Their seat, the Eyrie, is a castle high in the mountains, small but unassailable. The only way to the top is a treacherous goat path. Due to the Vale's harsh winters, travel is only possible through the mountains at certain times of the year. Rebellious mountain clans make travel even more dangerous. Notable Houses of this region include Hunter, Corbray, Redfort, and Royce. Bastards born in the Vale are given the surname Stone.

Characters from the Vale get a free d6 in Climbing.

The Westerlands

The Westerlands are the lands to the west of the Riverlands and north of the Reach. They are ruled by House Lannister of Casterly Rock, formerly Kings of the Rock. People of this region are often called 'Westermen'. Lannisport, lying hard by Casterly Rock, is the chief town of the region and one of the great ports and cities of Westeros. Bastards born in the Westerlands are given the surname Hill.

Characters from the Westerlands start with twice as much starting capital as usual.

The Reach

The Reach is the fertile ground ruled by House Tyrell from Highgarden. The Tyrells were stewards to House Gardener, the Kings of the Reach before Aegon's conquest. After the last Gardener King was killed on the Field of Fire, the Tyrells surrendered Highgarden to Aegon and were rewarded with both the castle and the position of overlords of the Reach. Banner men of the Tyrells frequently fight with the Dornishmen of the south. The borderlands between the two regions, called the Dornish Marches, are populated on the north side by marcher lords loyal to the Tyrells. The most prominent city in the Reach is Oldtown. It is the oldest city in Westeros, home to the Maester's Citadel, and the previous seat of the Faith. Bastards born in the Reach are given the surname Flowers.

The Reach is known to produce the most chivalric of all knights. Characters from this region gain a +2 to Charisma.

The Stormlands

The Stormlands are the areas between King's Landing and the Sea of Dorne. In the east they are bordered by Shipbreaker Bay. Before Aegon's conquest they were ruled by the Storm Kings, and afterwards by Baratheons, bastard relatives to the Targaryens. The Dornish Marches are located within this region, having been conquered by the Storm Kings, and are ruled by house Caron and lesser marcher lords. The marches were common battlegrounds between the Stormlands, the Reach and Dorne until the last century, when Dorne joined the Seven Kingdoms. Bastards born in the Stormlands are given the surname Storm.

Noble characters from the Stormlands start with a d6 in Knowledge (Battle). Lowborn characters start with a d6 in Survival, instead.



Dorne

Dorne is the southernmost land of Westeros. It stretches from the high mountains of the Dornish marches to the southern coast of the continent. It is the hottest kingdom in Westeros and features the only desert on the continent.

Dornishmen have a reputation for hot-bloodedness as well. They differ both culturally and ethnically from other Westerosi due to the historical mass immigration of Rhoynish people. Their food, appearance, and architecture resemble those of Mediterranean cultures such as Greece and Turkey more than the Western European feel of the other kingdoms. They have adopted many Rhoynish customs as well, including equal primogeniture. Dorne was the only kingdom in Westeros to successfully resist Aegon's conquest. It joined the

Seven Kingdoms through marriage over a century after the Targaryen invasion. This accomplishment has allowed Dorne to retain a small measure of independence. Lords of the ruling House Martell still style themselves "Prince" and "Princess" in the Rhoynish fashion. Bastards born in Dorne are given the surname Sand.

Characters from Dorne are exceptionally skilled in the use of spears. They may use such a weapon one-handed at no penalty.

The Crownlands

The crownlands are lands ruled directly by the crown on the Iron Throne. These lands include King's Landing and the surrounding areas including the town of Rosby. They are south of the Vale, southeast of the Riverlands, east of the Westlands, and north of the Reach and Stormlands. Bastards born in the Crownlands are given the surname Waters.

Being so close to the Iron Throne teaches characters valuable lessons on politics. They gain a free d6 in Persuasion.

ACROSS THE NARROW SEA

The Dothraki Sea

The Dothraki Sea is a vast, flat grassland inhabited by the Dothraki people, a copper-skinned race of warlike nomads with their own language and unique culture. The Dothraki live in tribes called khalasars, each led by a chief called a khal. Khalasars are broken into groups, called khas, which are each led by one of the khal's captains, called khos. When a khal dies, a new khal may take control of the khalasar or the khos may break away and form new khalasars led by their former khos. Dothraki are expert riders and their horses are of prime importance in their culture, used for food, transportation, raw materials, and warfare.

Khalasars rely heavily on raiding neighboring nations, and each other, for subsistence. Mounted archery forms the backbone of their strategy. Warriors also use whips and curved cavalry swords called arakhs. They eschew armor as cowardly and typically wear painted vests and horsehair breeches. Men grow their hair in braided topknots, which they must cut whenever they are defeated in battle. They mark victories by putting bells in their braids, often taking bells from the Dothraki they have slain. Thus, a warrior's topknot is a symbol of his prowess.

Khalasars have no fixed settlements. Dothraki can erect large grass canopies for special occasions, but typically live in portable tents, always on the move. The Dothraki have only one permanent city, called Vaes Dothrak, which serves as their capital. While khalasars are typically rivals on the plains, in Vaes Dothrak all Dothraki must behave as brothers. No one may spill blood or draw a blade in the city, on pain of death. The wives of khals, called khaleesis, live in Vaes Dothrak after their husbands die. There they rule over all the khals as the Dosh Khaleen.

Characters from the Dothraki gain a free d6 in Riding, but suffer the Outsider hindrance.

The free cities

The nine Free Cities are Lys, Myr, Pentos, Braavos, Lorath, Norvos, Qohor, Volantis, and Tyrosh. They are independent city-states that, with the exception of Braavos, were all originally founded as colonies of Valyria. The Free Cities are located on the western edge of the eastern continent: along the coast, further inland, or on islands in the Narrow Sea. Citizens of the Free Cities speak a distinct form of Valyrian, though the language of Westeros is also used.

Characters from one of the Free Cities are part of the most cosmopolitan culture in the known world. They have no difficulty dealing with foreigners and gain a d6 in Persuasion. They also speak a bastardized form of Valyrian, enabling them to speak with noble characters of Westeros.



still stand loyally to it, even if only in secret. Should the house one day return to grace, it could very well take its rightful place among the other houses again. (The whole series of A Song of Ice and Fire is a prime example for this.)

As such, houses are pretty much like player characters, albeit with different attributes. Major houses are given here, as well as examples of two minor houses. With the guidelines presented here, players or GM may create their own minor noble house to best fit the story.

House stats

Each house has the following stats:

Name: The name of the house.

Coat of arms: The colors and symbols the house flies.

Motto: Most houses have a family motto. This usually gives some sort of idea on how the house views itself and its standing in the world.

Resources: A measure for the wealth of a house, ranging from 1 to 7.

Forces: indicates the military might, how many men (maximum) a house can muster (by itself, not counting allies or vassals) and how well-equipped, trained and experienced they are. It ranges from 1 to 7.

Authority: Ranges from 1 to 7 and is a measure of the power any given house wields over its vassals and its standing among the other houses. When necessary, a liege lord can use Authority points to persuasion or intimidation attempts (1 point of Authority gives a bonus of +1). When the attempt fails, all risked points are lost.

The liege lord has taken a serious blow to his authority and some will start to question his ability to rule...

Strongholds: Ranges from 1 to 7 and determines the number and sturdiness of a house's holdings.

Special abilities: Some houses may have special abilities, or edges, that it can apply in certain situations. This concerns mostly the major houses, though some of the minor but older houses may have such abilities as well.

Valyrian heirloom: The house owns a treasured heirloom – a blade made from Valyrian steel. Usually, this will be a Great Sword or Bastardsword, but there have been smaller blades as well.

Stone Tower: The house controls only a single stone tower as its main seat of power and defense.

Fortified Manor House: The house controls 1d4 strongholds, one of them – probably the seat of the house – a fortified manor.

Houses of Westeros

Just as important as the region of where the character was raised is the house he belongs to. Normally, a Stark would hail from the North, but as in the case of Theon Greyjoy, a character may be the member of one house, but have been raised somewhere else. In that case, the player and the GM should work out a reason why the character grew up away from the lands of his house.

Houses as characters

Most noble houses have such a long history that they are almost separate entities from the people that bear its name. So any particular member may bring shame or ruin upon himself, but his house endures – unless a rival house schemes the downfall of its rival.

Even if outcast, a house often retains its influence and some

House Stats table

	Resources	Forces	Authority	Strongholds
1	No Wealth die	50 Footsoldiers, 1-5 Knights	No allies	Stone Tower
2	Wealth limit d4	200 Footsoldiers, 10 Knights	An allied landed knight	Fortified Manor House
3	Wealth limit d6	500 Footsoldiers, 20 Knights	1d6 Allies of status 3	Motte and Bailey
4	Wealth limit d8	1200 Footsoldiers, 50 Knights	Minor House of Westeros	Hill Fort
5	Wealth limit d10	3000 Footsoldiers, 200 Knights	1d4 vassals of status 4	Small Castle
6	No Wealth limit	7000 Footsoldiers, 500 Knights	2d4 vassals of status 4	Large Castle
7	Valyrian heirloom	10000 Footsoldiers, 1000 Knights	Major House of Westeros	Concentric Castle

Motte and Bailey: The house controls 1d4+4 strongholds, 2 of them fortified manors plus one Motte and Bailey.

Hill Fort: The house controls 3d4+2 strongholds, 3 of them Motte and Bailey, plus one Hill Fort.

Small Castle: The house controls 3d6+2 strongholds, 4 of them Hill forts, plus one small castle.

Large Castle: The house controls 3d8+2 strongholds, 2 of them Small Castles, plus one large castle.

Concentric Castle: The house controls 3d10+2 strongholds, as above, plus one of the few great castles of Westeros, like Harrenhal.

MAJOR HOUSES

There are nine great houses in Westeros, including the outcast house of Targaryen. The latter is not available to player characters, but they could be part of a minor noble house that is secretly still loyal to the house of the dragon.

Note that these are the major houses when the book series begins. Some minor houses rise in importance while others fall. It's also important that these major houses do not follow the guidelines for creating new minor houses, but are rather created so that they "feel right".

House Arryn

House Arryn is the principal noble house in the Vale; many lesser houses are sworn to them. Their main seat is at the Eyrie, but they have many other holdings. Their sigil is a white moon-and-falcon on a sky-blue field, and their words are "As High as Honor." Their line dates back to the old Andal nation that invaded Westeros. Usually marrying other Andal nobles, House Arryn to this day has the purest line of Andal nobility.



Resources: 3. Since the death of Lord Jon Arryn, the Lady Arryn has been more concerned with the health of her sickly son Robert than with worldly matters like income. Gulltown is one of the most important harbor, but the profits are dwindling through the hands of corrupt city officials.

Forces: 4. Together with the sworn houses, the Vale could field only about 15,000 men and maybe 500 knights. Hardly enough to wage war against its neighbors, but in the easily defendable mountain range these numbers could stand against an army three or four times as big.

Authority: 4. Lady Arryn cares little for her vassals, but expects total obedience. Her vassals follow her more out of respect for her late husband than for her or young Robert.

Strongholds: 7. The Eyrie is one of the most impenetrable fortresses in all the lands of Westeros. There are several other castles that would give any invader a bloody nose as well.

Special abilities: *As High as Honor*

The honor of House Arryn is very nearly unimpeachable. Anyone wishing to smear an Arryn's good name had best have rock-solid evidence, or the kind of spy network most great factions can only dream of.

If an enemy of House Arryn tries to blame an Arryn of something or tries to start a rumor, his rolls are at -4 when trying to do so. This applies also in court.

House Baratheon

House Baratheon is the principal house in the Stormlands, to whom the lesser storm lords are sworn. Its seat is Storm's End. Its sigil is a crowned black stag on a field of gold, and its words are "Ours is the Fury."



Resources: 7

Forces: 7. Baratheon can muster up to 70,000 men and 5,000 knights – and that's not counting the forces it could command as being the king's own house!

