



PERIL AT KING'S LANDING

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AN ADVENTURE FOR
A **SONG** OF
ICE AND FIRE
— ROLEPLAYING —

PERIL AT KING'S LANDING



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my lord lugus,

because of the debt i owe, i have done as you wished. i offer this brief account of my actions as proof that the debt between us has been discharged in full.

upon receiving your instructions, i engaged the services of several sellswords who frequent the free houses along the kingsroad, scum who supported the usurper during his rebellion, i suspect. only one other than myself proclaimed allegiance to the rightful king, though i confess i'm uncertain how true his loyalty was and how much he aimed to pick fights with the rest of our party. such a cantankerous and quarrelsome cur i've never before crossed paths with.

having hired this rebellious scum, i commanded them, per your instructions, to raid a farm on the outskirts of dannett's lands near riverrun. as you suspected, dannett had not bothered to place any of his swords around this homestead. the raid was over before it began. some of my hired swords took regrettable liberties with the women before putting them to the sword, despicable behavior that made my latter instructions easier to carry out.

i smeared the shield you sent me with a farmer's blood and left it amid the carnage. dannett's men are sure to find it and place blame where you hoped. i take no joy in the slaughter of innocents. i don't specifically recall the name of house dannett among the usurper's forces, but surely they fought alongside their lord tully and the blackfish. thus, i take comfort in the knowledge that these smallfolk were enemies of the true crown.

i should add that i acquired the items you requested as proof of my deeds. if the courier does not deliver them to you with this letter, i suggest you put him to death immediately.

the farm was poor, but my mercenaries seemed satisfied with their plunder. i know you won't approve, but i decided to recruit my fellow loyalist as my accomplice in the final part of this mission. i offered him the combined pay of all the others (and the opportunity to shed rebel blood), and he readily accepted.

we set up camp, and as my band of thugs, rapists, and murders lay sleeping, we slaughtered them to the last. my compatriot swore an oath to the seven that he would reveal nothing, and he departed immediately with his earnings. you will be relieved to know that i told him i was a member of the house you wished to see blamed. so if he does tell tales, they will at least be the right ones.

i am currently heading back from the kingswood and have secured the services of a lad who aspires to be "just like the kingslayer when he comes of age." he fancies i'm on a "special mission from the kingsguard" and knows better than to break the seal. if it is broken, i again suggest you have him questioned and then executed, as you see fit.

i trust my debt is now paid in full, as i cannot in good conscience remain allies with a man who would lick the boots of that fat lech from storm's end, whose stinking carcass now corrupts our rightful king's throne.

no doubt if you need to contact me again, you will augur a means to do so, but i ask you to respect my privacy hereafter. you have purported yourself a true friend of the targaryens, and i would be loath to lift my sword against you.

go with the seven.

ca

firstly, please to forgive my writing it is not easy language you have yet do not trust to have others to write you for clearer reasons.

surprised to receive your request but pleased to hear from such old dear friend you are correct that one is not married. it is foolish for a man to hold false hope that a man can to marry above one's station but a man is foolish sometimes. a man is moved by the words you related from lovely marita. one knows one cannot hope to hear from her directly.

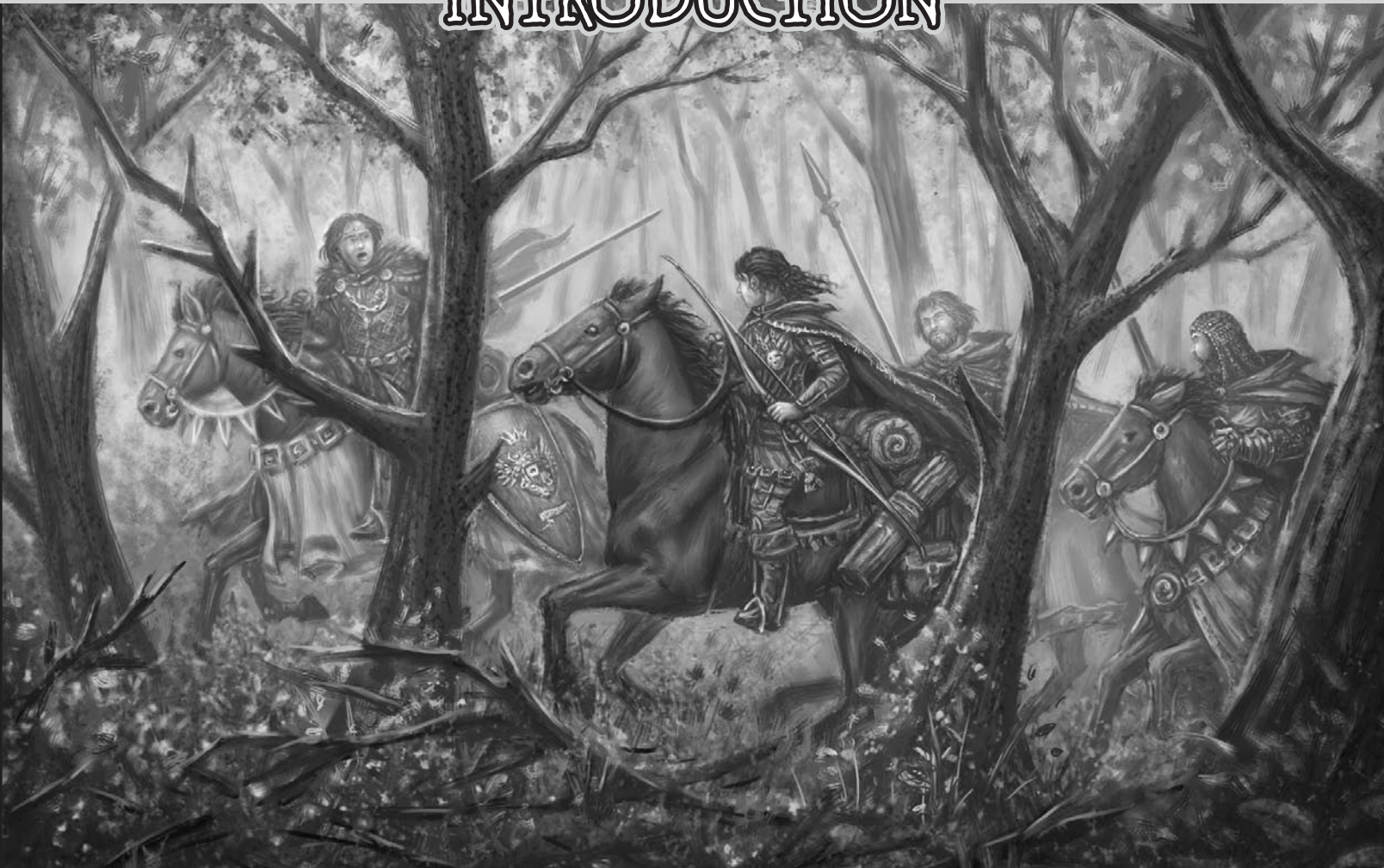
one has cried many tears for love, so many that a man has tears to share a man would gladly shed tears for his old dear friend also.

a man's business might take him to king's landing at the king's tournament. perhaps a man can shed a tears for his old dear friend at that time.

respect to your family,

ptek

INTRODUCTION



The wind blows unnaturally cold. Winter is coming, in the words of House Stark. But when the Iron Throne beckons, Westeros answers, and a tourney in King's Landing is not to be missed. Chill or no, the bannermen of a hundred houses set their steeds toward King's Landing for a week of drink, sport, and, politics. A chance to cross swords and splinter lances draws some, whereas others come to whisper in shadowed corners and plot the downfall of their rivals. The favor of the king is the sturdiest shield, and one draught of poison in a banquet cup can defeat your enemy's thousand swords. King's Landing is where fortunes are made and power beyond measure can be grasped. But the treacherous webs of intrigue are difficult for even the canniest spider to navigate, and men of honor fall like autumn leaves in a place so steeped in betrayal.

Romance. Murder. Poison. Intrigue. Innocents face the king's justice for crimes they didn't commit. The

guilty walk free, praised as heroes, even as they stain their hands in noble blood. Hard choices speed the principled to their demise. Monstrous deeds reward the doer with gold, power, and the shuddering answer to every desire. It's just another day in King's Landing.

Peril at King's Landing is an adventure story for *A Song of Ice and Fire Roleplaying (SIFRP)*. This adventure drops your players and their noble house in the middle of a rising storm. A dangerous foe, more poisonous than an adder, slithers around the Iron Throne, his cold reptilian eyes on the lookout for the perfect pawns to bring an insidious plan to fruition. King Robert's latest tourney sets the stage for this deadly play. The characters dance on a puppet master's strings, and unless the characters break free, they might find their hands stained with murder and their necks bared

for the executioner's blade.

This adventure's format is designed for the assumptions of the *Song of*

"A King's mercy is a poisoned gift."

—EUSTACE OSGREY

THE HOME HOUSE

Throughout *Peril at King's Landing*, the characters are assumed to belong to the same minor noble house—the default play style set forth in *A Song of Ice and Fire Roleplaying*—referred to as “the Home House” rather than by name for the sake of simplicity and consistency. Fill in the name of the characters’ house in narratives, and feel free to adjust the descriptions of the rival and enemy House Dannett and House Lugas as needed to suit the background of the Home House (see the **APPENDIX** on page 87 for details about the other noble houses near King’s Landing). For example, if the characters base the Home House in the North or Dorne rather than the riverlands, the other houses might be in different locations or have slightly different backgrounds or styles.

Running *Peril at King's Landing* for a group of characters who do not belong to the same house but share other ties is left as an exercise for the Narrator. The **Prologue** discusses techniques to add associated characters—not members of the Home House but individuals connected to it—to the story, but it might take some effort to ensure a threat to the Home House motivates them to act. In a truly devious *SIFRP* game, characters might even side with Orten Lugas and his scheme!

Ice and Fire Roleplaying game, with the players roleplaying members of a noble house, either from the established setting of Westeros, or of their own design. *Peril at King's Landing* offers a suggested rival house to make life difficult for characters and add a layer of conflict to the events of this story. The suggested rival, House Dannett, is detailed in the **APPENDIX** (see page 75), but you should tailor House Dannett to match your players’ house. For example, you might wish to change some elements of Dannett’s background, history, or location to suit the story you wish to tell. You can even change the house’s name or heraldry, but read carefully about the houses’ roles before making any major changes.

The rival house is not the true antagonist of this adventure, but the Dannetts do pose challenges for the characters. House Dannett serves as the instrument of the adventure’s antagonist. He has his own schemes, and they hinge on the characters’ rivalry with House Dannett. Neither party suspects they are pawns in the machinations of a third party, a plan to usurp the lands of House Dannett by murdering the rightful heir, marrying the heir’s sister, and framing the characters’ house for the whole affair!

Peril at King's Landing centers on a royal tournament and takes place on the kingsroad, in the kingswood, and in Westeros’s most impressive city, King’s Landing. The story unfolds over the course of a few weeks, beginning days before the tournament and ending a day or so after. Throughout the course of *Peril at King's Landing*, the characters cross swords with rebels in the kingswood, brawl on King’s Landing’s streets, and joust against armored knights in the Royal Tourney. They might also bash helms in the Grand Melee, hound the footsteps of a Braavosi poisoner,

brave brothels and blades alike, face false accusations and the king’s justice, and unravel a tangled web of mystery and manipulation.

This adventure occurs at least a full year before the events of the novel *A Game of Thrones*. Although the characters won’t be dealing with many major players from *A Song of Ice and Fire*, the players’ enjoyment of the game might be enhanced by familiarity with George R.R. Martin’s unfolding Westeros saga.

PLOT SUMMARY

The characters receive an invitation to a tourney declared by King Robert Baratheon (who is known to be fond of such events) in the city of King’s Landing. Such a royal tourney is an excellent opportunity to win glory and coin, as well as to gain the attention and favor of the crown, thereby advancing the fortunes of the favored house. Naturally, the characters decide to attend and arrange travel to the city.

En route, they encounter various challenges, including evidence of bandits or outlaws. They see and hear growing evidence that suggests their house is responsible for this spate of outlawry, leading to potential confrontations. The rogue knight responsible for the frame up tries to ambush the characters and frame the rival House Dannett to divert suspicion, leading the surviving members of the Home House to enter King’s Landing with serious concerns and a smoldering grudge.

Once in the city, they must find lodging and navigate the sometimes dangerous streets. They have a brush with Iris Dannett—lost and fallen daughter of their rival house—who works in King’s Landing as a prostitute under an as-

A WORD ON CONTINUITY

Or the lack thereof. Although set in the world of *A Song of Ice and Fire* as detailed in the novel series by George R.R. Martin, *Peril at King's Landing*—like all *SIFRP* games—does not partake of the precise continuity of the novels. Rather, it takes place in a parallel world all its own. If nothing else, the existence of the player characters and their deeds is a potential diversion from the books. *Peril at King's Landing* is set up in such a fashion that it should fit in with the events leading up to *A Game of Thrones*—the first novel in the series.

The outcome of this story depends a great deal on what the player characters choose to do. In a conflict between diverging from the canon of the novels and running an exciting and entertaining game, we recommend that you create your own version of the world of Westeros to suit your story. Conversely, do not read anything into the novels from the characters and events in this book; the characters in this adventure are not official, and anyone or anything not explicitly mentioned in the *A Song of Ice and Fire* narrative should not be assumed based on an appearance here.

sumed name, as well as various other individuals, including their true enemy, Orten Lugus of House Lugus. Opportunities for intrigue arise as Orten involves them further in his own schemes and stokes the fires of conflict between the Home House and House Dannett. The characters might learn valuable clues as they're drawn in deeper.

Then comes the actual tournament, with jousting, archery contests, and the melee, as well as plenty of scheming nobles gathered in one location. The characters and their rivals might try to settle their differences on the tournament field, and Orten uses the event as cover for his masterstroke: the elimination of House Dannett's heir, and he lays the blame squarely at the foot of the Home House.

When Iris Dannett demands the King's justice for the wrongs apparently done by the Home House, the characters must find a way to prove their innocence and expose the real plotter behind the scenes before judgment goes against them. The entire future of their house is at stake—not to mention their own lives! Can they uncover the truth before it is too late? With *A Song of Ice and Fire Roleplaying*, the outcome is never certain...

ORTEN'S PLAN

Several months before the start of *Peril at King's Landing*, Orten Lugus, the younger scion of House Lugus, heard from an unnamed benefactor who promised him an opportunity to set himself up as heir to not only his own house but to House Dannett's holdings as well. In exchange, this benefactor asked for a small service.

Specifically, the benefactor was aware of Orten's long-time friendship with the Braavosi, Glarus Ptek. Ptek has a reputation as a perfume merchant, though he's also known

for his thriving black market business in weapons, poisons, and an especially nasty Braavosi whiskey so potent even King Robert swore off the putrid concoction after his one and only experience with it. Orten is to acquire a certain rare poison—the tears of Lys—from Ptek and deliver a vial of it to a certain innkeeper in King's Landing. Orten expects to keep a small amount of the poison as well, the better to pave his way to the head of his house and achieve his goal of acquiring House Dannett.

When Orten agreed to take part in this plan, his benefactor provided him with two important pieces of information. First, Orten learned the heir to House Dannett would be competing at the king's tournament, as would members of the rival Home House (the characters). Second, he learned Iris Dannett was working as a prostitute in King's Landing.

Orten's plan is to set the Home House and House Dannett against each other. He has arranged for Lord Clayton Archay—a deranged veteran of the War of the Usurper who still supports the Targaryens—to massacre a number of farmers in Dannett territory. Archay places a shield bearing the Home House's crest (the same shield Konrad Lugus claimed during the Rebellion that Orten stole from his father's trophy room) at the site of the murders. This false evidence combined with long-standing grievances already festering between Alfric Dannett and the Home House ensures an escalation in House Dannett's enmity toward the characters' house. This enmity is a powerful lever for both Lugus and his mysterious benefactor.

When Orten arrives in King's Landing, he intends to acquire the poison from Ptek, plant a portion of it on the characters, and manipulate events so Adham Dannett and one of the characters face each other in the tournament. Orten plans to ensure the young Dannett heir is

poisoned and the Home House is blamed for his death, ideally after Adham has accused them of crimes against his house.

The second phase of Orten's plan is to "rescue" Iris from her life of prostitution and then offer to marry her despite her tarnished reputation. Lord Alfric will likely have no choice but to agree to the union. It positions Orten to inherit House Dannett's lands, and then he can focus on claiming his own family's title.

Glarus Ptek and Orten's sister Marita advance that opportunity. Since the two of them want to be together, it is in their interest to eliminate Marita's latest betrothed, the hapless Langley Woods. Orten allows the couple to poison Woods, casting further suspicion on not only the Home House but on House Lugas as well. This plot works in Orten's favor, however. If the Home House tries to shift blame for the deaths to House Lugas, Orten's elder brother—the hot-tempered Naton Lugas—must challenge them to clear his family honor. If Naton defeats the Home House's champion, it clears House Lugas of suspicion, and the Home House shoulders the blame. If the Home House champion defeats Naton, Orten hopes Naton will be killed or crippled in the process, allowing Orten to lay the blame at Naton's feet and claim the position of heir (and perhaps

later eliminate the weakened Naton, who has gravely underestimated his brother's ambition).

In order for Orten's plan to work, numerous pieces must fall into place. The one major weakness in his plan is the characters. Orten considers them nothing more than pathetic dupes, but truthfully, they could topple his entire scheme.

PROLOGUE: SUMMONED TO THE TOURNEY

Like many *Song of Ice and Fire* protagonists, the members of the Home House begin with no idea about the sinister plots concerning them, or the challenges waiting in their future. Initially, all they know is that the king has declared a royal tourney, and summons have been sent to the noble houses of Westeros to attend and do honor to their names and to the crown. Of course, for more seasoned nobles, this event is reason for concern. As exciting as a visit to King's Landing might be to the young and starry eyed, greyer and wiser heads in the Seven Kingdoms view such events as opportunities for advancement as well as trouble, depending on how the political game is played.

The **Prologue** sets up the events of *Peril at King's Landing* and allows you to tailor the story to suit your own *SIFRP* game and the main characters in it.

DARK WINGS...

The tourney announcement likely arrives by raven from King's Landing, assuming the Home House has a rookery and a maester to attend to the ravens. Even if that is not the case, a raven can still carry a message; it will just be more difficult for the characters to reply. The announcement is simple:

To the noble houses of Westeros: greetings in the name of King Robert Baratheon. His Royal Highness has declared a tourney shall be held in honor of the Crown on the fields of King's Landing to begin two weeks hence. All vassals of the Crown are invited to attend and do honor to their names.



If the players' Home House is in the North, the start of the tournament should be at least three weeks hence. If a messenger raven is impractical for any reason, the message can be carried by a human courier, either by one of the king's men or a simple merchant or other traveler arriving at the Home House's stronghold. In this case, the message might take the form of a more elaborate parchment, but its contents are essentially the same. The royal seal demonstrates its authenticity, and it has not been disturbed, verifying the messenger has not viewed its contents. If a player asks to examine the seal, have him roll an ability test. Regardless of the result, tell the player the seal *looks* unbroken, making him uncertain that is the case.

If any of the players ask, explain that tournaments are common affairs in Westeros, and a royal tournament is a prestigious opportunity for the various noble houses to win both acclaim and gold, in addition to making valuable connections and even currying royal favor. King Robert is well known for his love of tourneys, jousting, and such, having participated in many in his day, so the invitation is not unusual.

SO WHAT'S OUR MOTIVATION?

Most likely, the players accept the invitation at face value and make plans to depart for King's Landing as soon as possible to arrive in time for the start of the tourney. If, on the other hand, the characters dither or lack motivation to attend, you might need to provide additional incentive. Possible motivations for the characters could include the following scenarios.

A KNIGHT'S TALE

Of course, a knight (or squire dreaming of becoming a knight) needs little more than the opportunity to test his mettle against the finest knights in the land to leap at the opportunity to attend the tourney. However, if additional incentive proves necessary, you can make the affair more personal by either adding a knight character's hated rival or enemy to the lists, by making it known the knight character's lady love will attend and watch the jousting, or both.

If you do not mind tipping your hand a bit early, you can even have Adham Dannett arrive at the Home House not long after the tourney announcement. Accompanied by his entourage, the young scion of House Dannett storms into the characters' great hall (or similar) and angrily hurls

a mailed gauntlet at their feet, challenging them to meet him on the field of honor at King's Landing, if they dare. He stalks out without further explanation, leaving the bewildered characters to wonder about the offense. The only way they can find out—and answer to any charges Dannett might make—is to attend the tourney. In this case, adjust the later encounters where Adham accuses and challenges the Home House to account for this earlier challenge.

THE SPIDER'S WEB

King's Landing is a place of considerable intrigue, drawing conspirators like flies to a web (or a dung heap, as the case might be). Ambitious nobles are unlikely to pass up such an opportunity, especially if they learn rival houses plan to attend; neither wishes to allow the other a leg up with its absence.

If additional bait is needed, then a mysterious message (ultimately originating with Orten Lugas, who needs the Home House to be his dupes), offers tantalizing hints about a plot against the Home House that can be revealed only by attending the tourney. The warning is entirely accurate, but the message intends to lead the characters into the plot, rather than allow them to avoid it!

ALL ROADS LEAD TO KING'S LANDING

It is not every day that members of a minor noble house travel to the center of power in Westeros and hobnob with the most powerful and influential people in the land. In many regards, the tourney merely provides pretext for a trip to King's Landing, and characters might have other business to conduct in the city. Maesters, for example, have a chance to meet with their colleagues and seek out rare manuscripts. Ladies can make valuable connections and meet the most eligible bachelors in the Seven Kingdoms (likewise for young men and the unattached ladies of the court). It's also a prime opportunity to acquire an item from one of the best markets in Westeros, whether it's armor, a weapon, jewelry, or a household article. The same goes for rare spices, liquors, and poisons (something Orten Lugas counts on).

Maybe a character has an old friend or relation who lives in King's Landing, and this trip offers an opportunity to visit. If it is an old flame, then the visit might also stir up smoldering feelings from the past that could become complicated if either party is now married or otherwise committed. Speaking of marriage, if a betrothal is already

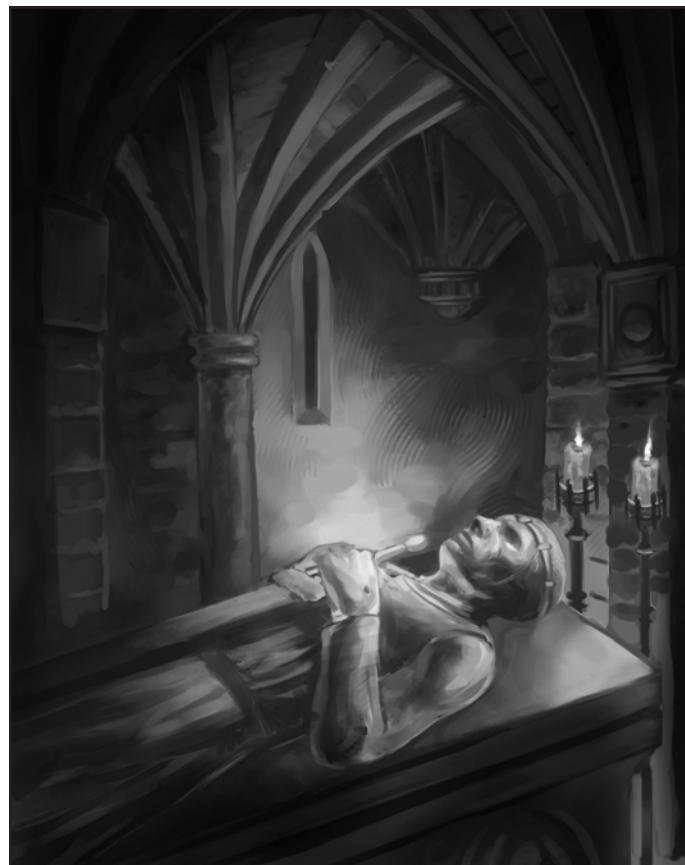
arranged or in the offing, then the parties (presumably from different houses) might choose to meet and even announce the happy occasion in King's Landing, seeking a royal blessing and guidance from the High Septon, and the greater notoriety that comes with the two.

FATE TAKES A HAND

If any of the characters has a Supernatural quality such as Third Eye, then an omen or oracular dream might point the way toward King's Landing, both encouraging the characters to go and warning them of danger ahead. For example, the seer might experience being at the tourney and catch glimpses of the faces of important characters such as Adham and Iris Dannett and Orten Lugas. If you feel ambitious, you can even foreshadow a scene from later in the story and match the later details to the vision.

This approach can be heavy handed, so try to keep the experience vague while emphasizing that something *is* going to happen in King's Landing, and it is important that the characters be there when events unfold.

If you want to include mystical foreshadowing to start the adventure, particularly if a Third Eye character resides in the house, you can raise the following potential omens:



- A character splits open a pomegranate and finds the inside rotten, perhaps even filled with squirming bugs. Alternately, the shell of the fruit could turn out to be largely hollow, eaten out inside. House Dannett's crest bears the pomegranate.
- A silver goblet of wine turns out to be vinegar, the wine having spoiled. When spit out or spilled, the dark wine forms a shape that looks like an arrow. The Lugas crest contains a silver goblet, whereas the Dannett crest displays an arrow; this omen hints that House Lugas is involved in House Dannett's misfortunes.
- Characters out riding encounter several wolves that have pulled down and savaged an old buck and a young one, leaving only a young doe alive and cornered. They can chase the wolves off, allowing the doe to flee. You can even make it a combat encounter, using the wolf stats from **A Grim Discovery** in **CHAPTER 1: ON THE KINGSROAD** (page 14). This encounter is a good opportunity to familiarize new players with *SIFRP* combat.
- A character with the Third Eye quality has a dream in which a dark-haired woman (Marita Lugas) offers a silver chalice of dark wine, saying, "*Drink...*" When the dreamer tastes the wine, it is cold and bitter and burns like fire down the gullet and in the stomach, setting off terrible pain. The character drops the goblet, which crashes to the floor and spills red wine across the stones like blood. The dreamer catches a glimpse of Iris Dannett, her face wet with tears, her hands pressed to her lips in sorrow, before the pain becomes overwhelming and wakefulness (thankfully) comes. When the character later sees Lidda and Marita Lugas, their appearances might suggest an interpretation of the dream. It could also lead the dreamer to believe (incorrectly) that Marita is the mastermind behind the whole plot.

IN MEDIA RES

Lastly, you can skip the **Prologue** altogether and start the story with **CHAPTER 1: ON THE KINGSROAD**, assuming the characters' motives (based on their descriptions and backgrounds) and the players' cooperation. After all, the players, presumably, do want to take part in the story!

This approach is best when you are pressed for time to start or prefer to avoid dealing with the set up, allowing you to jump right into the action. However, it removes the foreshadowing and detail provided by the **Prologue**.

OTHER ADVENTURES

You might wish to combine or connect the story in *Peril at King's Landing* with other *SIFRP* adventure products, namely “Journey to King's Landing” from *A Song of Ice and Fire Roleplaying Quick-Start* (available as a free download on www.green-ronin.com) and “Wedding Knight” from the *SIFRP Narrator's Kit*. The following information offers suggestions for doing so.

“Journey to King's Landing” was intended as a lead in of sorts to *Peril at King's Landing*, with a noble party journeying to the capital city and the tourney that awaits them there. Some of the encounters in **CHAPTER 1: ON THE KINGSROAD** are similar to events in “Journey to King's Landing,” though you can use the encounters in the latter to extend the former, adding in the travelers slain by bandits, the Inn at the Crossroads, and the encounter with the bandits. Ser Ander and his men might work for the Fox Knight (knowingly or otherwise) or be just what they appear, serving as a red herring of sorts for the players and, perhaps, reminding them that not everything in Westeros is part of one giant conspiracy against them!

“Wedding Knight” does not incorporate the events of *Peril at King's Landing* overly well, as it is a story of conflict between two (or more) noble houses. However, it does work as a prelude to the story in this book since the wedding ceremony provides a neutral environment where you could introduce the players to some of the major characters in this book, particularly House Dannett. Have Lord Alfric, his children, and their retainers attend the wedding as guests. Then, when this adventure begins, the Dannetts will already be familiar characters for the players, and they might establish ideas about the rival house, which could add depth to the role-playing experience. You can even include Orten Lugus and others of his house as wedding guests. Perhaps Orten hatches his scheme to marry Iris, eliminate Adham, and place the blame on the Home House when he observes the two houses at the wedding!

...DARK WORDS

You should decide in advance how much knowledge the player characters possess of the latest misfortunes of House Dannett, particularly the disappearance of Iris Dannett and the recent attack on one of the Dannett farms. Telling the players about these occurrences early makes it clear they are important to the story; therefore, you might want to conceal them amid other news of their lands and the surrounding area.

The players can learn about Iris and the attack as the story progresses. After all, Alfric Dannett has carefully concealed his daughter's flight from her marriage (and would seek to conceal her present activities, if he knew of them). And Adham Dannett does not move to formally accuse the Home House of the attack on Dannett lands until both parties arrive at King's Landing, unless you decide to have Adham literally throw down the gauntlet to force them to attend (see **A Knight's Tale** on page 7).

Even if the characters learn about the various goings-on with House Dannett, they can do little about it. There's no time to gather more than village taproom gossip, and a party from the Home House tromping onto Dannett land uninvited will cause problems—even more than the players realize at this point! With the royal invitation in their hands, the protagonists have more immediate concerns than the disposition of their neighbors.

WHEN BAD THINGS HAPPEN

No battle plan survives contact with the enemy in war, just as no adventure plot survives contact with the players in a roleplaying game. A variety of incidents might go awry while running *Peril at King's Landing*, from unexpected twists to total derailment of the story, at least insofar as your expectations—and the events of this book.

The first and most important tip is *do not panic!* Just because the players devise an unanticipated approach to a situation does not mean the story is ruined. If the unexpected happens, keep cool, remind yourself it is just a game, and consider ways to change the turn of events into an interesting element of the story rather than allowing it to spoil your plans.

The following situations might happen in the course of play, and how you might counter them is included.

TOO FAST

Your players are too quick on the uptake: from the very beginning they have the whole plot figured out, and they want to jump right to the end. They might want to set a trap for the Fox Knight *en route* to King's Landing or seek an immediate audience with King Robert once they arrive

in the city to lay out the whole plot as they know it. They might skip over intermediary scenes and opportunities in order to jump right to the heart of it, solve the whole mess, and return home as quickly as possible.

First, be sure the players are relying on information their *characters* would know, and encourage them to remain in character in their decisions. Just because the players have read *A Song of Ice and Fire* novels and suspect a scheming mastermind behind everything, does not mean their characters have such knowledge. Remind them that throwing around accusations without evidence will do little to further their house's case or reputation.

Second, if the players figure out the plot quickly, good for them! Perhaps they catch onto the Fox Knight's game right away; it doesn't mean they know who is behind him or the real reason for setting up conflict between the Home House and House Dannett. In fact, they might assume the Dannetts are behind it! Do not assume just because the players jump ahead a bit that they will skip over the entire story. Just advance the timeline and allow them to enjoy the fruits of their success, at least until the next plot twist comes their way.

Even if the characters somehow figure out Orten Lugus's plan right away, they must still prove what they suspect and deal with Lugus and his house, which is easier said than done, especially in the context of the tourney. You should still be able to spin out exciting scenes as the Home House plots its next move.

Too Slow

Conversely, players might be slow on the uptake and have difficulty figuring out what is going on in the story, making them Orten Lugus's all-too-effective dupes. This situation might frustrate the players as their mysterious foe runs rings around them, always one step ahead.

Our basic advice is: tough! As *A Song of Ice and Fire* makes clear, the game of thrones is not for fools, and the stakes are as high as they go. If the Home House cannot figure out who their real enemies are or what to do, then they are in for a difficult time. However, you don't have to slaughter them; **CHAPTER 4: POISONED WORDS** offers a number of alternative endings that leaves a majority of the characters alive, if not in the most pleasant of circumstances. A terrible downfall for the Home House fits into the style of the *Ice and Fire* saga, and it might motivate the characters in the future to seek revenge.

Still, if the players struggle with the adventure, they can utilize helpful tools that you should point out at the appropriate times.

■ **ABILITIES:** Characters have abilities, notably Cunning, Knowledge, and Persuasion, different from the abilities of their players. A player rooted in real-world experiences and concerns might miss something relatively obvious to someone born and raised in the Seven Kingdoms. So, it is entirely appropriate for the Narrator to provide information to players based on their characters' abilities, and for players to sometimes call for appropriate ability tests to see if their character knows or notices something. Specific examples are provided in the chapters of this book, but you should feel free to adjust the information given to the players based on what their characters might reasonably know, notice, or understand.

■ **DESTINY:** The ultimate backstop for *SIFRP* players is their ability to use Destiny Points to exercise control over the story and their characters' fates. The use of Destiny Points is described on page 70 of *SIFRP*. In particular, players might wish to spend Destiny Points to gain bonuses on their tests to figure out the plot and deal with various threats, and they might burn Destiny Points to permit their characters to survive otherwise certain death, gain a major clue to the mysteries in the story, or to succeed on a vital test. Destiny Points can compensate for a great number of problems, though it is a finite resource.

Too Tough

The protagonists might prove too tough or too capable for some of the challenges in *Peril at King's Landing*, particularly some of the various foes they face in combat (for real or in the context of the tourney), or they might possess social abilities that allow them to cut a swath through the intrigues in the story.

If you are concerned the conflicts or plotlines aren't challenging enough—and therefore less satisfying for the players—increase the Difficulties and abilities of any opposing characters to compensate. Doing so is not “cheating;” you are fine-tuning the details of the story to fit the characters, who are, after all, unknown until the players create them. It helps to ensure a challenging, satisfying, and exciting adventure all around.

YOUNGER CHARACTERS

Peril at King's Landing is designed for a party of characters that includes at least one knight able to take part in the tourney, thereby providing a reason for everyone else accompanying the knight to make the journey. That said, younger characters, even children, have a place in the story if the players are so inclined.

A young character might be a squire or the child or ward of a Home House adult (controlled by a player or the Narrator). Children might accompany adults to King's Landing to further their education and to be introduced to noble society, particularly as they approach marriageable age. Or they might be brought along because their parents do not wish to leave them behind for an extended period of time.