Authority: 7

Strongholds: 7

Special abilities: *Ours Is The Fury*

The Baratheons are terrifying in battle, filled with a righteous fury that makes them almost unstoppable.

When resolving a mass battle, Baratheon forces characters add +1 to their fighting.

House Greyjoy

House Greyjoy is the principal noble house on the Iron Islands; many lesser ironborn houses are sworn to them. Their seat is at Pyke. Their sigil is a golden kraken on a black field, and their words are "We Do Not Sow."



Resources: 3. The Greyjoys have been relying on raids for centuries, taking what they needed, not hoarding treasures as others.

Forces: 4. Together with its sworn houses, Greyjoy can field 35,000 men, none of them knights. Their real power lies in their fleet: They have the largest fleet of all houses in Westeros, so much furthering their raiding ways.

Authority: 4.

Strongholds: 3. The Greyjoys have never been one to hide between walls and stone.

Special abilities: *We Do Not Sow*

The raiders of House Greyjoy were once dreaded in every coastal town. In recent years the Greyjoys have been held in check somewhat by the power of the King and his supporters, but with the current crisis the ironmen have begun to look at the ripe towns and ports of the mainland with thoughts of plunder, death, and rape once more.

When the forces of Greyjoy enter mass battle draw a single card from the action deck. If it's black, they managed to surprise the defenders and in the first round only the Greyjoy roll their attack.

House Lannister



House Lannister is the principal house of the Westerlands. Their principle seat is Casterly Rock. Their sigil is a golden lion on a field of crimson, and their words are "Hear Me Roar!" Their unofficial motto, just as well known, states, "A Lannister always pays his debts."

Resources: 7

Forces: 7. The Lannisters can field 50,000 men and 4,000 knights.

Authority: 7.

Strongholds: 7

Special abilities: *Hear Me Roar*

The Lannisters are feared throughout Westeros, not just because of their prowess in battle but because of what they will do to the opposition's survivors and kin once victorious.

In mass battle, enemies of the Lannisters suffer -1 to their morale roll.



House Martell

House Martell is the ruling house of the kingdom of Dorne. Their seat is at Sunspear. Their sigil is a gold spear piercing a red sun, and their words are "Unbent, Unbowed, Unbroken."

Resources: 6

Forces: 7. House Martell and its allies can field the biggest army – 80,000 men on foot, and 4000 riders. Most of them are lightly armed though to move and fight in the sands of Dorne.

Authority: +4

Loyalty: 0

Special abilities: *Unbowed, Unbent, Unbroken*

The princes of Dorne are renowned for their willingness to fight on just long enough to finish the job — even at the cost of their own lives.

In mass battles, when the forces of Dorne rout (rolling a 1 on the morale roll), the commander may make an immediate Knowledge (Battle) roll to rally his troops instead. If he fails, he takes 4d6 points of damage and his army still flees. (If still living, he may retreat at this point as well). If he succeeds, his army stays, and he even gains back one of the tokens lost. He still takes 2d6 points of damage. With a raise, he earns 2 tokens back and takes 1d6 damage. With two raises, he takes no damage.

House Stark

House Stark is the principal noble house in the North; many lesser houses are sworn to them. Their seat is Winterfell. Their sigil is a grey direwolf on a field of white, and their words are "Winter Is Coming."

Resources: 5

Forces: 5. The North can field 40,000 men and 6,000 riders, but most are less experienced than the knights of the South.

Authority: 7

Strongholds: 7

Special abilities: *Winter Is Coming*

The Starks have a reputation for being prepared for anything, and their opponents in the great game of thrones are often surprised when a Stark seems to have anticipated their plots and prepared countermeasures, however secretive their plans had been. The Starks are not actually prepared for everything, but they are capable of considerable foresight when they set their minds to a particular danger.

When the Starks are the defending side in mass battles, they gain +2 to their Knowledge (Battle) rolls, unless taken by surprise.



House Tully

House Tully is the principal house in the riverlands; many lesser houses are sworn to them. Their seat is at Riverrun. They are an old line dating back to the Age of Heroes as Lords of Riverrun but were never kings. Their sigil is a silver trout leaping on a blue and red striped field, and their words are "Family, Duty, Honor."



Resources: 5

Forces: 5. Tully can field 40,000 men and 3,500 knights.

Authority: 5

Strongholds: 7

Special abilities: *None*

House Tyrell

House Tyrell is the principal noble house in the Reach; many lesser houses are sworn to them. Their seat is at Highgarden, a castle near the Manderly river. Their sigil is a golden rose on a green field, and their words are "Growing Strong."

Resources: 6

Forces: 7. Tyrell and her allies can muster 60,000 men and 8,000 knights.

Authority: 6

Strongholds: 7

Special abilities: *None*



House Targaryen

House Targaryen ruled as the Kings of Westeros for nearly 300 years. Their seats were the capital city of King's Landing and the island castle of Dragonstone. Their sigil is a three-headed dragon breathing flames, red on black, and their words are "Fire and Blood."

Resources: 1. The remaining Targaryens have little resources and are depending on others for support.

Forces: 1.

Authority: 1

Strongholds: 0

Special abilities: *None.*



Minor Houses

There are also dozens of small houses throughout Westeros, each sworn to support a great house in time of need. Beyond the small lords, there are also houses of landed knights (see the Smallest of Small Lords, page 90). See <http://www.westeros.org/Citadel/Heraldry/> for a list of minor houses and their coat of arms.

To create your own minor house, decide on a name and sigil, and optionally a motto. Then it's time to assign the stats of the new house:

You start with 0 points in every of the four stats and you get 7 points to assign.

Stats table

Rank	Description
0	Character is outcast from society. Criminals, Wildlings, slave have such a status. They automatically suffer a -2 penalty to their charisma. Characters of this status do not have a Wealth die.
1	Lowborns, squires, novice sellswords, novice hedge knights. The character has no particular standing, and is essentially a member of the smallfolk. This may be due to age or lack of experience. The character must work hard, and some days are still a struggle, but the character also experiences small joys. The character has access to the minimum equipment needed for his or her profession. Characters of this status do not have a Wealth die.
2	Sworn swords, servants, seasoned sell swords, seasoned hedge knights The character is connected to a house or organization, and can rely on it for minor support and favors, and is expected to serve or be called on in return. The character has access to at least the minimum equipment needed for his or her profession, and likely room and board. He or she may be able to acquire more valuable goods for pressing business. Characters of this status have d4-2 Wealth.
3	Knight with land, merchant, maester The character has achieved powerful connections to a house or organization, and in return acquires greater status and wealth. The character's family may have been loyal for more than a generation. The character can call upon his or her organization to provide whatever equipment is needed within reason, and can even request the service of household servants (such as septas, hunters, or men-at-arms) on occasion. In return, the character is expected to support the organization and may be called on as needed. Characters of this status have d4 Wealth.
4	Member of a Minor House, The smallest of lords command respect due to his blood, but this may be matched or even surpassed by the greatest landed knights and merchants. Whether baseborn or lowest of the highborn, these individuals have lands and wealth attached to their name, and this passes through the generations. The character likely commands small properties and has significant wealth. A greater landed knight may have more sworn swords, or a greater merchant more ships, but a noble will technically be ranked above them. The character can call for significant aid from the organization regularly, but is expected to defend and support it at all times. Characters of this status have d6 Wealth.
5	Member of a Major House, archmaester, member of the Kingsguard The character has major status in Westeros. The character automatically outstrips anyone who was not born or raised into nobility, no matter their wealth or armies. The character likely commands moderate properties and has substantial wealth. The character can call for significant aid from his or her banner men, but has many obligations to the house, and occasionally to his or her banner men, as well. Characters of this status have d8 Wealth.
6	Member of the royal family The character is one of the most powerful nobles in Westeros, an immediate member of the royal family (prince, princess, etc.). The character has tremendous resources, in the form of property, men, wealth, etc., and can likely borrow even more from allies for a short time. The character can call for substantial aid from his or her banner men, but the obligation to the house is nearly total. Characters of this status have d10 Wealth.
7	King or Queen (if ruling) The character is the most powerful noble in Westeros, the king (or ruling queen) of the Seven Kingdoms. The king or queen has vast powers and resources, and can theoretically command any and every noble across the lands. In reality, the king or queen has as many duties and obligations as powers, and may have to court the great lords and ladies in order to get what he or she wants. Characters of this status have d12 Wealth. The king should in general be able to just acquire what he wants, so if he fails a roll, it's more a matter of not having enough cash right now instead of an item being unaffordable. Of course, being king gives the character a couple more options on acquiring something...

tatus

Society in Westeros is a feudal one, and the rank or status of a character is something he or she is born into. It's hard to rise above your status, but once you achieved a current standing, you will keep your place – unless you fall out of favor with more powerful, ruling lords.

This is represented by **Status**, and mostly based on house affiliation and membership to some orders or organizations.

Regardless of a character's actions and manners, he will be treated according to his Status and will be expected to treat others according to theirs. So yes, you can be an annoying, spoiled, cruel kid – if you're a member of the Royal family, pretty much everyone will suck up to you. Another thing that comes with status is money – based on your status you get a Wealth die. This simulates income,

allowances and the like. Whenever a character wants to buy something, he rolls his Wealth die to see if he can “just afford it”. If not, then he has to take up a loan or actually pay it out of his own pocket.

dges

Edges from the SWRB

The following edges from the SWRB are **not available** in A Savage Game of Westeros:

Rock & Roll, Soul Drain, Ace, Gadegeteer, Mr. Fix-it, Mentalist, Healer (see the new Maester edge below), Holy Warrior, Scholar

The following edges from the SWRB are changed or renamed:

Champion does not need the Arcane Background but there are only a few creatures that are affected – the wights and the others from beyond the wall among them. **Investigator** is renamed *Spymaster*.

New Edges

Background Edges

Blood of the Ancients

Prerequisites: Novice, Noble, see description

In the veins of the character flows the blood of an old race.

These should usually be the people who settled where the character grew up. This edge gives the character an intuitive connection to his family: He may spend Bennies for family members and he will “just know” if any of them are in danger. The character also gains +1 charisma among the people of his home region.

A character can only have Blood of the Andals, the First Men, the Ironborn or the Rhoynar. He has to choose one from these.

Born in the Saddle

Prerequisites: Novice, Dothraki

The character is exceptionally skilled in riding. Whenever he has to check if he falls from his mount (as when being wounded or shaken), he adds +2 to his Riding roll.

Giant's Blood

Prerequisites: Novice, Brawny, Strength or Vigor d8, character's from the North

This edge cannot be combined with Blood of the Ancients. The character is huge, resulting in a size +1 modifier: His toughness is further increased by 1, and his load limit is Strength times ten. The downside is that the character has to have armor and clothing specifically made for him, resulting in an additional -2 Wealth modifier. Plus, he'll have trouble finding a horse that can carry him. But he'll most likely be compared to Ser Gregor Clegane, The Mountain That Rides.

Greenseer

Prerequisites: Novice, Spirit d8, Smarts d6, Blood of the First Men

Greenseers are individuals with magical abilities that include power over nature and prophetic visions. The only known greenseers were children of the forest, who are believed to have possessed great magical powers. Stories describe the greenseers seeing through the faces of their weirwoods, influencing animal and plant life, and shattering the Arm of Dorne into the island chain of the Stepstones.

On taking this edge, the character gains two benefits: he gains the ability of greensight and becomes a skinchanger.

A skinchanger is a person with the ability to enter the minds of animals and control their actions. Skinchangers must bond with animals in order to enter their minds easily.

Skinchangers must be asleep or meditating to enter the mind of a creature. If a skinchanger is killed while inhabiting a creature, a part of his consciousness will remain in the creature for the rest of its life.

To enter the mind of an animal, the character needs simply state that he does so. To retain control, he needs to win

an opposed Spirit test. Some skinchangers can even enter the minds of humans – although the host must not have a Smarts higher than d4 and always gains a +4 bonus to the opposed Spirit roll.

The greensight is the ability to have prophetic dreams. Someone with the greensight will receive metaphorical visions of the future during their sleep. These “greendreams” can concern the dreamer or another person, but the dreamer will be able to tell the difference. Events foreseen through the greensight will always come to pass.

This can be used as a plot device by a GM – the player can't choose when he will have a vision about what.

Professional Edges

Maester



Prerequisites: Novice, Smarts d8, Healing d6

The maesters are scholars, scientists, learned advisors to the nobility, and occasionally pseudo-religious researchers in the occult. Males of any age may begin training as a maester; females are not permitted to study or join the order. Noble families in Westeros sometimes send their younger sons to the Citadel. The maesters, like the brothers of the Night's Watch, are considered to be servants of Westeros and all its people and in theory have no political allegiance. After finishing his course of study, a maester is assigned to a castle, keep or other holding, and is loyal to the people of that place as a mentor, healer and advisor, regardless of changes in control of that holding. To this end a man who earns his chain is stripped of his family name and from that time

on is known only by his title and first name. In practice some maesters hold over old allegiances and loyalties.

Each maester carries a chain around his neck, with links made of different metals denoting mastering a certain area. Almost no maester wears all metals.

On taking this edge, a character has completed his collar and is no longer considered as an acolyte. He may add +2 to rolls in two areas (equals two metal links) that he has mastered. Except for silver, which adds a bonus to Healing, the bonus usually affects Knowledge rolls.

The metals and their meanings are:

Black iron (Ravenry), Bronze (Astronomy), Copper (History), Gold (Economics), Iron (Warcraft), Pale steel (Smithing), Silver (Medicine and healing), Valyrian steel (Magic and the occult).

(Additionally, there are metals that have not been associated with a meaning in any of the books. Players or GM are happy to come up with an area of expertise for these, including: Brass, Lead, Pewter, Platinum, Steel and Tin.)

Only one in one hundred holds a link of Valyrian steel; the study of magic is looked down upon by most Maesters.

Once per rank, the maester may add another link to his chain by spending a level up.

All Maesters are literate.

Follower of the Gods

Prerequisites: Spirit d8

Someone who wants to become a priest of the Seven or a follower of R'hllor may take the Arcane Background (Miracles). See below for details.

There are other men and women of faith in Westeros though, who carry out important tasks and whose words weigh heavy in any argument:

The *Drowned Men* are the followers of the Drowned God of the Ironborn. The *Orphans of the Greenblood* are the followers of Mother Rhoyme, a religion common for the Dornish lands. Both faiths are virtually unfollowed outside their home realms.

Among their own people, these men and women of faith are considered of having Status 3 and have Charisma +2. When dealing with followers of other faiths, they suffer a -2 penalty to Charisma.

Players who want their characters to be septons of the Seven may choose this edge instead of the Arcane Background, if they wish.

Water Dancer

Requirements: Agility d8, Spirit d6, Fighting d6

Water Dancers are masters of a thin blade hailing from Braavos. Only 1 in 100 aspiring to become a Water Dancer does so and to become a true master of the Dance, lifelong training is necessary. The Water Dancers have a mantra that they follow, a style of fighting for which they strive. Below are the lessons and how they correspond to Savage Worlds equivalents. Note that after their initial training is complete, no Water Dancer is required to keep training.



On taking this edge, a Water Dancer learns that *Fear Cuts Deeper than Swords* and that he needs to be *Quiet as a Shadow*. He also gains the possibility to acquire certain other edges more easily or after character creation. Other lessons can be learned by appropriately leveling the character.

Water Dancer lessons

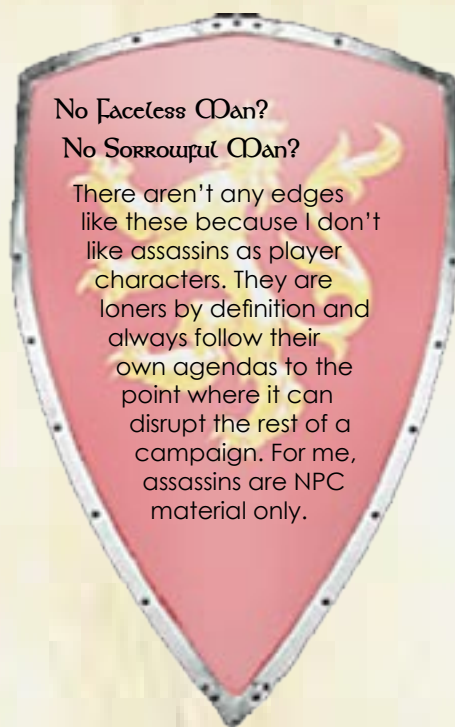
- *Fear Cuts Deeper than Swords*: Water Dancers add +2 to Spirit rolls when resisting Fear or Test of Wills.
- *Quiet as a Shadow*: Water Dancers add +2 to Stealth rolls.
- *The Eyes See True*: Water Dancers may take the Alertness edge after character creation once they reach the rank Seasoned.
- *Swift as a Deer*: Water Dancers may take the Fleet-Footed edge to cover this aspect.
- *Calm as Still Water*: Water Dancers may take the (Improved) Level Headed edges to cover this aspect.
- *Strong as a Bear*: Water Dancers should raise their strength to cover this aspect.
- *Fierce as a Wolverine*: Water Dancers may take the (Improved) Frenzy edges to cover this aspect.
- *Light as a Feather*: Water Dancers may take the Acrobat edge after they reach the rank Seasoned to cover this aspect.
- *Quick as a Snake*: Water Dancers may take the Quick edge after character creation once they reach the rank Veteran to cover this aspect.
- *The Bravo's Dance*: Water Dancer may take a new

edge (see below) of that name to cover this aspect.

- *Dancer's Grace*: Water Dancers may take the (Improved) Block edges to cover this aspect.
- *The Water Runs Out*: Water Dancers may take the Mighty Blow edge to cover this aspect.

Other Edges

Literate



Prerequisites: Novice, Smarts d6

The character knows how to read and write.

The Bravo's Dance

Requirements: Water Dancer, Veteran, Fighting d10, Level Headed

When a Water Dancer goes on Hold and tries to interrupt his opponent, he gains a bonus of +2 to the opposed Agility roll.

Arcane Backgrounds

There is little note of magic or wondrous abilities in the book series. There are no fireball-throwing wizards or Necromancers raising an army of the dead. But there is something beyond what can be seen by the naked eye, most of it connected to the faiths of Westeros. Some of the following deities allow their followers to take the **Arcane Background (Miracles)** with the available powers and trappings as

shown below. On taking the background, the character becomes a priest, giving up his worldly status. Priests of other faiths do not get access to powers, but gain importance in their society.

It is important to note that the Arcane Backgrounds presented here are relatively weak compared with other settings. There are only a few abilities available, but those can make a difference.

Godsworn

Godsworn have seven prayers for the gods, although the prayer to the Stranger is rarely invoked, each granting the effect of a power from the SWRB. On taking the Arcane Background, Godsworn characters can choose 2 prayers and starts with 10 Power Points.

Additionally, each Godsworn gains the benefit of the Common Bond edge and may give Blessings in form of his bennies to anybody for aiding in a task or allowing a companion to make a soak roll.

Finally, all Godsworn are literate.

- *Prayer to the Father*: Believers in the Seven pray to the Father for aid in judgment. This works like the Boost Trait power, but only for Notice.
- *Prayer to the Mother*: Believers in the Seven pray to the Mother for mercy or protection. This works like the Armor power.
- *Prayer to the Warrior*: Believers in the Seven pray to the Warrior for courage in combat. This works like the Berserker power from the Fantasy Worldbuilder Toolkit, (available at Seasoned rank).
- *Prayer to the Smith*: Believers in the Seven pray to the Smith for making whole what is broken. This works

like the Healing power.

- *Prayer to the Maiden*: Believers in the Seven pray to the Maiden for courage and the blessing of girls and lovers. This works like the Bless power from the Fantasy Worldbuilder Toolkit, (available at Novice rank).
- *Prayer to the Crone*: Believers in the Seven pray to the Crone for wisdom. This is a new power of Novice rank. Cost: 3PP, Duration: Special. By making a Faith roll the Godsworn gains a vital clue about a specific question. This works like the *Get a Clue* adventure card.
- *Prayer to the Stranger*: Believers in the Seven pray to the Stranger for death. This is a new power of Heroic rank. Cost: 20 PP, Duration: 7 days. The Faith roll is opposed by the Spirit of the target. If successful, the Stranger will send 7 dangerous incidents at the intended target, one each day. When a player is the target, these should be played out. When a NPC is the target, it's quicker to draw 7 cards, one for each day. Add an additional card per raise. If an ace of spades (or a joker) comes up, the target dies. Should the Faith die come up as a 1, the Stranger will target the caster instead, thus keeping the balance.

Red Priest

R'hllor is a prominent god across the narrow sea, but has only a few followers in Westeros. Clergy of the R'hllor religion are called 'red priests,' due to the loose, crimson robes they wear. In the east, children are often given to temples of R'hllor to be raised into the priesthood. Every evening, red priests light fires and sing prayers at their temples, asking R'hllor to bring back the dawn. "The night is dark and full of terrors", is a common phrase in prayers to R'hllor. Priests believe that R'hllor will occasionally answer his followers' prayers by granting magical favors. They often gaze into flames in an effort to see visions of the future. Trials by combat are an accepted practice in the R'hllor faith; prayers before the combat ask R'hllor to give strength to the just party.

Red Priests can choose from the following powers:

Smite (only at Legendary rank – makes a bladed weapon erupt into flame. Often mimicked using greenfire), *Fear*, *Stun*, *Boost/Lower Trait*, *Resurrection*, *Shadow*, *Premonition*.

Premonition

Rank: Veteran

Power Points: 5

Range: Touch

Duration: 1 minute

Trappings: By glancing into fire (at least as large as a campfire) for a few minutes, the Red Priest may catch some fleeting glimpse of the future.

Let the player ask one question about the future. The GM has to answer that question truthfully. There are some limitations: The question has to be about *what happens*, not about something *that is* or *how it is*. For example, it's valid to ask if the door to the Archmaester's chamber will be locked, but not where the key is to be found. (The GM can provide such details in the visions as he wishes, of course).

Also, the more distant the look into the future is, the vaguer the visions become. And the GM should take every chance for a misleading answer as well: "Will I see my children again?" – "Yes (but they will be dead, when you do.)"

Shadow

Rank: Veteran

Power Points: 3

Range: Smarts miles

Duration: 3 hours (1/hour)

Trappings: The Red Priest can sever the ties between a willing target and its shadow, even sending the shadow many miles away. If the target is unwilling, the Faith roll is opposed by the target's spirit. This power works only at night. The shadow's owner falls into an uneasy sleep, while the priest guides the shadow through concentration to the intended target. The shadow retains all skills and edges of the owner, but his physical attributes are increased by one die step, his spirit becomes the one of the priest and it retains only an animal intelligence of d4.

The shadow can not be hurt by non-magical means, although Valyrian steel is able to hurt it.

When the priest stops concentrating, the shadow vanishes, instantly returning to its owner – who wakes up as if from a nightmare. The experience is very disturbing for the shadow's owner and he suffers two levels of fatigue until gets a full night's sleep.

Resurrection

Rank: Legendary

Power Points: 20 (2 of them permanently)

Range: Touch

Duration: permanent

Trappings: Some of the most legendary Red Priests are able to return a dead friend to a resemblance of their former life. The casting is modified by -1 per day that the target has been dead. Detached limbs cannot be fitted back to the body as well.

The target returns to the living, but is undead, gaining +2 to his toughness. Also, their emotions during their last moments become prominent in their minds. The GM should assign fitting hindrances to the character: A knight most noble dying to defend the honor of a young girl might gain the Code of Honor hindrance (or, if he already has it, this is enforced to the point of obsession). A mother who becomes witness to the brutal killing of her son and family might gain the Bloodthirsty hindrance.