Children also have opportunities for exploration—and mischief—that adults do not. Although they cannot visit locales such as the Jade Spring, young characters have opportunities to see and overhear exchanges others might miss. Perhaps they notice Maiyo Viero's comings and goings or the glances and whispers exchanged between him and Marita Lugas. Child characters might notice suspicious activity surrounding Adham Dannett or Langley Woods and learn something about Orten Lugas's plot. Then, the challenge is to convince the adults involved to listen to what they have to say.

You could even run *Peril at King's Landing* from a youngster's perspective, using a party of Home House youths and adolescents, and their seniors as Narrator characters. Thus, the jousting is something the player characters watch, but they can go off on their own to investigate Adham Dannett's death or other matters that concern their house and family. What they lack in combat ability they can make up for in intrigue, stealth, and Destiny.



On the other hand, allow the Home House characters their victories. It is unnecessary to increase the Difficulty because the protagonists are doing well, especially if their success is due more to luck than to effective play. You should be on the lookout for players who seem bored or insufficiently challenged by the adventure. That attitude is an indication that greater Difficulty might be required. It fits into the narrative, too: when *Ice and Fire* characters begin to show overconfidence, events become more challenging!

TOO WEAK

In opposition, Home House characters could turn out to be too weak to deal with the challenges in the adventure.

This condition might be due to the mix of character types or priorities, such as a group of primarily nonwarriors or late adolescents, as opposed to knights on their way to a tourney.

If the party is especially offbeat, you might need to adjust the story or ask the players to create different characters. *Peril at King's Landing* best suits a group with at least one or two knights and, ideally, a maester and a noble. You might find other opportunities for unusual characters, but don't try to shoehorn them into a plot not designed for them.

If, on the other hand, the party contains the right mix of characters but lacks the right ranks in abilities (such as Fighting, Animal Handling, or Persuasion), you might need to scale back the challenges. Alternatively, you could

emphasize how outclassed the characters are and how quickly they find themselves out of their depth, though players might find this approach frustrating and unfair—and not much fun.

Rather than being too weak at the outset, the Home House might also suffer a serious setback due to bad luck: a character might receive a wound early on that hampers later efforts or even festers and becomes life threatening (if you are using the optional infection rules; see *SIFRP*, page 204). A bad die roll might alienate an important character, or a player might make a bone-headed move that lands everyone in trouble.

As with **Too Slow**, our advice is to let the chips (and the dice) fall where they will. Life is hard for the “heroes” of *A Song of Ice and Fire*, and events do not always go their way. Reversals of fortune, and how characters deal with them, are an important part of the story. So characters might perish, suffer wounds or disfigurement, ruin their reputations, and so forth. Encourage players to see these outcomes as opportunities for roleplaying and character development, rather than setbacks or bad luck.

TOO FAR AFIELD

Lastly, players could run off into left field during the story, chasing a wild goose or following a particular interest of one or more of the characters that has nothing to do with the overall plot of *Peril at King's Landing*. For example, a merchant character might have important business in King's Landing and focus on it rather than the tourney or

matters involving the Home House. Or a player might fixate on an event such as meeting Queen Cersei or pursuing a personal character goal to the exclusion of the problems facing the Home House.

In general, minor personal subplots and goals enhance the story and the players' fun, as long as they do not overwhelm the plot. If a subplot begins to overshadow the main story, you have two choices: trim back the alternative plot, so the story can continue, or abandon the main story and go with the alternative.

In the first case, you can subtly shift the focus back by allowing events of the main story to continue. After all, Orten Lugus's plot does not rely on the Home House's actions or their presence at the tourney. So events continue to happen whether the characters pay attention to them or not, and by the time they come to a head, the Home House characters might wish they had paid closer attention! This situation is similar to allowing the characters to fail when they make the wrong choices in **Too Slow**. Ideally, the players realize events are in motion and shift their attention from their other goals, at least long enough to deal with the immediate problems.

If you decide to throw out the plot of this book and follow whatever trail your players blaze, by all means do so. The players might have discovered something more interesting for them and your group in general. However, you are on your own when it comes to spinning out this alternative story, though you can still use the characters, locations, and other material in this book as part of the backdrop for the new tale.



CHAPTER 1: ON THE KINGSROAD



Eventually, the members of the Home House set out for King's Landing and the promise of the royal tourney. They might travel with an entourage of Narrator characters, even taking much of their home court along, or they could go as a tight-knight group consisting solely of the player characters and perhaps a squire, servant, or the like along for the trip. Having at least one or two Narrator characters along can be useful, providing you with a "voice" among the group to pass along information, ideas, and opinions, as well as offering a ready hostage or victim of violence without having to inflict such on the protagonists (at least, not right away).

This chapter looks at the journey from the Home House lands to King's Landing, as well as the encounters and events along the way. The characters receive their first clues of events outside their lands and of the plot involving them and House Dannett, and several opportunities exist for skirmishes, intrigue, and investigation before they reach the city with their suspicions. The trip should ensure they arrive in King's Landing on their guard, aware that not everything is as it seems and that

someone is plotting against them, even if they are not certain who is behind it.

CHAPTER SUMMARY

In the first part of the story, the protagonists find a group of murdered mercenaries along the kingsroad. Subsequent encounters lead them to realize these mercenaries worked for the mysterious "Fox Knight." From the sole surviving mercenary and others, they learn the Fox Knight led the men on an attack against House Dannett's farmers and planted evidence to implicate the Home House. House Dannett has been telling everyone along the way to King's Landing that the Home House is a group of dishonorable murderers, and the characters suffer various consequences as a result.

Finally, other agents of the Fox Knight ambush the party, though he tries to lead them to believe House Dannett is behind the attack. The Home House might suspect someone is trying to set them and the Dannetts against each other, but why?

GETTING THERE IS HALF THE FUN

But it should not necessarily make up half the story. The main focus of *Peril at King's Landing* is the events in the city rather than the journey there, even though travel in Westeros is slow and drawn out by modern standards. The encounters in this chapter are intended to enliven the characters' trip to the tourney and provide them with initial clues that the royal invitation is more than meets the eye.

Still, you can extend the trip to King's Landing, if you wish, by adding various sidelines and stops en route. Some events might connect with the overarching plot, whereas others are red herrings or distractions, or perhaps tied to future events in the story or to the characters' individual goals and backgrounds. For example, you can play out a rivalry or growing relationship between characters on the trip or entangle them in local affairs along the way. Keep in mind characters returning from King's Landing after the adventure are likely to head back along the same route, allowing them to revisit the places and personalities encountered on the trip there.

A GRIM DISCOVERY

The Seven Kingdoms have been relatively peaceful since the close of Robert's Rebellion, and travel is safe through most areas. The worst travelers have to fear along the kingsroad nowadays is the occasional pack of wolves or poorly armed, craven bandits. A large, careful group can expect to reach King's Landing by following the kingsroad more or less without incident. Naturally, the members of the Home House are not so fortunate.

As the characters make their way along the kingsroad to the sound of branches softly rustling in the breeze, they notice an abundance of crows perched in the trees ahead and catch a whiff of carrion on the wind. As they draw closer, they see the crows aren't far from the road. Indeed, it would be a short, safe distance if they wish to investigate. If the party ignores this gathering of crows and opts to continue their trek toward King's Landing, then they happen upon the butchered corpse of a horse, lying in the road around a turn ahead; a cloud of flies rises from it as they approach. The horse's tracks show it stumbled from the wooded roadside, coming from the direction of the trees where murders of crows circle, cawing as if claiming whatever carnage lies below as their sovereign right.

Beneath the spot where the crows circle, a pack of half a dozen wolves feasts and fights over the recent remains of several men. The largest of the pack lifts its crimson muzzle, freshly drawn from the innards of a fat man laying gutted in the grove, and it snarls a warning at any approaching characters. Normally, the wolves would flee, but this feast is the first decent meal the pack has had in some time. The lean and hungry predators fight any interlopers in hopes of continuing their feast unabated. The smell of the wolves

and the blood could panic nearby horses; call for a ROUTINE (3) Animal Handling test to keep a horse from shying and bolting when the characters see the wolves.

Canny predators, the wolves display a frightening cunning. The pack leader draws the intruders' attention as the rest of the pack slinks through the trees to encircle the party. The wolves pounce if any character attacks or threatens the leader, and battle ensues quickly. The wolves fight until at least half their number are wounded or defeated. They gang up on the most threatening combatants and pay little attention to characters who flee or seek safety while the fight is going on.

WOLVES (6)

AGILITY 3 (*DODGE 1B, QUICKNESS 1B*), ATHLETICS 3 (*JUMP 1B, RUN 1B, STRENGTH 1B, SWIM 1B*), CUNNING 1, ENDURANCE 3, FIGHTING 3, STEALTH 4 (*SNEAK 1B*), SURVIVAL 4 (*FORAGE 1B, HUNT 1B, TRACK 1B*)

COMBAT 9, HEALTH 9 ☉ BITE 3, DAMAGE 3

KNOCKDOWN: Whenever a wolf achieves at least two degrees of success on a Fighting test, it can forgo extra damage on the attack to knock its opponent to the ground.

CROWS' FEAST

The camp contains no survivors, and the wolves have mauled the corpses beyond recognition. The succulent faces went first, and the crows stole the corpses' eyes even before the wolves arrived to claim the site. Five men lie on the ground (some are scattered about by the wolves' predations), and all appear strongly built. Anyone with the ability to draw conclusions from corpses realizes these men were healthy and strong—likely swordsmen. And they were killed before the wolves found them, probably without a struggle,

which should lead characters to conclude the men were killed in their sleep.

The characters find nothing of value on the bodies, though the killers left behind their victims' swords. The blades show signs of recent use, and one—still in its scabbard—is covered with dried blood. This sword has an unusual hilt; although it isn't made of a valuable metal, it has an emblem of a stag on it that is similar to the stag of House Baratheon, albeit without the crown.

Essentially, the scene tells a story of a group of men who had recently engaged in battle (or killing) who were in turn killed in their sleep, which is exactly what happened. These men were Clayton Archay's unfortunate mercenaries who were killed by Archay and his accomplice. No direct evidence exists to tie them to the farm massacre, but hopefully, this encounter encourages characters to stay at the inns along the kingsroad instead of camping in the woods!

Since the characters are supposed to have the information gleaned from the corpses in this scene, do not require any particular tests for it. Provide the information to characters who have the appropriate ability ranks, particularly Awareness, Knowledge, and Healing, though a high rank in Warfare might also reflect knowledge and experience in dealing with bodies and how they died, enough to recognize these men were slaughtered and did not die fighting.

Particularly religious or respectful characters might wish to see the bodies disposed of properly. The ground in the clearing is too tangled with roots and rocks to make digging a grave easy, and not enough stones can be found to build a cairn over them. A pyre is a possibility, but it would need to be supervised until it burned out to ensure the flames did not spread to the woods. Characters clearly see that if they leave the bodies behind, the scavengers will strip them in short order.

DAG'S INN

The rest of the day's journey continues without further incident. If you choose, you could insert additional random encounters at this point. The travelers could meet numerous different folks on the kingsroad who carry news and gossip about the various regions of the Seven Kingdoms and of King's Landing.

As dusk approaches, the most convenient (and safest) place to stop for the night is a moderate-sized inn off the



TIMELINE OF EVENTS

The following major events are expected to occur in this chapter; modify them according to the party's actions during the chapter.

DAY ONE

The characters leave the Home House lands and set out for King's Landing. The day is largely uneventful, unless you choose to have omens or other encounters along the way. If you plan to include the events of "Journey to King's Landing," you can do so on this day. See the **Introduction** (page 9) for details.

DAY TWO

- ✿ **AFTERNOON:** The events in **A Grim Discovery** occur; the characters find the bodies of the Fox Knight's mercenaries.
- ✿ **EVENING:** The party arrives at **Dag's Inn**. They can interact with the various folk at the inn.

DAY THREE

- ✿ **MORNING:** The party departs the inn and encounters a small group of messengers from the king in **Rumors on the Road**.
- ✿ **EVENING:** Characters arrive at the Inn of the Great Stag, as described in **The Great Stag** section. They have the opportunity to meet Hamish Flowers and the merchant Rog Thanders.

DAY FOUR

- ✿ **MORNING:** Characters depart the Great Stag, possibly with Flowers and/or Thanders in tow.
- ✿ **MID-MORNING OR AFTERNOON:** Men hired by the Fox Knight ambush the party, detailed in **The Ambush**. Hamish Flowers (if he is with the party) is killed in the ambush.
- ✿ **LATE AFTERNOON OR EARLY EVENING:** The party arrives at the Gate of the Gods in King's Landing and seeks out lodging for the duration of the tourney.

kingsroad, southeast of Harrenhal, called Dag's Inn. The characters can learn useful information here if they pay attention and take the time to talk to the locals.

The inn is typical of its kind, consisting of a main taproom around a hearth, with a kitchen out back and rooms

YE OLDE TAVERN BRAWL

The visit to Dag's Inn is not intended to become a violent encounter; after all, the other scenes in this chapter should provide the players with more than enough action. Still, if they are not satisfied without some roughhousing, you can add some to the scene.

One option is to add armed and capable fighting men to the inn's patrons, men not so inclined to allow the massacre of innocent farmers to go unpunished, and they have enough ale in them to think it's their responsibility to mete out justice (and engage in a rowdy fight and plunder goods in the process). Set up a small group using the bandit or guard statistics from *SIFRP* **CHAPTER 11: THE NARRATOR** and have them seize the first opportunity to make a move against the characters.

Political resentments are still alive and well following King Robert's installation on the Iron Throne, and it would be easy for loose talk regarding loyalties to start a brawl in the inn's taproom. One or two drunken louts could loudly claim Baratheon is a usurper or say the wrong brother was crowned, perhaps favoring Stannis. Assuming the Home House is willingly loyal to the king, they might feel honor bound to deal with such treasonous talk.

Alternatively, Dag's might be having problems with real bandits, either outlaws along the kingsroad or men secretly in the pay of Lord Archay (as in later scenes). This opportunity allows the party to be heroes as they defend the inn and its inhabitants from the bandits, by either facing them down in the yard or common room, or fighting and driving them off. Such assistance improves the disposition of everyone at Dag's to Friendly, which might help in acquiring information and assistance from the inn goers afterward. Of course, their disposition might be tempered by how much damage the "heroes" did to the inn in the process of "saving" it; if nothing else, the inn goers might be more intimidated by the characters.

for guests upstairs. Most of the inn's patrons are travelers who stay overnight as they trek along the kingsroad. The regulars are locals who frequent the taproom for an occasional meal or, more commonly, a few mugs of ale at the end of the day. You can find a map of Dag's Inn on the inside front cover of this adventure.

The inn is nothing to write home about, but it is reasonably clean and the food is decent. The fee for food and lodging is four copper pennies per head, but characters can bargain for a better price; such negotiations go through Meg Moleskin, the proprietor's wife (see the **On Tap at Dag's** section).

THE MASSACRE

Earlier in the day, Adham Dannett and his party stopped at the inn for a meal. Dannett relayed the tale about his smallfolk being murdered at the hands of members of the Home House and showed a bloody shield with the Home House crest as evidence. He warned the innkeeper and his employees that members of the Home House might be passing this way in the next day or so.

When the party arrives, if their house arms are visible, they receive a cautious—almost cold—welcome. The people at the inn have an Unfriendly disposition toward the characters. If the Home House crest is not visible, Meg Moleskin greets them warmly, and the staff treats them well unless they mention that they're members of the

Home House, at which point the staff's attitude cools considerably, going from Indifferent or even Amiable to Unfriendly. Nobody in the inn is Malicious toward the party unless given reason to be. Keep the disposition of the locals in mind as you play out intrigues between them and the characters since a sudden shift in disposition might change the tenor of an intrigue considerably (see *SIFRP* **CHAPTER 8: INTRIGUE** for details on intrigue).

If the characters learn about House Dannett's report of a massacre, the Home House might be able to clear their individual reputations (though not necessarily the belief that their house was responsible). They would also be wise to find a way to inform the head of their house of this news (assuming he isn't traveling with them). A maester can send a messenger raven back to the Home House with a note, or the characters can write a letter and pay someone, a traveler passing through, for example, to carry it for them.

THE FOX KNIGHT

Dag's Inn is where Clayton Archay (who did not identify himself by name) recruited his mercenaries. All the employees remember Archay's shield, which bore a fox crest, and one employee in particular remembers a visitor at the inn wearing the unusual sword hilt the characters discovered among the bodies of the slain men. The characters might be able to learn these bits of information from the employees at the inn.



The fox crest requires a **FORMIDABLE (12) Knowledge (Education) or Status (Heraldry)** test to recognize it as the arms of House Archay. If successful, the character recalls the family is a dying house under Mace Tyrell that fought for the Targaryens.

ON TAP AT DAG'S

The regulars of Dag's Inn include the following Narrator characters. Feel free to modify this cast as you see fit, and fill it out with a few other colorful locals or characters of your own creation for the story. Each Narrator character's description provides guidelines about interaction and what information characters might be able to learn.

DAG MOLESKIN

INNKEEPER

FIGHTING 3 (*LONG BLADES 2B*), **KNOWLEDGE 3**, **WILL 3**

COMBAT 6, **HEALTH 6** 🌀 **INTRIGUE 6**, **COMPOSURE 9**

Dag Moleskin is a fat, ruddy former sellsword who is far past his prime. He wisely invested his earnings in his inn. He's seen it all in his time and cannot be intimidated easily. He is the cook for the inn and a surprisingly good one at that. Roasted meat is the main item on the menu, as well as ale.

INTERACTION: Dag was working in the kitchen the night when the Fox Knight was recruiting mercenaries, so the innkeeper did not see anything of note. Characters might try to charm him to receive better treatment at the inn, but they'll have more luck with his wife Meg.

MEG MOLESKIN

DAG'S WIFE

AWARENESS 3, **CUNNING 3**, **PERSUASION 3**

COMBAT 6, **HEALTH 6** 🌀 **INTRIGUE 9**, **COMPOSURE 6**

Dag's wife Meg is as fat as he is and, if anything, harder to intimidate. It takes only a short time in the inn to realize she runs the place. She greets guests, collects the coins, and takes the patrons' orders (and gives them to the staff).

INTERACTION: Meg saw the Fox Knight recruit the mercenaries, but she didn't pay it much mind since such activities are not unusual at her tavern. She does recall both the man and his shield, however, and can be successfully bargained with or convinced to tell the characters about it. Although she's none too pleased with the accusations leveled at the Home House (and her disposition shows it), she's also not about to turn away paying customers, whatever others say they might have done.

GIANA RIVERS

MAID

AWARENESS 4, CUNNING 3, WILL 3

COMBAT 6, HEALTH 6 • INTRIGUE 9, COMPOSURE 9

Giana Rivers is a small, mousey lass who cleans the tavern and the rooms. She is around fourteen years old and is chatty and exceptionally observant.

INTERACTION: Giana noticed the sword with the stag. The dead mercenary—whose name was Terrence something or other—had taken the time to show her the hilt and brag that he was once one of Stannis Baratheon's men back before Robert claimed the throne, which explains why the stag didn't have a crown. Terrence told her, "*they crowned the wrong Baratheon—Stannis, now there is a man,*" until the Fox Knight came by and shooed her away. Characters might be able to charm the information out of her, especially if they are kind toward her and willing to listen, which most people are not. They can also try to convince her of the importance of what she knows or even bargain with her for it.

COLIN MOLESKIN

STABLEBOY

ANIMAL HANDLING 4, AWARENESS 3

COMBAT 6, HEALTH 6 • INTRIGUE 7, COMPOSURE 6

Colin Moleskin, the stableboy, is twelve and is Meg and Dag's grandson.

INTERACTION: Colin recalls the Fox Knight had a horse with him and that the others were traveling on foot. He also knows something the others do not. One of the recruited mercenaries—"*Dan or Stan or something like that*"—stopped by early this morning and asked him if any horses were for sale. When told none were available, the man continued south on foot. Colin's disposition is one level better toward any knights in the group because he idolizes knights. Unfortunately, this hero worship makes him hesitant to confess to strangers about the doings of the Fox Knight without persuasion.

GARTH THE BARREL

TAVERN REGULAR

ATHLETICS 3 (*STRENGTH 2B*), AWARENESS 3,
CUNNING 4, FIGHTING 3

COMBAT 6, HEALTH 6 • INTRIGUE 9, COMPOSURE 6

Some regulars are also present in the taproom of the inn. A notable fellow is a one-eyed man called Garth the Barrel (due to his shape) who had offered to accompany the Fox Knight since he was paying good money. But the knight

said he wasn't interested in working with "locals" (whatever that meant).

INTERACTION: Garth describes the Fox Knight as a middle-aged, humorless man who seemed the type who wouldn't normally set foot in a taproom, "*you know, a religious type.*" He doesn't know why the man was hiring, other than it was for "*an easy job,*" which is why Garth was interested. He says he didn't trust the fellow, but he has no real reason for it other than sour grapes over being rejected. Buying Garth a round or two of ale is sufficient to improve his disposition by one step (to a maximum of Amiable) for the purposes of intrigue.

RUMORS ON THE ROAD

As the characters prepare to depart Dag's Inn, Meg Mole-skin advises the group that if they keep a steady pace, they should reach the Inn of the Great Stag by evening and that it's another day to King's Landing from there.

The road is busier closer to King's Landing. If the party conceals the crest of their house, they pass uneventfully to the Inn of the Great Stag. If the characters hide their crest, they might gather information from travelers heading north—warnings to beware of anyone from the Home House and comments about how the boy from House Dannett will have a difficult time against the savages from the Home House in a confrontation. Depending on how many people the characters talk to, they might even hear suggestions that young Adham Dannett is far too green to last long in a tournament, though he is determined to try.

If the characters choose to display their house crest—or don't think to hide it—they won't hear many rumors. Passing travelers will look at them with suspicion, if they look at them at all. Many people pass with hands poised on their weapons or show other signs of mistrust. The prevailing disposition toward the characters is Dislike. And if they engage anyone in conversation, they quickly learn Adham Dannett and his party are spreading the same story about them as in Dag's Inn: the Home House is behind the slaughter of Dannett's smallfolk.

THE KING'S MESSENGERS

A Home House party traveling openly also has an encounter with three lads from House Claviger. Ronson, Donwald, and Spendren Claviger (the second son of the head of the house and his two cousins, in that order) are traveling from King's Landing to Harrenhal to deliver a second invitation to the tournament to its current lord. Since they

are emissaries of the king, they feel bold, and if the Home House is readily identifiable, the boys taunt the characters as craven killers of unarmed men, women, and children. Goaded on by his kin Donwald calls the characters murderers to their faces.

The Clavigers don't actually want to fight, and they think their commission from the crown protects them (and gives them license to behave as they do). If the characters draw weapons on the young men or otherwise threaten violence, the Clavigers react with outrage. They are emissaries of the king! How dare such low-lives treat them so disrespectfully! Unfortunately, as much as the three young men deserve a beating, doing so only strengthens the case against the Home House and will not play well with King Robert, if he hears of it, particularly from one of the Clavigers or their relations. The prudent course is for the characters to grit their teeth, ignore the taunts of these noble dandies, and ride on, perhaps filing the incident away for a future opportunity to avenge these insults on the scions of House Clavier. The Clavigers fight as well as they are able, but are quick to flee if overmatched, which is likely if the party contains any true knights or fighting-men. They're likely to yield after the first real hits, if they cannot escape.

If one or more of the characters engage the Clavigers in a war of words rather than steel, an intrigue is possible. Their initial disposition is Unfriendly, but a successful intrigue by the characters can force concessions, even an apology, from the young men who, after all, have nothing but a second-hand tale from House Dannett as evidence, and the young men harbor no real malice toward the Home House. Whether through charm, levelheaded discourse, or forceful intimidation, a successful intrigue leaves a more favorable impression since it shows considerable restraint on the Home House's part, especially if the charges against them prove false.

RONSON CLAVIGER	YOUNG NOBLE
ENDURANCE 3, FIGHTING 3, PERSUASION 3, STATUS 3	
COMBAT 6, HEALTH 9 ✪ INTRIGUE 7, COMPOSURE 6	

DONWALD CLAVIGER	YOUNG NOBLE
AWARENESS 4, ENDURANCE 3, FIGHTING 3, STATUS 3	
COMBAT 8, HEALTH 9 ✪ INTRIGUE 9, COMPOSURE 6	

SPENDREN CLAVIGER	YOUNG NOBLE
ENDURANCE 3, KNOWLEDGE 3, FIGHTING 3, STATUS 3	
COMBAT 6, HEALTH 9 ✪ INTRIGUE 7, COMPOSURE 6	

THE GREAT STAG



True to Meg Moleskin's word, the group can reach the Inn of the Great Stag by nightfall. It is considerably grander than Dag's place, both larger and better tended. It's also busy, thanks to the number of parties on the kingsroad responding to the tourney announcement. Rooms are scarce, and not surprisingly, the Dannetts have been here ahead of the party. You can find a map of The Great Stag on the inside back cover of this adventure.

If the innkeeper recognizes the characters, she tells them no rooms are available, and she sticks to it unless the travelers can successfully negotiate with her. In truth, she has two rooms left but is confident she can fill them without the sort of trouble the members of the Home House might buy her. Her initial disposition is Dislike, but characters can convince her to let rooms to them. If the characters manage to obtain rooms for the night, they can expect to pay extra: a full silver stag a head!

Of course, by this point, the party might have decided to travel incognito until they reach King's Landing. If they conceal their true allegiance, then the innkeeper and her patrons treat the party as they would any other travelers. The starting price on rooms is 10 copper pennies, which includes a meal, but the characters can haggle over it, if they like.

AT THE STAG

The Great Stag has a larger staff than Dag's Inn, including a full kitchen crew and several serving wenches tending to the patrons' needs in the common room. Most of the staff do not need game information: they're unremarkable (rank 2 in all applicable abilities) and far too busy with their jobs to engage in small talk. Only innkeeper Marta and her "girls" deal with the customers enough to talk.

MARTA TAVERNER	INNKEEPER
AWARENESS 3, CUNNING 3, PERSUASION 3 (BARGAIN 2B)	
COMBAT 6, HEALTH 6 ✪ INTRIGUE 9, COMPOSURE 6	

Marta Taverner is a widow fortunate enough to have inherited the Inn of the Great Stag and to have managed to hold on to it. She gladly tells anyone who cares to listen (and even a few who do not) how her late husband

Sten fought under Robert's banner and recognized him as the future king before dying at the Trident. She claims Sten saw Robert slay Rhaegar before he expired, a fact that would be impossible for her to know.

INTERACTION: Marta is all business except in matters concerning loyalty, particularly to the crown. She sees her fealty to King Robert as bought in blood and as dear as that of any bannerman, so she dislikes anyone who expresses loyalty to the Targaryens. She is indifferent to romance. As the most eligible common widow in the area, she is no stranger to male attention. But currently, she has no wish to give up her work or her inn in exchange for a marriage vow, particularly not to the choices she has had thus far.

ELSIE, PATRICE, & LONNA

BARMAIDS

AWARENESS 3, CUNNING 3

COMBAT 6, HEALTH 6  INTRIGUE 8, COMPOSURE 6

Marta's serving staff is made up of three young women she has taken in over the years. Although Marta is only about a decade older, she still refers to them as "her girls" and treats them with motherly concern—and authority.

Elsie has the sharpest tongue, Patrice has the most experience, and Lonna has the kindest heart. All three women have seen tragedy. Although barely out of their teens, they

lost fathers, brothers, and even homes to the war, and Elsie and Patrice are old beyond their years. Lonna is the newest girl, and she retains a degree of innocence, though how long it will last in a roadside inn is anyone's guess.

INTERACTION: The maids do their fair share of flirting with customers to keep them happy, and they tolerate playful drunken grabs and slaps on the rump, though they make it clear when a patron has gone too far. The girls enjoy gossiping and are happy to trade stories about who passes through the inn.

TELLING TALES

The travelers find the common room of the Great Stag a hub of conversation and news about local happenings. The recent influx of travelers up and down the kingsroad has swelled the local gossip bank to bursting. The staff and regulars eagerly talk with newcomers to hear new stories and to hear news from the far corners of the land.

You can dole out choice rumors, based on the result of a suitable test (Persuasion, most likely). The Difficulty is EASY (3) if the characters are thought to be just another group of travelers. It elevates to CHALLENGING (9) if their affiliation with the Home House is known and they do nothing to correct the misinformation spread by the Dannett party. Suc-



cessful intrigue could soften attitudes toward the characters, allowing them to acquire information more easily. You can also have a Narrator character slip up and reveal a choice bit or throw it in the characters' faces as an insult or challenge. See (or roll on) **Table 1–1: Common Rumors** for what the characters discover. Rumors might be repeated, as appropriate, with a slightly different twist by someone who is unaware the listeners have already heard it. Feel free to add other rumors, idle gossip, or small talk to round out the selections.

FADED FLOWERS

The most important character the group might interact with at the Great Stag is Hamish “Ham” Flowers, the sole survivor of the Fox Knight’s band of mercenaries. Flowers simultaneously celebrates his good fortune and drowns his

sorrows in the common room of the inn, spending a great deal of the coin he acquired by betraying and murdering his compatriots. An expansive and talkative drunk, Flowers has already foolishly bragged to other patrons at the inn about the amount of coin he earned.

If the travelers engage Flowers in conversation, his reaction depends on whether or not he recognizes them and their house. If they are known as members of the Home House, then his initial disposition is Unfriendly, and he attempts to lie (poorly) about how he earned his coin by single-handedly defeating a group of bandits. Persuasion and charm can convince him to tell the truth by way of expiating his guilt, while intimidation and bluster elicits boasts about how the Fox Knight has fooled them all and eliminated traitors to the true royal line in the bargain.

If Flowers does not know who the characters are, then

TABLE 1–1: COMMON RUMORS

FIRST D6	SECOND D6	RUMOR
1–3	1	<i>“I hear the Fox Knight has been spotted north of here along the kingsroad. He’s never come so far north before, though I’ve yet to hear he’s robbed anyone along the road.”</i>
1–3	2	<i>“This Ruben Piper traveling with House Dannett is a wealthy merchant betrothed to Iris Dannett, at least he was until she disappeared. Of course, if I was promised to that fat old man, I would disappear, too!”</i>
1–3	3	<i>“Marita Lugus is engaged to Langley Woods—it’ll be formally announced at the tournament. Langley is nervous and rightly so. Since the mysterious deaths of Marita’s last two husbands, they call her the ‘Black Widow.’ Of course, the world will hardly be poorer for one less Woods in it...”</i>
1–3	4	<i>“Ser Naton Lugus will be taking part in the tournament. He’s still single, you know; unlike his sister, he has yet to wed. Ser Naton is a capable knight, though he’s hardly a favorite in the lists.”</i>
1–3	5	<i>“Did you hear what happened to some of House Dannett’s farmers?” The speaker then recounts the tale of the Home House’s “baseless and cowardly” attack, assuming he or she does not know the characters’ origins.</i>
1–3	6	<i>“Bandits are getting bolder along the kingsroad. Bodies turned up about a day or two north of here—and not just travelers but armed men. They were waylaid and left as a feast for the crows.” (If anyone thinks to ask, this rumor came from Ham Flowers, and he can point them in the right direction.)</i>
4–6	1	<i>“The occasion for the tourney is because the queen is pregnant again. It hasn’t been announced yet, but I have a cousin who is a servant in the palace, and she has heard the queen has morning sickness, when we all know it’s usually the king who does!”</i>
4–6	2	<i>“A small group of Night’s Watch rode through here on their way to the tournament . . . not to take part, mind, but to collect ‘volunteers’ to return to the Wall. They circle the doings of honest men like crows looking to pick the meat off the bones of the dead, that lot.”</i>
4–6	3	<i>“Young Adham Dannett might have fire and determination, but those traits won’t deflect a lance coming at him full tilt. I think the lad is in for a thrashing at the tourney, and he’d better look to his own skin since he’s the only heir of his house now that his sister vanished.”</i>
4–6	4	<i>“Nay, Lord Stannis will not be pried away from the Stormlands to attend this tourney. There’s still bad blood between him and the king, and you know what they say about bad blood among family.”</i>
4–6	5	<i>“A force of soldiers from the Home House invaded the lands of House Dannett, and brave Dannett soldiers led by young Adham Dannett repelled the despicable louts, but not before the Home House forces burned and looted several small, defenseless farming villages. Adham Dannett is traveling to the capital with a shield as evidence—the hand of the Home House soldier who carried it still in it.” (Feel free to further embroider the tale as you like, as it continues to grow in the telling.)</i>
4–6	6	<i>“Trouble is brewing between House Dannett and the Home House, mark my words. Not the usual sort of trouble, mind, but possibly open war, depending on what the king chooses to do about this attack on House Dannett’s people and lands.”</i>

SAVING FLOWERS

Hamish Flowers is a dead man. Unfair, you say? Sure, but so is life in the Seven Kingdoms. The players should be grateful Flowers was present to take Archay's first arrow for them! By the time the ambush occurs, the characters should have learned all they were going to from the hapless sellsword. His inability to answer further questions or testify on their behalf makes for interesting events later in the adventure.

If the characters make a truly valiant effort to save Flowers's life, which requires *burning* a Destiny Point, then they find him reasonably grateful and willing to tell all that he knows to the characters. Even so, this act nets them little useful information since Flowers knows only what Lord Archay and Orten Lugus permitted him to know. If you feel generous, tell the players that such a sacrifice on behalf of a poor wretch like Ham Flowers is a wasted effort. Otherwise, let them burn the Destiny and save him, for all the good it will do them in the long run.

his disposition is Indifferent, and he's far more likely to boast to them about his achievements. He might reveal how the Fox Knight killed the other mercenaries but spared him because the knight thought Flowers was loyal to the Targaryens. He might reveal everything he knows: the attack on the farm, the slaughter of the other mercenaries, the placement of the shield, and even the person he thinks hired the Fox Knight—Alfric Dannett!

Note that Flowers is at a disadvantage in intrigues: he has above-average Will (rank 3) but possesses no particular intrigue abilities and a below-average Intrigue Defense. His inebriated state also puts him at a disadvantage, -1D on all tests, meaning he rolls only a single die for his intrigue tests. This disadvantage is intentional since characters should have a good opportunity to learn what Flowers knows. Allow players to choose how they approach the mercenary and their course of action once they find out his value to them.