Finally, nobody returns from the dead quite as the way he or she was before: Reduce one of the attributes by one die step (target's choice). This can never be raised again. Should any of them drop below d4, the character cannot be revived; the power points are still lost, but at no permanent cost.



Hindrances

Hindrances from the SWRB

All Hindrances from the SWRB are available in this setting.

New Hindrances

Lowborn (Minor)

The character is not part of the nobility and is not affiliated with any house. He may still be a knight as long as he meets

the requirements, but only has a status of 1.

Baseborn (Minor/Major)

The character is the bastard son or daughter of a noble and carries the appropriate family name. Baseborns are said to be treacherous by their very nature being born out of lust and lies. They suffer a -2 Charisma penalty. In the minor variant, the baseborn is a recognized member of his house and he suffers no diminishment in status; as a major hindrance, the character is an outcast from his house, resulting in a status of 1.

quipment

Wealth and money

Noble characters are rarely pressed for money. They can rely on the resources of their family, easily affording small commodities without the need to count coppers. Whenever a character purchases something, he or she rolls his Wealth die. For every full hundred silver stags an item costs, the roll is modified by -1. This takes care of most mundane things, but still makes it necessary to have the cash to afford items of

higher value.

The Wealth die is not a trait roll – so there is no Wild die and no possibility to spend a Benny for a re-roll.

There may be situations when the wealth of a character means nothing – for example when his house is engaged in a war with another house and he finds himself in enemy territory. In such occurrences, even a noble one has to rely on whatever his pockets can carry and he can't use his Wealth die.

Currency

The importance of the Seven is mirrored in the coins of Westeros. There are copper, silver and gold coins.

The smallest coin is the Penny (cp). Seven pennies make a Star (cs). Both are copper coins. Seven stars make a Stag (ss). Seven stags make a Moon (sm). Those are the silver coins. The gold coins fall out his pattern in that it takes 21 moons to make a Dragon (gd).

Pennies and stags are the most common coins of the lowborns, while dragons are used mostly by rich merchants and nobility.

Equipment tables

Melee Weapons

	Cost	Damage	Strength Minimum	Weight	Notes
Knife	10ss	Str+d4		0,5	An improvised weapon, incurring a -1 penalty to Fighting
Dagger	20ss	Str+d4		1	
Whip	20ss	Str+d4		1	Minimum Agility of d6 required, may try to grapple a foe. See the SWRB for details.
Short Sword	400ss	Str+d6		3	
Longsword	500ss	Str+d8	D6	4	
Braavosi Blade	800ss	Str+d6+1	D6	3	Agility requirement, not Strength
Great Sword	800ss	Str+d10	D10	15	Parry -1, requires 2 hands
Hand-axe	55ss	Str+d6	D6	4	Parry -1
Battle-axe	50ss	Str+d8	D8	7	Parry -1
Longaxe	500ss	Str+d10	D10	20	AP 1, Parry -1, requires 2 hands
Pike	80ss	Str+d8+1	D8	9	Reach 1, requires 2 hands
Lance, war	60ss	Str+d8+1	D8	10	AP 1, Reach 2
Shortspear	40ss	Str+d4		6	Parry +1, Reach 1,
Spear	60ss	Str+d6		9	Parry +1, Reach 1, requires 2 hands
Lance, tourney	40ss	Str+d8	D8	8	Reach 2, automatically breaks on hitting with a raise.
Quarterstaff	10ss	Str+d4		4	
Club	-	Str+d4		3	An improvised weapon, incurring a -1 penalty to Fighting
Mace	35ss	Str+d6		6	AP 1 vs rigid armor
Flail	20ss	Str+d6	D6	5	Ignores Shield Parry bonus
Spiked Mace	80ss	Str+d8	D6	8	AP 1 vs rigid armor
Warhammer	100ss	Str+d10	D10	8	AP 2 vs rigid, Parry -1,

Missile Weapons

Weapon	Cost	Damage	Strength Minimum	Weight	Range (in yards)		
					S	M	L
Short Bow	50ss	2d6	D6	2	10	20	40
20 Short-bow arrows	2ss	-	-	3	-	-	-
Longbow	100 ss	2d6	D8	3	12	24	48
20 Longbow arrows	2ss	-	-	3	-	-	-
Light Crossbow (1 action to reload)	150ss	2d6	D6	5	12	24	48
10 Light Crossbow bolts	2ss	-	-	1	-	-	-
Myrish Crossbow*	3000 ss	2d6+1	D8	20	15	30	60
10 Crossbow bolts	2ss	-	-	1	-	-	-

Armor & Shields

	Cost	Armor	Wt.	Charisma		Cost	Parry Bonus	Wt.
Padded Leather	200ss	+1	10	0	Buckler	25ss	+1	5
Hardened Leather	300ss	+1	15	+1	Small wooden	40ss	+2	5
Hide Armor	400ss	+1	25	-1	Small steel	120ss	+2	5
Ring Mail	600ss	+2	20	0	Large wooden	60ss	+3	10
Chain Mail	800ss	+3	40	0				
Scale Armor	600ss	+2	30	+1				
Plate Mail	3,000ss	+4	50	+1				

Special Equipment

Myrish Crossbow

A Myrish crossbow fires three bolts at once. Use the rules for automatic fire, but the shooter doesn't suffer the -2 penalty.



Dragonbone

Believed to be made from actual dragon bones, this black material is as strong as steel, but lighter and more flexible. It can be used instead of wood, thus reducing the weight by a quarter and making it immune to fire. Increase the cost of such items by 50%.

Valyrian Steel

Darker than normal steel and retaining the most delicate edges, weapons made out of Valyrian steel are a quarter lighter

than other weapons of the type. They also do +1 point of damage and are considered to have an AP value of 2. The knowledge to create Valyrian steel has been lost in the Doom of Valyria, so the weapons that remain in Westeros are priceless heirlooms nobody would part with willingly.

There are no known pieces of armor made out of Valyrian steel, but should such an artifact surface, it would have 25% less weight and an armor rating increased by +2.

Milk of the Poppy

This slumber-inducing liquid is used as a painkiller and can be very addictive. For each dose after the first applied, the recipient must make a Spirit roll to avoid addiction.

Characters under the influence of the Milk add +1 to their Natural Healing rolls. One dose costs 500ss.

Setting rules

Organizations

During the course of their adventures, characters may be invited (or forced) to join an organization. Normally you need to qualify in some sort to become a part of a given

organization, but you don't need to spend an edge to become a member.

Some organizations and their requirements are described below.

Kingsguard

Prerequisites: Character must be a Knight and be appointed by the King.



When a character manages to become a member of the prestigious Kingsguard of the king of the Seven Kingdoms, he serves for life and swears utter loyalty to his liege lord.

Members of the Kingsguard receive a +2 bonus to charisma in the entire realm. Since they are unable to wed, sire children or inherit titles, their wealth is considerably reduced to the point where they are cared for by the King's court. Their status, however, immediately rises to 4.

Knights

Prerequisites: Fighting d6, Riding d6, follower of the Seven.

Being a knight enables a character to fight in tourneys and enter into the service of the lord of a noble house – who'll provide food and shelter. Knights are expected to maintain their own weapons, armour and horse and since all those are expensive, entering service is something very much sought after by lowborn knights (or impoverished nobles).

Women may not become knights since they would have to be knighted, but there are some examples of a woman becoming an armswoman, entering the service of a lord just as any other man-at-arms.

Every knight has to choose his arms, a symbol drawn on his shield and a set of colors to identify him.

Men from the North, who mostly follow the Old Gods rarely vie for knighthood. There, the prowess of a man with sword, shield and axe is more worth than the title of "Ser".

Night's Watch

Prerequisites: character must be willing to Take the Black; Stewards: Smarts d8, at least one knowledge skill at d8; Rangers: Survival d4, Fighting d6, Strength d6; Builders: anybody who doesn't meet the other requirements.

On entering service with the Night's Watch, all former transgressions are forgiven. Service in the watch is for life and the members swear an oath of celibacy.

Every member is fitted with black armour and a black coat and assigned to the stewards, the rangers or the builders, depending on their abilities.

In the time depicted in the book series, the Night's Watch is only a shadow of its former self. So a character receives no bonus beside the chance for a new



life – which may be the only thing that saves him from the gallows or the executioner's blade from a rival house.

Members of the Night's Watch have a status of 3. The Lord Commander of the Night's Watch has a status of 4.

Tourneys

Tourneys play an important part of social life in Westeros. There are many tourneys great and small with various contests. Here are rules for the most usual ones.

In the Central and Southern lands of Westeros, tourneys are much more common than in the North, where the faith of the First Men is still strong.

Jousting

There are two types of jousting: One, where the contest between two knights ends once one of them is unsaddled. And one where the contest continues on foot, until one of the knights yields.

Only knights or nobles may enter a jousting contest. At some tourneys, the loser forfeits his horse and armour to the victor. Such conditions are announced beforehand, though.

Jousting works like this: If the contest is over once one is unsaddled, both knights ride at each other, making an opposed fighting roll. Damage is also rolled, making the joust quite dangerous, especially for poorer knights who can only afford low-quality armor.

If one of the knights wins by a raise, the loser is thrown off the horse. The contest is over immediately.

If one wins but doesn't score a raise, he breaks his lance on the other's shield or armour and is awarded 1 point.

If the opposed roll results in a draw, both lances break and both are awarded a point (and both roll for damage). If after three turns none of the riders had managed to throw his opponent off the horse, the one with the most points is declared winner and moves on to the next round.

If the Jousting is supposed to be continued on foot, both knights ride against each other until one is dismounted, then continue with maces until one of them yields. See also Melee, below.

Melee

As with Jousting, both combatants fight until one of the two yields. Depending on the tourney, the melee might be open to everybody able to wield a weapon. All fights are done with blunted swords, but damage is considered lethal nonetheless.

Choosing the opponent

In most tourneys, a knight has to win 5 rounds to win the whole contest. Smaller or bigger tourneys might warrant more or less rounds at the GM's discretion.

Before each round, draw a card from the action deck for each PC participant. If more than one player joins the contest, pair those players character together that have the same value (if any). This will need some fudging in the later rounds when fewer participants are available.

Depending on the suit, the individual opponent's stats are:

Clubs – all d6, armor rating 1; Diamonds – all d8,

armor rating 2; Hearts – all d10, armor rating 3; Spades – all d12, armor rating 4. If it's a Joker, pick one of the NPC from the chapter below.

Mass Melee

This one is always open to everybody. Most knights make sure to stay away from the spectacle, considering it little more than a brawl. Also they know how dangerous the mass melee really is, with untrained combatants beating senselessly at each other. Most fatal accidents happen in these melees.



While in other contests a small number of knights (most often only just two) fight with each other, the mass melee fields as many men (and women) as are willing to risk life and limb pitting them all against one another until the last one standing can claim the price. Sometimes, group forms, almost alliances, which turn just as quickly on each other as they have formed. Some see the mass melees as a metaphor for the big wars where the exact same things happen on a grander scale – making these events very popular with the plebs.

How to run a mass melee

First, determine how many “rounds” a character needs to fight to come out on top of this chaotic battle. Usually, there should be between 5 and 8 rounds. Each round, Player characters roll their Fighting against a set target number. Compare the result to the mass battle table in the SWRB. Apply damage as indicated.

Opponents switch every round though. One round you may find yourself fighting four or five guys ganging up on you, the next round you might bash away at a single one.

To determine the target number, roll d4 (d6 for tougher mass melees) and add 4. Do this for each player.

Should at the end of the last pre-set round more than one player character be still standing, switch to normal combat – all player characters engage the same number of NPCs.

In the end, there can be only one.