Of course, Flowers is not long for this world after his impromptu confession. If the party threatens or bribes Flowers, he agrees to accompany them to King's Landing to testify on their behalf. Otherwise, he experiences a bout of sobriety, realizing he's said too much, and he tries to leave the inn.

Unless the Home House places Flowers under guard all night, he'll be murdered in his sleep once Lord Archay hears about the man's wagging tongue. The innkeeper and other patrons just shake their heads sadly and say Flowers should not have bragged about carrying so much coin,

which is missing from his room. If the characters carefully guard Ham Flowers throughout the night, the Fox Knight is cautious enough to leave them be. Instead, the Fox Knight targets Flowers during the ambush the following day and likely kills him (see **The Ambush**). Even if Flowers survives, chances are he'll be too badly wounded to continue on to King's Landing with the characters.

The next morning, as the party leaves the inn, Marta Taverner advises them that if they keep a steady pace, they should make it to the Gate of the Gods before nightfall.

HAMISH "HAM" FLOWERS	SELLSWORD
AGILITY 3, ATHLETICS 4, AWARENESS 3 (<i>NOTICE 1B</i>), ENDURANCE 3, FIGHTING 4 (<i>BRAWLING 2B, LONG BLADES 2B</i>), MARKSMANSHIP 4 (<i>BOWS 2B</i>), STATUS 1, WILL 3	
COMBAT 10, HEALTH 9 ⚔ INTRIGUE 5, COMPOSURE 9	

Hamish Flowers was a soldier during Robert's Rebellion, but like many others, he fought for the losing side. Also like others loyal to the Targaryens, he found himself adrift after Robert Baratheon's victory. He became a sellsword and mercenary, and he pledges his allegiance to the true royal family of Westeros, the Targaryens.

Flowers looks a good deal older than his thirty-some years, and he has thinning dark hair, several days' growth of beard, and a slight paunch that extends his otherwise tall and strong frame. His teeth are stained with sourleaf, and his eyes are watery and bloodshot.

ONE CRAFTY FOX

As the players leave the Inn of the Great Stag, a merchant named Rog Thanders asks if he might travel with them. He's been traveling alone and would prefer the protection of a larger party on the road. He carries a comically oversized pack, and all manner of items weigh down his donkey. Thanders is a peddler who travels from town to town, selling a pan here and a knife there. He's a harmless, friendly fellow. If the party brings him along, then they have a neutral witness to what happens next.

ROG THANDERS	MERCHANT
AWARENESS 3 (<i>NOTICE 1B</i>), CUNNING 3 (<i>MEMORY 1B</i>), KNOWLEDGE 4 (<i>EDUCATION 2B</i>), LANGUAGE 3, PERSUASION 4 (<i>BARGAIN 2B</i>), MARKSMANSHIP 3, STATUS 3, WILL 5	
COMBAT 7, HEALTH 6 ⚔ INTRIGUE 7, COMPOSURE 15	

THE AMBUSH

Lord Archay, the Fox Knight, follows the Home House characters and decides they know too much about the farm massacre. To ensure the Home House remains focused on House Dannett and not on him or, the Seven forbid, his real employer, he engages in clumsy damage control.

To this end, he hires a couple mercenaries, under the guise of Alfric Dannett, to help him ambush the party. The Fox Knight intends for his mercenaries to lose this battle.

This encounter occurs about two hours out from the Inn of the Great Stag. Archay hired his men from that same inn either after the players turned in for the night or as they exited the tavern. He is paying the sellswords, but he also has them riled up about the Home House's slaughter of innocent farmers. This time, the mercenaries are locals.

Michael Krafft and Thomas Hen are the hapless hired swords. Archay has told them they will be backed by a half dozen archers. In truth, only Archay will be acting as an archer, and he plans to ride off as soon as events go poorly for his hired sellswords (if not sooner).

As the party rounds a bend in the road, the Fox Knight buries an arrow in Flowers's eye with deadly accuracy (if he is accompanying the party). Otherwise, make a Marksmanship test for Archay against one of the characters: the knight has Marksmanship 4 and Bows 2B. If another expendable Narrator character is with the group, Archay can use him for target practice instead, to demonstrate to the characters the peril they are in.

Kraft and Hen immediately charge out of the woods yelling "*Dannett!*" and "*For the fifteen!*" (that being the number of farmers killed in the attack). They attack the nearest opponents. Archay fires one more arrow before quietly slinking away into the woods before anyone can ferret him out or follow.

MICHAEL KRAFT & THOMAS HEN HIRED SWORDS

ATHLETICS 3, ENDURANCE 3, FIGHTING 3

COMBAT 7, HEALTH 12 INTRIGUE 6, COMPOSURE 6

If Kraft or Hen survives, they tell the Home House that Lord Alfric Dannett hired them, and they complain bitterly how they were abandoned by their archers. Alive or dead, Archay gave them a letter of commission with Alfric Dannett's signature. If they're alive, they hand it over as proof they were hired legitimately. A ROUTINE (6) Knowledge or Status test reveals the letter is a forgery and not a

particularly good one, but it is sufficient to fool a pair of illiterate sellswords.

The sellswords describe Alfric Dannett as tall (he is short), gaunt (he's robust), tan (he's pale), and imposing. A more accurate description of Dannett would be a small, yapping dog. Anyone who has knowledge of Lord Dannett—an EASY (3) Status test or suitable background—knows the man they describe could not be Alfric Dannett. However, the sellswords' description does match that of the Fox Knight, especially if the characters convinced Ham Flowers to describe his erstwhile employer to them.

If the party investigates the source of the arrows, they find evidence that somebody had recently climbed a nearby tree, and they find fresh horse tracks heading away from the location. They find no evidence of more than one archer, in spite of Kraft and Hen's claims. Attempts to track the horse prove time consuming and fruitless unless you want to allow the characters to confront Archay early on. Otherwise, characters can follow the trail for a few miles until he fords a stream, taking a short detour downriver before crossing. At that point, it should be made clear the party cannot catch up to the fleeing archer before nightfall.

The characters might have several issues to deal with in the aftermath of the ambush, including what to do with Kraft, Hen, or Flowers (dead or alive). The merchant, Rog Thanders, asks if he can have any items from the dead men to sell and picks over the bodies unless his traveling companions say otherwise. If the characters protest, he shrugs and says, "*What use do they have for such trinkets?*" Still, he does not put up a fight if the characters forbid him from looting.

Thanders is also happy to testify that men from House Dannett ambushed the party on the road. He is staying in King's Landing for a few days—at the same place and for the same event as the characters—and he can be easily contacted.

If any of the characters suffer injuries or wounds from the fight, treatment is in order. There's insufficient time before they reach King's Landing for a recovery test (since that takes at least a day for injury and a week for a wound). Still, a Healing test can help keep the injury or wound from becoming infected; have the healer make the ability test, and apply the result to the character's recovery once sufficient time has passed, assuming the patient's condition does not worsen during that time.

After dealing with the ambush and its aftermath, the group travels on but has been sufficiently delayed, arriving well after dark at the Gate of the Gods at King's Landing.

CHAPTER 2: WELCOME TO KING'S LANDING



King's Landing is the black heart at the center of the game of thrones in Westeros. Although kings and royal lines come and go, King's Landing has endured. Now, the members of the Home House have come to try their skills in the king's tourney and to learn more about the black mark on their good name—and how they can rectify it. The characters quickly learn King's Landing is a dangerous place for the unwary, and even minding your own business can land you in a heap of trouble.

This chapter focuses on the party's arrival in the city, their choice of lodging, and the people and plots they encounter therein, as well as the further schemes leveled against them by the mysterious plotter behind their recent misfortunes. Given the whole of the city in which they roam, this chapter is more freeform than the literal road to King's Landing. Read the entire chapter, and feel free to modify the order in which events occur, depending on where the characters choose to go and what they focus upon. You can also create your own events and encounters in the city as desired to suit the interests and backgrounds of the characters and the Home House.

CHAPTER SUMMARY

The party—likely accompanied by the merchant Rog Thanders—arrives at the Gate of the Gods at King's Landing. The city is already crowded with visitors because of the tourney, and short-tempered gold cloaks question the characters before allowing them to enter the city. It is clear the group from House Dannett has already arrived, spreading more of their venom along the way.

The group finds accommodations in the crowded city. The characters have a couple days before the tourney begins to learn more about House Dannett's complaint and to meet the locals. Orten Lugas takes further steps to convince the Home House that House Dannett is trying to set them up, placing obstacles in their path. Iris Dannett, who works as a prostitute under the name "Lidda," might be drawn to one of the characters, involving them in her own troubles and perhaps implicating them in Dannett's as well. In and around the encounters initiated by Orten, the characters will have the opportunity to explore more of the city.

The characters have an opportunity to track down the Fox Knight, perhaps thinking they have eliminated the plotter behind their problems. Orten Lugas, however, is setting them up for an even worse fall by planting evidence to implicate them in further crimes against House Dannett!

ARRIVAL IN KING'S LANDING

Once the party reaches King's Landing, their primary challenges are dealing with overworked and surly gold cloaks (one of whom is in the employ of their enemy, Orten Lugas) and finding a suitable place to stay in the city during the tourney, either at an inn or along the tourney field.

THE GATE OF THE GODS

By the time the Home House party reaches the Gate of the Gods outside King's Landing, the sun has long since set, and gold cloaks stop them at the gate. Their captain, "Topper" Simonen, is a veteran of Robert's Rebellion who fought on the side of King Robert from the start, as he is happy to point out. Even during the war, he was an opportunist; he was the first to loot corpses of their coins or jewelry, and he extorted the smallfolk. So although he seems perfectly charming, he's susceptible to bribery.

And Orten Lugas definitely bribed him. Lugas has asked Captain Simonen to give the Home House the third degree and to inform the characters that Adham Dannett gave the instruction to do so.

Simonen and his fellow night guards, Mick and Hallad, stop the travelers and—once they ascertain the travelers belong to the Home House—insist on a time-consuming and intrusive inspection of every last item they've packed. If the characters have anything to conceal, they must use all their wiles to hide it from the guards, which might require an appropriate test or two. This hassle can be avoided by bribing Captain Simonen and his crew.

Simonen won't reveal Orten Lugas bribed him—Lugas's bribe was coupled with a very specific, nasty threat—but Simonen gladly reveals details about House Dannett: how many members are in the party, where they are staying, what weapons and supplies they had, and so forth. He attests that House Dannett didn't accuse them of anything specific; Adham Dannett just wanted them to have a difficult time of it.

TIMELINE OF EVENTS

The following timeline summarizes the events in this chapter as they occur. The timeline begins counting days from the party's arrival in King's Landing (day four of the timeline from **CHAPTER 1: ON THE KINGSROAD**); if they were delayed in the previous chapter, adjust the timeline here and in the following chapters accordingly. The timeline does not include events the characters might encounter on their own (see the **On Their Own** section on page 33 for details). Adjust these events to fit the group's actions and plans as they occur in the game.

DAY FOUR

- ☼ **ALL DAY:** The Home House party has the opportunity to meet and interact with various people in King's Landing.
- ☼ **AFTERNOON OR EVENING:** Ser Joris takes the party out hunting for the Fox Knight (if they are so inclined, see **The Wild Hunt** on page 34 for more information).

DAY FIVE

- ☼ **AFTERNOON AND EVENING:** Ser Joris receives a challenge from the Fox Knight and confronts him, possibly aided by the characters, Orten Lugas, and Bryan Telson.

If the characters are cooperative and polite, Simonen still gives them the third degree, but he is polite in return. Simonen responds to rudeness or violence in kind. If the party threatens serious violence, they might be reminded of the murder holes in the gate above them. Simonen doesn't want to arrest the Home House since he'll have to answer for his treatment of them if it's reported up the ladder, but he threatens to have them all locked up for the length of the tournament if they behave belligerently. The gold cloaks confiscate anything they perceive as contraband, and if the characters are rude, their definition of "contraband" might widen considerably.

At some point, Simonen "slips up" and apologizes for the treatment, but he claims young Lord Dannett gave him good reason to suspect them. The characters' diplomatic skills and politeness uncover useful information regarding House Dannett.

If the group decides they have had enough of the officious Simonen, they can find other ways to enter King's

STALKING THE DANNETTS

After what the characters tolerated on the kingsroad, as well as the final indignity at the Gate of the Gods, they might decide to have it out with Adham Dannett and his house as soon as possible upon reaching the city. If the characters insist on tracking down the Dannetts, they can be found at their pavilion on the tournament green, sleeping, except for one drowsy sentry. The Dannetts are understandably cautious, given what they believe about the Home House, and feeling threatened by a late-night visit, the Dannett entourage orders the characters to stop their harassing behavior. See **Unjust Desserts** on page 41 for guidelines concerning the characters confronting their rivals; most of the guidelines apply equally well to an early confrontation.

Landing, but the Gate of the Gods is the only legitimate means of entry at this hour in reasonable safety. If events go poorly with Simonen, the characters might need to find an alternative route into the city. Develop this brief detour on your own; the characters could utilize the vast network of smugglers' tunnels under the city or enter through a different gate in the morning.

Barring death and disaster, the protagonists pass through the gate, and Simonen answers any questions they might have about accommodations. He directs them to the Greentree Inn if they inquire about accommodations, and he tells them it is the only respectable inn with rooms still available.

If the exchange goes well with Captain Simonen, he might even ask Mick to lead the party to the Greentree Inn on River Row. Mick thinks he's funnier than he actually is. Along the way, he entertains the visitors with lewd jokes about the size of King Robert's sword and bawdy anecdotes about old Lady Boxwell's unsuccessful attempts to bag herself a young husband.

"TOPPER" SIMONEN OFFICIOUS GUARD CAPTAIN

ATHLETICS 3, AWARENESS 3, ENDURANCE 3, FIGHTING 3

COMBAT 8, HEALTH 12 ☉ INTRIGUE 7, COMPOSURE 6

MICK & HALLAD GOLD CLOAKS

ATHLETICS 3, ENDURANCE 3, FIGHTING 3

COMBAT 7, HEALTH 12 ☉ INTRIGUE 6, COMPOSURE 6

A PLACE TO STAY

The Home House's first order of business inside the walls of King's Landing is to find a place to stay, at least for the night but also for the duration of the tourney. Characters have two options: they can tent on the tournament grounds or pay for an inn in the city proper. The option the characters choose affects the scenes that follow, though either is workable.

TENTING ON THE GREEN

If the characters decide to erect a tent on the tournament green, the gold cloaks guide them to the appropriate area; hanging or flying banners on the other tents represent other visiting noble houses. Some members of the noble houses sleep in the colorful pavilions, whereas others occupy the tents only during the hours of the tourney. Servants or other members of noble houses might stay here as well, while the nobles reside at an inn or stay as guests of allies or kin in the city, or even as guests of the crown at the Red Keep.



Both House Dannett and House Lugas have tents here; the Dannetts use their tent as sleeping quarters. The scions of House Lugas stay at the Greentree Inn (see the inn's description, following), while their servants sleep in the tent, watching over their master's property for the tourney.

Of course, setting up a tent after dark is a difficult business, and even if the characters intend to spend the rest of their time on the green, they might choose to spend their first night in King's Landing in the relative comfort of an inn, especially after their long journey. But if the party chooses to set up their tent on the first night, allow them to do so.

THE GREENTREE INN

Gold cloaks guide a party wishing to find an inn to a place on River Row called the Greentree Inn, recognizable by its carved sign of a broad tree with spreading branches. The Greentree does not offer the nicest accommodations in the city, but it is reasonably clean and pleasant. What's important is that it still has rooms available (something Orten Lugas has arranged, leaving nothing to chance). Lyle Brewer, the owner and innkeeper, is a greasy fellow with an eye for a bargain. He treats his customers well enough, but he charges them what he thinks they will pay. He knows Orten Lugas as a generous patron, willing to cross Brewer's palm with enough coin to ensure his favor, if not his loyalty.

LYLE BREWER

INNKEEPER/PANDERER

CUNNING 4, DECEPTION 4, PERSUASION 4, STATUS 3, WILL 3

COMBAT 6, HEALTH 6 ✪ INTRIGUE 9, COMPOSURE 9

The Greentree Inn is important because of its location near the Jade Spring, a nearby house of ill repute also owned by Lyle Brewer. Some of the Jade Spring women frequent the common room of the Greentree Inn, greeting travelers and encouraging them to visit the brothel. Most innkeepers would object to such behavior, but Brewer facilitates it. If any patron of the Greentree objects, he makes a show of throwing the trollops out of his establishment, but he just as quickly calls them back in. It is through this connection with the cathouse that the characters might encounter "Lidda" (Iris Dannett, the missing House Dannett heiress).

Even if the Home House party chooses to stay somewhere other than the Greentree, they might stop by the inn if invited by Orten or Marita Lugas, providing the opportunity to involve the two in intrigues at the inn.

Try to steer the group to the Greentree if they choose to stay at an inn. Mick—the gold cloak from the gate—offers to guide them there, and others recommend it as a place to stay, both because it still has rooms and its other "merits." Other places the characters initially investigate are full because of the number of people visiting the city for the tourney. If the players refuse to stay at the Greentree, modify the other encounters in this chapter to suit their new surroundings.

IDLE HANDS

Once the characters settle into wherever they decide to stay in King's Landing, they have an uneventful first night (assuming they do not immediately head off and create some excitement, see **On Their Own** on page 34). The characters have two days before the tournament begins, as well as downtime between tournament events and activities. This section looks at various incidents you can use to liven up the group's wait while also furthering the plot against them. Orten Lugas takes opportunities to push the impression House Dannett is after them while stoking House Dannett's flames of resentment against the Home House, priming both sides for conflict.

COMMON INTRIGUES

The Home House characters have opportunities for intrigue with a number of characters. Exactly where and how these intrigues take place depends on the circumstances and where the party chooses to stay. These events might happen in the common room at the Greentree Inn, at the Jade Spring, or on the fairgrounds of the tourney. Adjust each encounter and interaction to suit the characters' plans, ensuring they have an opportunity to meet and deal with each Narrator character at least once.

HOUSE LUGUS

King's Landing is the Home House's first encounter with House Lugas and the real antagonist behind the story. See the **APPENDIX** for details on House Lugas and the members of the house in the city for the tourney.

Ser Naton Lugas and his men are loud, obnoxious fixtures in any tavern or alehouse. Pureblooded Lugas stock are dim-witted drinkers and carousers who have little regard for anyone around them, except as playthings. If characters choose to spend time with the Lugas entourage, nights of

drunken debauchery and vulgar companionship should be expected. Ser Naton prattles on incessantly about his victories, as well as his prowess on the battlefield and in the bedchamber. Although he is, as a rule, arrogant and rude, he also enjoys people who appreciate what he holds dear, namely drink, misadventure, battle, and women. A character fond of drinking a great deal who is competing in the tournament could have a grand time with Ser Naton. But Ser Naton bullies and taunts anyone who doesn't share his predilections.

Marita Lugas remains in the room she shares with her mother until later in the evening. Once her mother falls asleep, Marita visits the common room or tavern hall. The "Black Widow of Casterly Rock" is a devil at drink and a fearsome carouser and, thus, good fun in a tavern setting. Orten introduces her to the Home House, if the opportunity arises. She and Orten trade barbs—nothing truly damning—in a show of sibling banter.

Orten Lugas actively seeks out the Home House. This encounter is his first in person with members of the Home House, and he wants to feel them out. Orten feigns ignorance of the dispute between the Home House and House Dannett, outside of what could be considered common knowledge.

Orten approaches the party once they've settled in. He is an attractive fellow, more like a scholar than a warrior, which is close to the truth. He is open about what brings him to King's Landing: he brokered Marita's marriage agreement with Langley Woods on behalf of his father and is now here to close the deal. He freely admits his sister's first two husbands met mysterious, unfortunate ends. He also talks discreetly about his brother being more bluster than skill and suggests the Home House wager against him, if the opportunity arises.

He shows interest in any tale about the Fox Knight, if the characters choose to tell it, offering in return what he knows about the man: Lord Archay fought for the Targaryens during Robert's Rebellion, and Lord Archay feels obligated to Orten's father because he saved Archay's life. Orten figures this information will likely to come out anyway, and it would be better to come across as open and honest from the outset. He expresses wonder that a man like Lord Archay would slaughter innocents, if the subject arises. He won't mention the shield or his father's penchant for collecting them, of course. If the shield comes up in conversation, he doesn't appear especially interested in it.

Orten tries to collect the characters' personal information: names, motives for coming to King's Landing, pre-

ferred weapons, and so forth, without appearing to pry. He also expresses interest in the members of the Home House taking part in tourney. After talking for a while, he thanks the characters for their time and pays for a meal or round of drinks. The overall impression should be that he's a decent fellow who could be a useful source of information about the Fox Knight and the tournament in general.

LIDDA (IRIS DANNETT)

Eventually, some of the characters should be in the same place as Lidda (Iris Dannett), a high-priced courtesan who accompanies men to various public events. She also seeks clients out in such places, in addition to them seeking her at the Jade Spring. Lidda is vivacious and charming, though her manner masks her true loneliness, shame, and desire to rise above her current situation.

She might be in the company of Bryan Telson or Ser Gennady (see **The Dornishmen**, following). She is cold to Ser Gennady without being dismissive. He finds her aloofness tantalizing and pursues her more ardently because of it. Ideally, the characters might be in Orten Lugas's company when they first meet Lidda, allowing Lugas to "discover" her, though he already knows who she is and what she is doing in King's Landing.

Lidda might vamp on an eligible male character, particularly one who seems wealthy, influential, or handsome. Her intentions should be clear to all but the most naive, and she is up front about business, especially if she is in one of Lyle Brewer's establishments. On the other hand, she might appear demure for an attractive character, wanting to meet a handsome man who does not know what she does. This feigned innocence can result in several awkward revelations when the character discovers what Lidda does to make a living, as well as her true identity.

Orten Lugas intends to make a move on Lidda to further his own plans, so her interest in one of the Home House characters would present a problem, at least until Orten frames the Home House for the murder of Iris's brother Adham Dannett, at which point Lidda might want nothing to do with her former suitor! Thus Orten has no fear of any romantic interest Lidda may show to a member of the Home House, or vice versa, since it is only likely to enhance his plans. He makes note of it, regardless, and uses it like he does all information he collects about the characters.

See the **APPENDIX** for more information on Iris Dannett and her attributes.

OLD SER JORIS

In a dark corner of a tavern or taproom, Ser Joris Lander sits alone at a table, watching everything going on with tremendous focus and smoking a pipe that sends curls of smoke around him. He nurses the same mug of ale for most of the night and stares at one member of the Home House of your choosing in particular.

If any of the characters choose to approach Ser Joris, he asks if they are related to the head of the Home House. Ser Joris does not know the head of the Home House personally, but remembers hearing of their deeds during Robert's Rebellion. Ser Joris talks ominously about dark days ahead in King's Landing and how the characters would be well served to keep their swords sharp and ready. He gives the same talk to everyone. Ser Joris has nothing to do with the current conspiracy involving the Home House—he's just an old knight that happens to remember the head of that house.

He returns to talking about his days hunting down thieves in the kingswood. Now, if the characters ask about the Fox Knight, he bristles and claims the Fox Knight fears him because he's nearly caught the scoundrel innumerable times. He explains that the Fox Knight was a masked hedge knight who took to the woods in shame after being defeated by Prince Rhaegar in a tournament. In his shame and madness, the Fox Knight came to believe he was defending the prince who defeated him by harassing travelers. None of this anecdote is true, but it makes for a good tale, and at this point, Ser Joris has difficulty remembering what part of it is fiction and what isn't.

Ser Joris offers to take the party into the kingswood to search some of the Fox Knight's regular haunts, if they'd like. In reality, he has no idea what he's talking about, but he can lead the Home House to Lord Archay, in a way. See **The Wild Hunt** on page 34 for more information.

THE DORNISHMEN

Two Dornishmen are staying near where the characters have chosen to lodge, at the Greentree Inn or tented on the tourney green.

Ser Gennady Shanin is an older knight from Dorne who has come to King's Landing for the tournament. He carries the Valyrian steel sword *Scorpion*, the spoils of his betrayal and murder of a fellow knight many years ago. A long-time bachelor, Ser Gennady is smitten with Lidda (Iris Dannett), though she wants nothing to do with him outside of a financial transaction and prefers to find other clients to oc-

cupy her time. Still, Ser Gennady's apparent willingness to take her away from a tawdry life in King's Landing to an estate in Dorne is tempting, at least initially.

The other Dornishman is Bryan Telson, a young hedge knight looking to make a name for himself. He's thin, bronzed, and a fierce fighter. In truth, Telson's name is Tygor Wyl; he's the son of the knight Ser Gennady murdered and the rightful heir to *Scorpion*, his family's blade. He means to have it back from the thief and to see justice done on Shanin's body as well. Still, Telson is young and naive enough to want a fair fight since he refuses to stoop to the kind of treachery Ser Gennady committed.

As "Bryan Telson" Tygor initially intends to woo Lidda because Gennady desires her (it's also a chance to learn something more about the man). In the process, however, Telson becomes smitten with the lady. Bryan Telson is also a young man eager for adventure and glory, so he might be a potential ally for the Home House, if they manage to make a good impression on him.

See the **APPENDIX** for Ser Gennady and Tygor Wyl's abilities.

MAIYO VIERRO (GLARUS PTEK)

The handsome, talkative, and charming Maiyo Vierro proclaims himself a humble Braavosi merchant who deals primarily in spices and a potent foreign brew called *cheldarro*. He's in King's Landing on business and plans to stay for the tourney. Maiyo varies between looking forward to the events and competitions to idle boredom, proclaiming the tourney a distraction from his business and travel plans.

In truth, "Maiyo Vierro" is a cover for Glarus Ptek, and his Braavosi origins are the only truth to his story. Ptek is a freelance spy, assassin, and poisoner. He is in the city at Orten Lugus's request, to smuggle in the poison known as the tears of Lys and to renew his acquaintance with Lugus's sister, Marita, with whom he once shared a torrid affair. Ptek intends to claim the lovely Marita for his own this time, and the gods help anyone in his way. Ptek believes his business with Orten will allow him to achieve his goal.

As Maiyo Vierro, Ptek is careful to avoid appearing too familiar with House Lugus. He is not privy to the details of Orten's plan, only his particular part in it, so he might be outwardly friendly to the Home House characters, displaying his Braavosi charm. Successful intrigues could hint at his true nature and interests, and an Awareness test

against Marita Lugus's passive Deception (13) reveals she knows the merchant far better than she lets on when their paths first cross.

See the **APPENDIX** for Glarus Ptek's background and attributes.

LITTLE CUTS

Although he has planted the seeds of conflict between the Home House and House Dannett, Orten Lugus does not neglect the opportunity to water them before the tourney. He still needs to set the Home House up for Adham Dannett's death, and toward that end, Orten has arranged a number of difficulties for the characters, ranging from minor annoyances to potentially serious threats.

Like the intrigues described previously, these encounters could take place in various venues or circumstances, depending on what the player characters are doing. Take the opportunity to insert the encounters in and around other intrigues to break up the narrative and add conflict and variety to the story. If the characters split up, you can use different encounters for different groups and spread events out between them. You can allow them to compare notes (or not) when they meet up again.

WAYWARD SON

A boy around age ten approaches the characters (outside the inn or at the tourney fairgrounds) and introduces himself as Neil Rivers. He then proclaims the head of their house—or even one of the characters—is his father! By way of proof, he produces a folded letter, saying it is from his dead mother, wherein she outlines his parentage. Unfortunately, Neil cannot read, and the letter is not a convincing forgery. Certain details about the supposed father are incorrect (including when he was supposed to have been in King's Landing), and a **ROUTINE** (6) Knowledge test discloses that the letter was written recently, perhaps less than a day before.

Orten has set up this charade. He paid a messenger to pass a forged document on to the lad *"from his dead mother"* and to inform him that the head of the Home House was his father. If the characters reject his claim, Neil breaks down, wailing and crying and creating a scene. What's more, he takes to following his new "family" to press his case until they frighten him off. This situation could create difficulties for them, particularly if the characters feel any sympathy for the child.

NEIL RIVERS

ORPHAN

CUNNING 3, FIGHTING 1, STATUS 1, THIEVERY 3

COMBAT 5, HEALTH 6 • INTRIGUE 6, COMPOSURE 6

AN ANGRY FATHER

Tomas Brazier, a local blacksmith and angry father of a newly pregnant daughter, Alyse, seeks out one of the male characters in a towering rage. It seems Alyse has identified the character as the father of her child and her secret lover, and now Tomas intends to see that the fellow weds his child this very day or, by the Seven, he will take it out of the man's hide!

Brazier is a huge man, possessing the powerful upper body of a smith, and he bears a leather apron and hammer. He has also had a few drinks by the time he manages to find the characters, as evidenced by his breath if anyone is near enough to smell it. He fully intends to berate the violator of his daughter before demanding the man marry her, and he is willing to knock the character senseless and drag him to the nearest sept, if need be. Needless to say, Brazier has not thought the matter through; his wife died three years ago, and he's a simple working man raising his (somewhat rebellious) daughter alone. If he took time to consider, he would realize the accused has not been in King's Landing long enough to have done the deed.

Brazier's disposition is Unfriendly toward the accused and his companions, and any worsening of it means he decides a good beating is necessary to knock some sense into the offender. Characters might be able to talk him down, and as Tomas is a godly man, his disposition is Indifferent to any godsworn characters among his target's friends. If the Home House treats him and his problem with respect and mollifies his anger, they can investigate further, though Tomas is protective of Alyse.

As for Miss Brazier, the young lady is lying; a man paid her a small sum in gold to accuse one of the Home House. She asked no questions because she needed the money for her child and because the man threatened her if she reneges. She does not know the briber's name, but she could identify him if she saw him again. Alyse initially sticks to her story about the character being the father of her child but gives in quickly if pressed. Treat her as having Composure 3 for the purpose of intrigues to root out the truth.

Tomas is furious at Alyse's behavior, and he's embarrassed and apologetic toward the Home House for his

own. He sends his daughter to her room with orders to remain there, and he offers to make amends to the injured party, perhaps with free metalwork. He is not so bold as to offer Alyse in marriage, but he does talk to the party with an eye toward the possibility, if any exists.

If you want to extend this encounter, perhaps Alyse Brazier takes a shine to a male character, even her supposed “paramour,” and decides to sneak out of her room to go to him, begging him to take her away from King’s Landing. This predicament could lead to another awkward encounter with her short-tempered father.

TOMAS BRAZIER **ANGRY BLACKSMITH**

ATHLETICS 3 (*STRENGTH 2B*), ENDURANCE 3, FIGHTING 3

COMBAT 7, HEALTH 9 🌀 INTRIGUE 6, COMPOSURE 6

ALYSE BRAZIER **PREGNANT DAUGHTER**

PERSUASION 3

COMBAT 6, HEALTH 6 🌀 INTRIGUE 6, COMPOSURE 6

THE POISON GIFT

A day or two before any of the Home House characters face Adham Dannett in the lists, one of them receives an unusual and anonymous gift—a finely made dagger with a dragonbone hilt, wrapped in cloth and tied with a cord. A folded bit of parchment is tucked inside the cord, bearing the character’s name in a neat, clear hand. The gift is left either outside the character’s chamber door at the Greentree Inn, or outside the characters’ tent on the tourney green—or a similar place where it will be impossible to miss in the morning. No one saw who left it or has any idea where it came from. Such a gift is princely: dragonbone is expensive, and the blade is finely made.

Careful examination of the dagger (a CHALLENGING (9) Awareness test) reveals the dragonbone hilt is hollow; the pommel is a screw-on stopper for a small glass phial that fits cunningly and snugly into the hilt. The phial contains droplets of a clear, odorless liquid, barely enough to pool in the bottom. Although the characters have no way of knowing initially, this tiny amount of liquid is the tears of Lys, a deadly poison Glarus Ptek has secured for Orten Lugus.

It takes at least a full day’s work and a FORMIDABLE (12) Knowledge test to identify the liquid; the testing process uses up and neutralizes the sample. It also requires laboratory equipment that characters are not likely to have

with them. However, they might be able to access some through the maesters’ Conclave or the Alchemists Guild in King’s Landing. Feel free to play out a suitable intrigue if the characters attempt to do so, or have the negotiating character make a CHALLENGING (9) Deception or Persuasion test, based on his approach to gaining access to the equipment. A maester at the Conclave might be willing to perform tests for a price (a gold dragon or the equivalent); a successful intrigue lowers the fellow’s price accordingly, perhaps by appealing to his curiosity. Of course, revealing the contents of the dagger to anyone works against the Home House in the long run.

If any character is foolish enough to taste the liquid in the phial, see the effects of the tears of Lys in *SIFRP* page 134. The sample is small enough to reduce the Virulence to 4 and the Toxicity to 2, meaning the victim might survive, though it will not be a pleasant experience. The symptoms experienced by the victim lower the Knowledge test difficulty to identify the liquid to CHALLENGING (9).

The dagger is a slightly curved, single-edged blade, nicely balanced for throwing or close-in work (not surprising, as it was originally intended as an assassin’s weapon). A smith or similar expert examining it can make a CHALLENGING



"SAY, AREN'T YOU...?"

One of the appeals of playing in a well-established fictional setting such as *A Song of Ice and Fire* is the opportunity to interact with the famous places, events, and people of the world. Westeros is known for its colorful characters, and a visit to King's Landing is a great opportunity for the party to rub elbows with some of the famous (and infamous) cast of the series. These chance encounters are strictly peripheral to the plot of *Peril at King's Landing*, though the players don't know it!

Use the *SIFRP Campaign Guide*, your own knowledge of Westeros from the novels, and the preferences and interests of your players to help you choose which, if any, notables their characters might encounter. Possibilities include the following:

ALLAR DEEM

Second-in-command and Chief Sergeant of the City Watch (the gold cloaks), Allar Deem is a cruel, violent man, little loved within the city walls, but he knows how to follow orders, which makes him invaluable to his commander. Characters might encounter Deem going about his duties, which could include handing out "lessons" to beggars and others "disrupting" the tourney.

GENDRY

A raven-haired lad recently apprenticed to local blacksmith Tobho Mott, Gendry is a bastard son of King Robert, and although he and the characters do not know it, someone familiar with the novels might. The party could run into Gendry if they happen to visit his master's forge, perhaps looking for a new weapon or armor.

GRAND MAESTER PYCELLE

Although the Grand Maester won't likely be wandering the fairgrounds, characters might encounter him in the maesters' Conclave (see **CHAPTER 3: THE KING'S TOURNEY** for details).

LORD PETYR BAELISH

The master of coin on the small council might be out enjoying the sights and spectacles of the tourney (more likely betting on the outcomes of the jousts), allowing characters to meet him in passing. Lord Baelish is charming and pleasant toward the characters, even in defiance of popular opinion if it has turned against the Home House. But he's also not particularly interested in them, and he begs off any extended conversation with the need to attend to other matters.

SYRIO FOREL

Arya Stark's future "dancing master" might cross paths with the party. The Braavosi swordmaster is justifiably confident in dealing with any conflicts; he is courteous though somewhat formal. If the characters mention Maiyo Viero in Syrio's presence, he displays a mild look of distaste, and he makes it clear he does not care for the fellow, though he does not elaborate.

THOROS OF MYR

The infamous Red Priest is sure to show up at the tourney, even if just to take part in the melee and frequent the ale tent. Characters could run into him along the way and be subjected to a tipsy sermon about the glory of the Lord of Light.

VARYS

It's recommended the Home House characters *not* encounter the master of whisperers during the course of the tourney. After all, Varys is a busy person, and although he is no doubt fully informed of the Home House's present difficulties, the characters don't greatly affect the kingdom. In addition, Varys makes it a point of pride not to be noticed by the people he's spying on.

(9) Knowledge test to determine the weapon is old, certainly not of recent make, given the rarity of dragonbone. Although its true age is unclear, it is a century or more in age. No maker's marks or other adornments confirm who made the dagger or who previously owned it.

The significance of this unusual gift appears in **CHAPTER 3: THE KING'S TOURNEY** and gives the Home House a valuable hint as to the party behind their difficulties, depending on who they reveal the weapon (and its contents) to over the course of the tourney. Keep careful track of the dagger and knowledge about it; it is important later on.

ON THEIR OWN

Of course, King's Landing is a city of thousands of people, and not everything revolves around the characters and their problems, though they might feel it does. The party has considerable opportunities to find both entertainment and trouble, if they choose to go looking. This section provides ideas for scenes you can insert into the story if characters wander off on their own. For more on the places and people of King's Landing, see **A GUIDE TO KING'S LANDING**.

DOWN DARK ALLEYS

King's Landing can be a dangerous place, especially for strangers unfamiliar with its streets and neighborhoods. The Home House characters might encounter would-be robbers while wandering the city, particularly at night.

Chances are the footpads are poor and desperate, their courage bolstered and their caution lowered by a few stiff drinks, or they might be jaded and tipsy nobles looking for a bit of sport. The presence of ladies in the party might be of more interest than coin, depending on the circumstances and the location. And footpads might be more likely to accost a party on foot than one on horseback, given the advantages of both speed and tactical position the latter provides.

Robbers might slink away at the first sign of armed resistance from the characters: a fully armored knight would make a ragged alley rat armed with a rusty old knife think twice. The thieves break and run if the tide turns against them or if the incident attracts the attention of the gold cloaks. You can run the encounter as a tense confrontation, perhaps giving the characters the opportunity to talk their way out of it with a successful intrigue, or you could let your players flex their characters' muscles a bit and show their relative advantage over the unwashed rabble of the city streets.



An injury or wound suffered during a scuffle with these lowlifes could complicate matters for characters taking part in the tourney, in addition to the complications that arise from properly treating the injury. Some players might wonder if a rival arranged the fight to put their character off his game; let them, as it adds to the conspiratorial air of this chapter of the story.

See **Stock Characters** on page 91 of the **APPENDIX** for game information on suitable Narrator characters for this type of scene.

THE JADE SPRING

If one or more of the characters searches for female companionship, the Jade Spring is an ideal destination. Lyle Brewer or his people will recommend the brothel, perhaps without mentioning Brewer also owns the Greentree Inn (depending on the questioner's attitude). It is located near the Greentree Inn.

A visit to the Jade Spring offers more opportunities for characters to interact with Iris Dannett and her would-be paramours, as well as the other ladies of the house. A character might form a relationship with Iris or seek to bed her, which could have repercussions later on when her true identity is revealed.

The Jade Spring is also a potential place for gossip and intrigue, and Orten Lugus might make an appearance at the same time as the characters, leading them to wonder about his connection with the place, particularly when he "discovers" Iris and brings her to the attention of the noble houses and the king.

DRUNKEN BRAWL

Among the numerous taverns and taprooms in King's Landings are plenty of visiting knights, squires, and servants, as well as locals tossing back a few following a long day. The city is crowded during the tournament, tempers are frayed, and adding alcohol makes for an explosive mix; it takes very little to set off a drunken brawl in a tavern or in the streets.

The gold cloaks respond quickly to any public violence inside the city walls. They might not show up until the fight is over, rounding up anyone who seems involved and making sure they are fined to help fill the city's coffers. Resisting an officer of the king's law is sure to earn characters time in a dungeon—possibly even a beating—unless their status is such that the gold cloaks know enough to treat them with civility. A **ROUTINE (6) Status** test on the part of the accused character might be necessary to avoid trouble.

Of course, random brawls present opportunities for plotters against the Home House. A scuffle could be a means to test their mettle or to drain their resources and the city's goodwill. Such encounters could also be distractions or feints from other maneuvers, such as breaking into the party's rooms, stealing from them, or assassination attempts—a brawl might conceal a (possibly poisoned) dagger slipping between someone's ribs. Orten Lugus does not want the Home House characters dead, at least not right away, and Adham Dannett is too honorable to attack them in such an underhanded way, but the characters could gain other enemies, perhaps in addition to bringing some along with them as part of their existing background.

THE WILD HUNT

In this part of the story, Ser Joris Landseer offers to take the Home House into the kingswood to track down the Fox Knight if Ser Joris hears anything about their brushes with the scoundrel. The old hedge knight does *not* provide a good showing on their initial outing.

Ser Joris has no idea where he is heading, but he forges ahead with pronounced confidence. Somewhere in his heart, perhaps, he recognizes his lack of competence, but it doesn't break through the surface of his delusion.

If the characters do not notice Ser Joris doesn't have it together, he suddenly shouts "*There! There he is!*" while pointing at a dim shape moving in the forest. If the characters move to attack, they come face to face with a large, angry wild boar.

BOAR

AGILITY 3 (*QUICKNESS 2B*), ATHLETICS 3 (*RUN 1B, STRENGTH 1B*), CUNNING 1, ENDURANCE 3 (*RESILIENCE 1B, STAMINA 2B*), FIGHTING 3, STEALTH 3, SURVIVAL 4 (*FORAGE 2B*)

COMBAT 9, HEALTH 9 🍀 GORE 3, DAMAGE 4, POWERFUL, VICIOUS 🍀 ARMOR RATING 1

FEROCIOUS: A boar can take injuries to reduce damage to its Health, just as characters can.

Ser Joris remains positive on the return trip, "*We didn't find him this time... but the Fox Knight is a wily sort, surely next time...*" He's so happy to have been on a hunt that he pays little heed to any criticism from the party. On the plus side, if the characters present the enormous boar to

Lyle at the Greentree Inn, they avoid the jeers they would otherwise have suffered.

THE CHALLENGE

Sometime later, Ser Joris comes to the characters with stunning news! He clutches a document in his hand, and he announces he's received a written challenge from his old nemesis, the Fox Knight! He asks the characters to serve as his deputies and help him bring this traitor to the king's justice. The letter does not originate from Ser Joris—in fact, a serving lad named Pim found it addressed to Ser Joris and passed it on to him. The consensus at the Greentree is somebody is having one over on Ser Joris. Ser Gennady's party in particular is having a cruel laugh at the old hedge knight's expense.

If the characters don't immediately accept the offer, Bryan Telson announces he'll join Ser Joris. Bryan calls Ser Joris a brave knight and explains Ser Joris should have a second in a duel. Truthfully, he doesn't want the old man to be humiliated again. Shrewd players recognize Bryan's act of kindness, but his actions encourage Ser Gennady to mock the exercise further.

After Bryan Telson speaks up, Orten Lugas also offers to accompany the old knight. *"If it is Lord Archay, perhaps I can convince him to surrender in light of the debt he owes my father,"* he muses aloud. Naton Lugas openly scoffs, *"I've never seen this side of you before, brother."*

In truth, Orten is unhappy with Archay's shoddy job of handling matters after the raid. Orten arranged a meeting with Archay and then wrote the letter to Ser Joris detailing where they intended to meet—a particular clearing in the kingswood. Orten counts on the Home House characters killing Archay to protect the incompetent Ser Joris. However, Orten did not expect Bryan Telson's offer of aid. Since Bryan is a wildcard in this situation, Orten decides to accompany the group and take matters into his own hands, if necessary.

Orten says little during the journey, but Bryan enjoys conversation. Characters with appropriate skills might discover Telson is more educated and well spoken than your typical Dornish hedge knight—a choice of words here, an inflection there. Bryan tells the story of *Scorpion*, a Valyrian steel sword, awarded to a great Dornish warrior by his prince for service in driving out the forces of Daeron I after the Conquest of Dorne. The sword, as he tells it, was passed



down from father to son for generations. A number of years ago, the father was murdered and the sword stolen by unknown parties. The sword is rumored to have a pattern along the blade that looks like a scorpion poised to strike on one side. *"Some say it just looks like a bunch of reddish swirls,"* Bryan adds. This sword, of course, is his family legacy.

Bryan won't go so far as to ask them to give him the sword if they find it—but he tells his tale to many people in the hopes that, if they see the blade, they'll mention it to him.

When they near the clearing, Bryan suggests Lord Archay is intelligent enough to flee if he sees a small army appear in the clearing. Bryan suggests the group split into pairs and attempt to approach the clearing from several angles. Ser Joris, since he's the one who was contacted, and Orten, since his family has a prior relationship with Archay, should go to speak to Lord Archay directly. Orten objects that he's no warrior and that he wouldn't stand a chance if Lord Archay chooses to fight. Bryan suggests that, since Archay has attacked and fled from the Home House before, he will probably not show if he sees them. Orten claims the Fox Knight *"will likely not appear regardless."*

"Fear not," Ser Joris announces, *"I will be watching over you."* Of course, this declaration reassures no one.

The party can choose to go along with this plan or not. Lord Archay is here, alone and armed. He hasn't survived this long in the woods by being foolish. He knows a large party has traveled in this direction because he's heard them, and he is laying low. He does not know it is the Home House.

Orten persuades Ser Joris to stay a few yards behind, ostensibly so Orten can try talking sense into Lord Archay, but truthfully, Orten knows his appearance will lure Archay out.

Orten announces *"Lord Archay! I am Orten Lugas, son of Konrad Lugas! For the love you bear my father, show yourself."*

Archay emerges and asks *"Who was traveling with you?"* *"Members of my house,"* Orten lies.

"Where's your father?"

At this point, Ser Joris bursts into the clearing.

"Lord Archay! At last we meet again!"

"Who are you?"

And with that, Ser Joris charges, over Orten's feigned objections. Ser Joris is no match for Lord Archay but delays him for a short time, long enough for the party to react. By the time they reach the fight, Joris is down on his back and sputtering blood. When Archay sees them approaching, he turns from advancing angrily on Orten and flees.

Archay fights to the death, but the characters do not have to kill him. His main goal is to escape. If he can't do that, he kills as many of his opponents as he can, calling them traitors and rebels and even less pleasant names all the while.

TO THE VICTORS

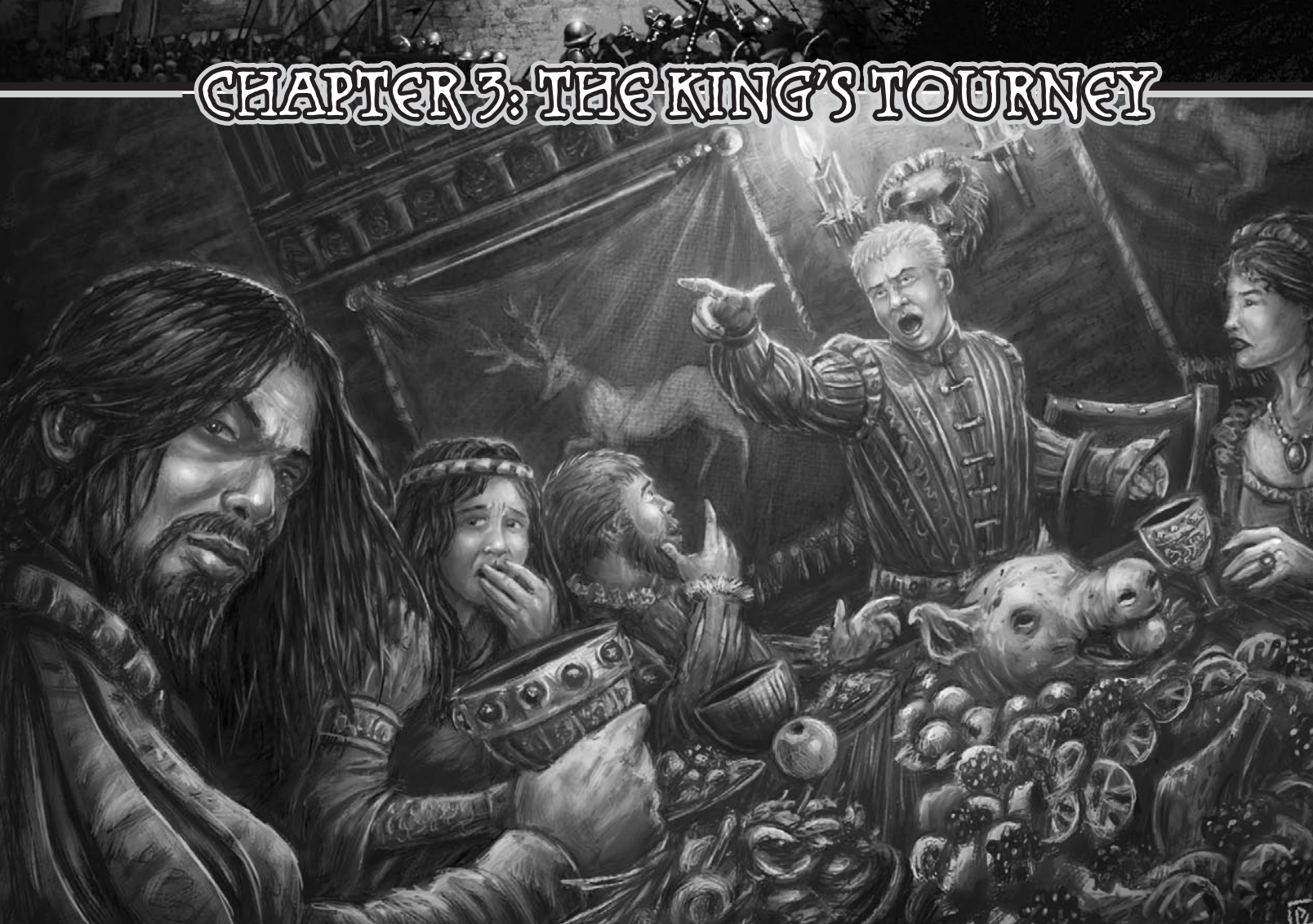
If Archay survives for questioning, he refuses to say anything except to hurl invective against the characters, and he berates Orten for *"tarnishing his father's good name by taking up with these lousy rebels."* His disposition toward the Home House is Malicious in terms of intrigue, so he is difficult to persuade.

Orten wants the Fox Knight dead. If the characters do not kill him in the course of the melee, Orten might seize the opportunity to do so, stabbing Archay in the back (or the front, for that matter) when his guard is down. Ideally, this action will be to save a Home House character just in time or prevent the Knight's escape. Orten might claim he didn't intend to kill Lord Archay, depending on the circumstances, but his priority is to ensure the Home House learns nothing from Archay.

If the Home House does not seem interested in going on this trek based on their initial experience, they do not need to be forced into going along. Report to them later that Lord Archay showed up and killed Ser Joris, but Bryan and Orten, working together, killed Archay. Bryan has much to say about Orten's bravery.



CHAPTER 3: THE KING'S TOURNEY



The tourney begins! With the noble guests present and the tournament green of King's Landing covered with colorful tents and pavilions, it is time to start the royal tournament. Since the Fox Knight has been eliminated, the Home House characters might think the true plotter behind their recent troubles is no more; unfortunately for them, Orten Lugas's plan continues to unfold.

This chapter details the events of the nearly weeklong tournament, from the opening feast where House Dannett makes its accusations, to the tragic end of their complaint with Adham Dannett's death, and the grand ball where events take an unexpected turn. It also provides expanded rules for jousting and other tournament competitions, based on the material from the rulebook for *A Song of Ice and Fire Roleplaying*.

CHAPTER SUMMARY

The tourney begins with a presentation of arms before the king, followed by a welcoming feast that night. At the feast,

Adham Dannett publicly accuses the Home House of crimes against his father's people and lands, and he produces the bloodied shield as proof. When the king does not immediately rule in his favor, Adham challenges a representative of the Home House to meet him on the field of honor!

The group's champion and Adham joust on the following day, and Dannett is defeated when he falls from his mount and does not rise. Carried off the field, he appears to suffer from a mysterious injury and dies shortly thereafter, taking his house's complaint against the characters with him.

The days after Adham Dannett's death are filled with competitions and opportunities for intrigue. Knightly characters take part in the jousting, and other characters might participate in the archery and equestrian competitions. Maesters may take part in the Conclave in the city, and characters can join in other games or events while going about their affairs. They may also choose to look into the circumstances of Adham Dannett's sudden and somewhat mysterious demise.

THE TOURNEY BEGINS

The King's Tourney begins with an opening ceremony on the jousting field. With King Robert and his court ensconced in the royal pavilion, the participants, dressed in full livery, ride the length of the field, presenting their arms before the king and appearing before the cheering crowds.

TIMELINE OF EVENTS

DAY SIX

- ✿ **AFTERNOON:** Opening ceremonies of the tournament, including a presentation of arms before the royal pavilion.
- ✿ **EVENING:** The welcoming feast. Adham Dannett levels serious charges against the Home House, presenting the bloodied shield bearing their crest as proof.

DAY SEVEN

- ✿ **NOON:** First round of jousting competitions. Adham contends with the Home House's champion.

DAY EIGHT

- ✿ **NOON:** Second round of jousting competitions.
- ✿ **AFTERNOON:** Adham Dannett dies.

DAY NINE

- ✿ **NOON:** Third round of jousting competitions.
- ✿ **AFTERNOON:** First round of the archery competition.
- ✿ **EVENING:** Rog Thanders turns up dead (if the Home House revealed him as a witness).

DAY TEN

- ✿ **NOON:** Fourth round of jousting competition.
- ✿ **AFTERNOON:** Second round of the archery competition.

DAY ELEVEN

- ✿ **NOON:** Semifinal round of jousting competition.
- ✿ **AFTERNOON:** Final round of the archery competition.

This scene offers a prime opportunity to introduce the players to the major competitors in the tourney, as well as important nobles and houses in your own *SIFRP* series. In addition to the important characters described in the **APPENDIX** of this book, include any suitable knights you wish from the *SIFRP Campaign Guide*, or original characters or houses you created for your series. It is an excellent technique for foreshadowing future significant individuals, and it is a way to remind players later that they first encountered the character at this tourney.

The presentation of arms also makes it possible to familiarize players with the major houses of Westeros and your own campaign, and it allows the characters their moment in the sun as well. Let the knights ride down the field past the royal viewing stand, listening to the sounds of the crowd. Of course, for the members of the Home House, those sounds might not be pleasant.

During the presentation of arms, the characters notice a few in the crowd booing their knights and their shield or banner. They might even catch snatches of shouted insults such as “*What about the farmers!*” or “*Butchers!*” Clearly, the rumors spread about them along the kingsroad have reached King's Landing. The smallfolk heckling the Home House quickly melt into the crowd when confronted—they aren't brave enough for a scuffle with armed knights! A knight shouting threats or insults back does little to impress the crowd; you might even penalize the Glory that knight earns during the tourney, starting him at a deficit.

Other participants in the presentation politely pretend not to notice any dislike aimed at the Home House—or anyone else, for that matter, since some of the other noble houses are none too popular. However, behind the scenes, ladies whisper and gossip to each other, and knights barely conceal smiles and chuckles at the characters' expense. Adham Dannett remains stone faced through it all, showing his pleasure only when he rides down the field to the cheers of the crowd, waving in return. The smile quickly vanishes from his face when he spies any member of the Home House, however, and he is nothing but coldly polite to them.

If any of the players want to confront Adham before or after the presentation while both parties are off the field, let them; although, you might want to remind the player of any Status 3+ character that such a confrontation would be disruptive and inappropriate. Certainly, Adham has nothing to say to them, and he stalks away to attend to his business after telling the party, “*Your deeds will come to light soon*

enough.” If the exchange turns violent, he defends himself, and others aid him, particularly if the attack was unprovoked. A public argument (much less assault) will weigh against the Home House in the future.

THE UNWELCOMING FEAST

That evening, after the opening ceremonies, the king and his court hold a welcoming feast for the participants of the tourney. As usual, King Robert spares no expense in entertaining the royal guests. Although a fair amount of entertainment is planned, additional amusement occurs in the form of accusations leveled against the Home House by Adham Dannett, speaking on behalf of his father and House Dannett.

MIX & MINGLE

Guests begin arriving early for the feast, and a great many are gathered in the hall before the food is served. This setting provides ample opportunity for characters to mingle and talk with other guests, including the cream of Westeros's nobility. Intrigue is in the air as the scions of noble houses meet and talk over the background music provided by minstrels and the hum of conversation.

The players might wish to have their characters seek out certain intrigues, based on the people and challenges they have encountered in King's Landing thus far. You can offer the following potential intrigues and conversations to bait the players. If they show no interest, move on to the next encounter, and encourage the players to seek out their own conversations and liaisons.

HOUSE DANNETT

Adham Dannett initially ignores the party at the welcoming dinner; he shuns any overtures to conversation and meets the characters' eyes with a withering glare if they make eye contact. The same is true of members of his entourage, though anyone merely in his company might be willing to talk with them, curious to learn more about the people Dannett so clearly hates, if nothing else. This mingling allows the characters to use intrigues to find out more about Dannett and what he's saying about them.

Forcing a confrontation with Adham merely pushes him into making his accusations against the Home House sooner rather than later. See **Unjust Desserts** later in this

section for details. Any attack on Adham or his entourage reinforces the Home House's guilt regarding his charges, and such an act incurs King Robert's displeasure at the disruption of festivities and the peace of his house.

HOUSE LUGUS

A prime opportunity at the welcoming feast is for the Home House to encounter members of House Lugus. Orten Lugus and his sister Marita are friendly enough. Orten, in particular, tries to play up his relationship to the characters as “comrades-in-arms” after their encounter with the Fox Knight in the previous chapter. Ser Naton Lugus also attends, but he pays little heed to the Home House characters unless they are interested in drinking, war stories, or discussing the pleasant attributes of the various women in attendance.

HOUSE BARATHEON

Encounters with the king, the royal family, and members of the royal court are at your discretion. Naturally, the royals are the center of attention at the event, but they are also isolated from casual conversation, unless King Robert decides to mingle and have a few additional mugs of ale. The Kingsguard keeps close watch on the room and warns off anyone who comes too close to the royals without proper leave. See the *SIFRP Campaign Guide* and the **APPENDIX** of this book for details on the royal house, the Kingsguard, and related important characters.

LADY ORLANNA'S DAUGHTER

Any eligible male members of the Home House might run afoul of the predatory Lady Orlanna, who is looking to marry off her only daughter, Aranette, to a landed knight or, preferably, a nobleman. The key problem with her plans is that Aranette is an awkward, horse-faced girl. Orlanna, who fancies herself a sophisticated member of high society, is shrill and has an awkward sense of humor. Her husband, Ser Berris Shreeve, is a hen-pecked drunkard who wants nothing to do with his wife's schemes; although, he'll gladly pay Aranette's dowry to marry the poor girl off. Orlanna takes any opportunity to corner her chosen prey, with Aranette in tow, as she tries to pair off her daughter by encouraging conversation or inviting the gentleman to her home for a meal. If the man Orlanna is eyeing competes in the tournament, then he might be asked to carry a favor from Aranette, an embroidered scarf bearing gaudy flowers on it.

DINNER IS SERVED

Once you have played out the intrigue and encounter opportunities from the initial scene, food is served in the Great Hall. The tables are spread with fine linens and laden with dishes; servants move in and out of the hall, clearing and bringing new courses to the meal. The feast consists of:

- Loaves of crusty, fresh bread accompanied by crocks of butter and wheels of pale yellow cheese
- A hearty soup of leeks and other root vegetables
- A salad of field greens, dried fruits, and shaved cheese, dressed with vinegar and oil
- Quail eggs poached in a sauce of cream and dill
- Hot, flaky pies filled with pigeon or eel in gravy
- Roast of beef, in a crust of garlic and herbs, accompanied by roasted root vegetables heaped around it on platters
- Miniature fruit tarts, iced lemon cakes, and honeyed fruit ices



- Abundant ale and wine, including different wines for each major course of the meal

Emphasize the sensory experience of the rich foods and the tremendous variety; King Robert is a generous host and clearly a man who enjoys food and drink—and he expects his guests to do the same. This encounter might be the characters' first attendance of a royal feast, so point out the pleasures of the experience. Also keep in mind the opportunities for characters to imbibe, consulting the rules for alcohol in *SIFRP* **CHAPTER 7: EQUIPMENT** page 131 (particularly for any character with the Bound to the Bottle quality—if the feast is not a “troubling situation” to begin with, it soon becomes one).

Anyone keeping an eye on Adham Dannett notices that the young knight eats little and drinks sparingly. Indirect inquiries using a **CHALLENGING (9) Deception** or **Persuasion** test reveal Adham claims he has no appetite, and his stomach is unsettled. This ailment is partly due to nerves over his impending outburst and partly due to the initial effects of the tears of Lys. Let the players draw their own conclusions about the information, as they do not yet have enough evidence to determine Adham has been poisoned.

DONE IN JEST

During the meal, various entertainers perform for the royal family and the gathered guests. Minstrels play before and during the initial course of the meal, followed by jugglers, dancers, and jesters. The jugglers toss batons, knives, and even flaming torches from hand to hand while the jesters caper, tumble, and tell raucous jokes to the roaring laughter of the guests. If any of the characters have done anything worthy of mockery in King's Landing, a jester might choose to reference it, embarrassing the character and testing the party's goodwill and sense of humor.

The entertainment also provides a suitable distraction for any covert activities the Home House might wish to engage in, from sneaking out of the feast unnoticed, to arranging a side conversation with one of the guests. Have the players make suitable tests or play out intrigues for whatever they are trying to accomplish. Otherwise, the entertainment merely serves as additional color for the story and a further demonstration of the lavish nature of the king's tourney.

UNJUST DESSERTS

When the feasting comes to an end, and a great many of the guests are well into their cups from the ale and wine, young Adham Dannett finds his forbearance with both the Home House and the king exhausted. When yet another toast is proposed to the honor and success of the competitors in the king's tourney, Adham lurches to his feet, the bench loudly scraping on stone, and points an accusing finger at the members of the Home House.

"Honor?" he exclaims angrily. "Some who dare come to this tourney and this table know nothing of honor! So-called knights and nobles who would butcher innocent farmers and their families have no place here except to face the king's justice! Your majesty, in the name of my father and my house, I implore you to hear my complaint against these murderers and warmongers!"

Dannett has no interest in reasoned argument or debate at this point, and he shouts down anyone who speaks in opposition. Given the public nature of the accusation, King Robert has little choice but to hear what Dannett has to say, though he is clearly displeased with the turn of events. The characters see Queen Cersei lay a hand on the king's arm and speak quietly to him, clearly mollifying him as he agrees to hear what Adham has to say. If the Home House protests, the king flatly tells them they will have their opportunity to refute the charges, but he insists they—and everyone else—remain silent while Adham speaks.

The young knight passionately describes the circumstances of the unprovoked attack on House Dannett's smallfolk, the brutal slayings of unarmed farmers, and the discovery of the bloodied shield amid the carnage—the one bearing the Home House's crest. He interweaves occasional difficulties and disputes with the Home House, magnifying them as motive for this unprovoked attack, and he demands justice in the form of restitution from the guilty parties.

STATING THEIR CASE

King Robert allows the Home House to state their case and speak in their own defense, though he prefers if only one of them speaks. The characters can offer whatever arguments they wish in their own defense, but the matter comes down to their word against Dannett's unless they can produce evidence or witnesses to support their claims. Fortunately, the previous chapters might have given them options.

ROG THANDERS

Remember the merchant the Home House characters met at the Inn of the Great Stag? Assuming they permitted him to travel with them, Thanders can tell the story of how men claiming to work for Alfric Dannett attacked them on the kingsroad. He also relates what he knows about Hamish Flowers, if anything. He makes it clear he has no dealings with the Home House beyond this matter, and he swears an oath to the Seven that he speaks the truth.

SER JORIS LANDSEER

Old Ser Joris, if he survived the confrontation with the Fox Knight in **The Wild Hunt**, will gladly testify on behalf of the Home House. However, unless the characters forced Archay to admit something, Ser Joris has nothing to testify to except their bravery in dealing with an enemy of the crown, which might carry some small weight with the king.

BRYAN TELSON

Like Ser Joris, Bryan Telson can attest to the characters' confrontation with the Fox Knight and anything he might have said or done. Bryan stands up for the Home House even more vigorously, assuming they have done nothing dishonorable in his presence. If the characters suggest they need his help, Bryan might take them into his confidence and ask them for help in return. See **Bryan Telson** in the **APPENDIX** on page 85 for more information on his quest to recover his family sword.

ORTEN LUGUS

Of the first three potential witnesses, two are not in the Great Hall at the time of Adham Dannett's accusations, and the third, Bryan Telson, masquerades as a landless hedge knight whose word does not carry a great deal of weight. The other witness to their fight with the Fox Knight, however, is likely Orten Lugus, who is willing to speak on the characters' behalf and tell the king and all assembled what he witnessed in the clearing of the kingswood. However, Lugus carefully avoids supporting the Home House too much. Unless Lord Archay outright confessed to framing the Home House, Orten says the rogue knight seemed to bear a grudge against them. Certainly, the Home House

CHOOSING A CHAMPION

As long as the party includes one or more knights, it should be a simple matter to choose a champion to represent the Home House on the jousting field. After all, presumably at least one of the characters came to King's Landing to joust, if not several. The choice of champion should be decided by the member of the Home House with the highest Status present, ideally an heir (or even the head of the house, if he is present). Customarily, the champion is the highest-ranking knight in the party, the one with the highest Status and the Anointed Knight quality, but the house can choose anyone to represent them in the lists.

If, for some reason, the Home House party does not include any knights, then a noble or even a sellsword can stand in as champion, provided he has at least a modicum of ability in Animal Handling and Fighting (not Flawed in either). Spectators might mutter about the dubious honor of Adham challenging such a clearly outmatched opponent, but it makes the Home House's eventual "victory" more stunning (and suspect) later on.

Handling unusual champions, such as rare incognito female knights or "black knights" who choose to hide their faces with helm and visor and cover their shields, is left to the Narrator to handle as best suits the story. The challenge might provide a means for such an unusual champion to enter the lists and the tourney. If all else fails, perhaps Bryan Telson chooses to serve as the Home House's champion, complicating matters for him when Iris Dannett later considers him, and the characters, responsible for the murder of her brother.

has done the Seven Kingdoms a service by ridding it of a Targaryen loyalist. Orten plays the role of loyal and innocent servant to the crown—and fair-minded ally of the Home House—to the hilt.

THE FIELD OF HONOR

The matter of House Dannett's accusations comes down to Adham's word against the Home House unless the characters can produce clear proof they had nothing to do with the massacre. The young knight will not be swayed from his demand for justice, and if the Home House continues to proclaim its innocence, he hurls one of his mailed gauntlets at their feet, challenging their champion to meet him on the field of honor. The gathered nobles let loose with muttering and whispering—and no small amount of amusement.

King Robert declares that, since the tourney begins on the morrow, Adham Dannett and the Home House champion will have the honor of being the first to face each other in the lists. At noon, the jousting will begin with the two knights determining the outcome of the case in a trial by combat, and the gods will surely favor the innocent party.

At that ruling, Adham stalks out of the great hall, his entourage in tow, and the feast winds toward its conclusion, when the king drunkenly staggers out, followed shortly thereafter by a tense Queen Cersei. Some of the guests congratulate the party and offer them wishes of good fortune on the morrow, while others eye them warily, careful

not to commit themselves as friends or allies to a house whose fate is in question. Orten Lugus wishes the characters well and tells them he is certain they will be vindicated on the field of battle.

JOUSTING

The prime event of the tournament is the joust, which allows knights from across the Seven Kingdoms to compete for glory and honors.

Tourney jousting is about unhorsing your opponent, so lances are blunted and meant to shatter on impact with the opponent's shield. Knights wear full armor, but accidents still happen: a fall from a galloping horse might result in injuries ranging from minor to severe, and it is not unknown for a "misplaced" lance to strike a visor, throat, or other vulnerable spot. A crushed breastplate can do real damage, as can the thundering hooves of a panicked horse. Squires waiting off the field move quickly to assist fallen knights in distress.

The lists are arranged in a series of paired eliminations. The loser of each competition is eliminated from the tourney, whereas the winner advances on to the next round. This process halves the number of competitors each round until two are left for the final round. As a large tourney, the event at King's Landing has six rounds, including the semifinal and final, so the first round has room for sixty-four knights, a roster easily filled out by the houses attending.

RULES OF THE JOUST

The rules of the joust are simple. Each mounted knight starts at either end of the jousting field—a picket or fence divides it down the middle, though poorer jousting fields have only a nominal dividing line. Each knight charges down the field to the right of the picket and tries to strike his opponent's shield with his lance with sufficient force to throw the other knight from the saddle. Deliberately aiming for a target other than your opponent's shield is considered poor form at best and outright cheating at worst, though lances do sometimes slip off of shields to strike rider or horse—accidentally and deliberately.