The Price

Prices in a tourney vary by a great degree. The great tourneys at King's Landing, Oldtown, Whitegarden or Casterly Rock may earn the winner of the joust a sum as hefty as 200 dragons for the joust, with maybe 50 dragons for the winner of the mass melee. For most nobles, this is hardly worth noting down, though.

More important is the recognition one can earn: the GM should pay close attention to how a player character wins his fights. Does he use tricks, or brute force? Does he show chivalric gallantry or will he be relentless in his onslaught?

Characters will gain reputations and – depending on the situations – charisma modifiers based on their tourney victories. The bards will be quick to come up with nicknames to celebrate or condemn the actions of a character as well.



The Law

Westeros is a feudal society and there aren't common courts – the nobles rule pretty much absolute, especially over commoners. Consequences for crime range from fines to corporeal punishment – sometimes even beheading. If two sides bring a case to a court, often the number (and status) of witnesses is the deciding factor, not necessarily the truth.



When determining the outcome of a trial, take the number of witnesses of each side and multiply with the status modifier. Assign the larger side 10 tokens and give the other side a proportionally smaller amount. Then both sides roll persuasion, modified by charisma and the power of their arguments and evidence (GM's discretion). The side with less tokens suffers the difference as a negative modifier as well. Every success and raise lowers the number of the opposition's tokens by 1. The first side to lose all tokens loses the case.

Example:

Stephen's character, Ser Malcom the Fair of House Arryn is accused of murdering a maid in service of a rival household. The accuser brings two members of the Kingsguard as his witness (2 men times status 5=10), a few members of his house (5x4=20), a few other servants (10x1=10) and even a rival of Malcom's own house (1x5=5)! For a total of 45.

Ser Malcom spend the night in a drunk stupor with two comrades-in-arms and their squires. The serving wench also attests to him spending the whole night at the inn. A few other patrons are willing to vouch for this as well. His witnesses still total only 22. The accuser, Ser Willam, gains 10 tokens, Ser Malcom only 5. Both roll now persuasion to convince the court of guilt and innocence. Ser Malcom's case would be almost hopeless, but since he is an Arryn, Ser Willam suffers a -4 penalty to his persuasion roll – everyone knows how noble and the members of House Arryn are, after all.

For nobles, there is another option: Trial by combat. The accused and the accuser enter mortal combat until one is dead or yields. Should the accused triumph, then his innocence is proven.

Should the two, for whatever reason, not be able to enter combat themselves, they may choose trial by champion and name a second to fight in their place. These fights are usually until one of them yields.

A very old and rare instance is the trial by seven: Two groups of seven fighters each meet each other, until only fighters from one side are left standing.

The last time a trial by seven has been conducted is described in the short story and graphic novel “The Hedge Knight”.

Governing your House and Lands

The lands of Westeros are governed by the various houses;

there aren't really nations to speak of, more "areas of influence". But the major houses of Westeros have the continent carved up among themselves, bestowing their vassals with castles, strongholds, cities and lands to keep them loyal and rule the respective areas. As well as collect and pay taxes.



A typical chain of ruling looks like this: the king of the Seven Kingdoms names the head of House Stark Warden of the North, bestowing on him all the lands from South of the Wall to the Neck. Lord Stark grants his vassals lands and titles, for example the house of Reed is granted dominion over the swampy lands of the neck. Lord Reed might give a castle and the surrounding area, as long as it's on his land, to a knight to pay him for loyal service. Lord Reed would

have to answer to Lord Stark for any transgression this knight might cause, though.

It's possible for player characters to either start with lands or acquire them during the course of play. The day-to-day routine of governing is pretty dull compared with a life of adventure. But it might be interesting how much power a noble can actually field when the war trumpets blow.

A Storm of Swords

When the time comes for war, player characters in charge of their own house will have to muster their men and decide how to equip and where to send them.

The Forces rating of their house is the maximum number a house can field. Usually, half of that number can be sent away while the rest is supposed to guard the holdings. But in the end, that's the particular lord's decision.

It takes one month to gather 25% of all available men. When pressed for time, this time can be shortened to two weeks, but then the troops suffer a -1 penalty to their Fighting in the played out mass battles (due to lack of quality equipment).

Troops that are killed are not easily replaced – more men can be found in the fields and on the farms, but they are hardly trained for combat. When a lord has to call on his peasants to defend their lands they will follow. But he shouldn't expect them to hold their own in a fight for long.

If you use the normal mass battle rules, that should be enough.

If you want to play out battles in more detail, then there's a little more to it.

First of all, you need to decide how to equip the men. Knights bring pretty much their own equipment, so you don't need to take care of them. Infantry can be equipped either as archers or as melee fighters – if they use spears, axes, swords isn't important.

One more thing to keep in mind is that you need to feed your troops. Each 100 men take up one supply point, as do



50 knights (knights count for two, due to their mounts).

When first mustering, each house has enough supply points to feed and equip all its troops. When a war drags on, this might change (see below).

Finally, to move your troops, look at the map provided. Troops gather at the main seat of the house (so for a war between the major houses, the North's troops would gather at Winterfell).

You can move your regiments (see below) one province in two weeks. You can march them down quicker (in one week), but your troops suffer a -1 modifier to their rolls due to fatigue.

Clash of Kings

A war is often won by holding on to your supply points and depriving the enemy of his. For easiness sake, supply points are bound to the strongholds of a house. Whenever you manage to take one of them, your enemy loses 1d4 supply points for stone towers, 1d6 for fortified manor houses and so on, to d12+2 for a concentric castle.

This is only the basic loss when war is fought most chivalrous. Double the supply point loss when one side opts for a war of attrition – killing of the peasants who tend the farms, killing livestock and the like. This will surely make the commanders unpopular, but sometimes the results are all that count.

Occupying an enemy's stronghold always increases your own supply point rating by only 1 point – you need to leave an occupation force and it takes time to reallocate resources. Should you keep the holdings after the war is over, every stronghold bestows its full supply points to you.

Castles and Fortifications

Use the stats from the Fantasy Gear Toolkit. Here you'll find only the descriptions from that particular PDF.

Concentric Castle

Concentric castles are the pinnacle of castle design. In the center is a turreted keep (often round to limit the effectiveness of bores) protected by a stone wall. Beyond this lie the barracks, workshops, and stables. These were also protected by a curtain wall, usually with several round turrets along their length. Beyond this lies a deep moat. Truly large concentric castles may have as many as three or four circles, each protected by a fortified gatehouse and curtain wall.

Examples: Only a few castles fall into this category: Harrenhal, the Eyrie, Riverrun, the Twins, Winterfell, Casterly Rock, Storm's End. As a rule of thumb, the seats of the major houses use these stats.

Fortified Manor House

Usually home to knights or wealthy landowners, fortified manor houses are two story stone structures with no outer defenses, save maybe for a low ditch. Workshops, stables, and barracks are contained in separate outbuildings. Despite being relatively unprotected, the walls are thick enough to withstand an assault without siege weapons.

Hill Fort

Hill forts are built primarily as a refuge for the locals in times of war. In larger hill forts, permanent villages may exist. Hill forts lack strong defensive walls, instead being constructed of concentric ditches and high earth banks, topped with a wooden palisade. The main entrance is blocked by a gate, and protected by a small maze of earthworks, designed to break up the enemy advance.

Large Castle

Large castles comprise a central keep (usually square), a large courtyard containing stables, workshops, and barracks, a high curtain wall

protected at the corners with towers, and a moat.

Examples: Many of the important castles fall into this category: Moat Cailin, the Bloody Gates, the Ten Towers. As a rule of thumb, strategically important castles, but not the main seat of a major house, fall into this category.

Motte and Bailey

Motte and bailey castles are the first true castles as commonly depicted in fantasy games. They consist of a small keep or tower, usually on a hill, surrounded by an earth bank with a wood or stone wall on top. Larger versions are divided into two, with barracks and workshops on the lower level, and the keep on a second level, surrounded by its own wall.



Small Castle

A small castle comprises a central keep, usually square, a small courtyard area containing workshops and barracks, a stone curtain wall, and a moat.

Examples: Some of the older but minor houses could afford to build small castles.

Stone Tower

The forerunner of the motte and bailey, a stone tower lacks the defensive earthworks. Usually standing 20 to 30 feet high, with several levels inside, they may be home to a poor knight.

Mass Battles

A game set in the realms of Westeros is almost bound to include mass battles – not only if the campaign follows the events depicted by the series, but the War of the Usurper (also known as Robert's Rebellion), the Greyjoy Rebellion, the War of Conquest or even the periodically occurring Wildling Invasions who break themselves against the Night's Watch at the Wall and many others show how warlike Westeros really is.

There are two ways to run a war.

1) The GM determines the outcome of the battles, playing out



those where the characters have a hand to decide the outcome. But all other battles are set in time, place and outcome.

- 2) The GM decides which goals which parties have, as do the players. All battles are determined (more or less) randomly, with only the "player character-battles" are given more detail and thought.

The following section deals mainly with how to run the second kind.

Quick Battles

Whenever you want to quickly resolve a battle (especially when the player characters have no part in it) use the rules as by the SWRB. Also check the rules for running sieges in the Fantasy Gear Toolkit.

Now, sometimes, it will be clear beforehand what sort of battle takes place. Let's say that the forces of Lannister march at the Eyrie. The PC have urgent business in King's Landing, but they have arranged for the Bloody Gates to be well-defended and fully supplied. Both forces are pretty much defined and the mass battle is played out as by the book.

But sometimes battles may occur more random – especially in times like the War of the Five Kings, with constantly switching sides and smaller houses vying to gain a position a little up on the ladder.

If a GM and the players want to play out such a battle, draw two cards from the action deck, one for each side.

Take the value of the card times 100. These are the total number of fighters each side fields. Assign tokens as by the book. The suit of the card determines the skill of the commander: Clubs (d4), Diamonds (d6), Hearts (d8), Spades (d10), Joker (d12).

Played-out-battles

This is based on the battle system that Storn presented on the forums for his Forgotten Realms game.

When you want to play out a mass battle with hundreds and thousands of troops, you need to split your troops into companies and regiments:

Each company has 200 men or 100 mounted men. These are the ones that are actually needed for the fighting. Regiments have 5-10 companies, as the players wish. The importance of the regiments comes when moving the troops – you can only move full regiments, since a regiment includes support troops necessary for keeping the men well-fed and equipped. Once a regiment is formed, you cannot change its composition (i.e., you can't split up one 10-company regiment into two



5-company regiments). If opting for such a re-organization, the full regiment is out of combat for a month while the new structures are founded. This weakness will be exploited by your enemies, so do this with care.

Each company has pretty much the same skills as a character: Fighting, Shooting, Notice, Throwing...and the following attributes: Agility (when I rough terrain), Smarts (if there's a trap) Strength (to determine damage), Spirit (for morale), Vigor (to withstand damage). The derived stats are determined as usual.

Wounds

Each company has a number of wounds it can take (usually 3 wounds) representing casualties ranging from the dead to the wounded. When not engaged in fighting, make a vigor roll for the company. They may "heal" one wound (routed individuals return to combat, superficial wounds are quickly bound). Should a company go "incapacitated" (as by gaining a 4th wound), the remaining members of the unit are no longer considered active participants of the fight.

Every wound reduces the rolls of the company by 1, as usual.

OPTIONAL: Make a Spirit roll for a unit each time it suffers a wound. If the roll fails, the unit routs, retreating their full pace away from the attacking unit.

Special companies

Archer companies have a range of 2/4/6 to adjust for the bigger scale of the battlemat. They lose one ammovelevel each time they are assigned a deuce in initiative.

Mounted companies may charge another unit if they have 3" space to build-up speed. A successful charge adds +4 to the damage roll. They also gain +2 to Fighting rolls against archer units.

Companies armed with spears gain +1 to their parry against cavalry. If a cavalry unit charges a spear company and fails the Fighting roll, the spear company inflicts damage+4 in that round only on the cavalry unit.