Jousting lances are simple wooden poles, blunted at the ends and expected to splinter or shatter on impact. A knight's squire keeps several replacement lances on hand, in case the knight's lance breaks.

The first knight unhorsed loses the joust. If both knights manage to remain in the saddle for three passes, an impartial judge might award the win to the knight with the most solid hits (in effect, the greatest total degree of success). Although, spectators prefer a prolonged joust to continue until one of the competitors falls, as that is more exciting to watch and a more satisfying win for the victor.

GAME SYSTEM

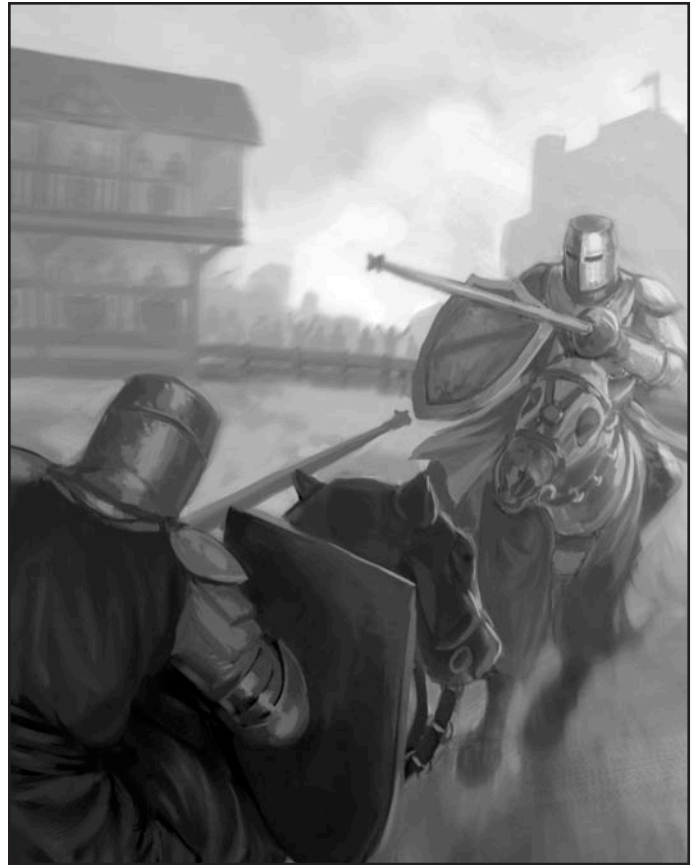
The following guidelines expand upon the ones given in *SIFRP* on pages 163-164. Because jousting is mock combat, you will need to modify the standard *SIFRP* combat rules as follows.

INITIATIVE

Jousts are designed for the two opponents to strike at roughly the same time, so characters do not roll for Initiative. Make and resolve the two combatants' attack tests simultaneously; it is possible for both riders to unhorse each other.

ATTACK

The two jousting combatants make simultaneous Fighting tests as a regular attack (bonus dice from Spears specialty apply). Since a jousting attack is by definition a charge (*SIFRP* page 160), both attackers take -1D on their Fighting tests; chosen maneuvers might increase or reduce this penalty. The Difficulty for the Fighting test is the opponent's passive Animal Handling test result (Ride specialty applies).



Knights can choose one of the following maneuvers when making a pass in a joust. None of these maneuvers are required; if the knight chooses, apply only the standard penalty dice and damage bonus for the charge attack, which is not optional given the format of the joust. You must choose your maneuver, if any, before making a pass and before you roll any tests.

AGGRESSIVE

You focus on the ferocity of your attack, giving less heed to your own defenses, perhaps even lowering your shield more than is wise. Apply a bonus of +1 or +2 (your choice) to the result of your Fighting test, and subtract the same amount from the result of your passive Animal Handling test.

BRACED

You focus on bracing yourself against the impact of the charge, at the cost of blunting your own attack. Subtract 1 or 2 (your choice) from the result of your Fighting test, and add the same amount to the result of your Animal Handling test to remain in the saddle if you are struck.

DEFENSIVE

You angle your body and shield to lessen your profile and better deflect your foe's attack, weakening your own in return. Apply a bonus of +1 or +2 (your choice) to the result of your passive Animal Handling test to determine the Difficulty for your opponent to hit you, and subtract the same amount from the result of your Fighting test.

EYES FIXED

A knight normally turns his head away from his opponent a moment before impact, mainly to avoid having splinters from a broken lance fly into the slits of his visor. You can choose not to do so, and fix your eyes on your opponent, instead. Apply a bonus of +1 to the result of your Fighting test. However, increase the base damage of your opponent's attack by 1 point (increased by degree of success as usual). If your opponent defeats you, he can choose severe consequences, such as death or maiming (losing an eye).

HIGH IN SADDLE

You ride high in the saddle, which gives you a slight advantage in height and momentum but makes it more difficult for you to keep your seat if you are struck. Apply a bonus of +1 or +2 (your choice) to your Fighting test, and subtract the same amount from the result of your Animal Handling test to remain in the saddle if you are struck.

TABLE 3-1: JOUSTING RESULTS

TEST RESULT	OUTCOME
Critical Failure	A clean miss or glancing blow
Failure	Lance shatters on opponent's shield but has no other effect
One Degree	Lance shatters on opponent's shield; the opponent takes damage and must succeed on a Challenging (9) Animal Handling test or be unhorsed
Two Degrees	Lance strikes opponent; the opponent takes damage and must succeed on a Formidable (12) Animal Handling test or be unhorsed
Three Degrees	Lance strikes opponent; the opponent takes damage and must succeed on a Hard (15) Animal Handling test or be unhorsed

JOUSTING RESULTS

The result of the Fighting test in a joust determines the outcome, as shown on **TABLE 3-1: JOUSTING RESULTS**.

A tourney lance inflicts (Animal Handling +3) base damage and is a Powerful weapon, which adds +1 damage per rank of Strength specialty a wielder has. Since a tilt with lances involves a charge, the lance does an additional +2 base damage. Apply any modifiers from the knight's chosen maneuvers (previously) before determining the final damage based on degree of success.

EXAMPLE

Ser Merik (Animal Handling 3, Strength 2B) inflicts base 10 damage with his tourney lance: 3 for his Animal Handling rank, +3 for the lance, +2 for his Strength specialty rank, and +2 for the charge maneuver undertaken as part of the joust. He applies -1D to his Fighting test due to the charge, plus any modifiers for his chosen maneuver(s).

A combatant knocked from his saddle falls and suffers damage equal to the jousting attack's base damage. Armor does not reduce this damage. A combatant can defeat his opponent by reducing his Health to zero. It is possible for both combatants to unhorse each other in a jousting pass, in which case their squires assist them back to their mounts for another pass, or in the case of a formal challenge, they continue the conflict on foot.

BETWEEN PASSES

Between passes, squires assist their knights by knocking dents out of their armor, unlocking jammed joints, or removing damaged pieces, and they replace their knight's shattered lance and corral the knight's horse (if necessary). It allows the knight a short breather, sufficient for a Catch Your Breath action. Roll an AUTOMATIC (0) Endurance test; each degree of success removes 1 point of damage. Although Catch Your Breath is a Greater Action, each knight can take only one in between passes.

DEFEAT & YIELDING

An opponent knocked from his steed loses the match to one who manages to retain his mount. If the knights make three passes and neither unhorses the other, the knight with the greatest total degrees of success can be counted the winner.

The loser forfeits his steed and armor to the victor, but he can buy them back, provided he can meet the ransom price. The ransom is usually equal to the value of the armor and steed combined, but some tournaments might have steeper fees, whereas others might have less. Etiquette

OPTIONAL TOURNAMENT EVENTS

Make an effort to let as many of the characters shine in the tourney as possible. If a member of the Home House has a particular area of expertise, include an event for it in the tourney or on the fairgrounds, so the character can show off a bit. Possible additional events include the following.

- ✿ Knife or axe throwing at straw targets or posts, with the potential of a throw going a bit awry [Throwing test, modified by weapon specialty].
- ✿ Feats of strength such as rock throwing or a caber toss, wherein the thrower balances an entire log on its end before hurling it end over end as far as possible [Athletics test, Strength specialty modifies].
- ✿ Various athletic contests such as foot races, wrestling, climbing a greased pole to reach a wreath balanced at the top, log rolls, and so forth [Athletics tests, modified by the appropriate specialty]. Most of these events are likely to be unofficial.
- ✿ Various unofficial gambling events, from betting on other contests to floating dice games conducted in taverns and alleyways. Some of these events are rigged scams to bilk visitors out of as much coin as possible [Cunning or Thievery test, depending on tactics and circumstances, modified by specialties involving gambling].

deems it poor form to charge more than a reasonable market amount as a ransom price.

Opponents defeated by taking damage in excess of their Health face consequences determined by the victor. For competitions, such outcomes usually mean unconsciousness or potential embarrassment, though maiming and death can and do occur.

CHEATING

A competitor can choose to shift his lance to strike a more lightly armored area of his opponent, or even to strike his opponent's mount. This attack deals normal damage, as if in combat, potentially killing the rider or mount, though important characters can choose to suffer injuries or wounds to limit the damage and use Destiny Points to evade death.

If the cheating competitor attempts to conceal his duplicity, make a Deception test, and use the result as the Difficulty for an Awareness test to detect that the attempt was anything other than an unfortunate accident. Of course, even if caught red handed by someone, a determined cheater can still claim it was an accident.

Being caught cheating in a joust results in immediate disqualification and potentially a fine or honor price paid to the injured party or, if he does not survive, his family. The cheater may also suffer a loss of reputation, or gain one as a cheat, which can cause penalties in certain interactions or worsen some characters' dispositions, much like the Reviled flaw (*SIFRP*, page 91).

JOUSTING KNIGHTS

You can fill out the lists in the early rounds of the joust as you see fit, using information from **A GUIDE TO KING'S LANDING** (particularly the minor noble houses near King's Landing), the **APPENDIX**, and the *SIFRP Campaign Guide*. Feel free to include any Narrator characters or minor houses relevant to your own game. For the sake of convenience, you can use the following archetypes for the jousting competitors that characters encounter in the later rounds of the tourney.

Opponents in the second through fourth rounds of the tournament should be capable, after the chaff has been winnowed out from the field. The knight stock character from the **APPENDIX** provides a quick set of game stats, perhaps with slight variations in specialty ranks (additional Ride for Animal Handling, for example, or an extra specialty rank in Spears). By the fourth round, a contender might have as high as rank 5 Fighting, if you want to provide a knightly character with more of a challenge.

The fifth and sixth—or semifinal and final—rounds of the jousting tournament are the most challenging, as the field is whittled down to just four knights in the fifth round. In the sixth round, the two previous winners compete against each other. If a character advances this far, it is against difficult odds, and he faces some of the most skilled combatants in the Seven Kingdoms.

Choose suitable knights as opponents, either Narrator characters from your own series, or named characters from

the *SIFRP Campaign Guide*. The tourney is an opportunity for a Home House character to face off against the big names of the novels.

If you create your own knight(s) for these rounds of the tourney, they should be Fighting rank 5 and have at least 2B to 3B in Long Blades and Spears, Animal Handling rank 4, and at least 2B in Ride. Some contenders might have even higher ranks. Although, keep in mind rank 6 is truly exceptional and rank 7 virtually unheard of; such a paragon, if not already widely known, soon would be after such an amazing display of ability.

OTHER TOURNEY EVENTS

Although the joust and the melee are the main events of the tourney, other events exist for the characters to participate in, if they so desire, including archery and horsemanship, as well as a gathering of maesters hosted by the Grand Maester in the service of the king. These events can serve as background color and opportunities for characters other than knights to show off their abilities, or even



as important elements of the plot, depending on how you present them.

THE ARCHERY COMPETITION

Compared to the jousting and the melee, the archery competition is relatively simple: the contestants stand in a row, take aim, and fire three shots at a straw target. Missing the target all three times eliminates a competitor from the competition. The targets are then moved back, and another round takes place, repeating until all competitors but one or two have been eliminated. In the final round, the competitor who shoots the most arrows closest to the center of the target wins.

The Difficulty for the Marksmanship test starts at ROUTINE (6) and increases by one level each round, typically reaching HARD (15) in the fourth and final round. The archer with the highest total degrees of success from all three shots in the last round is declared the winner.

THE EQUESTRIAN COMPETITION

Although the primary riding competition at the tourney is the joust, other opportunities exist for riders to demonstrate their skills on a mount without armor, shield, and lance. The equestrian competition involves jumping over pickets, hay bales, and mud puddles, as well as walking, cantering, and galloping along a track before an audience, most of whom hope for an embarrassing fall from the saddle that lands the rider in the mud.

In a series of rounds, the competitors make Animal Handling (Ride) tests. Judges decide the best half of the results, and winners move on to the next round. In the final round, the highest test result determines which rider wins. The competition also serves to show off horseflesh from various parts of Westeros and is of particular interest to breeders, so the owner of a winning horse might receive overtures to breed it.

THE MAESTERS CONCLAVE

Grand Maester Pycelle, advisor to the king, hosts a gathering of maesters from across the Seven Kingdoms that runs concurrent with the tourney. Most of the attending maesters are attached to a house attending the tourney, and it is an opportunity for them to discuss, debate, compare notes and observations, and partake in the sort of

long-winded conversations maesters enjoy. The Conclave provides something for maester characters to do during the tourney (apart from treating the occasional combat-related injury). Having a Home House maester attend the Conclave might prove useful to the party later on; the Conclave represents a collection of the best-educated minds in Westeros and offers a wealth of information to someone with access.

Although most people do not consider the maester's Conclave a "competition," it is only because they do not understand the subtle academic infighting of the graduates of the Citadel. The maesters use their Conclave to discuss and debate a variety of scholarly questions, present findings from their own studies and research, and stake out important new discoveries; although, a good deal of what goes on is more political than intellectual.

If a maester character has a particular finding or agenda for the Conclave, feel free to play it out, and allow opportunities for intrigue and the like. For a simple, abstract idea of how events transpire, you can ask the maester's player for a Knowledge test using the appropriate specialty; the result demonstrates how well the other maesters receive his ideas. A particularly good result might garner attention from influential patrons, whereas an especially poor result could lead to censure or loss of standing within the Conclave.

DANNETT'S FALL

Late in the morning on the day after the welcoming feast, the king's tourney officially begins with the first round of jousting. To resolve the accusations and arguments from the previous night, the first joust will consist of the Home House's champion against Adham Dannett; it will be a trial by combat to determine which claimant is in the right. Unlike an ordinary joust, this conflict will not end until one of the champions yields, instead of when the first competitor is unhorsed.

Word spreads quickly, so by the time the sun rises, spectators have swelled the stands around the tourney field; the lords and ladies are packed cheek to jowl by the time the two combatants take the field. Likewise, members of the great noble houses fill the private pavilions, the royal pavilion positioned in the middle of the field.

Adham looks grim and determined as he rides onto the field and waits for his squire to help him equip his helm, shield, and lance. Any effort to use intrigue, either the prior evening or that morning, to convince him to change course

is problematic. Adham maintains a Malicious disposition toward the Home House and anyone supporting them, and he views any attempt to mollify him or negotiate as a dishonest ploy to weasel out of a fair fight (not matter how overmatched Adham might be).

Characters paying attention to the young knight's appearance and attitude might notice (with a ROUTINE (6) Awareness test) that Adham is pale and sweating in spite of the morning's mild chill, and he sways slightly in the saddle. Inquiries—and a ROUTINE (6) test of Deception or Persuasion, perhaps even a minor intrigue—reveal Dannett has eaten little since last night, blaming stomach distress, but he is determined to see this battle through. Rumors circulate that Dannett has a hangover (as do many of the other noble guests), but no one recalls him drinking more than two goblets of wine at the feast. Of course, any attempt by the Home House to call off the joust, no matter how well intentioned, is seen as cowardice and an admission of guilt on their part by both Dannett and his allies and supporters.

Adham is in dire straits. Orten poisoned the young knight with the tears of Lys, dosing him with the final fatal amount at the feast the night before. Even if someone could convince Adham not to ride against his perceived enemies, he cannot be saved. His youth, strength, and determination are all that have allowed him to survive this long. He might have a difficult time overcoming the Home House's champion under the best of circumstances, but he has virtually no chance in his present condition.

If a character pays any attention to the crowd, have the player roll a CHALLENGING (9) Awareness test to notice Lidda among the onlookers; however, she is heavily veiled, making it difficult to recognize her. Iris Dannett could not resist watching her younger brother joust, especially after she heard the accusations made against the Home House. She witnesses what comes next.

FOR HONOR & VICTORY!

Soon the two combatants position themselves at either end of the field, and at the signal, they lower their lances and charge!

Run the contest between Adham and the Home House champion using the guidelines given in the **Jousting** section (page 42). Due to the effects of the tears of Lys, Adham suffers -2D to Agility, Athletics, and Endurance.



Consider his passive Animal Handling (Ride) result a 6 rather than his usual 10, but he still tests Fighting with his regular 3+2B (remember to include -1D for the charge). Adham does not adopt any particular maneuvers (he's in no condition to perform fancy techniques); allow the player to choose his character's jousting maneuvers normally.

If Adham unhorses his opponent through a stroke of luck, he draws his sword and attempts to dismount to confront the Home House opponent on foot. Instead, he topples from the saddle, landing with a crash on the field. If, as is more likely, the opposing combatant knocks Adham from the saddle, then the fallen knight lies in the grass, gasping and struggling to rise, before beginning to convulse.

House Dannett's maester and attendants rush onto the field to aid their fallen master. If the Home House characters attempt to approach, Dannett's people flash hot, angry glares, and their hands move swiftly to their weapon hilts. If the characters press the matter, one of the house attendants—likely one of the younger wards—draws steel and assaults the offender in a rage until the gold cloaks break up the fight or King Robert's commanding voice cuts through the melee.

Otherwise, the Dannett retainers carry their lord's son off the field while Adham's squire collects his master's horse and fallen helm and lance. A hush falls over the crowd as the stricken knight is taken away, and the silence is broken only when the king speaks.

A HOUSE VINDICATED?

"Trial by combat was requested," the king says, "and trial by combat has been fulfilled! The Warrior has smiled on the victors and proven their cause, let no more be made of it, but let their just victory be recognized and the tourney continue!"

Applause and accolades from the crowd are dutiful, if perhaps not as enthusiastic as the Home House might prefer. The outcome of the joust dissatisfies some individuals. However, the result must be honored as a fair judgment, and the charges Adham Dannett leveled against the characters are dropped. The player characters are free to do as they please. In particular, the victorious Home House champion can go on to the second round of the jousting the following day, and any other combatants from the Home House entered into the jousting lists for the initial round can proceed.

FATE OF THE FALLEN

The characters might wish to learn more of Adham Dannett's fate. Rumors fly that the young knight fares poorly; his retainers carried him to his tent, and his house's maester attends him. The stories range from a minor injury or a severe hangover that led to his embarrassing defeat, to wild rumors of a crippling blow to the head, a broken neck, or a terrible malady, such as a plague or mad fit. Certainly, the retainers of House Dannett seem somber and concerned, and no one sees Adham in public after he is taken from the jousting field.

Dannett's master-at-arms, Edan Ward, and one or more of his sons bar entry of any Home House character who attempts to visit Adham. Dannett's men scoff at the Home House's offers of help, telling them, *"You've done more than enough to this house; now be gone from here before we forget the king's peace."* Pressing the issue results in a fight and having to deal with the gold cloaks (to say nothing of earning King Robert's displeasure for continuing to disrupt his tourney).

Anyone who keeps watch on the Dannett's tent, or who attends the maesters' Conclave, might spot Maester Ferris at some point, coming or going. The maester desperately works to improve his young lord's condition with little

SAVING ADHAM

Preventing Adham's death is unlikely since no cure exists for the tears of Lys, and even learning what poison afflicts him is improbable. If a player burns (not just spends) a Destiny Point to save the young knight's life, Adham can be treated with rounds of purgative herbs and fluids to bring him back from the brink of death. But saving Adham leaves him with the Poor Health and Sickly qualities (*SIFRP*, page 91) due to permanent damage to his stomach and bowels. He likely won't thank the healer for saving him, at least not right away. If a character chooses to save Adham, modify the events in the last chapter to focus on Iris accusing the Home House of poisoning her brother. Iris still interests Orten Lugas; he will merely bide his time until he can eliminate both the current and future Lord Dannett.

success, and he consults his colleagues on the matter. His disposition is Dislike toward Home House characters, but a fellow maester or scholar (a character with Knowledge 3+ and the Education specialty) might be able to engage him in an intrigue to gather information on Adham's condition, particularly if Maester Ferris thinks the characters might be willing and able to help.

Diagnosing Adham's condition as poisoning is VERY HARD (18), well beyond Ferris's ability and, indeed, that of most maesters at the Conclave. If a player's character suffered similar symptoms after ingesting a small amount of the unknown liquid in the hidden phial of the dagger, the Difficulty is ROUTINE (6) because the symptoms are virtually the same. Although, Adham's condition makes it clear he is suffering from a much larger dose. Onlookers might question how the characters came by this knowledge. Even so, knowing how to treat a patient poisoned with the tears of Lys retains the original Difficulty (18).

If the Home House consulted any maester at the Conclave about the mysterious liquid, the characters quickly piece together the clues once Maester Ferris looks into the cause of Adham Dannett's condition. And even more fingers might point to the Home House by the time of the **Grand Ball** (see page 53).

THE DEATH OF DANNETT

The day after losing the joust to the Home House, Adham Dannett dies in terrible agony. If the characters have tented on the green, they and others hear his cries of pain, and word spreads quickly of his passing. If they have lodged at the Greentree Inn, then word reaches them through their associates or when they visit the tourney field. Although the common story is that Dannett died of injuries suffered during the joust, whispers spread of foul play ranging from poison to magic, whereas others speculate Dannett was ill before taking part in the tourney.

Edan Ward prepares to return Adham's body to the Dannett lands for burial as soon as possible. The master-at-arms takes charge of the House Dannett entourage, and he asks that word be sent by raven to Lord Dannett of his son's death, so funeral preparations can begin back home in time to receive them. Edan restrains his sons from taking any rash action toward the Home House. The boys' disposition toward the Home House, whom they blame for their young master's death, is Malicious, and any misstep by the characters could set off the hot-headed youngsters.

Maester Ferris also returns home to House Dannett unless recent events cause him to suspect the Home House of complicity in Adham's demise, beyond a simple accident on the jousting field. If the maester harbors such suspicions, then he asks to remain in King's Landing, and he requests that Edan Ward lend him the assistance of one of his three sons, as well as the horses and supplies they will need to return later on their own. Ward agrees and leaves his youngest son, Marcus, to attend the maester. The two of them are potential allies for Iris Dannett in the events in **CHAPTER 4: POISONED WORDS**.

Ruben Piper and his men choose to remain in King's Landing because Piper has further business to conduct in the city, and he wants to see the remainder of the tourney. He has not given up on finding Lady Iris, though it looks unlikely he will find her at this point. The future of House Dannett is in question; the current lord's health is failing, his heir is dead, and Lord Dannett's daughter—his only living heir—is missing.

The Home House party may well choose to begin investigating Adham's Dannett's demise at this point, rightly sensing there is more to it than an unfortunate jousting accident. If they have not followed up on the mysterious dagger delivered to them, they can do so, possibly discovering traces of the poison within. An investigation may make Glarus Ptek nervous, leading the Braavosi to

slip-up by sending some hired swords after the characters or trying to poison them himself.

CONTINUING THE TOURNEY

Although Adham's defeat and demise pose a somber start to the festivities, the king's tourney continues unabated, and contestants and onlookers alike encourage the vindicated Home House to participate. Characters can take part in the archery and equestrian competitions described previously, as well as continue to compete in the joust, and eventually in the melee.

JOUSTING

The characters' opponents in later rounds of the joust are for you to choose, but you have two options, Ser Naton Lugus and Lady Marita's betrothed, Ser Langley Woods. See the **APPENDIX** for information on these knights and other potential competitors.

Known as a ruthless foe who delights in sending opponents crashing to the turf, Ser Naton instantly dislikes any knight able to best him, which could make another enemy for the Home House from within House Lugus. It can also set up a potential confrontation for **CHAPTER 4: POISONED WORDS**.

Langley Woods, on the other hand, is a hapless sort whose knighthood clearly stems more from his family connections than his worthiness. In fact, if more than one Home House character takes part in the joust, then the second character should face Woods during the first round. Otherwise, sheer dumb luck escorts the ill-fated fellow to the second round to face the combatant who vanquished Adham Dannett.

A Home House knight might also come up against one of the Dornishmen taking part in the tourney: Ser Genady Shanin. If given the opportunity to see Ser Genady's sword, a character who listened to Bryan Telson's story about the blade *Scorpion* during **The Wild Hunt** in **CHAPTER 2: WELCOME TO KING'S LANDING** might recognize it and wonder how the Dornish knight came to possess it. A character who defeats Shanin in the joust could claim the sword as a prize, in which case Bryan Telson

comes to them in hopes of reclaiming it (see **Scorpion's Sting** on page 52 for details).

If you have your own knightly Narrator characters, feel free to make use of the tourney to introduce them and perhaps create new rivalries or friendships for the Home House knights. You can also consult the *SIFRP Campaign Guide* for details on the major knights of Westeros to include them, allowing the players' characters to meet some of the important figures from the *A Song of Ice and Fire* novels.

A MERCHANT'S PASSING

If the Home House brought the merchant Rog Thanders to the attention of the royal court while attempting to clear their names against Adham Dannett's charges, then on the third day of the tourney, word reaches them that a body was hauled out of the water by the docks. The poor fellow was knifed in the back and thrown into the water, where he's clearly been for some time. Anyone who investigates sees the body being prepared for burial in a small sept; it is Rog Thanders.

Questioning the gold cloaks and people down by the docks proves useless. The City Watch firmly believes someone knifed Thanders to steal his purse, which is missing, and pitched the body in the water, but they hold little hope of finding the thief, who is long gone. The keeper of a dockside tavern called the Mermaid's Arms saw Thanders the night the tourney began and served him a few mugs of ale. He says the merchant wandered out, somewhat tipsy but not drunk, and that was the last he saw of him. The tavern keeper has no recollection of anything suspicious, but he makes it clear that he minds his own business and not that of his customers.

Allow the characters to investigate the death of Thanders as they see fit. Little evidence exists for them to find. Orten Lugus paid to have the merchant killed discreetly, just in case he knew anything damaging and to deprive the Home House of an ally. But Orten also killed the assassin, and Orten did a better job disposing of that body, so the investigation quickly runs up against a brick wall. Still, searching out clues can occupy the characters for a while, and the merchant's death makes it clear more might be going on than the Dannetts' accusations against their house.

CHAPTER 4: POISONED WORDS



As the tourney comes to an end, the woman the characters thought was a high-priced whore—perhaps even a romantic interest—turns out to be the missing daughter of their rival house, and she has leveled grave accusations of murder against them! A plot they might have thought finished has twisted, and the noose tightens around their necks. Caught in the schemes of their foes, the party must find a way to turn the tables and survive on a field of battle far more dangerous than the games of the king's tourney.

CHAPTER SUMMARY

In this chapter, the events of *Peril at King's Landing* resolve. Another mysterious death occurs when Marita Lugal's fiancé Langley Woods perishes during the melee at the height of the tourney. Bryan Telson's true identity might also be exposed as he acts against the man who killed his father and stole his family's sword.

On the final evening of the tourney, the king throws a grand ball to honor the victors of the competitions. The missing Iris Dannett appears at the ball to accuse the characters of murder! The characters have to choose a course of action to prove their innocence and, if possible, expose the true killers behind the plot.

The chapter could culminate in a trial by combat between the Home House and House Lugal. Or King Robert might pass judgment on the guilty parties, affecting the future of no fewer than three noble houses. The various guests go their separate ways since the tourney has ended, this series of events reminding them that the game of thrones is played for keeps.

The main thrust of this chapter is for the Home House to face House Lugal in trial by combat. It is extremely difficult for the characters to trace their woes back to Orten Lugal, and harder still for them to prove it, but that is life in Westeros. Those who learn this harsh lesson may one day earn their revenge.

THE MELEE

As the jousting competition nears its peak, the other major event of the tournament (for the knights and men-at-arms, at least) is the grand melee.

Handle a grand melee as a regular combat according to the game rules (see *SIFRP*, page 163) with a few minor differences:

- The melee is fought by teams of seven men; if the Home House lacks enough fighters, they can still enter the grand melee. Perhaps Bryan Telson and other allies could augment the Home House's numbers. Orten

Lugus avoids taking part in the grand melee, even if the characters directly ask him.

- The melee is fought until first blood or until quarter is asked. This rule means characters cannot take injuries or wounds to reduce their damage. Technically they could, but doing so results in defeat, so it proves useless to do so. Defeat typically results in an injury or wound, as the victor chooses, though a character can emerge from the grand melee essentially unscathed.

Beyond that, and the standards of knightly behavior, anything goes. After all, the Red Priest Thoros of Myr enters grand melees with a flaming sword!

Approximately seven or eight times the number of Home House fighters should be involved in the grand melee. Use the knight abilities from the **APPENDIX** for the majority of them, and the knight of quality abilities for about a quarter or so of the fighters. You can also include any major Narrator characters you would like. In particular, the grand melee might encompass Bryan Telson and Ser Gennady (see **Scorpion's Sting**, at right), Ser Naton Lugus, and any other minor knights or sellswords. The grand melee should also include Ser Langley Woods, who meets his fate during the fight (see the following section, **The Misfortune of Langley Woods**).

If you'd like to add extra excitement, throw in Thoros of Myr and his famed flaming sword; you can even have King Robert decide to take up his warhammer and join the

TIMELINE OF EVENTS

DAY TWELVE

- **EARLY AFTERNOON:** Final round of jousting competition
- **LATE AFTERNOON:** The melee
- **EVENING:** Grand ball in honor of the winners of the tourney. "Lidda" appears and reveals her true identity as Iris Dannett. She accuses the Home House of murdering her brother. Orten Lugus proposes to Iris Dannett (if he has not already).

SCORPION'S STING

Tygor Wyl, alias Bryan Telson, will do anything in his power to regain his family sword *Scorpion* once he discovers who possesses the blade. He prefers to challenge Gennady Shanin to a fight to the death, but he might not have the opportunity. One reason Tygor takes part in the melee is to examine more closely the weapons wielded by the knights taking part since few of them draw their swords during the joust or other events.

When he spies *Scorpion*, he immediately zeroes in on its wielder and attacks, trying to disable his foe. Ideally, one of the characters should be close enough to see this happen and wonder at the ferocity with which Bryan is fighting. It should quickly become clear Bryan is not playing but deadly earnest, fully intent on killing or maiming his foe. This realization might lead one or more characters of the Home House to intervene on either side.

Overall, Tygor is Amiable toward the characters following the events of **The Wild Hunt**. His disposition changes based on the characters' actions during the grand melee. If they thwart his efforts to regain *Scorpion*, his disposition changes to Dislike or downright Unfriendly. On the other hand, if they aid him, Tygor becomes Friendly toward the Home House, and he's willing to aid them in return.

Tygor's quest for *Scorpion* stands as a secondary plot and in no way connects to the main events of *Peril at King's Landing* or the Home House's troubles with Orten Lugus. But the side story provides an opportunity for the characters to earn a new ally (or enemy), and it reminds the players that, although their characters are at the center of your *SIFRP* story, many other plots and stories go on in Westeros as well.

fray! The king has been known to enter the grand melee before, giving little thought to the fact that his subjects would hesitate to fight to the best of their ability against their liege lord.

Play out the grand melee as a regular combat, and include opportunities for grudge matches: Bryan Telson against Ser Gennady, knights defeated in the joust against their victorious opponents, Home House knights against their foes, and so forth.

THE MISFORTUNE OF LANGLEY WOODS

As Orten Lugus hopes, the opportunity for his sister Marita and her paramour Glarus Ptek to eliminate Marita's betrothed, Ser Langley Woods, proves too great a temptation, and the secret lovers have poisoned Woods in the same manner as Adham Dannett. Orten is not supposed to know of the scheme—Marita and Glarus keep the plan between them. But Orten suspects the pair is plotting something, and he knows they're to blame once Langley displays the same symptoms as Adham.

Thus, during the melee, Langley Woods suffers a bout of weakness (–2D to Agility, Athletics, and Endurance), and he takes a ringing blow to the helm or breastplate. Ideally, he should be fighting someone from the Home House, but it could be anyone. He falls and does not rise, though he moves weakly, as if stunned. Since Langley collapses during the grand melee, no one pays his fall much heed, leaving Ser Langley's squire to help him stumble off the field.

The knight quickly develops stomach pains and fever, similar to Adham Dannett in **The Fate of the Fallen** on page 48. Langley's condition worsens quickly, and barring extraordinary intervention, he dies that night. Another sudden and mysterious death makes Adham Dannett's passing (or illness if any of the characters burned a destiny point) look less like an accident or unexplained wound, and rumors of poison and conspiracy spread like wildfire.

Marita Lugus looks suitably withdrawn and distressed in public, though maybe not overly so since it was widely known she hardly knew Ser Langley, and the two of them had just met for the first time at the tourney. Whispers and gossip about the “Black Widow” begin at once, since this death makes Marita three for three and clearly an unfortunate, or dangerous, woman.



THE GRAND BALL

The evening after the melee and the final round of jousting, the crown holds a grand ball to honor the winners and participants of the tourney. Like all great social events in King's Landing and among the powerful houses of Westeros, the ball is rife with opportunities for intrigue.

GUESTS GATHER

In addition to the Home House party and the royal court, present some of the following guests at the grand ball:

- House Lugus, including Naton, Marita, and Orten Lugus and their entourage. Lady Marita is in mourning for her deceased fiancé. She dresses in black, but she still shows a fair amount of décolletage in a gown of black Myrish lace, looking every inch the “Black Widow.”
- The semifinalists of the jousting tournament, along with the winners of melee and various other competitions. This group can place otherwise humble hedge knights or lowborn sellswords among the nobility for the evening, which is sure to create amusing blunders.

POWDER, GOWNS, & JEWELS

Keep in mind that the time before the grand ball, when the knights and fighters of the party bash each other senseless during the grand melee, is a prime opportunity to focus on the ladies, as they prepare for their own particular field of battle. The difference is that a lady's "armor" consists of an elegant gown and her "weapons" are clever words, penetrating looks, and a devastating knowledge of her opponents. In the social arena, women are as competent as men, if not more so, and a great deal of preparation occurs in bed chambers and parlors as the ladies of the court ready for battle.

If any women make up part of the Home House entourage, feel free to play out the preparations for the ball. You could alternate the fighting of the melee and the celebration that follows with the sober efforts of women choosing their gowns, bathing, perfuming, dressing, and primping with the aid of their servants and kin. Perhaps one of the ladies even catches an unexpected glimpse of Lidda, leading her to wonder what a courtesan is doing in or near the palace.

- The merchant Ruben Piper—Iris's betrothed—and his entourage. Piper wields enough wealth and influence to rate an invitation, though it is clear he is not of a noble house, which causes some of the lords and ladies to snub his presence in subtle ways.
- Bryan Telson, particularly if he won the in melee or another tourney event. If his true identity as Tygor Wyl has been revealed, then the Dornishman might dress to suit his true station and carry *Scorpion*, if he has reclaimed his family blade. His presence can add spice to Iris's later appearance.
- Any other *A Song of Ice and Fire* notables or King's Landing locals you would like to have in attendance, including Narrator characters from the welcoming feast, allowing the protagonists to renew their relations (both good and bad) with them.

Liveried heralds announce the noble guests with great fanfare as they arrive, the guests names and titles called out, so all present will know their identities and accord them proper respect. The king and queen arrive last to ensure all guests have arrived for the announcement and to accord them the respect they are due.

When the Home House characters arrive is largely up to circumstance; if they earned distinction and honors in the tourney, then they are accorded a later arrival. However, guests greet the Home House's appearance with whispers and curious looks because a dark cloud still hangs over them because of Adham's accusations and death.

DAUGHTERS OF DANCE

The grand ball allows characters to mingle freely among the guests, making intrigues possible. Exactly what sort of

intrigue depends on the Home House members and their individual goals.

HOUSE LUGUS

For the time being, none of the members of House Lugas shows any interest in the Home House, at least, not in direct interaction. The Lugas family is standoffish and does not approach the party. Even the previously friendly Orten Lugas acts distant and cool toward them. If pressed, Orten (and Marita) explain that Langley Woods's death has cast a pall over their feelings toward the Home House, though both of them know the true cause behind Langley's demise. The Lugas siblings subtly infer that they suspect the characters in the matter of Langley's death, though neither says so openly.

Orten and Marita aim to keep the Home House in the dark about the Lugas's true plans and motivations. Additionally, Marita wants to keep Orten from learning that she participated in the poisoning of Langley Woods. She is unaware that Orten already knows it. Orten likewise allows Marita to continue to believe she has pulled the wool over her brother's eyes concerning the poisoning. Characters who successfully compel either one of them might goad them into boasting of their accomplishments and actions, at least in some oblique or veiled fashion. This might be just enough to give the characters a better understanding of who is behind the recent deaths, and perhaps an idea why.

Additionally, if a Home House character bested Naton Lugas in the tourney, Naton is cold, haughty, and disdainful toward that character and his companions. Characters can score personal victories by besting Naton in intrigues, but they will learn little from him, as he remains ignorant of his siblings' plans.

THE MYSTERIOUS LADY

Characters can notice a late arrival to the ball with a ROUTINE (6) Awareness test: a mysterious lady in a fine gown wears a flimsy veil that conceals her features but not the lovely golden hair piled in elaborate braids. Maester Ferris from House Dannett accompanies her, which might raise suspicions. Shortly after arriving, she approaches and speaks with Orten Lugas alone for a few minutes, and she tries to avoid interacting with the other guests.

Orten and the mystery woman stare coldly at anyone attempting to listen in or interrupt their conversation, and Orten suggests to the woman that they take their discussion elsewhere. He then excuses himself from the intruding character, takes the woman by the arm, and leads her away. Only a direct confrontation that is sure to create a scene will stop the two from leaving. Both the woman and Orten make an effort to avoid the characters after that.

Anyone who moves close enough to talk to the mystery woman receives a ROUTINE (6) Awareness test to recognize her as Lidda, assuming the characters have met her previously. The characters might wonder why a high-priced whore is attending a royal ball, but Orten Lugas does have rather salacious tastes. Anyone inclined to start the rumor mill turning about Lugas's apparent dalliance with a local whore can do so with ease.

Whether or not the characters recognize Lidda, Bryan Telson does, if he is at the ball. He attempts to talk to her, but she rebuffs him. Although Lidda displayed a kindly demeanor toward him before, she now says that she cannot talk to him and cannot explain. If Telson has revealed his true identity, she possesses even less inclination to speak to him, implying (falsely) that his deception offended her. In truth, Iris Dannett wants Bryan, a kind man whom she deeply cares for, as distanced as possible from what must happen next, particularly if he supports or allies with the Home House.

Lidda's rejection of Bryan could lead to a conversation where one or more Home House characters offer a sympathetic ear to the anguished Dornishman: Lidda's sudden change of heart has hurt and confused him. The characters might wish to offer him wise words about the dangers of falling in love with a courtesan, feeling sympathy for the love-struck, young romantic.

On the other hand, a Home House character interested in Lidda might see her rejection of Bryan as an opportunity, which could not be further from the truth. Lidda



rejects any romantic overtures in definitive terms, and any Home House man pressing the matter earns a resounding slap for his efforts. If characters turn this exchange into a scene, skip ahead to Iris's accusations in the next chapter, before the presentation of honors begins.

REVELATIONS & ACCUSATIONS

If not provoked sooner, Iris Dannett waits until the presentation of honors for the tourney winners before making her move. By that time, she'll have screwed up her courage with a few drinks and stoked her righteous anger against the Home House by watching (and perhaps interacting with) them at the ball. So when the announcements begin, the mysterious, veiled woman interrupts, lifting aside her veil to reveal her face to everyone in the room.

"*Iris!*" a surprised Ruben Piper calls out when he sees her pull aside the veil. She barely spares him a glance before pressing on with what she has to say:

"My lords and ladies, pray forgive this interruption, but honors cannot be awarded this night when grave injustices re-

main unaddressed, for I believe our King Robert holds justice for his people as a greater concern than mere trophies."

She does not pause for confirmation, but her statement immediately places the king in the position of having to hear her complaint.

"As my...betrothed has already said, I am Iris Dannett. My brother was Adham Dannett, he who now travels home to lie forever beside our ancestors. My brother was struck down in the prime of his life, before it had truly begun, by duplicity and deception. Not by fair and honest combat, but by poison...and murder!"

A murmur ripples through the room at the accusation as Iris turns her full fury toward the Home House characters, wherever they might be in the room, her eyes blazing.

"My brother leveled certain charges against [the Home House], of attacking our lands and slaughtering our people. He sought to prove the truth of those charges with his own body and, fearing the truth of what he had to say, the perpetrators poisoned him, bringing about his defeat on the jousting field and his death. I say now, your majesty, that my brother was murdered by [the Home House] and I have come here tonight to demand justice for him!"

The room explodes in a buzz of murmuring: shouts of support or disagreement, muttering, and questions, until King Robert struggles to his feet and shouts for order and quiet in a bellowing voice once used to command troops on the battlefield. The Kingsguard closes ranks near the royal party, and gold cloaks file into the ballroom, responding to the commotion by taking up places near the doors and along the walls and awaiting orders.

IRIS DANNETT SPEAKS

The previous description of Iris Dannett's accusations assumes the characters do not try to interrupt or dispute her before she can make her initial statements. Read or paraphrase it in describing what happens to the players. If they do interrupt, modify what she says accordingly; perhaps the king intervenes to silence shouting matches, so he can hear both sides of the dispute. In a terse tone, he tells the Home House they will have their opportunity to speak, but he expects them to keep their place while Lady Dannett says her piece. Once Iris finishes her dramatic accusation, King Robert also has a few questions:

"Lady Dannett," he begins. "It is my understanding that you had recently... absented yourself from your house. Where have you been, and how is it you come to be here tonight?"

Iris flushes and flinches at the question, her eyes initially downcast. Then she raises her gaze and her chin proudly.

"Your majesty," she replies, "my father took the effort to arrange a marriage for me, to Master Piper here, in fact." She gestures toward Ruben Piper but does not look at him. *"But I did not wish to marry, and so I fled my father's household, making my way here to King's Landing."*

"And where have you been all this time?" the king continues.

"I...at the Jade Springs, your majesty." This answer provokes whispers and even chuckles, coughs, and titters of laughter until the king's angry glance silences the room once more. It's clear most of those gathered understand that Iris Dannett has just admitted to working as a prostitute. Ruben Piper blanches and then turns red with anger and embarrassment.

"And these grave accusations you level against [the Home House], on what basis do you make a claim of poisoning and murder?"

"On the evidence provided me by my family's maester, Maester Ferris, for one," she begins. "He attended my brother after his fall in the tourney, and Maester Ferris did not believe the pains Adham suffered were the result of his injuries. Maester Ferris has consulted other maesters in the city but could not learn of a specific poison that could have caused these symptoms."

"However, I know of a dagger," she continues, glancing toward the Home House characters, "a dagger with a hidden phial in its hilt, carried by one of [the Home House] and of fine wine sent to my brother by an unnamed admirer." All eyes quickly follow Iris Dannett's in turning toward the characters.

THE HOME HOUSE RESPONDS

If any of the Home House characters still have the dagger gifted to them in **CHAPTER 2: WELCOME TO KING'S LANDING**, the king asks to examine it, and he has a gold cloak retrieve it from them to bring it to his hand. If the characters disposed of the dagger or do not have it with them, the king asks them if Lady Dannett's claims hold any truth, fully expecting them to deny it.

Let the players choose how they wish to regroup and mount their characters' defense. Their best approach is to appoint a spokesperson to step forward and refute the charges, clearly and emphatically. King Robert has no patience with the party huddling in the midst of the grand ball to discuss matters, and he will demand answers from them if they appear at all evasive or uncertain. If the Home

House asks for privacy to make their case, the king grants it, and the gold cloaks escort the group from the ballroom to an adjoining chamber where the king will hear both sides. If this situation occurs, Orten Lugas speaks up to present his own evidence and suspicions, and he inserts himself into the dispute on Iris's side (see the following section, **Another Party Heard From**).

Iris Dannett listens quietly while the Home House makes its case before the king, interjecting only to correct clear distortions of fact as she understands them. Although she bases her belief that the characters poisoned her brother on intangible, limited evidence, she holds to it partly out of guilt and shame, and she cannot be easily swayed now that she has accused them. For intrigue purposes, her disposition toward the party is Malicious, since she fully intends for them to be found guilty and punished. Fortunately for the characters, King Robert's disposition is Indifferent toward both sides unless the Home House has given him reason (earlier in the story) to feel otherwise. Iris's interruption irritates the king, as does having to rule on such a matter, but he has not, as yet, let it affect his judgment.

The Home House is well within its rights to ask for a royal hearing on the whole matter at a later time, rather than in the midst of the grand ball. If they insist on a delay, King Robert agrees, but (on the whispered advice of the queen) he requires the parties remain in the palace for the night, ostensibly as guests but in guarded quarters, and they are not permitted to leave the grounds, ensuring no one attempts to flee the city. Objections likely land the disputing party in the dungeon rather than guest quarters, so the party is well advised not to test the king's temper.

This part of the story is free form, as it depends on the conclusions and evidence presented by the player characters. Allow them to choose the appropriate intrigue techniques and make the necessary tests to argue their case; apply modifiers based on the players' roleplaying.

ANOTHER PARTY HEARD FROM

During or after the Home House's defense, Orten Lugas makes his move. He looks for an opportunity to interject, or he waits until the characters have made their case to the king. Then the younger scion of House Lugas speaks up, commanding his majesty's attention. Orten neither flinches nor glances away from the stern royal glare, but he



maintains an air of humble civility. Robert, irritated at the further interruption, asks Lugas what he wants.

"Your majesty," he says, *"having heard these disturbing charges, I find that I must speak. As you well know, my sister's betrothed, Langley Woods, perished after the melee in what was thought to be a regrettable accident; Langley was somewhat...delicate. However, I must tell you that in his last hours, Ser Langley suffered from the same maladies described by Lady Dannett."* He pauses a moment, as if to gather his thoughts and his courage, allowing the implications of that statement to sink in, then continues: *"I have also seen this dagger of which she speaks, it was delivered into [the Home House's] hands."* Orten goes on to describe how the characters received the dagger, particularly if he was present at the time, and he accuses them of receiving the weapon, and its contents, as part of a clandestine delivery of the poison it once contained.

Orten then takes the opportunity to testify against the characters' activities in King's Landing, recalling everything he knows and has witnessed and casting events in the worst possible light for them while making sure he is blameless and not caught in any direct untruths. He maintains the appearance of a reluctant witness, driven by

duty to truth and justice to speak. He even admits he associated with the Home House and that he does not wish to believe them guilty, but he cannot deny the increasing evidence.

At some point while Orten recites the characters' activities, Marita Lugus (if she is present) begins weeping inconsolably and must be escorted from the room. It's an act, of course, intended to support her brother and to deflect suspicion regarding Langley's death from herself; she did not know Orten intended to imply Langley's death was anything other than an accident during the melee. Naton Lugus grows increasingly angry when Marita begins to cry. He glares intently in the direction of the characters but remains silent unless the player characters direct slander at his house or kin (see **The Honor of House Lugus** for Naton's reactions on that score).

The players might now realize that Orten played a much larger role in the plot against them than they might have originally suspected. If they imply or outright accuse Orten or his sister of orchestrating the whole affair, Orten hotly denies it and plays the injured party.

THE JUSTICE OF KING ROBERT BARATHEON

Eventually, the accusations and counter-accusations play out, and King Robert must decide what course of action to take. This decision could be easy or difficult, depending on how events transpire during **Revelations and Accusations**. This section describes the major possibilities, but modify and adjust them as necessary to fit the events of your story and to make a dramatically satisfying conclusion for the players—if not the most pleasant for their characters!

Although Robert Baratheon is not fond of his duties as king, he takes them seriously, especially where the loyalty of his subjects and peace among the houses are concerned. He knows enough of politics to look for the solution that satisfies the law and secures the best position for the crown.

HOME HOUSE FOUND GUILTY

If the characters cannot refute the evidence and accusations against their house, the king has little choice but to find them guilty of crimes against House Dannett and per-

haps House Lugus and House Woods (if Orten implicates the characters in Langley Woods's death). At the least, this verdict means paying reparations to the injured parties and a dark stain on the Home House's reputation. If Orten presents evidence that points to a particular guilty party in the deaths, the verdict might also include the penalty of exile or even execution.

A guilty verdict means the Home House suffers from a Scandal event (*SIFRP*, pages 99-100), at least, with a decrease in Influence, Lands (sold or seized for reparations), and Power. More serious accusations leveled against particular characters might also result in individual judgments against them. The king permits guilty men to take the black and join the Night's Watch, and he allows accused women to choose to accept holy orders and become septas of the Faith, giving up their titles and rights accordingly. The king will sentence a character to death only in the most serious of cases.

CHARGES DISMISSED

If the charges against the Home House prove too insubstantial or clearly false, King Robert chooses to dismiss the matter and rule in their favor. Although the king clears the Home House of any wrongdoing, in practice, they still suffer a minor Scandal and a 1d6 loss of Influence, mitigated by whatever Glory the characters won at the tournament and chose to invest in their house. At the Narrator's option, a clear win by the Home House that exposes the whole scheme by Orten Lugus can avoid this loss of Influence altogether, and the win gains the characters additional Glory for their cunning and perseverance.

Even if the king rules in the characters' favor, the Home House is not out of the woods. Unless they can prove to Iris Dannett that Orten has duped and used her, she still agrees to marry Orten Lugus, making him the eventual heir to her house and ensuring the characters a long-term enemy as a neighbor, who is not going to give up in his quest to expand his wealth and influence. Even if the characters keep Iris out of Orten's clutches, they might still have to contend with him and his house in the future.

FORMAL HEARING

Given the serious nature of the accusations, the king might agree to a request by the Home House for a more detailed

investigation and hearing, with the principals of all the houses involved present, including the head of their own house—if he is not in King’s Landing for the tourney—along with Alfric Dannett and Konrad Lugus. Because this situation involves housing the implicated parties in safe custody and dispatching ravens with summons to the various houses, King Robert will not offer it as a possibility, but a successful intrigue by a Home House advocate will convince him of the need.

This option extends the adventure and gives the characters time to consider their options and their own defense, but it limits their ability to investigate further since the king expects them to remain in protective custody to ensure they do not flee King’s Landing or interfere in any way. Of course, characters might try to sneak out of the keep to investigate anyway, perhaps aided by allies on the outside or even within the royal court, depending on their connections.

Play out any investigations or other activities undertaken by the party. If a formal hearing is arranged, you might wish to take a break from game play—anywhere from a few minutes to until the next game session—to allow the players to plan their characters’ intentions. You can run a “courtroom drama” style game where characters argue their case before the king and attempt to present evidence to clear their names and, perhaps, expose the true culprits.

THE HONOR OF HOUSE LUGUS

If, as is likely the case, the evidence against the Home House is not clear and damning, and it comes down to their word against that of their accusers, one or both sides has the right to demand a trial by combat to settle the dispute. Naton Lugus prefers this option if he feels his house and family are sufficiently involved, especially if he already dislikes the characters. The Lugus heir is a fighter by nature, and he prefers to settle scores with steel rather than with words. Ser Naton challenges the Home House’s champion if he has the opportunity.

On the upside, the characters only need to defeat Naton Lugus to prove their case and win free of the charges. On the other hand, losing results in being found guilty of conspiracy and murder, so they might not be willing to risk it. Refusing the challenge results in a loss of Influence for the Home House (roll 1d6 and lose that amount of ranks), and forces the king to pass judgment, winning them no favor in Robert’s eyes.



If the Home House agrees to trial by combat, run it according to the normal combat rules in *SIFRP*, using Ser Naton's write up from the **APPENDIX**. The fight continues until one side yields, and Naton Lugas will not give up easily. Both sides can suffer injuries or wounds to stave off defeat. Lugas spares an opponent who yields, if only so the king's final judgment will not be seen as biased. Although he's a vicious opponent who fights to win, Naton Lugas will not cheat in a trial by combat, and he receives no assistance from his kin. After all, if Naton dies in a trial by combat, Orten becomes the Lugas heir.

HOUSE LUGUS FOUND GUILTY

If the Home House presents convincing evidence or arguments that prove House Lugas is behind the whole series of events—from the attack on House Dannett lands, to the deaths of Adham Dannett and Langley Woods—then the king openly displays his displeasure.

Orten naturally does his utmost to deflect blame, setting up Naton and even Marita for a fall. He can easily frame Marita as Langley Woods's killer since it happens to be true. She realizes too late the depths of her brother's ambitions. Perhaps due to the queen's influence, Robert does not sentence Marita Lugas to execution if she is found to be the guilty party. Instead, he exiles her to a septy to take religious orders and remain in their custody for the rest of her life. Glarus Ptek stages a daring rescue, and the two disappear into the Free Cities, out of the reach of the Seven Kingdoms unless someone puts forth the effort to pursue them. If the party decides to escort Marita to her exile, they have to deal with Glarus directly, and the characters might learn a great deal from the two lovers if they are captured or if the characters are willing to bargain.

If blame falls on House Lugas in general, Naton Lugas bears part of it. He is willing to challenge any accusations against his house, but he also bears some responsibility. If Ser Naton loses a trial by combat and survives, he suffers great shame, and the victor earns an enemy for life. The winner can also count on Orten manipulating his older brother into attacking the Home House again in the future.

A guilty House Lugas suffers the same as a judgment against the Home House: a loss of Influence, Lands (sold or seized for reparations), and Power. If the Home House singles out a particular member of House Lugas for the crimes, then further punishment is at the king's discretion,

including execution, exile, and offering men such as Naton or Orten the opportunity to take the black and live out their lives on the Wall. A guilty Orten Lugas manages to wrangle this alternative, assuming the characters can pin the schemes on him.

THE FINAL CHAPTER?

The resolution of the conflict between Houses Dannett and Lugas and the Home House, as well as the end of the king's tourney, concludes the tale of *Peril at King's Landing*. All that remains is to wrap up any dangling loose ends, or you could spin them out into future stories for your *SIFRP* game. This section looks at the conclusion of this particular volume and directions you might take in future stories.

FRIENDS & FOES

Over the course of *Peril at King's Landing*, the Home House characters potentially make several enemies, and hopefully a friend or two as well. Where do they stand after the king announces his judgment and the dust begins to settle?

ORTEN LUGUS

The prime mover behind their troubles, Orten Lugas bears the Home House no real malice unless they gave him reason to do so. The characters were nothing more than targets of opportunity, given their relations with House Dannett and the circumstances. A victorious Orten feels inclined to be somewhat generous, at least in terms of allowing characters to live and not pursue vendettas against them. Of course, if the characters expose and ruin Lugas's schemes, then all bets are off.

A vengeful Orten Lugas devotes his time and energy to bringing down the Home House, and possibly House Dannett as well. He wants what he feels is his rightful due—control of House Lugas at the least and ideally the lands and holdings of his targets as well. Depending on the circumstances of his downfall, Orten might find carrying out his revenge difficult, especially if he is on the run in the Free Cities or in exile in the Far North, for example. Still, a man of his resourcefulness and cunning should not be underestimated, and when the characters least expect it, Orten will return to claim his revenge. You can make him into an ongoing enemy for many other stories in your *SIFRP* adventures.

MARITA LUGUS

If Marita reunites with her beloved Glarus, she finds contentment and likely joins him in Braavos, even against her father's wishes. She might offer an exiled Orten sanctuary, provided he did not alienate her during his scheme. Otherwise, characters won't likely see the Black Widow again, unless they gave her reason to pursue them.

The worst possible outcome is for a Home House character to kill Glarus Ptek, or otherwise keep Marita from her lover. If this result occurs, she devotes herself to revenge, no matter how long it takes. She marries the wealthiest and most powerful suitor she can, perhaps arranging a premature death for her husband later; the curse of the Black Widow strikes once again. Alternatively, she might keep him alive just to throw her enemies a curve; maybe she uses sex and drugs to keep him compliant to her wishes.

With Glarus, Marita might discover she has as great a talent for murder and assassination as her lover, and the two of them make a dangerous pair. Even if they have no personal reasons to come after the protagonists, they might take a commission to do so from another enemy of the Home House.

NATON LUGUS

Events won't likely go in Naton Lugas's favor, regardless of how they shake out. Of course, the heir to House Lugas deserves nearly every misfortune he suffers, but he is still at the mercy of his scheming siblings. If Orten's plan goes well, Naton might be dead—or crippled—from the tourney or trial by combat with the Home House. King Robert could also execute or exile Naton. Even if he is victorious, Naton's days are numbered as Orten plots against him.

Ser Naton nurtures a grudge against the characters for his problems, giving them another enemy. For a twist, you can decide Naton shows unprecedented good judgment and tries to covertly ally with the Home House to deal with his treacherous brother (and sister, if Marita is still in the picture). Of course, Naton's alliance could be a feint to lure the Home House into a trap, or Orten could be aware of his brother's plans, and he intends to twist them to suit his own designs. Imagine the protagonists arriving for a covert meeting with Naton Lugas at a family hunting lodge, only to find him dead, as House Lugas outriders arrive to find the characters either fleeing the scene or standing over the body.



GLARUS PTEK

The Braavosi assassin's single focus is to leave King's Landing with his skin intact and Marita Lugas in tow. His devotion to her is passionate, and as mentioned previously, he will try to stage a rescue if she is imprisoned or exiled (or worse, slated for execution). This devotion could put him into further conflict with the main characters.

If Ptek survives and Marita does not... well, a professional assassin and poisoner makes for a dangerous enemy. The characters had better hire someone to taste their food and wine for the foreseeable future, and they should take great care around strangers if they mean to avoid Ptek's inevitable vengeance.

As mentioned for Marita, if the two lovers make it to Braavos together, they might make dealing death into a successful business venture, which could lead them back to the Home House with a commission to remove them from someone else's path.

IRIS DANNETT

Iris Dannett's fate depends a great deal on the characters and their ability to handle the challenges posed by Orten Lugas. He means to convince Iris to trust him and then

ORTEN’S PATRON

Orten Lugus’s mysterious patron is unspecified and does not appear in *Peril at King’s Landing*. Players can draw their own conclusions as to who might have the means and motive to covertly acquire an amount of the tears of Lys and create a minor scandal to cover up the poison’s arrival by letting everyone believe it part of another scheme.

This book does not reveal anything further, potentially allowing the plot to fit into the start of *A Game of Thrones*. But if you wish to expand upon the plot, you could allow the characters to follow Orten’s strings back to the puppet master. *A Song of Ice and Fire Roleplaying* allows you to have your own world of Westeros to play with.

deliver a marriage proposal to her since he saved her from a life of prostitution and helped her find justice for her brother’s death. He succeeds if the Home House fails. But if they expose Orten’s involvement, Iris abandons him, and her enmity for the Home House dissolves; she’s grateful for their help and ashamed and angry at being duped.

It takes little encouragement to convince Iris to return home and make up with her father, since her brother is now dead. This outcome is made even easier if one of the characters has a romantic interest in the Dannett heiress. If not, then perhaps Tygor Wyl professes his love for Iris, and she asks him to return home with her. If they wed, the Dornishman is in line to become the new lord of House Dannett, and a potential staunch ally of the Home House, especially if they aid him in the recovery of his family sword and unite him with the woman he loves.

TYGOR WYL

Speaking of Tygor Wyl, the Dornish knight likely returns to his homeland since he completed his mission with the recovery of *Scorpion* and the death—or maybe just severe maiming—of Ser Gennady. Still, the characters could easily convince Tygor to remain in their company, if they so desire. He could become a sworn sword of their house, as he no longer has one of his own. As mentioned previously, if none of the characters presents himself as a suitor to Iris Dannett, then Tygor might.

For a future plot, the passionate Dornish knight might try to woo Iris Dannett regardless of whether a character shows interest in her. This situation allows for the possibility of an illicit love triangle. Iris could be drawn to the character’s trusted friend Tygor, sworn to protect and serve the character’s house. It could produce a Lancelot-and-Guinevere tragedy of forbidden love and betrayal. And the inheritance of House Dannett hangs in the balance, especially if Iris becomes pregnant, raising questions of paternity!

JUST REWARDS

When all is said and done, what—apart from their lives and possibly their reputations—do the characters carry away from their adventures in King’s Landing? That outcome depends on the players’ roleplaying and the Narrator’s judgment. **TABLE 4-1: REWARDS** shows approximate values, based on the information in *SIFRP* **CHAPTER 11: THE NARRATOR**.

TABLE 4-1: REWARDS	
AWARD	AMOUNT (PER CHARACTER)
Coin	100 gold per event
Experience	4-10
Glory	1-2
Destiny	1

COIN

The characters earn coin if they won events in the tourney: 100 gold dragons per event, including melee, archery competition, and equestrian competition. Knights in the tourney also earn coin by ransoming their defeated opponents’ horses, weapons, and armor, using the guidelines given in *SIFRP* (see **Consequences of Defeat**, page 164) and the **Jousting** section of this book (page 42).

EXPERIENCE

Each character earns 4-10 Experience for the story, based on their success. Complete success requires Orten Lugus’s exposure and defeat, whereas minimal success means the characters barely escape with their lives while Lugus’s plan goes off almost flawlessly.

GLORY

If one or more of the characters won or did especially well in a tourney event, the character earns a point of Glory.

Overcoming Orten Lugas's plot earns the characters a Glory point as well, as does defeating the Fox Knight, if the characters make their deed known. The Narrator can award an additional point of Glory if the party did especially well in navigating the treacherous waters of King's Landing, enough for the noble houses of Westeros to sit up and take notice of them.

DESTINY

Lastly, award each character a Destiny point that can be retained and used later or invested in a Benefit or used to remove a Drawback, with the Narrator's permission.

FURTHER TALES

You can spin off the following stories in *Peril at King's Landing*. As the Narrator, you can flesh out the details as best fits your plans for the story and the series.

THE JOURNEY HOME

The peril does not have to end in King's Landing; after all, once the tourney concludes, the party still has the journey back to their home ahead of them. You can make this return trip an uneventful conclusion or expand on it with encounters and challenges along the way. The return journey allows the opportunity to revisit the locations from **CHAPTER 1: ON THE KINGSROAD**, including Dag's and the Inn of the Great Stag, as well as the people there. If nothing else, the characters have the opportunity to tell the real story and clear the reputation of their house in the process.

The journey home can involve more elaborate plots as well. The party might encounter bandits (real ones this time, not men working for the Fox Knight or House Lugas). The characters could also become entangled in local problems along the way, perhaps finding that Dag's Inn, for example, has been attacked.

TO THE WALL

Even if the Home House characters are not forced by circumstances to take the black and join the Night's Watch, they could still have reason to undertake the long, hard journey to the Far North and the Wall. In particular, if

one or more of their foes, such as Orten Lugas, takes the black, then King Robert might permit (or even encourage) the party to accompany their foe to ensure he reaches his intended destination. Of course, a cunning fellow like Orten is unlikely to go into exile meekly, and the characters should expect treachery and trouble along the way.

Once they arrive at Castle Black, the characters might not be able to turn around and head for home. Perhaps the castle comes under attack by wildlings or reports of missing rangers intrigue the party, and the characters accept a once-in-a-lifetime opportunity to venture beyond the Wall with a search party. Although, it could turn out to be a short lifetime if they stumble upon wights in the frozen forest, demonstrating clearly that winter is coming, indeed.

ADVENTURES IN DORNE

Rather than Tygor Wyl accompanying the party back to their home and lands, perhaps they could accompany him to Dorne to aid in reclaiming his house's rightful stronghold and lands, now that Tygor has avenged his father's death and reclaimed *Scorpion*. Of course, some Dornish will not be pleased with Ser Gennady's untimely demise, and the knight certainly had allies, one reason Tygor is well advised to return with allies as well.

This storyline offers a chance for a significant change of scene and for characters to explore Dorne, as described in the *SIFRP* rulebook and the *SIFRP Campaign Guide*. If the characters succeed in restoring Tygor to his rightful place, they earn a valuable ally in the region, and they risk making new enemies in Dorne as well.

TO THE FREE CITIES

If Glarus Ptek escapes to the Free Cities—with or without Marita Lugas—the characters could choose to pursue him in the streets and canals of Braavos. This choice is no mean feat, considering they will be on Ptek's home territory, where he is both a respected merchant and a feared assassin. They might even undertake a commission to learn more about Ptek's connections for acquiring certain poisons and why he brought them to King's Landing, which can involve the party in the deepest, darkest plots in Westeros.

A GUIDE TO KING'S LANDING



The *SIFRP Campaign Guide* describes the city of King's Landing in detail. This chapter reiterates some essential information for easy reference, but it directs the Narrator to consult the *SIFRP Campaign Guide* for details about the important personages of the city, if the party deals with one or more of them. Generally, the activities of three minor houses such as Lugus, Dannett, and the Home House are of little concern to King Robert and his courtiers, apart from the accusations and events of **CHAPTER 4: POISONED WORDS**. Indeed, the three houses' conflict is raised to the level of royal concern only because they are assembled in King's Landing for the tournament.

Aegon the Conqueror built King's Landing on the spot he first set foot in Westeros, when he started the War of Conquest, and the city has remained the center of military, economic, and political power ever since. From its founding over three hundred years ago, King's Landing grew to be the largest city in the kingdom, with a burgeoning population reaching upwards of half a million.

The city occupies such a place of prominence because it's the home of Westeros's rulers and the center of trade for the rest of the world. All roads lead to King's Landing, and bakers and smiths, thieves and whores, sellswords and knights, strange foreigners from the Free Cities, and simple farmers from the farthest reaches of the Seven Kingdoms fill the streets. One can find almost anything here, and the city is a dangerous and intriguing place to explore.

HISTORY OF KING'S LANDING

For a city of its size and significance to the Seven Kingdoms, King's Landing is young, at least compared to the Free Cities beyond the narrow sea, and Oldtown, deep in the Reach. Indeed, King's Landing is but a paltry three centuries old. It traces its origins to a time of blood and conquest, when Aegon the Conqueror and his sisters first set foot on Westeros and began their campaign to crush

the Andal kings and construct a new empire from the ashes of old Valyria.

Before the coming of Aegon, the lands on which King's Landing now stands were forested hills, a quiet region populated by simple fisherfolk who pulled fish from the Blackwater Rush. That way of life changed when the Targaryens arrived because they selected this site as ground zero for their invasion. From the ancient trees, the Targaryen host raised a crude redoubt of wood. From the hills, they built the ramparts and reinforced the crude shelter for their legions. And as the Targaryens gained victory after victory and filled their coffers with the spoils and tributes from defeated lords, the fortress grew, taking the shape of a proper city. When Aegon completed his victory over the kings of Westeros, he settled in King's Landing and named it the seat of his power. He had the swords of his defeated enemies melted down and fused together to form the Iron Throne, the symbol of the Targaryen dynasty and the perilous seat held by all the kings who would follow.

After Aegon, King's Landing continued to grow. His successors built upon the works of the kings who came before them, replacing walls of earth with walls of stone. Castles and fortresses appeared in the heart of the city, and smallfolk gathered in the shadows of these mighty structures to gain the protection of their king. Baelor the Blessed erected the Great Sept, and the city came to look as it does today. Not all the years have been kind to King's Landing; nearly a century ago, the Great Spring Sickness laid claim to the city and wiped out a majority of the population. King's Landing suffered from extensive fires, and nearly the whole of the community burned to ashes. In the years that followed, the city recovered and grew stronger than ever before.

GEOGRAPHY OF KING'S LANDING

King's Landing might be the seat of Robert Baratheon's power, the heart and soul of the shifting tapestry of politics and conflict, but at heart, it is still a city—one that has grown up in starts and stops to assume its current shape. Tales of the city spread to every corner of the Seven Kingdoms, growing wilder and more fantastic the farther one travels, but as one nears the capital, its splendor swiftly diminishes as the harsh realities of people, filth, and squalor come into view.