Movement and Formation

A company can move its pace each round (one round takes roughly one minute). When adjacent to an enemy company, the fighting begins. Test of wills can only be done out of contest, prior to engagement.

A company can turn at a rate of one inch per round, otherwise it loses cohesion.

Two companies ganging up on one company is possible if the second unit can flank the opponent. It's not possible for two companies to "overlap" when attacking. Attacking from behind adds +2 instead of +1 to the fighting rolls.

Defending units have the option of going on defend, adding two to their parry, but lowering their fighting by -2.

Attacking units can also choose to Wild Attack – that works as with single combat.

Aftermath

After a battle, make another Vigor roll to determine the losses of the company. Every success and raise restores one wound and the appropriate number of members of the company to fighting ability. Companies of a regiment can be combined to create a full company again.

If a company can't replace its casualties, it suffers -1 to its parry and Fighting rolls for every 25% missing. Example: If a company of infantrymen is reduced to 70 men after fighting several skirmishes, it suffers -1 to its parry and Fighting rolls, but they still can withstand 3 wounds in their next battle before being destroyed.

Experience

With experience, troops get better. After a battle, draw one card for each surviving unit (of both sides). If it's a face card, you can level up that company. If you draw a Joker, the company gains two level ups. Level a company just like you would level up a character.

Prisoners

Taking prisoners puts strain on your supply points. Also, you need men to guard them. Usually, only nobles and commanders are held as prisoners, exchanged for ransom. Other prisoners are usually exchanged, allowing for short truces.

Characters in played-out battles

The characters are assumed to be the commanders of the army. With every success and raise of their Knowledge (Battle) rolls, they can swap initiative cards of units.

They can also participate directly in the front lines and add to the affect of that particular unit. Use the normal rules for characters in mass battles, but the target number is the parry of the enemy company and they add to their units fighting roll, not a Knowledge battle.

Units directly under the command of a character act on his initiative and benefit from his or her initiative edges.

Troops

Archers (200)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Shooting d6, Notice d6, Intimidation d4

Pace: 2 **Parry:** 4 **Toughness:** 6 (1)

Equipment: Leather Armor (+1), bows or crossbows (2/4/6; 2d6 damage), short swords (Str+2), 3 ammo levels.

Special Abilities: None.

Infantry (200)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Notice d6, Intimidation d8

Pace: 2 **Parry:** 7 **Toughness:** 7 (2)

Equipment: Ring mail or scale mail (+2), longsword (Str+3), battle axe (Str+3, AP 1, Parry -1) or mace (Str+3), small shield (parry +2)

Special Abilities:

- **Spearmen's Bane:** Infantry adds +2 to Fighting rolls against Spearmen

Knights/Riders (100)

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d10

Skills: Fighting d8, Shooting d4, Notice d6, Intimidation d8, Riding d8

Pace: 4 **Parry:** 8 **Toughness:** 10 (3)

Equipment: Chain mail (+3), longsword (Str+3), lance (Str+4,

AP 1), small shield (+2)

Special Abilities:

- **Archer's Bane:** Mounted riders add +2 to Fighting rolls against Archer units.
- **Charge:** When the company can move unhindered for three inches, it adds +4 to damage rolls against their target

Spearmen (200)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Intimidation d6

Pace: 1 **Parry:** 9 **Toughness:** 6 (1)

Equipment: Leather armor (+1), shortspear (Str+1), large shield (+3)

Special Abilities:

- **Cavalry's Bane:** Companies armed with spears gain an additional +1 to their parry against cavalry and +1 to their Fighting rolls against cavalry. If a cavalry unit charges a spear company and fails the Fighting roll, the spear company inflicts damage+4 in that round only on the cavalry unit.



Peasants (200)

Attributes: Agility d6, Smarts d6, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d4, Shooting d4, Notice d6,

Pace: 2 **Parry:** 8 **Toughness:** 5

Equipment: Shortspears (Str+1, parry +1), large shields (+3)

Special Abilities:

- **Easily routed:** Peasants don't have the stomach or training for an extended fight. They can withstand only one wound, being completely destroyed after taking the second.

Non-Player characters

Ser Gregor Clegane - The Mountain That Rides

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12, Vigor d12

Skills: Fighting d12, Notice d6, Riding d10, Intimidation d12,

Charisma: -4 **Pace:** 6 **Parry:** 7 **Toughness:** 15 (4)

Equipment: Great Sword (Str+4), Plate Mail (+4)

Hindrances: Bloodthirsty

Edges: Improved Sweep, Brawny, Steady Hands, Size+1, Improved Level Headed, Tough as Nails, Improved Nerves of Steel

SER JAIME LANNISTER - the Kingslayer

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d12, Shooting d6, Notice d8, Riding d12, Intimidation d8, Persuasion d8

Charisma: +2 **Pace:** 6 **Parry:** 8 **Toughness:** 9 (3)

Equipment: Long Sword (Str+3), Chain Mail (+3)

Hindrances: Known as Kingslayer (-2 Charisma),

Edges: Attractive, Charismatic, Improved First Strike, Frenzy, Block, Combat Reflexes, Level Headed

SER LORAS TYRELL - the Knight of Flowers

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d8, Vigor d8

Skills: Fighting d10, Shooting d8, Notice d6, Riding d10, Intimidation d4, Persuasion d10

Charisma: +8 **Pace:** 6 **Parry:** 9 **Toughness:** 8 (3)

Equipment: Long Sword (Str+3), Chain Mail (+3)

Hindrances: Code of Honor,

Edges: Very Attractive, Charismatic, Improved Block, Florentine, From the Reach (+2 Charisma)

LORD EDDARD STARK - the Warden of the North

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d8, Vigor d8

Skills: Fighting d10, Shooting d8, Notice d8, Riding d10, Intimidation d6, Persuasion d8, Survival d6

Charisma: +2 **Pace:** 6 **Parry:** 7 **Toughness:** 8 (3)

Equipment: Long Sword (Str+3), Chain Mail (+3)

Hindrances: Code of Honor,

Edges: Charismatic, Combat Reflexes, Command, First Strike, Improved Level Headed

SAMUELL TARLY - Sam the Slayer

Attributes: Agility d4, Smarts d10, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Persuasion d10

Charisma: 0 **Pace:** 6 **Parry:** 5 **Toughness:** 9 (3)

Equipment: Chain Mail (+3), Maze (Str+2)

Hindrances: Obese, Yellow

Edges: Connections (friends in the Night's Watch), Danger Sense



FEAST FOR CROWS

Following is a short campaign involving smugglers from the Free Cities, Wildling Raiders, the Night's Watch and a chance for the players to gain lands and titles. It is set about 5 years before the events in A Game of Thrones.

It works best if the characters are either of the house Karstark or not a member of any house (ie, lowborns).

If you're a player – avert your eyes, Ser!

Overview

The characters take part in a tourney at Gulltown, having the chance to gain a reputation and maybe enter service with a noble lord. They catch the attention of Lord Karstark, a vassal of House Stark and enter his service in the North.

After arriving at Karhold, the heroes meet a few of the local NPC and learn about a band of smugglers trying to supply the Wildlings beyond the Wall.

Lord Karstark asks the characters to follow the rumors, which lead the PC to the island of Skagos.

There they find that the smugglers offer not only weapons, food and armor, but ships and boats as well – instead of going over the Wall, the Wildlings plan to come by the sea, bypassing Eastwatch-by-the-sea, mounting an attack from Skagos in the Bay of Seals, with one of the first targets most likely being Karhold.

The PC have to gather as many allies as quickly as possible, leading to a battle on Skagos. If successful, the Wildling fleet is destroyed and the danger averted – for now.

The Tourney at Gulltown

The characters meet at the Great Tourney at Gulltown and have a chance to enter the contests of the tournament. The mass melee is open for everyone, even women (if they dare). Only knights may partake in the joust. When a knight is unhorsed, the fight continues on foot until one of the party yields.

The tourney lasts for a full week, with one round of the joust per character per day (meaning that a character has to fight seven opponents to win the grand tourney). There is a mass melee every day – potentially a determined fighter may win all seven.

On the night of the third day, the characters find a body – a sell sword's throat has been cut. There is no trace of the murderer. Soon, others arise. At first, the characters are blamed, but quickly Eddard Karstark stands accused, the son of one of the Banner men of House Stark. Lord Rickard Karstark can't interfere with the proceedings and his son is for now detained until the end of the tourney, when his fate shall be decided. But Karstark asks the player characters to find the real culprit.

The accuser is a sworn sword to House Bolton, another bannerman of House Stark. He claims that Eddard owned money to the victim, lost in gambling, but Eddard didn't want to pay to one of lower status than him. Lord Bolton champions his man-at-arms, vouching for the man's honor and honesty.

Eddard was also seen with a bloody tunic – as if he had cut another man's throat...

The truth is that the man-at-arms himself killed the man, for the exact same reason. The blood on Eddard's tunic

is from a grievous blow he dealt to some opponent when he fought in the mass melee incognito (his father wouldn't allow his son to enter such a dangerous competition). Lord Bolton took the chance to drive a wedge between the Starks and Karstarks, but is ready to resign his support when the characters come through with proof.

Another option (if the characters fail in proving Eddard's innocence), they may offer to participate in a trial by seven on Eddard's side. House Lannister will bolster House Bolton, out of "a desire for justice". This would be the first trial by seven since almost a hundred years, marking it as a big event in any case.

If the characters can help to get Eddard off the hook, they are invited by Lord Karstark to follow him to his stronghold in the North and enter his service.

The Smuggler's Cove

Once the characters arrive at Karhold, they get a chance to meet the rest of the Karstark family. Let the characters settle down a little.

A few weeks later, the characters are asked to go on a patrol through the coastal villages, just to keep the peace and root out any troublemakers. When spending the night in one of the villages, they see lights on the shore, as if from a lantern or few torches. The lights appear near the rocky shore, and then vanish.

There are some fishing boats in the village and the PC can either investigate by boat or by foot – either way, the villagers suggest waiting for daylight.

If the characters insist on going by night, they find a band of smugglers in a little cave, trying to put up a fight (2+number of PC). If they wait for the next day, they find only the cave and evidence of people coming here. A notice roll also turns up a tome of handdrawn maps, including a map to this cave and notes on a bay of the island of Skagos.

Two nights later, the smugglers return. They can be questioned, either right there or back at Karhold. They admit

to use this cave only as an interim stash and having a more permanent base on Skagos – an island not under control of House Stark, rumored to be inhabited by cannibals, ruled by House Magnar. The Skagosi are responsible for the death of a Stark and are said to ride unicorns into battle

– an island most mysterious. Hardly a base that's stable enough for smugglers.

Wild Skagos

The characters are tasked to root out the smuggler's base at Skagos.

Karstark does not have a navy, but they can commandeer a few fishing boats. Lord Karstark puts them under the command of his son Eddard. An additional 20 men-at-arms come with them – small enough to evade trouble, large enough to deal with the smugglers.

Eddard plans the assault together with the characters. They can try a seaside assault or a more hidden approach, landing on the other side of the island and then walking across.

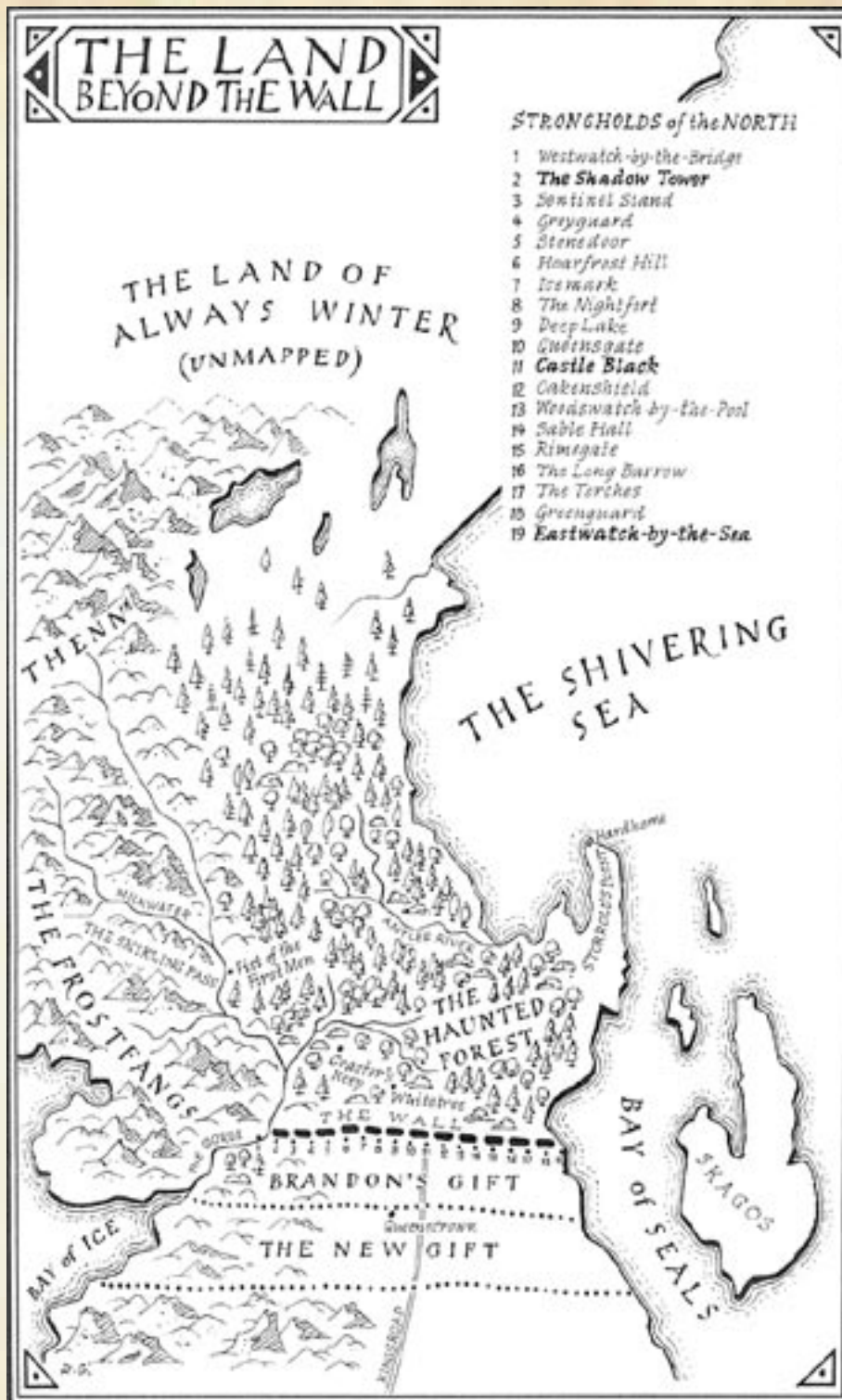
The little company has to evade a few mounted patrols. The mounts are horses, but there are strange horns fitted on their foreheads, making them appear to

be unicorns. There seems to be rather lot of activity, as if the island was in the grip of civil war.

When the scouting party makes it to the smuggler's cove they find around a dozen ships, all big enough to carry 40 to 60 men, much too large for a mere smuggling operation. A bit inland from the cove they also find an army camp of wildlings, near an old castle ruin. Hundreds of men, women and dogs, obviously preparing for an invasion.

The ruin would be a suitable base for scouting and spying, but only for a smaller group. The characters might be able to blend with the wildlings or they could catch one and question him for details.

Even if they leave as soon as they find the army, it is clear



that the North is under threat of invasion. And rather sooner than later, it seems.

If the characters spend more time, they can learn the following:

- There are 2000 wildling men, all on foot.
- Magnar Rosh is willing to add another 1000, 200 of them being unicorn riders
- The wildlings are led by a ferocious warrior, calling himself Howler, a raider called Gerwulf and even a fallen brother from the Night's Watch – Brother Bersen.
- The smugglers are providing the ships and some equipment for gold and silver from the haunted forest. They are led by a Braavosi by the name of Dwesto Nabal.

Whenever the characters are ready to return to the main land, Eddard tasks them with a mission: They are to travel as fast as possible to the castle of Eastwatch-by-the-sea to alert the Night's Watch about the imminent invasion. He will send men to Winterfell and Karhold to gather as much forces as possible.

Allies in the Night

The characters travel to Eastwatch and meet with the commander of the castle, Cotter Pyke. Pyke has only about a 100 men at his disposal and is unwilling to weaken his already stretched resources unless the Lord Commander tells him to. There have been reports of Wildlings gathering in the haunting forest as well, in much greater number than the characters report on Skagos.

He'll give the characters a letter of recommendation, but they will have to persuade Lord Mormont themselves.

There is little chance for the characters to engage in fighting, for they have to tread carefully around the Lord Commander. He has only a fighting force of 1000 men and may face a force 10 times bigger when the wildlings attack the Wall. That the wildlings may flank the Wall and attack him from behind when they land does concern him, but his resources are stretched thin already.

Mentioning that a deserted brother leads the wildlings will give the characters a big bonus when it comes to persuade the Lord Commander.

At best, he will give the characters 300 men to bolster the defenses of Eastwatch-by-the-sea, placing them under the command of Cotter Pyke.

When the characters arrive at the castle again, a week has passed since they left the island of Skagos.

To Battle! To Glory!

Battle commences in the Bay of Seals, on the shores of Lost Heath or on Skagos Island.

The characters have managed to secure up to 400 men from the Night's Watch. In such a short time, Stark and Karstarks could only muster 600 men and 100 riders, plus 20 knights from Karstarks holdings. More men will be ready in a few weeks, but it's likely that Westeros doesn't have that much time.

The knights arrive at Eastwatch-by-the-Sea only three days after the characters, but the infantry will take at least 4 more days.

The characters are made aware of this beforehand by ravens and could decide to gather a few companies of peasants from the gift and the new gift. 300 more men

could be mustered that way.

The characters will be asked for their counsel on where to await the attack – or where to take it should they opt for the offensive.

This will be a hard battle when on a plain battlefield, but the invasion force will be crippled when the ships in the smuggler's cove are sunk. Without the flanking maneuver, the wildlings may forego their attack on the wall and wait for another time when their numbers have considerably increased.

That would leave the wildlings on Skagos and would most likely result in a brutal battle between them and the Skagosi before long...

If the characters thwart the invasion (by whatever means), they are recognized as true servants of the North. At the GM's discretion, they may gain titles and land by either Lord Karstark or Lord Stark himself. In any event, they'd be given control over a Stone Tower in the realm of Lost Heath and be named a banner men to either Lord.

Opposition

Wildlings and Skagosi (200)

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d8, Vigor d8

Skills: Fighting d8, Notice d6, Intimidation d8

Pace: 2 **Parry:** 8 **Toughness:** 7 (1)

Equipment: hide armor (+1), maze (Str+3), small shield (parry +2)

Special Abilities: None

Unicorn Riders (100)

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d10

Skills: Fighting d8, Notice d6, Intimidation d12, Riding d10

Pace: 4 **Parry:** 6 **Toughness:** 8 (1)

Equipment: Hide armor (+1), Battle Axe (Str+3),

Special Abilities:

- *Archer's Bane:* Mounted riders add +2 to Fighting rolls against Archer units.
- *Charge:* When the company can move unhindered for three inches, it adds +4 to damage rolls against their target

Commanders

Lord Rikkard Karstark, commander of the forces of the North: Knowledge (Battle) d10

Lord Jeor Mormont, Lord Commander of the Night's Watch: Knowledge (Battle) d10

Cotter Pyke, castellan of Eastwatch-by-the-sea: Knowledge (Battle) (d8)

Brother Bersen, fallen brother of the Night's Watch and commander of the Wildling forces Knowledge (Battle) d8

Magnar Rosh, commander of the Skagosi: Knowledge (Battle) d6

Unkown leader of the Wildling forces against the wall: Knowledge (Battle) d6

Tokens and modifiers

It's the choice of the GM and the players if they want to play out the battle or if they rather use the mass battle rules. If the latter, this information should be useful.

At the Wall

The Night's Watch has only 600 men against about 8.000 Wildlings, but the wall offers formidable defensive positions. The Wildlings count as 1 point for 1 men, but the Night's Watch rangers are worth four men each (thanks to the added defenses of the Wall). So they stand 8.000 versus 2.400 or 10 versus 4 tokens.

The Wildlings add +3 to their Knowledge (Battle) rolls – they are superior in numbers, but the Wall has never been penetrated.

The Night's Watch gains +4 to Morale rolls for the Wall.

This will be hard for the Night's Watch and it would be wise for the characters not to risk delaying the battle against the Skagosi until the Wall comes under Attack as well.

At Lost Heath

On the open field, once all troops have crossed (which takes about a day), the composition looks as the following:

Peasants count only as half their number. Infantry and Wildlings count as 1. Unicorn riders count as 2, knights and the riders of the north count as 3.

Depending on how many men the characters could assemble, this could mean:

300 peasants (150) + 400 men of the Night's Watch (400) + 600 infantry (600) + 120 knights and riders (360) = 1510.

Against 2000 wildling infantry (2000) + 800 Skagosi (800) + 200 unicorn riders (400) = 3200.

Resulting in 10 versus 5 tokens in favor of the invaders. On an open field, there are no other modifiers available.

At the smuggler's cove

Assuming that the characters try to attack as quickly as possible, that leaves them with only 400 men of the Night's Watch and 120 knights. If attacked at night, the bay is hardly guarded and they meet only with 500 wildlings and Skagosi, giving them 10 tokens (troops worth 760 men) against 7 (troops worth only 500).

Each round of battle after the first, the wildlings will gain one token due to reinforcements from the campsite, though.

There are a dozen ships in the bay and the players have to withhold one token to destroy two ships each round, meaning that they fight with effectively only 9 tokens.

When played out, one company of wildlings will enter the other side of the battlemat each round, marching as quickly as possible to the battle site. After the first round, one ship can be destroyed for every two rounds the characters are there.