King's Landing is a sprawling metropolis that covers the shores of Blackwater Bay as far as the eye can see, and the city extends inland along the Blackwater Rush for several miles. Steep stone walls contain an eclectic mix of storehouses, merchant stalls, inns, granaries, and arbors, all jumbled together to create a strange blend of the old and new. King's Landing is so populated that housing and people spill over the walls and through the gates, crowding the roads leading from this port to the interior of the Seven Kingdoms for leagues before fading completely into the wilderness. Ships crowd the docks throughout the year, and a din of voices, laughter and tears, the clash of blades, and the hum of commerce sounds day and night. But as a massive city, it is dirty and stinks of sewage, smoke, and the press of people; those accustomed to the capital swear they can smell the treachery wafting up from its streets.

GATES

Visitors to the city must pass beneath one of the city's seven gates. Each gate has its own personality and atmosphere, absorbing something of the city to which it grants access. In times of trouble, the City Watch can close and bar the gates, but in these peaceful years, most gates remain open day or night.

- **RIVER GATE (MUD GATE):** Of the gates, the River Gate, or Mud Gate, is the busiest. The River Gate opens onto the Blackwater Rush to the southeast and sees regular traffic at all times, as a large number of people use it every day to do their business. Anyone traveling to or from the docks for any reason uses it, from the fish sellers and merchants, to laborers and members of noble families who have come to King's Landing by ship.
- **KING'S GATE:** This gate lets out onto the land along the riverfront to the south. An open area, the kings have regularly used these lands to hold festivals, tournaments, and the like.
- **LION GATE:** The Lion Gate stands to the south of the city, granting access to roads leading into the interior by the goldroad. It's possible this gate takes its name from House Lannister and their long association to the Iron Throne, though whether or not this story holds any truth, none can say.
- **GATE OF THE GODS:** This gate takes its name for its proximity to the Great Sept of Baelor. Exquisitely

KING'S LANDING

HEART OF THE SEVEN KINGDOMS

Key Locations

1. Great Sept of Baelor
2. The Red Keep
3. Alchemist's Guild
4. Dragonpit

City Gates

- A. River Gate (Mud Gate)
- B. King's Gate
- C. Lion Gate
- D. Gate of the Gods
- E. Old Gate
- F. Dragon Gate
- G. Iron Gate

OURS IS THE FURY

TOURNEY
GROUNDS

Visenya's Hill

Waterfront

BLACKWATER RUSH

KINGSWOOD



Rhaenys's Hill

Street of Silk

Coppersmiths' Yard

Street of Flour

Street of the Sisters

Flea Bottom

Reeking Lane

Pigsun Alley

Shadowblack Lane

Aegon's High Hill

BLACKWATER BAY

KINGSWOOD



carved figures decorate the gatehouse, and their whose eyes seem to follow each person who passes through the gate.

- **OLD GATE:** One of the original gates of the city, the Old Gate opens onto the wealthier section of King's Landing. It stands to the west of the city.
- **DRAGON GATE:** Another old gate to the city, the Dragon Gate opens to the west.
- **IRON GATE:** The Iron Gate exits to the north of the city. Roads out of town lead to Rosby and Stokeworth, nearby settlements to the north.

STREETS

From the main thoroughfares to the smallest back alleys, the streets of King's Landing are the scaffolding around which the rest of the city is built. In some cases, the streets are straight, safe, and easy to navigate, but in other places, they're crooked, dangerous, and cramped. Depending on the time of day and the section of the city, the characteristics of a single street vary widely along its course.

Most streets in King's Landing are unpaved and muddy. High-traffic streets and lower-class alleys are the most worn and dirtiest, but a good rain makes the entire city a sloppy mess. Streets and squares, particularly in the wealthier areas, are paved with cobblestone, stone, or even brick.

The quality of the streets and their heavy traffic makes travel difficult. Even a short trip, such as from the Red Keep at the top of Aegon's High Hill to a place on the backside of Rhaenys's Hill takes a litter about an hour when the streets are busy. The same trip on foot or by horse is faster, but even that journey takes a significant amount of time, considering the distance covered.

The naming conventions of the city are simple, but they do vary a bit. Streets are typically named for whatever sort of business predominates, making it easy to imagine what the streets look like. For instance, the Street of Steel hosts a large number of smiths and their forges, and it would likely be crowded with sellswords, knights with their squires, stablehands, criminals, guards, builders, or anyone else looking for nails, horseshoes, arms, armor, or any other piece of worked metal. In addition, weapons and armor of all sorts litter the shops, and men of varying ages make up the majority of customers and shop owners. The street and much of the surrounding area smell

of burning wood, charcoal, and hot steel. Dirty tubs and barrels of water used to quench the smith's items while they work make the forges hot and humid. The walkways are louder than other places in the city due to the clanging and pounding of smiths working metal, and inside the forges, it's even louder.

- **THE HOOK:** Curving out from the Muddy Way, the Hook cuts through the heart of the city and leads up Aegon's High Hill.
- **MUDDY WAY:** This broad street runs straight from the Mud Gate to the Street of Seeds near the large square at the center of the city.
- **RIVER ROW:** River Row runs from the King's Gate to the Fishmonger's Square and the Mud Gate, tracing the flow of the Blackwater Rush until it ends at the eastern side of Aegon's High Hill.
- **STREET OF STEEL:** The Street of Steel begins at the Fishmonger's Square, which fronts the Mud Gate, and cuts diagonally across the city to Visenya's Hill. Home to the city's smiths and forges, one can find poorer shops near the Mud Gate and better establishments closer to Visenya's Hill.

STREET OF THE SISTERS

This road runs straight as an arrow between the hills of Visenya and Rhaenys and earned its name by connecting the two hills named for Aegon's sister-wives. The entrance to the Guildhall is located on the Street of the Sisters, close to the foot of Visenya's Hill.

MINOR STREETS OF NOTE

A myriad of paths, side streets, and alleys exist as well, some named and others not. A selection of the more notable streets follows.

- **COPPERSMITH'S WYND:** This street was likely named for the coppersmiths who do business along it.
- **EEL ALLEY:** This alley is located halfway up Visenya's Hill. The most notable feature is a rambling old inn with large, airy rooms. A suspicious, sour, old crone owns it.
- **PIGRUN ALLEY:** An alley at the foot of Aegon's High Hill, Pigrun is packed with stone-and-timber buildings that lean so far that their upper stories nearly touch the buildings across the street.

- **PISSWATER BEND:** A street in Flea Bottom.
- **SHADOWBLACK LANE:** A twisty street leading up to the foot of Aegon's High Hill.
- **SOWBELLY ROW:** A lower-class street of the city.
- **STREET OF LOOMS:** A street named for the community of weavers working here.
- **STREET OF FLOUR:** Bakeries line this street, giving the Street of Flour its name. Just below the Street of Flour lies the maze of streets that makes up Flea Bottom.
- **STREET OF SEEDS:** This street leads from the Gate of the Gods, passes by brothels, bakers, alleys, and then passes through Cobbler's Square before ending at the Red Keep.
- **STREET OF SILK:** A wide range (in terms of price and quality) of brothels line the Street of Silk; one can find it behind Rhaenys's Hill.

DISTRICTS

King's Landing contains a number of distinctive areas, usually distinguished by a geographical feature. Each district has its own personality and characteristics that set it apart from the surrounding areas of the city. The districts given here are in addition to the ones given in the **Key Locations** section that follows. If the **Districts** section doesn't contain a particular district, look to the **Key Locations** section for more information.

WATERFRONT

King's Landing is a port, and as such, it has a thriving waterfront district. To the east flows the Blackwater Rush, a deep and treacherous river draining from the heartlands of the Reach into Blackwater Bay. Most commerce occurs along the river, where quays and long docks reside for the innumerable ships and trading vessels that weigh anchor in King's Landing over the course of a year.

The smell is ripe, to say the least, and signals the presence of wastewater and the nearby fish markets. Fishmonger's Square is located just inside the Mud Gate (more politely referred to as the River Gate) as one enters the city. Fishermen crowd the square, selling fish, fresh and otherwise, that they have brought in for the day.

THE THREE HILLS

King's Landing was built on and around three hills named after Aegon, Rhaenys, and Visenya. As one travels up these

BLACKWATER BAY

The Blackwater Rush spills out into Blackwater Bay, a deep inlet that opens onto the narrow sea. The bay is easily navigable except for a stretch of sea monts called the *spears of the merling king* that rise from the sea floor. The waters around these jagged peaks are treacherous; dozens of jagged peaks capable of tearing through the hull of a passing ship hide beneath the dark waters. Most captains steer clear of the spears, but pirates and smugglers know the routes through this forest of stone, making it an excellent haven for fugitive vessels.

hills, the neighborhoods become wealthier, safer, and filled with a higher class of people.

- **AEGON'S HIGH HILL:** The site of the Red Keep and its environs, Aegon's High Hill is the highest of the three hills and commands a view of the city and its surroundings.
- **RHAENYS'S HILL:** Rhaenys's Hill bears the ruins of the Dragonpit, a mighty, domed amphitheatre sealed after its huge dome collapsed. Now the bronze doors that once stood open during the early years of the Targaryen reign are closed. The Targaryens used the Dragonpit to house the royal dragons; thus, the structure has unusually large proportions. The doors are so wide thirty knights could ride through them side by side.
- **VISENYA'S HILL:** Finally, Visenya's Hill bears the Great Sept of Baelor, with its white marble plaza and walls, as well as its seven crystal towers. The Gate of the Gods can be found on Visenya's Hill.

FLEA BOTTOM

Flea Bottom is an area of the city just below the Street of Flour at the bottom of Rhaenys's Hill. It is a maze of unpaved, narrow alleys and streets that twist, turn, and criss-cross each other in a confusing pattern. The buildings that line this section of the city lean across the streets so far that the upper floors nearly touch, and shadows cover the entire area even at noon.

Flea Bottom is bustling with activity day and night. During the day, its pigsties, tanneries, and stables are busy conducting their smelly business. The odors of the place are so strong as to be nearly overpowering, and they stick with visitors and residents even after they leave. At night, it's no less foul, but then the bars and taverns are the center

of attention, packed with laborers looking to enjoy their time away from work with a drink and a pot of brown from the ever-simmering potboils.

Flea Bottom is known as a haven for criminals and less savory elements of society. Considering even the children from this part of town are tough and vicious, the criminals are the worst of the worst. It's not safe to be in Flea Bottom any time of the day unless you're a local or you have guards, business, or know someone who will vouch for you. Otherwise, it's best to just stay away.

KEY LOCATIONS

King's Landing is a major city and contains a number of important locations. Some of these sites are only important locally, whereas others are important for their religious or political significance. In other cases, these locations hold symbolic value, and who appears to control them and what happens there makes a great difference.

GREAT SEPT OF BAELOR

Surrounded by a white marble plaza, the Great Sept of Baelor—named after the Septon King—sits at the top of Visenya's Hill. The head of the plaza features a statue of Baelor the Blessed on a painted marble plinth.

The sept is an impressive domed structure of glass, gold, and crystal surrounded by seven crystal towers. The towers contain bells that sound when something important happens in the city, such as the death of a king. In such a case, the bells toll for a day and a night, and the king's family lays his body to rest in the tombs of the Great Sept of Baelor.

Around the doors leading into the building lies a raised marble pulpit where a septon can address a gathering crowd. Past the doors, one finds the entrance hall of the sept, which is known as the Hall of Lamps. Visitors entering the hall walk beneath suspended globes of leaded glass until they reach the doorway of the cavernous Great Sept, which has seven broad aisles that meet at the front of the room at a point below the center of the dome. The rows of seats can accommodate thousands of worshipers or well-wishers.

Seven transepts surround the main floor of the sept; each transept contains an altar and a towering statue of an aspect of the Seven surrounded by lit candles. Different ceremonies require different altars, depending on the ceremony's purpose. For example, marriages are conducted at the altar between the Mother and the Father.

In addition to being the center of worship, the Great Sept is the center of religious training for septons from all over Westeros, so a constant stream of visitors and students of all ages pass through the sept.

The current High Septon is a fat, pompous man, who gives long-winded sermons, and he displays the arrogance of one too long in his station. The High Septon is a great friend to the Baratheon family, and many people consider him firmly in their pocket.

THE RED KEEP

Crowning King's Landing is Aegon's High Hill, and atop it thrust up the towers of the Red Keep, the seat of the king and, until recently, the Targaryen dynasty. Aegon the Conqueror raised up the Red Keep when he brought the Andal kings and the last king of the First Men to heel. Such was the scope of its construction that his son, Maegor the Cruel, had to finish the work. Although the Red Keep is not the largest of Westeros's castles, it is one of the most splendid. From its tall towers, one can see the whole of King's Landing and the lands beyond. Designed to be a castle within a castle, the Red Keep's inner walls cordon off different sections of the keep to slow invaders' progress and safeguard the royal family.

The Red Keep was constructed out of a pale red stone (hence its name) and is made up of seven huge drum-towers with iron ramparts. The castle also boasts a powerfully built barbican in front of a cobbled square, halls with vaulted ceilings, covered bridges, barracks, granaries, and immense curtain walls with a stone parapet four feet high with crenellations cut into it every five feet for archers. Below ground, the keep has four levels of dungeons, and each level serves a different function. The doors throughout the castle are made of oak banded with black iron, except for the doors in the dungeons, which are four-inch-thick grey wood with iron studs.

A series of hidden passages, tunnels, and secret chambers worm their way throughout the castle. Countless passages can be found, and no one is sure how many of these secret ways exist, because Maegor the Cruel had every man who worked on the castle executed to ensure its secrets. He and he alone knew the true extent of these tunnels, though the Spider likely has thorough knowledge of them.

Treasures from the long history of the Seven Kingdoms are displayed throughout the Red Keep, including Myrish carpets; tapestries from Norvos, Qohor, and Lys; carved screens from the Summer Isles; a pair of black marble Va-

lyrian sphinxes; and even suits of armor. Places of honor, such as the meeting chambers of the small council, feature many of these items, whereas other items rest in cellars and collect dust, their significance forgotten.

Some of the greatest treasures found in the Red Keep are the bones of the dragons that once roamed the world. In the days of the Mad King Aerys, these dark skulls adorned the walls of the Great Hall, but upon Robert's ascent, he had the bones removed and tucked away in a dank cellar. Nineteen cells exist in all; Aegon brought the oldest bones, more than three thousand years old, to King's Landing. Inspecting the skulls reveals the sharp decline in the last dragons, for while the eldest skulls are massive and magnificent, large enough for a mounted knight to ride through, the last skulls are small, no bigger than a mastiff's skull.

One of the most curious features of the Red Keep is that it plays host to a number of feral cats. They come in all shapes, sizes, colors, and temperaments. The cats survive by hunting vermin and likely make off with table scraps or benefit from the kindness of the human residents regularly enough that they enjoy good health. The felines have free reign of the castle and its grounds.

MAEGOR'S HOLDEAST

Maegor's Holdfast is a large square fortress at the center of the Red Keep. It's located behind walls twelve feet thick and a dry moat lined with iron spikes. The Holdfast contains the royal apartments, including the king's bedchambers with its twin hearths, as well as the royal nursery, which is located on the floor below the royal apartments.

🏰 **THRONE ROOM:** The throne room inside the Red Keep is a cavernous chamber that one enters through doors of oak and bronze. The room runs north to south and has high, narrow windows in the eastern and western walls, so it shines with sunlight throughout the day. A tall door that acts as the king's personal entrance and exit sits at the far end of the room, behind the throne.

The room is massive, large enough to accommodate upwards of a thousand seated people—or even more standing. Although the room rarely holds that quantity of people during the course of a normal day, everyone is required to stand when court is in session, except for the king, his family, and his small council. Petitioners stand in the center of the room with the court to either side. As many as a hundred lords and other petitioners plead their cases during the course of a normal day



in which the king, or his Hand, sits in session. These sessions can last for hours and include resolving disputes over the placement of boundary stones, disagreements between rival holdfasts, or almost anything else. Smallfolk can also make appeals at these sessions, but they must wait in the wings until called forth, which happens only if all other disputes have been resolved.

At the head of the throne room, on a raised dais with narrow stairs, is the seat of power for the Seven Kingdoms, the Iron Throne. Using the flaming breath of his dragon, Balerion the Black Dread, Aegon the Conqueror ordered the beastly chair forged from the thousands of swords surrendered to him during the War of Conquest. The swords weren't fully melted down to create the throne, so it's pointy, uncomfortable, and dangerous—sitting back in the throne is impossible. Mad King Aerys cut himself on it so often that his court called him King Scab. It was Aegon's opinion that no king should sit easily upon a throne, and the Iron Throne reflects that idea perfectly. That the chair is said to have killed a man serves as a reminder of both the chair's significance and mystique.

- ❖ **THE QUEEN'S BALLROOM:** Luxuriously appointed, this small room contains long trestle tables that seat about one hundred people. Silvered mirrors hang behind every wall sconce, so light reflects into the room. Its walls are paneled in carved wood, and sweet-smelling rushes cover its floor. Above the main floor, along the south wall, heavy, velvet drapes cover arched windows. A gallery where musicians play when the hall is in use overlooks the chamber. The tall entryway doors can be closed and barred if necessary. Also, a back door exits into the grounds of the Red Keep.

TOWER OF THE HAND

The Tower of the Hand is the part of the Red Keep set aside for the Hand of the King. It contains the Hand's living quarters, meeting rooms, and the Small Hall, a long room with vaulted ceilings and benches that seats two hundred people. The Tower of the Hand sits a short distance away from the small council's meeting chamber, which lies across the inner bailey and through the courtyard.

A secret entrance into the Tower of the Hand leads to the Hand's chambers. From an unknown location outside the Tower, the secret entrance leads down a ladder to a passage that twists and turns until it ends at an iron gate.

Past the iron gate lies a room with a dragon mosaic made of red and black tiles on the floor, after which another ladder leads up to a small tunnel that a full-grown man must crawl to pass through. Another sixty feet down the tunnel, one finds the secret door into the chambers.

THE ROYAL SEPT

The Red Keep includes the royal sept, which is located in the outer castle. It has high windows made up of crystals that cast rainbows into the sept when light passes through them. One can find altars to each of the aspects of the Seven, as well as benches parishioners use while praying, singing, or attending a sermon.

THE GODSWOOD OF THE RED KEEP

Although most of the people in King's Landing pay homage to the Seven, some, including visitors, keep to the old ways. As such, the Red Keep has a small godswood. It is located not far from Maegor's Holdfast, just across the drawbridge, up some winding steps, through a pig yard, and down a river walk that passes a small kitchen. The godswood is an acre of elm, alder, and black cottonwood. Its heart tree is a great oak whose ancient limbs are overgrown with smokeberry vines.

THE MAIDENVAULT

The Maidenvault is a slate-roofed keep located behind the sept. The Maidenvault was named centuries ago when King Baelor the Blessed, fearing his sisters would drive him to impure thoughts or actions if he saw them, locked them away in it.

THE KITCHEN KEEP

Outside Maegor's Holdfast lies Kitchen Keep, just across the courtyard from the castle's main kitchens. The top floor of Kitchen Keep features spacious apartments with a large bedchamber and solar, a bath, dressing room, and small, adjoining chambers for servants. Some of the cells for the serving men and women contain windows that are little more than arrow slits. A rooftop garden sits atop the keep. The cellars of the keep have vaulted ceilings, and passages in the cellar link to the rest of the castle. The damp cellar that now houses the dragon skulls lies below the Kitchen Keep.

WHITE SWORD TOWER

The White Sword Tower contains the living quarters for the Kingsguard. Built into an angle of the castle wall, this slender four-story structure overlooks Blackwater Bay. A round, whitewashed room with white woolen tapestries hung from the walls makes up the first floor of the White Sword Tower. The small, spartan, sleeping quarters of the six members of the Kingsguard fill the second and third floors. The fourth floor belongs to the Lord Commander; his rooms are spacious but just as bare, and they look out over the walls. Under the tower is a crypt used to store arms and armor.

DUNGEONS

Four levels of dungeons lie below the Red Keep. Maegor the Cruel oversaw their construction and designed each one to fill a specific role. The upper level imprisons common criminals and contains cells with high, narrow windows. The second level has small, windowless cells with barred doors to allow in torchlight; highborn prisoners occupy these cells. The third level down contains the black cells, the smallest cells of all the levels, and their solid doors allow no light. The last level, the fourth, is the subject of rumor, but anyone reportedly taken there never sees the sun or hears a voice again. In reality, the fourth level is set aside for torment, and anyone who ends up here lives in agonizing pain. Rumor has it that it's safest to travel through the fourth level in darkness because no one should see the horrors contained there.

All the layers of the dungeon have doors of four-inch-thick grey wood with iron studs set into walls made of the same pale red stone as the rest of the Red Keep. The dungeons are not well tended, so filthy prisoners sleep on unclean rushes, and niter grows in patches on the walls.

SECRET PASSAGES

Secret tunnels and hidden passages riddle the Red Keep. Maegor the Cruel wanted to ensure he had an escape route out of the Red Keep in case his enemies ever trapped him inside. During construction, Maegor instructed the builders to include a number of points of entrance and egress; then, he had all the workers killed, so only the Targaryens knew the secrets.

Some of the passages are built into the walls, whereas others are tunnels held up by timber support beams. Many of these passageways lead to different parts of the castle,

but others lead outside; at least one leads to a network of tunnels under the city that allows one to reach the Blackwater Rush through a sewer pipe. Beneath the north wall, one can find a passage located in a chamber that contains a large, flat, stone bed. The push of a hidden button easily raises the stone bed with a system of counterweights, revealing steps that descend into darkness. Another passage leads to the Hand's private chambers in the Tower of the Hand, and a secret exit from the Red Keep leads to the cliffs above the sea where one can climb down to Blackwater Bay using small handholds carved into the rock.

CROWNLANDS

The lands around King's Landing are under the purview of the Iron Throne, and the nobles dwelling here are banners sworn directly to the king.

■ **CRACKCLAW POINT:** Crackclaw Point is a peninsula that extends into the narrow sea. It is a rugged place, a land of bogs and pine forests. The people of Crackclaw Point are fiercely independent and even managed to repel the Andal invaders, though they later mingled with them. At various points throughout history, the Darklyns, Moontons, and Celtigars tried to seize these lands, but each attempt met disaster. Most houses of Crackclaw remain loyal to the Targaryens but have none of that same loyalty for each other. Skirmishes and blood feuds are common, making this stretch of land particularly dangerous.

■ **DUSKENDALE:** Duskendale is a large port off the coast of Blackwater Bay. The Darklyns once held this land; they were an ancient family descended from First Men kings that was wiped out as a result of the Defiance of Duskendale. The town spreads out around the harbor. To the north rise the chalky cliffs, and to the south a rocky headland shelters the harbor from the storms of the narrow sea. The most impressive feature of the town is the Dun Fort, a squat square stone castle with big drum towers. It sits on a hill and overlooks the entirety of Duskendale.

The town's largest inn is the Seven Swords, so named for the seven sons given to the Kingsguard by House Darklyn.

■ **KINGSWOOD:** Just south of King's Landing lies the great forest called the kingswood. This land is the king's personal preserve, and Robert uses it for hunting, as did the Targaryen kings before him. For a time, this

great forest was also home to the Kingswood Brotherhood, a villainous group of brigands and bandits that caused endless trouble.

- **OLD STONE BRIDGE:** The Old Stone Bridge is an inn sitting adjacent to a bridge on the kingsroad between Rosby and Duskendale. The innkeeper, Naggle, runs it.
- **ROSBY:** A tiny community of daub-and-wattle hovels surrounds the family castle, the seat of House Rosby. Rosby lies just north of King's Landing.
- **SUMMERHALL:** The Targaryen family used Summerhall as a retreat; King Daeron the Good built it after the union with Dorne. It burned to the ground in a terrible fire during the reign of Aegon IV and now lies in ruins, overgrown and, some say, haunted.
- **WENDWATER RIVER:** This wide river flows through the kingswood.

ALCHEMIST'S GUILD

The Citadel in Oldtown produces the finest minds in the Seven Kingdoms. However, before the maesters came to power, lending their expertise in the sciences, the arts, nature, history, and more, the pyromancers of the Alchemist Guild held the distinction of being the preeminent keepers of wisdom in Westeros. In some ways, the two institutions filled a similar role, but where the maesters cordon supernatural studies to one field of knowledge, the pyromancers embraced magic, blending it into their arcane formulas to produce all manner of strange materials, the Substance, or wildfire, being the best known and most dangerous.

The Alchemist Guild thrived long ago but began a steady decline over the last several hundred years as their recipes lost strength, and the pyromancers' efforts to explore the rituals and incantations needed to produce more wildfire and other products began to fail. For a time, the Alchemist Guild enjoyed renewed strength during the reign of the Mad King and even managed to elevate one of their own to the post of the King's Hand. Aerys II fully intended to burn the city to the ground rather than let it fall into enemy hands, and so pots and barrels of the Substance lay in hidden stores beneath much of the city. The pyromancer's ascent was brief, though. During the Sack, the invaders put a great many of their numbers to the sword, leaving a few pockets of acolytes and masters to carry this ancient institution forward.

Alchemists refer to each other as Wisdoms and make a great show of how much knowledge they have accumulated. Aside from making wildfire, the alchemists claimed they could transmute lead to gold, along with countless other miracles. Most Wisdoms shroud themselves and their order in mystery to hide the loss of knowledge and talent within the Guild. To many, it seems the Guild's star has fallen and will never ascend again.

The Alchemists occupy a guildhall beneath Visenya's Hill. Inside one finds a maze of cold, black stone, containing cells for the acolytes; chambers filled with sand to contain the Substance; and a veritable labyrinth of chambers, passages, and hidden rooms. Currently, Hallyne the Pyromancer commands the Guild.

LAW & ORDER: THE GOLD CLOAKS

Visitors and residents alike refer to the City Watch of King's Landing as the "gold cloaks" because they wear wool cloaks dyed a golden hue. Every member of the City Watch carries a spear, longsword, or iron cudgel and wears black armor; some members even wear full suits of mail. Four ornamental golden disks on black enameled breastplates and spears topped with black iron heads distinguish officers of the City Watch from the guardsmen. Overall, a company of gold cloaks looks rather impressive and intimidating.

Generally, the City Watch is competent and vigilant. The gold cloaks guard the gates to the city, watching for trouble, and they're the first to respond when it appears. The gold cloaks are responsible for the city's security and confront anything that threatens the peace and safety of the city. They are not, in the truest sense of the word, soldiers and don't fight wars, though they would defend the city if it were under siege—and have. The City Watch investigates murders, riots, rapes, thefts, burglaries, fires, horse races in the streets, and other disrupting incidents reported in the city, and the gold cloaks put down or arrest those responsible, as the situation demands.

Important, wealthy, or noble denizens of the city utilize the gold cloaks as escorts and bodyguards, in addition to their work policing the city. When given a task, the gold cloaks carry it out to the best of their ability, and few people cause trouble for anyone with an escort of the City Watch.

PLAYERS & PIECES

One cannot play a game of intrigue, suspense, and daring without knowledge of all the pieces on the board. As Narrator, you have a great deal to keep track of in *Peril at King's Landing*, and a large cast of characters to bring to life. This **APPENDIX** gives a detailed background on House Dannett, House Lugas, and especially, Orten Lugas, the primary antagonist of this adventure. *A Song of Ice and Fire Roleplaying* and the *SIFRP Campaign Guide* address, in greater detail, references to a number of events in the recent history of Westeros mentioned in this section.

Note that the game stats presented in this **Appendix** are in a slightly different format from that of the *SIFRP* rulebook; in particular, Combat Defense now lists the character's base Combat Defense value, with the adjusted value for Armor Penalty of worn armor (if any) listed in parenthesis after the base value. The adjusted value does not include the use of a shield, so take note if the character has one listed and apply its bonus to the character's Combat Defense when the shield is in use, like any Defensive item.

The descriptions assume the Home House is a banner House to Hoster Tully of Riverrun, or at least located near Riverrun. If this arrangement is not the case, you might need to make minor revisions to the other houses, notably to House Dannett, to keep their relationship to the characters' house similar. House Dannett should be neighbors of the Home House, whereas House Lugas can be farther away, but not so far that the lands and holdings of either of the other two houses would not interest Orten Lugas.

HOUSE DANNETT

RANKING	Minor
ARMS	A pomegranate pierced with a red vertical arrow against a grey field
WORDS	Eat Bitter, Grow Strong

The Dannetts are not the most renowned of their liege lord's banner houses, but their longstanding protection of several of the regions' larger farming communities ensures them a fair amount of influence in local politics, and a decent income from their tenants. In the tumultuous years of the War of the Usurper, the Dannetts skirted the edge of

loyalties and seized every opportunity to switch allegiance as the fickle winds of war shifted.

They initially remained loyal to Harren the Black against Aegon the Conqueror during his conquests. Choosing their moment well, the Dannetts surrendered when Harren's forces wavered rather than face certain destruction; Aegon permitted them to keep their lands. During Robert's Rebellion, House Dannett wisely followed the lead of the Usurper, knowing they could abandon this course and claim they were coerced into rebellion. The Rebellion proved too close to read, and House Dannett was compelled to commit their forces to Robert's cause in full. The Dannetts suffered great losses, and the current head of the house is the sole survivor of seven brothers. Targaryen forces besieged and badly damaged the Dannetts' keep early in the Rebellion.

At the Rebellion's end, with Robert Baratheon crowned King, it seemed the Dannett's steadfast support would win them a place in history and a hand on the helm of the future. But despite generous support from their liege lord, ill fortune has cursed House Dannett at every turn. Several years of poor harvests, resultant famine, illness, and ever-growing debt plunge the house into ever more dire straits. Desperation has seized Lord Alfric Dannett, who knows the only salvation for his struggling house is to keep up appearances long enough for the tides of ill fortune plaguing his family to subside.



NOTABLE MEMBERS

The lord of House Dannett is **ALFRIC DANNETT**, many years a widower. He was a sworn sword to his eldest brother, Sofred, and a stalwart warrior in his day, but now Alfric is a withered shadow of his former self. Steeped in loss, Alfric watched his six brothers die around him during the Rebellion and held his eldest brother's head in his lap as a maester strove to pull an arrow from the gory pit of Sofred's eye. His brother's gurgling cries were more animal than human at the end, and Alfric felt relief when Sofred finally gasped out his last breath.

His other brothers fell as well. Sandor Clegane's own blade cut down one brother

"In King's Landing, there are two sorts of people. The players and the pieces... Every man's a piece to start with, and every maid as well. Even some who think they are players."

—PETYR Baelish

(an act Alfric secretly harbors hopes to avenge someday). Another brother was spitted on a Lannister spear, and another died from a mere scratch that turned gangrenous. One more toppled from the keep's battlements and smashed like an egg on the helms of the men below, and a traitor's knife killed his youngest brother.

Even after the Rebellion, the gods weren't through with Alfric. His wife perished when a portion of the damaged keep collapsed on her and several of her ladies in waiting, leaving him to raise their daughter and son alone. To people outside the family, Alfric's trials and tragedies appear to have hardened him, but truthfully, the unfortunate turns the gods sent his way long ago rendered him incapable of managing the house's affairs. Alfric desperately tries to maintain the appearance of strength and wealth, even as his keep crumbles around him, and locusts and other pests ravage the surrounding fields.

Alfric's efforts to keep his house from dissolving completely led him into conflict with the Home House on several occasions. The Narrator should determine the exact nature of these conflicts, but they likely include disputes over land and the divergence of a river to irrigate Dannett farmlands. Also, House Dannett might harbor bitter jealousy over the Home House's good fortunes af-

ter the Rebellion, or worse, a perception that the Home House didn't contribute enough blood to the fight, or was shielded from the hardships Dannetts faced in their stead. These arguments or ill feelings are intrinsic to the plot of this adventure, and Orten Lugus harnesses them to orchestrate conflict between the Home House and House Dannett as *Peril at King's Landing* progresses. So consider which conflicts you would like to use before beginning, and if possible, weave them into the greater history of the Home House when players create it according to the rules in *SIFRP* CHAPTER 6: HOUSE AND LANDS.

Lord Alfric's losses and mounting desperation led him down a disgraceful road. The woe-worn old man has grown so fearful he resorts to immoral means of keeping his coffers from running dry. Alfric peddled his daughter to a suitable marriage alliance, driving her off and into a life of prostitution. He mortgaged what little else he has to equip his son Adham and send him to the king's tourney—a diseased effort to demonstrate his continued prosperity in the vain hope of securing prestige for his withering house, placing the weight of all his hopes squarely on the shoulders of an untried boy.

Lord Alfric's health has been poor for a while now, so the tragic events of this story might prove too much for his failing heart. If you wish to continue the saga begun in *Peril at King's Landing*, Iris Dannett might receive word that, shortly after her brother's body was returned to House Dannett, her father gave in to despair, and she came into her inheritance in full.

IRIS DANNETT

Alfric's eldest child is his eighteen-year-old daughter, **IRIS**, a comely young woman who quickly assumed the role of Lady of House Dannett after her mother's untimely death. Always obedient to her father, Iris was appalled when he sold her in marriage to Ruben Piper, a fat old merchant, in exchange for part of House Dannett's debt. Rather than submit to the marriage, she fled her home in the dead of night.

Iris quickly regretted her decision when outlaws captured her and sold her to a brothel in King's Landing called the Jade Spring after they were finished with her. In her effort to escape a loveless marriage to an old man for money, Iris now nightly faces a "marriage bed" with men willing to pay for her services. She wishes to escape her life of prostitu-



IRIS DANNETT		PROSTITUTE/ DAUGHTER OF HOUSE DANNETT	
ABILITIES			
AWARENESS	5	EMPATHY 2B	
DECEPTION	3	ACT 2B	
HEALING	3	—	
KNOWLEDGE	3	—	
LANGUAGE	3	—	
PERSUASION	4	CHARM 2B, SEDUCTION 2B	
STATUS	3	—	
WILL	4	—	
ATTRIBUTES			
COMBAT DEFENSE	9	INTRIGUE DEFENSE	10
HEALTH	6	COMPOSURE	12
DESTINY	1 POINT		
BENEFITS: ATTRACTIVE, COURTEOUS, KEEN SENSES			
DRAWBACKS: OUTCAST (AT LEAST DURING THIS STORY)			

tion, but she is too ashamed to turn to the family members she feels turned their backs on her.