There is, of course, the possibility that the players will opt for



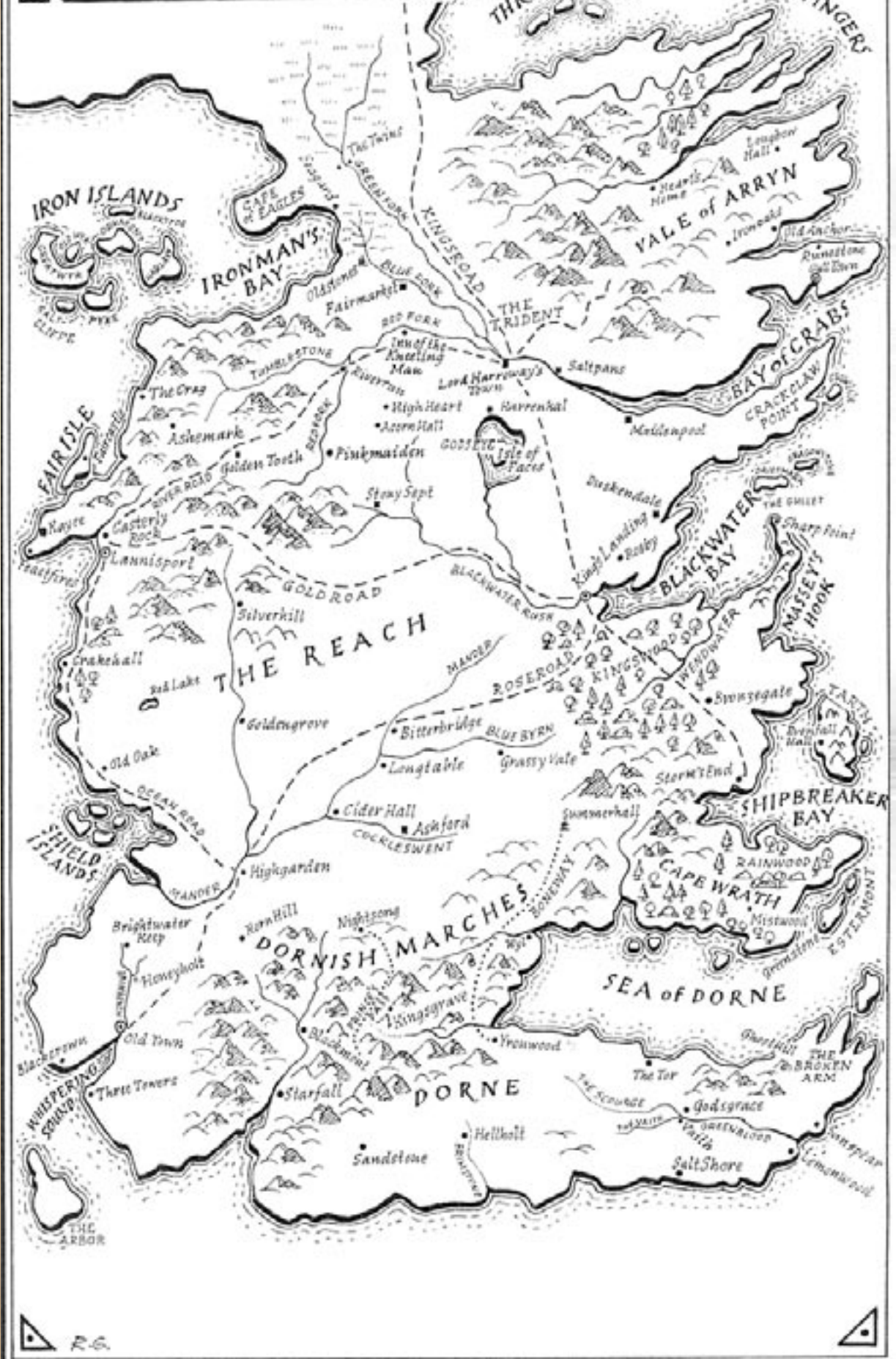
a more stealthy approach – bolstering the defenses of the Wall and the Bay of Seals, while going in as a small team, trying to wreck the ships.

This will be hard, but is possible. At the bay, there are about 500 infantrymen nearby, but only 50 or so actually guard the ships at all time. Using stealth and clever tactics, the characters could sink at least part of the fleet.

~~~ the end ~~~



# THE SOUTH



CAVALRY \_\_\_\_\_

STRENGTH: \_\_\_\_\_

WOUNDS

Attributes: Agility \_\_\_\_, Smarts \_\_\_\_, Spirit \_\_\_\_, Strength \_\_\_\_, Vigor \_\_\_\_

Skills: Fighting \_\_\_\_, Notice \_\_\_\_, Intimidation \_\_\_\_, Riding \_\_\_\_

Pace: \_\_\_\_ Parry: \_\_\_\_ Toughness: \_\_\_\_

Equipment: \_\_\_\_\_

Special Abilities: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_



CAVALRY \_\_\_\_\_

WOUNDS



CAVALRY \_\_\_\_\_

STRENGTH: \_\_\_\_\_

WOUNDS

Attributes: Agility \_\_\_\_, Smarts \_\_\_\_, Spirit \_\_\_\_, Strength \_\_\_\_, Vigor \_\_\_\_

Skills: Fighting \_\_\_\_, Notice \_\_\_\_, Intimidation \_\_\_\_, Riding \_\_\_\_

Pace: \_\_\_\_ Parry: \_\_\_\_ Toughness: \_\_\_\_

Equipment: \_\_\_\_\_

Special Abilities: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_



CAVALRY \_\_\_\_\_

WOUNDS



CAVALRY \_\_\_\_\_

WOUNDS



CAVALRY \_\_\_\_\_

WOUNDS



CAVALRY \_\_\_\_\_

WOUNDS



INFANTRY \_\_\_\_\_ STRENGTH: \_\_\_\_\_ WOUNDS

Attributes: Agility \_\_\_\_, Smarts \_\_\_\_, Spirit \_\_\_\_, Strength \_\_\_\_, Vigor \_\_\_\_

Skills: Fighting \_\_\_\_, Notice \_\_\_\_, Intimidation \_\_\_\_, Riding \_\_\_\_

Pace: \_\_\_\_ Parry: \_\_\_\_ Toughness: \_\_\_\_

Equipment: \_\_\_\_\_

Special Abilities: \_\_\_\_\_



INFANTRY \_\_\_\_\_

WOUNDS



INFANTRY \_\_\_\_\_ STRENGTH: \_\_\_\_\_ WOUNDS

Attributes: Agility \_\_\_\_, Smarts \_\_\_\_, Spirit \_\_\_\_, Strength \_\_\_\_, Vigor \_\_\_\_

Skills: Fighting \_\_\_\_, Notice \_\_\_\_, Intimidation \_\_\_\_, Riding \_\_\_\_

Pace: \_\_\_\_ Parry: \_\_\_\_ Toughness: \_\_\_\_

Equipment: \_\_\_\_\_

Special Abilities: \_\_\_\_\_



INFANTRY \_\_\_\_\_

WOUNDS



INFANTRY \_\_\_\_\_

WOUNDS



INFANTRY \_\_\_\_\_

WOUNDS



INFANTRY \_\_\_\_\_

WOUNDS



ARCHERS \_\_\_\_\_ STRENGTH: \_\_\_\_\_ WOUNDS

Attributes: Agility \_\_\_\_, Smarts \_\_\_\_, Spirit \_\_\_\_, Strength \_\_\_\_, Vigor \_\_\_\_

Skills: Fighting \_\_\_\_, Notice \_\_\_\_, Intimidation \_\_\_\_, Riding \_\_\_\_

Pace: \_\_\_\_ Parry: \_\_\_\_ Toughness: \_\_\_\_

Equipment: \_\_\_\_\_

Special Abilities: \_\_\_\_\_



ARCHERS \_\_\_\_\_

WOUNDS



ARCHERS \_\_\_\_\_ STRENGTH: \_\_\_\_\_ WOUNDS

Attributes: Agility \_\_\_\_, Smarts \_\_\_\_, Spirit \_\_\_\_, Strength \_\_\_\_, Vigor \_\_\_\_

Skills: Fighting \_\_\_\_, Notice \_\_\_\_, Intimidation \_\_\_\_, Riding \_\_\_\_

Pace: \_\_\_\_ Parry: \_\_\_\_ Toughness: \_\_\_\_

Equipment: \_\_\_\_\_

Special Abilities: \_\_\_\_\_



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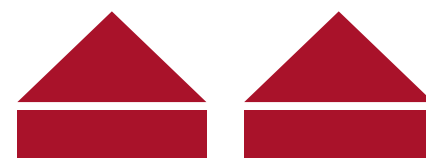
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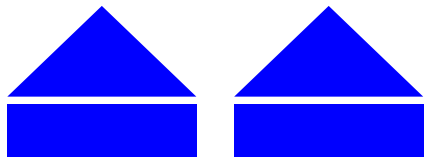
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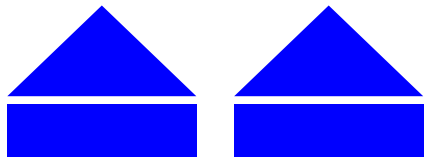
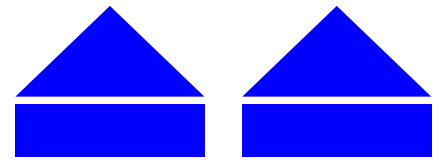
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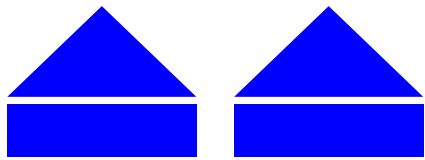
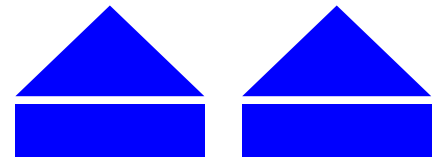
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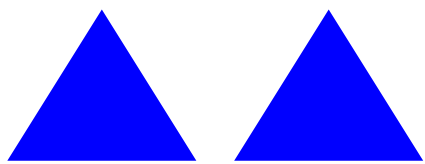
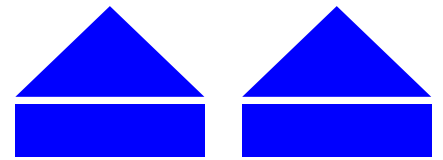
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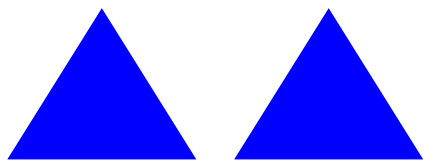
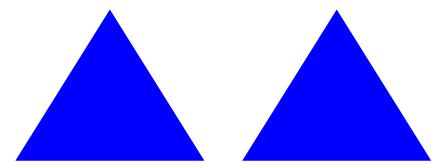
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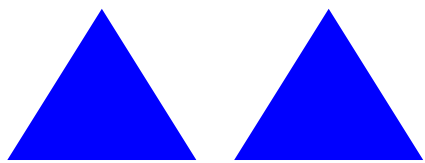
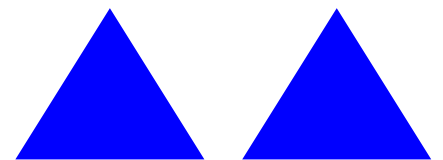
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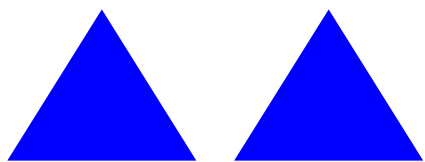
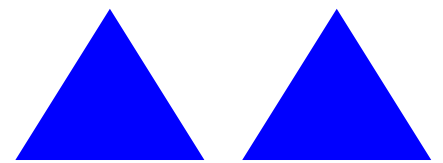
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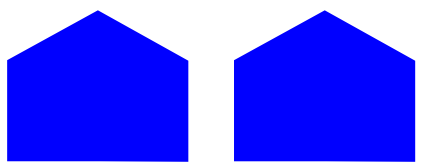
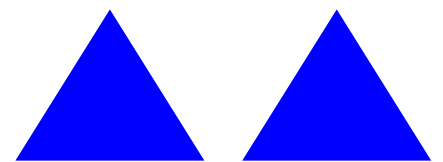
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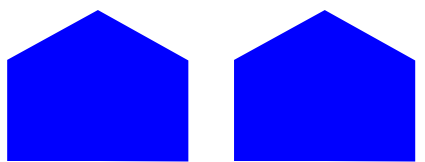
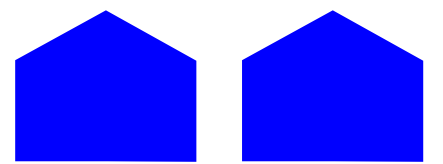
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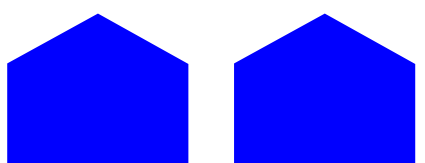
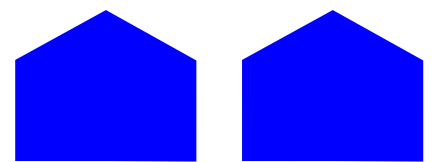
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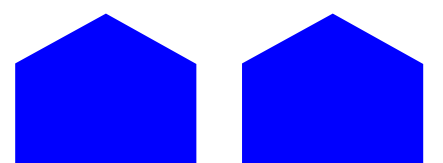
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