So with a mix of hope and horror, Iris—who goes by the name “Lidda” at the Jade Spring—learns of the king’s tourney and the likelihood that her brother Adham will attend. She wishes desperately to reach out to her kin, but her shame and fear overwhelm her. A part of her hopes to snare an eligible young knight who will rescue her from her sordid life. She grapples with what to do but decides too late, and Adham dies before she can talk to him.

After Adham’s passing, Iris desires justice for her brother and her family, and she wants to escape the misery of her life. She turns her grief against the Home House with only a small amount of urging on Orten’s part, and she comes to see him as a friend and ally. Lugus can easily take on the role of her “white knight,” offering to save her from a life of degradation, and she is even able to convince herself that even though she does not love him yet, she will someday.

Iris Dannett is still a lovely young woman in the full bloom of womanhood. She dresses well and attends to her appearance to please her clients, as well as out of a small sense of vanity.

ADHAM DANNETT

Alfric’s son is **ADHAM DANNETT**. He is sixteen, full of fire, and eager to prove his worth in the king’s tournament. Adham is thrilled at the prospect of heaping glory upon his house’s august name, and he submits to a grueling training regimen in hopes of overcoming the other knights flocking to King’s Landing’s lists. Poor Adham is not privy to his father’s recent worries. A knight loyal to Alfric Dannett fostered Adham from a young age, shielding him from the truth of his house’s deepening poverty and desperation. Adham does not know that his family’s situation is so dire. Alfric showers the boy with princely gifts, adding to Adham’s misconceptions about his house’s standing, as well as the Dannetts’ debt.

Adham is also unaware of his sister’s current activities; he only knows that his father arranged an advantageous marriage for her with Ruben Piper. The boy is vexed to learn that his beloved sister turned her back on the family. He and she were close, and he believed her as stalwart a Dannett as himself. Part of him cannot accept that she would shirk her duty as a daughter and besmire their family’s honor, but he



cannot fathom that his father would deceive him, either. If Adham learned the truth, his young heart would falter, and everything he believes in would topple in a cloud of dust.

Adham thinks the Home House wants to ruin his father, and thus, he is prone to hostility toward the characters. He is apt to slight them, even scuffle with them, but his sense of honor demands he engage in no unscrupulous or unprovoked malefactions against them. Adham has received decent training, a strong preparation for knighthood, and a proper upbringing, but Alfric has hopelessly spoiled his son. Worse still, Adham’s delusions about his house’s glory and honor make him prone to chivalrous antics and the sort of courageous displays that place a man’s life in danger. Adham is in way over his head in *Peril at King’s Landing*. He’s a promising young cub whose life is about to be cut tragically short by a lean and canny wolf of House Lugus.

ADHAM DANNETT		HOUSE DANNETT HEIR	
ABILITIES			
ANIMAL HANDLING	3	RIDE 1B	
ATHLETICS	3	—	
AWARENESS	3	—	
ENDURANCE	4	RESILIENCE 2B	
FIGHTING	3	LONG BLADES 2B, SPEARS 2B	
LANGUAGE	3	—	
STATUS	4	—	
WILL	3	—	
ATTRIBUTES			
COMBAT DEFENSE	8 (5)	INTRIGUE DEFENSE	8
HEALTH	14	COMPOSURE	9
DESTINY	0 POINTS		
BENEFITS: ATTRACTIVE, HEIR, TOUGH			
DRAWBACKS: NONE			
ARMS & ARMOR			
MAIL ARMOR: AR 5 ☼ AP −3			
BULK 2 (MOVEMENT 3 YARDS)			
SHIELD	3D	1 DAMAGE	DEFENSIVE +2
LONGSWORD	3D+2B	4 DAMAGE	
TOURNEY LANCE	3D+2B	4 DAMAGE	BULK 1, MOUNTED, POWERFUL, REACH, SLOW

THE DANNETT ENTOURAGE

Various other members of House Dannett travel to King's Landing with young Adham, including the merchant Ruben Piper, master-at-arms Edan Ward and his three grown sons, young Maester Ferris, and a small group of men-at-arms in the employ of Ruben Piper. The group accompanies Adham to support him in the upcoming tournament, to search for the missing Iris, and to enter a plea to the king for aid after a recent atrocity committed against one of their farms—an atrocity they believe the Home House carried out.

EDAN WARD

HOUSE DANNETT MASTER-AT-ARMS

AGILITY 3, ANIMAL HANDLING 3, ATHLETICS 4, ENDURANCE 4, FIGHTING 4 (*BRAWLING 1B*, *LONG BLADES 1B*, *SHORT BLADES 2B*), HEALING 3, MARKSMANSHIP 3 (*BOWS 2B*), STATUS 3

COMBAT 9, HEALTH 12 🌀 INTRIGUE 7, COMPOSURE 6

A seasoned fighting man, **EDAN WARD** has witnessed more than his share of battles, skirmishes, and scrapes. He would be content with his role as master-at-arms for a noble house were it not for House Dannett's ill fortune. He knows that his lord's house is not in order, but he does not feel it is his place to correct his young charge's misconceptions. His sole duty is to train Adham as best he can, prepare the lad for what awaits him, and ensure he does not die on the tourney field.



Edan also plans to keep an eye on his boisterous sons, who will be visiting King's Landing for the first time; he knows what kind of mischief young men can find in the city.

DORAN WARD

ELDEST SON

AGILITY 3, ANIMAL HANDLING 3, ATHLETICS 4 (*STRENGTH 2B*), ENDURANCE 4, FIGHTING 4 (*BRAWLING 2B*, *LONG BLADES 2B*), MARKSMANSHIP 3 (*BOWS 1B*)

COMBAT 9, HEALTH 12 🌀 INTRIGUE 6, COMPOSURE 6

FEARGHUL WARD

MIDDLE SON

AGILITY 3 (*QUICKNESS 1B*), ANIMAL HANDLING 3, ATHLETICS 4 (*STRENGTH 2B*), ENDURANCE 4, FIGHTING 4 (*BRAWLING 2B*, *LONG BLADES 2B*), MARKSMANSHIP 3 (*BOWS 1B*)

COMBAT 9, HEALTH 12 🌀 INTRIGUE 6, COMPOSURE 6

MARCAS WARD

YOUNGEST SON

AGILITY 4 (*ACROBATICS 2B*, *DODGE 2B*), ATHLETICS 4, ENDURANCE 3, FIGHTING 3 (*BRAWLING 2B*), MARKSMANSHIP 3, THIEVERY 3 (*STEAL 1B*), WILL 3

COMBAT 10, HEALTH 9 🌀 INTRIGUE 7, COMPOSURE 9

Master Edan's three sons—**DORAN**, **FEARGHUL**, and **MARCAS**—are ages 20, 18, and 17, and they are close, having been playmates and friends all their lives. All three take



after their father, meaning they are strong, have a knack for fighting, and are eager for action. Edan does his best to temper their impulses, but he knows boys will be boys, and he has already lived through bumps, bruises, gashes, and hangovers. Fearghul is married with a child on the way, and it won't be long before his brothers wed as well.

The three young men anticipate seeing the legendary King's Landing and a grand tourney, but their father has also drilled into them that this trip is not a holiday. They swore an obligation to their young master and his father, and they intend to uphold it. Of course, they can still have some fun in their off hours.

MAESTER FERRIS

HOUSE DANNETT MAESTER

ANIMAL HANDLING 3, CUNNING 4 (*LOGIC 1B*), HEALING 3, KNOWLEDGE 4 (*EDUCATION 2B*), LANGUAGE 3, PERSUASION 3, STATUS 3, WILL 3

COMBAT 6, HEALTH 6 🌀 INTRIGUE 10, COMPOSURE 9

MAESTER FERRIS is relatively young for a man of his position. House Dannett's former maester, Ruald, died about two years ago, and the house could not afford a more experienced and seasoned graduate of the Citadel. Ferris is eager to prove his worth, but he also harbors disappointment with his first real position. After being surrounded by fellow scholars who shared his concerns and pursuits, he now deals with harsh realities and less academic matters. Alfric ignores Ferris's council as often as he listens to it.



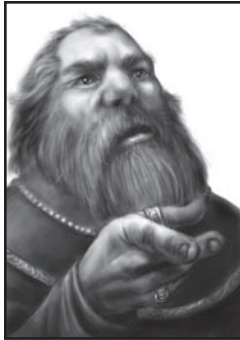
Ferris looks forward to visiting King's Landing, at least in part to attend the Conclave of maesters and to be among learned men once more.

RUBEN PIPER**IRIS'S BETROTHED**

ANIMAL HANDLING 3, AWARENESS 4 (*NOTICE 2B*),
CUNNING 3 (*LOGIC 1B*), KNOWLEDGE 4 (*EDUCATION 2B*),
LANGUAGE 3, STATUS 3, WILL 4

COMBAT 8, HEALTH 6 • INTRIGUE 10, COMPOSURE 12

RUBEN PIPER made his fortune by knowing a good deal, and a bad one, when he saw it, and by being willing to bargain and negotiate for what he wanted. His wealth allows him to enjoy many of life's pleasures, but now he wishes to settle down and start a family to inherit his business, and he wishes to enjoy the fruits of his labors. He saw a bargain in exchanging Lord Alfric Dannett's pretty daughter, Iris, for a reduction in the Dannetts' substantial debts and some additional coin. This exchange was one of the easier negotiations Ruben has conducted. He did not reckon that the girl would think she had a choice in the matter and run off!



Although Ruben strongly considers cutting his losses, he is not ready to give up on Iris Dannett, or a piece of a noble house, just yet. Moreover, Ruben remains unconvinced the Dannetts did not hatch this scheme, though he does not think them so clever. Still, he has business in King's Landing, and he can travel with Iris's brother. Because he might find answers along the way, he is willing to see what comes.

Ruben Piper is not a young man (he's in his 40s), and decades of enjoying good food and wine have given him an ample belly to go with his full beard and receding hairline. He knows he is neither dashing nor heroic, but such qualities are overrated when compared to a solid roof and stable income.

**CLOVIS TRAFFORD,
MANSEL PIKEMAN,
TUCK COOPER**

**PIPER'S
SELLSWORDS**

AGILITY 3 (*DODGE 1B*), ANIMAL HANDLING 3,
ATHLETICS 3 (*STRENGTH 1B*), FIGHTING 4 (*BRAWLING 2B*,
LONG BLADES 2B), MARKSMANSHIP 3 (*BOWS 1B*)

COMBAT 10, HEALTH 12 • INTRIGUE 7, COMPOSURE 6

Ruben Piper employs the sturdy sellswords **CLOVIS**, **MANSEL**, and **TUCK** to protect his goods and his person. They're reasonably loyal, as their employer treats and pays them well, and the men wish to spend some of their earned coin on various distractions in King's Landing. They'll fight to protect Piper—that's what they're paid to do—but they are not fanatically loyal and will not sacrifice their lives for him. After all, one can always find another employer. The sellswords are pragmatic, and they retreat if a fight goes against them.

**HOUSE LUGUS**

RANKING Minor

ARMS A silver chalice studded with emeralds on a black field

WORDS Drink, Live, Last

House Lugas bears a seemingly endless supply of brothers, male cousins, sons, and more distant male relations. Although hardly enough to rival the brood of Walder Frey, House Lugas still boasts one of the largest families in Westeros.



Unfortunately, an abundance of male heirs has one definite consequence for a minor house with a small fiefdom: the house does not have enough holdings to satisfy everyone. The Lugas family history is replete with murders, brawls, abductions, disappearances, banishments, and other acts too unsavory to mention. The song "A Hundred Feet of Red, Red Rope" infamously chronicles the demise of Old Targin Lugas, and it's left unsung by any mummer or minstrel within a hundred leagues of House Lugas's lands unless the performer desires a reenactment. House Lugas fought the Lannisters on the side of the Targaryens during Robert's Rebellion and then turned cloak to the lions when the Kingslayer dipped his white sword in Mad King Aerys's blood.

Since the Rebellion's end, House Lugas has counted its blessings and abated the kin-culling ways of its bloody past

(for the most part). The men of House Lugas have behaved more civilly toward their own blood in recent years; their abject fear of their liege-lord's wrath prevents them from resorting to their old ever-winding clockwork of machination and backstabbing.

Since they cannot brawl with each other as openly as they did in the past, House Lugas men, never much for learning, now read just enough of history and polity to make them crafty and treacherous, though this restraint ill suits most of them. The Lugas men maintain a long tradition of skillful murder. As practical as an axe, a Lugas man is also about as subtle. Scions of House Lugas are not especially sadistic because that would require more patience and imagination

than they can muster (whoever was responsible for Old Targin Lugas was an obvious exception). Indeed, the Lugas consider torture not so much immoral but a rather dull waste of time. Why spend a day tormenting one rival, when you could kill two or three in the same amount of time, and then have at their wine and women? The Lannisters have a saying: "If a man needs to die abed, or at fate's whim, send a Faceless Man; if the circumstances of his death need not be disguised, a Lugas is far cheaper."

NOTABLE MEMBERS

The head of the house is **KONRAD LUGUS**, a fifty-six-year-old man with silver hair and the brutish good looks for which his line is known. He has eleven brothers and six sisters still living. He is the second eldest of his father's children. His older brother, Klaas Lugas, died under mysterious circumstances following a minor wound during Robert's Rebellion. Klaas's three sons all agreed to take the black and join the Night's Watch—rumor has it "for reasons of health."

During Robert's Rebellion, Konrad collected the shields of opponents he personally defeated in battle. One such shield belonged to a Home House knight (the same shield to turn up at the atrocity committed on Dannett's lands).

Konrad's wife is Lady Luisa Lugas. She is a cousin of the father of the infamous Clegane brothers, Sandor and Gregor. She bears their good looks as well as their charming personality, which is to say she's a beastly woman with the attitude of a headman's axe. Lady Luisa has never encountered a problem she cannot solve with a savage beating or three, some of which she administers personally. Her servants live in terror of her, and for good reason.

Konrad and Luisa have two sons and three daughters, though only three of their offspring appear in this tale. Their oldest daughter, Liesa, is wedded to Lord Broom and has produced three sons. Their youngest daughter is Ludviga, a great beauty as mild and innocent as she is attractive, the result of a rare recessive gene on both sides of her bloodline, no doubt.

SER NATON LUGUS

SER NATON LUGUS, age twenty-eight, is the heir to House Lugas, and he is cast in the classic Lugas mold. Although known as a fighter of some renown, his reputation generates notoriety rather than his actual skill or daring. Naton's favorite topic of conversation is his prowess on the battlefield, followed by his prowess in the bedchamber.

SER NATON LUGUS		HOUSE LUGUS HEIR	
ABILITIES			
AGILITY	3	—	
ANIMAL HANDLING	3	RIDE 2B	
ATHLETICS	3	STRENGTH 2B	
AWARENESS	3	—	
ENDURANCE	4	RESILIENCE 2B	
FIGHTING	4	LONG BLADES 2B, SPEARS 2B	
LANGUAGE	3	—	
MARKSMANSHIP	3	—	
STATUS	5	REPUTATION 1B	
WARFARE	3	—	
ATTRIBUTES			
COMBAT DEFENSE	9 (4)	INTRIGUE DEFENSE	10
HEALTH	12	COMPOSURE	6
DESTINY	1 POINT		
BENEFITS: ANOINTED, HEIR, LONG BLADE FIGHTER I			
DRAWBACKS: SUPREME ARROGANCE			
ARMS & ARMOR			
HALF-PLATE ARMOR: AR 9 ☼ AP −5 BULK 3 (MOVEMENT 3 YARDS)			
SHIELD	4D	1 DAMAGE	DEFENSIVE +2
LONGSWORD	4D+2B	4 DAMAGE	
TOURNEY LANCE	4D+2B	4 DAMAGE	BULK 1, MOUNTED, POWERFUL, REACH, SLOW

Ser Naton served as squire to one of his uncles (who long ago took the black) and was knighted seven years ago. Since then, he has shown fair skill in tournaments, though he has yet to win one.



As his father's heir, Naton might as well paint a target on his back, from the rest of his family's perspective. Naton has survived numerous attempts on his life, and because he inherited his mother's size and penchant for bullying, he has managed to hold his would-be usurpers down. Naton has not yet married, though he is the proud father of two mewling bastards, one with a kitchen wench named Kitha, and the other with Kitha's daughter, Salia. He needs to marry soon, so he plans to compete in the tourney and mingle with the noble ladies in attendance; he hopes to impress them with all he has to offer.

Ser Naton is ignorant of his younger brother Orten's ambitions. Orten is a Lugas, so Naton would expect a certain amount of ambition, but he has never considered that "little Orten" could possibly be a threat. Naton will likely regret that assumption, if Orten gives him time to do so before the end.

ORTEN LUGUS

ORTEN LUGUS, a twenty-six-year-old lean and wolfish specimen of Lugas stock, is the second son of Konrad and the brightest copper to come out of the Lugas till in a good long while. Orten bears little resemblance to his oafish kin, displaying a cunning far more suited to a Lannister and a seductive serpentlike charm to match. He is the prime mover and antagonist behind most of the plot in *Peril at King's Landing*, and his scheming is a daring gambit to pit two rival houses against each other and set up his brother's eventual downfall to secure control of two houses, and perhaps even more.



Orten grew up in the shadow of his martial elder brother. Orten proved a mediocre warrior, but he took to education with a zeal most of his family could never muster. While his brother acted as squire to an uncle, Orten learned treachery at the knee of his father, Lord Konrad. His father's favorite, Orten serves the elder Konrad well, so much so that Konrad called Orten "the Hand of House Lugas" when he was a

boy. Orten has thus far managed small but impressive affairs for his father, resulting in gains for House Lugas.

What Konrad doesn't know about his favorite son is just how ambitious Orten is. Some of Orten's rivals claim Tywin Lannister, deep in his cups, mistook Luisa for a nag one night during a stay at House Lugas and mounted her. Nine moons later, Orten was born. When Lord Tywin hears that same jest, he sets his hard gold-flecked eyes and replies, "*The boy might be wily by Lugas standards, but for a Lannister, he's a lackwit. More likely my horse mounted Luisa that night.*" Whatever twist of fate brought an aberration like Orten into the Lugas household gave birth to an out-and-out villain with a cunning mind and a dangerous ambition.

Orten has cultivated his reputation as a second in command: helpful son, loyal brother, and wise advisor, because it leads others to underestimate him. He learned at a young age that he could be invisible amid a group of people if they had

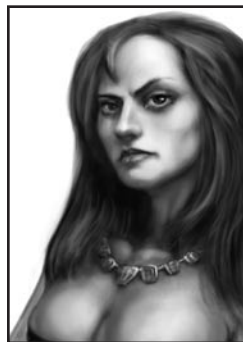
ORTEN LUGUS		SECOND HEIR TO HOUSE LUGUS	
ABILITIES			
AWARENESS	4	EMPATHY 1B, NOTICE 1B	
CUNNING	3	—	
DECEPTION	5	ACT 2B, BLUFF 1B	
FIGHTING	3	LONG BLADES 1B	
KNOWLEDGE	4	EDUCATION 1B	
LANGUAGE	5	—	
PERSUASION	4	CHARM 1B, CONVINCE 2B	
STATUS	4	BREEDING 1B	
WILL	3	—	
ATTRIBUTES			
COMBAT DEFENSE	8 (5)	INTRIGUE DEFENSE	11
HEALTH	6	COMPOSURE	9
DESTINY	2 POINTS		
BENEFITS: ELOQUENT, TREACHEROUS			
DRAWBACKS: NONE			
ARMS & ARMOR			
MAIL ARMOR: AR 5; AP −3; BULK 2 (MOVEMENT 3 YARDS)			
LONGSWORD	3D+1B	3 DAMAGE	
DAGGER	3D	1 DAMAGE	DEFENSIVE +1, OFF-HAND +1

no reason to notice him, and he learned how to turn that to his advantage. He might appear to be your best friend one moment, but the next, you find a knife in your back.

Deep down, Orten disdains brutish fighting men like his brother; he values cleverness and cunning above mere animal might. But Orten is no stranger to violence—he can and has killed without remorse—he just nurses the certainty that his wits make him superior, no matter what others might think.

MARITA LUGUS

MARITA LUGUS is Konrad's second daughter. She married at the age of seventeen, but her husband, a minor Lydden, died of a fever a few months later. She did not produce an heir for him. Marita married again at age twenty-one, and her second husband, her first husband's younger brother, vanished without a trace just



weeks after the wedding. In the two years since, Marita has had no further offers of marriage. Gossip mongers whisper about the demise of her first husband and the mysterious fate of the second, dubbing her the “Black Widow.”

As a young woman, Marita met a charming Braavosi merchant friend of Orten's named Glarus Ptek. The two have been madly in love since their early courtship. The gods molded the two out of one piece of clay: Marita possesses feminine wiles to compliment her family's brutal nature, and Glarus is a skilled poisoner. To the couple's dismay, their disparate social positions and Marita's parents blocked their union. The two carry fiercely burning torches for each other, and their venomous love doubtless brought about the demise of Marita's first two husbands—or it reflects Marita's willingness to hold out for her beloved Glarus.

Konrad uses the occasion of the tournament to send Marita to King's Landing, so she can meet her latest nervous suitor, Langley Woods. Orten arranged this union through no small effort, convincing his father he only wished to further their family's influence through a union with another house. In truth, Orten brings Marita to King's Landing as bait to ensure Ptek appears and performs his part in the scheme.

Although not a beautiful woman, in part because of her intimidating height, Marita is vivacious and the life of any party she attends. She behaves according to the rules of polite society, as well as by the rules of the rowdy roadside tavern, and she can hold her drink against any man.

Marita is loyal first and foremost to her own cause and wouldn't hesitate to betray any (or every) member of her family if she thought she wouldn't be caught. She is a dangerous wild card in the Lugus deck, and she's wily enough to know that Orten is up to something, even if she doesn't know exactly what it is. She could prove a potential source of useful (or misleading) information if the characters can convince her to aid them. Of course, even she does not know the full extent of Orten's plans, or the role he expects her to play in them. Indeed, her obsession with her Braavosi lover leads her to do exactly as Orten expects, furthering his scheme and setting her up to take the blame, if necessary.

At your discretion, Marita might find it amusing to begin a tryst with an attractive member of the Home House, for no other reason than to drive Ptek to distraction with jealousy. Nothing excites her more than seeing the poisoner work his deadly art to prove his devotion, and every corpse he leaves cooling for her fuels the fire of their salacious affair.

MARITA LUGUS		SECOND DAUGHTER OF HOUSE LUGUS	
ABILITIES			
AWARENESS	3	NOTICE 1B	
CUNNING	4	MEMORY 1B	
DECEPTION	4	ACT 1B	
KNOWLEDGE	3	STREETWISE 1B	
LANGUAGE	4	COMMON TONGUE	
LANGUAGE	2	BRAAVOSI	
PERSUASION	5	CHARM 1B, SEDUCE 1B, TAUNT 1B	
STATUS	3	BREEDING 1B, REPUTATION 1B	
WILL	3	COURAGE 2B	
ATTRIBUTES			
COMBAT DEFENSE	7	INTRIGUE DEFENSE	10
HEALTH	6	COMPOSURE	9
DESTINY	2 POINTS		
BENEFITS: COURTEOUS			
DRAWBACKS: HAUGHTY			
ARMS & ARMOR			
DAGGER	2D	1 DAMAGE	DEFENSIVE +1, OFF-HAND +1

HOUSE LUGUS ENTOURAGE

House Lugus travels to King's Landing with a small army of cousins, retainers, and servants, but they play little or no role in the events of *Peril at King's Landing*. Use the various ability sets from the **Stock Characters** section to fill out the House Lugus entourage as needed during the story.

OTHER CHARACTERS

The characters in this section have no affiliation with House Dannett or House Lugus, although they might be associated with either house in some fashion. In particular, several are associates (knowing or otherwise) of Orten Lugus and part of his plan to set the Home House and House Dannett against each other.

LORD CLAYTON ARCHAY

LORD CLAYTON ARCHAY is the last surviving member of House Archay. He fought for the Targaryens during Robert's Rebellion and refused to accept King Robert's generous pardon to subjects willing to bend the knee to their new king. Instead, Archay fled into the countryside and took up arms. He fancies himself a loyalist supporter of a wrongly deposed king, but most people dismiss him as a madman or a bandit, and few people even remember his house, much less his name.



Of late, Archay has taken to the kingswood and, as "The Fox Knight," he occasionally harasses and robs travelers passing through the region in the name of the "one true king." An elder member of the Home House gave Archay a near fatal sword thrust early in Robert's Rebellion, but Konrad Lugus rescued the wounded Archay from the field. Konrad killed the Home House knight who laid Archay low and took the younger knight in, tending to his wounds personally. The Fox Knight sends regular "tribute" to Konrad to this day in repayment of his debt, which amuses the elder Lugus.

Orten took advantage of his father's history with Archay to manipulate the deranged old knight into leading an assault on House Dannett's lands—the recent atrocity that Adham plans to complain about at King's Landing. Orten

arranged for the shield his father took from the defeated Home House knight to find its way to Archay, as well as specific instructions to leave it bloodied at the sight of the massacre.

House Archay is all but forgotten, and many people think the family scion died long ago. Most folks believe the Fox Knight is either a mad hedge knight or a bandit playing at chivalry in hopes of scaring smallfolk into surrendering their valuables. Lord Archay is a middle-aged, well-muscled man with a broad face and a hard, imposing

LORD CLAYTON ARCHAY, THE FOX KNIGHT		KNIGHT/TARGARYEN LOYALIST	
ABILITIES			
AGILITY	3	QUICKNESS 1B	
ANIMAL HANDLING	3	RIDE 2B	
ATHLETICS	3	—	
ENDURANCE	3	—	
FIGHTING	4	LONG BLADES 3B	
MARKSMANSHIP	4	BOWS 2B	
STATUS	3	REPUTATION 1B	
SURVIVAL	5	TRACK 2B	
WARFARE	3	—	
ATTRIBUTES			
COMBAT DEFENSE	8 (5)	INTRIGUE DEFENSE	7
HEALTH	9	COMPOSURE	6
DESTINY	1 POINT		
BENEFITS: ANOINTED, LONG BLADE FIGHTER I			
DRAWBACKS: OUTCAST			
ARMS & ARMOR			
HALF-PLATE ARMOR: AR 9 ☼ AP −5 BULK 3 (MOVEMENT 3 YARDS)			
SHIELD	4D	1 DAMAGE	DEFENSIVE +2
LONGSWORD	4D+3B	4 DAMAGE	
WAR LANCE	4D	7 DAMAGE	BULK 2, IMPALE. MOUNTED, POWERFUL, SLOW, VICIOUS
DAGGER	4D	1 DAMAGE	DEFENSIVE +1, OFF-HAND +1

jaw. A scar runs from the bottom of his left eye down to the cleft of his chin, a souvenir from the Rebellion.

The Fox Knight pictures himself as a man of honor in a world of traitors and usurpers, but truthfully, he's a relic clinging to a royal house and line that is all but extinct, unable to accept the reality of defeat. He secretly desires a glorious death in battle rather than the ignominy of defeat or capture, and this new vendetta against the Home House allows him the opportunity. The fact that he has nothing left to lose makes the Fox Knight a dangerous foe since he hopes to take as many of his "traitorous enemies" with him as he can.

GLARUS PTEK ("MAIYO VIERRO")		BRAAVOSI ROGUE	
ABILITIES			
AGILITY	4	QUICKNESS 1B	
ATHLETICS	3	—	
AWARENESS	3	NOTICE 2B	
CUNNING	4	—	
DECEPTION	3	ACT 1B, DISGUISE 2B	
ENDURANCE	3	—	
FIGHTING	4	FENCING 2B	
KNOWLEDGE	3	STREETWISE 1B	
LANGUAGE	4	—	
STATUS	4	—	
STEALTH	3	—	
THIEVERY	3	—	
ATTRIBUTES			
COMBAT DEFENSE	10 (9)	INTRIGUE DEFENSE	11
HEALTH	9	COMPOSURE	6
DESTINY	1 POINT		
BENEFITS: CONNECTIONS, LUCKY			
DRAWBACKS: LASCIVIOUS			
ARMS & ARMOR			
SOFT LEATHER ARMOR: AR 2 ☉ AP −1 BULK 0 (MOVEMENT 3 YARDS)			
BRAAVOSI BLADE	4D+2B	4 DAMAGE	DEFENSIVE +1, FAST
LEFT-HAND DAGGER	4D+2B	3 DAMAGE	DEFENSIVE +2, OFF-HAND +1

GLARUS PTEK

GLARUS PTEK is a Braavosi merchant, swordsman, and rogue. He is charming, witty, intelligent, and devoid of scruples. The oily Ptek rose to the top of a Braavosi black market ring through sly treachery, and he deserves his reputation as a skilled swordsman and clever rogue.

Ptek assumes the air of a charming importer and exporter of "quality Braavosi goods." He also has a thriving side business in poisons, weapons, and a heinously strong Braavosi whiskey called *cheldarro* that King Robert once considered outlawing, after a particularly harrowing night and painful next morning.

In the process of providing *cheldarro* to the various noble families of Casterly Rock (the few who can stomach it), he contacted House Lugus and stayed with them for a time. There, he engaged in a torrid affair with Marita Lugus and vowed to her, in earnest, they'd be together one day. Konrad learned of the affair and managed to send Ptek away and arrange Marita's first marriage to cover any possible unwanted pregnancy, which did not occur.

Glarus maintains a distant friendship with Orten Lugus and still loves Marita. He has a reputation as a man who can procure anything you desire, for a price. In *Peril at King's Landing*, Ptek focuses on reuniting with Marita, murdering the young knight she is betrothed to, and removing any amorous protagonists from his path (if you choose to explore this plot hook). Orten uses Glarus to acquire and smuggle the tears of Lys into King's Landing to further his plan. Toward that end, Ptek uses the guise of "Maiyo Vierro," a humble (if expansive and talkative) Braavosi merchant visiting the city for the king's tournament and looking for business opportunities.

Ptek is rakishly handsome and has an easy smile, a small, neat beard and moustache, and shiny black hair worn in a topknot. His eyes are intensely green and his wolfish smile bright white.



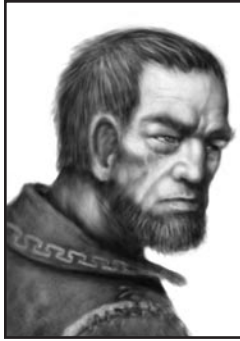
SER JORIS LANDSEER DRUNKEN OLD KNIGHT

ANIMAL HANDLING 3, ENDURANCE 3, FIGHTING 3,
KNOWLEDGE 3, MARKSMANSHIP 3, SURVIVAL 4, STATUS 3

COMBAT 6, HEALTH 9 • INTRIGUE 7, COMPOSURE 6

A dark, gruff, lean, old man, SER JORIS LANDSEER frequents the Greentree Inn. He regularly occupies a corner table in

the common room, swilling ale and regaling disinterested whores (and anyone else unfortunate enough to sit near him) with his exploits on behalf of King Robert during the Rebellion. Although it is possible he fought on behalf of the king, it seems unlikely based on his current condition—that of a broken-down alcoholic hedge knight with just enough cash to drink himself into a stupor until his liver yields and surrenders up his spirit.



Ser Joris is deluded enough about his own knowledge and abilities (especially his familiarity with the kingswood) that he will gladly lead the characters on at least one—and maybe more—snipe hunts if they let him. He needs any money they might pay him, and he desperately wants to recapture a sense of adventure. This desire, and his delusion that he is still a skilled warrior, likely leads to old Ser Joris's demise in this tale.

TYGOR WYL ("BRYAN TELSON") DORNISH NOBLE

AGILITY 3, ANIMAL HANDLING 3, ATHLETICS 3,
ENDURANCE 4, FIGHTING 4 (*LONG BLADES 1B*),
MARKSMANSHIP 3, SURVIVAL 3, STATUS 3, WILL 3

COMBAT 8, HEALTH 12 ☉ INTRIGUE 7, COMPOSURE 9

"BRYAN TELSON" is allegedly a hedge knight from Dorne. His actual name is **TYGOR WYL**, and he is the last scion of a noble house of Dorne. He journeys to King's Landing in search of his family sword and his father's murderer, who has stolen it, but Telson inadvertently falls in love with Lidda—Iris Dannett—an unexpected complication.



Bryan Telson is a capable but humble young knight. Although he is in the city seeking vengeance, he is not consumed by it; once he discharges his duty to his father and his house, he will resume his former life. He wants to do what is right, and he would prefer to confront his father's killer openly, rather than through deceit and betrayal. First, however, Telson needs to find the murderer, which is why he tells the tale of his family blade, *Scorpion*, and its loss to people he meets in hopes of eliciting recognition. This technique eventually leads him to Ser Gennady, and Telson confronts him, probably during the melee at the tourney.

Tygor is tall and rail thin, but a layer of tight muscle and sinew cover his bony frame. Though young, his bronzed face is hard, well worn by the sun and winds of his homeland. He has black hair and typically at least a day or two's growth of beard. His dark eyes are both intense and earnest.

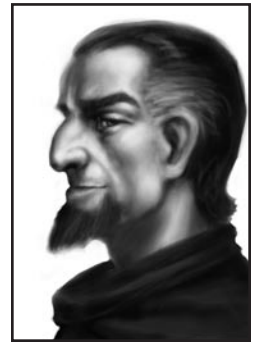
SER GENNADY SHANIN

DORNISH KNIGHT

AGILITY 3, ANIMAL HANDLING 3, ATHLETICS 3,
CUNNING 4, DECEPTION 3, ENDURANCE 3,
FIGHTING 4 (*LONG BLADES 2B*), STATUS 4

COMBAT 8, HEALTH 9 ☉ INTRIGUE 10, COMPOSURE 6

SER GENNADY SHANIN is an older knight from Dorne. He journeys to King's Landing for the tournament and becomes smitten with Iris Dannett, though it is, in his case, thoroughly unrequited. Gennady and his men were responsible for the death of Tygor Wyl's father, and Gennady fights with the Wyl family's Valyrian steel blade, *Scorpion*, that he claimed as part of his spoils.



The unmarried Ser Gennady is also a social climber, and he looks to advance his lot in the tourney and make valuable contacts with the noble families of the Seven Kingdoms. He is not overly attached to life in Dorne, which he complains is too hot and too dry, and he would willingly settle elsewhere if the right opportunity presented itself. Discovering Iris Dannett's true identity would turn Shanin's lust into an obsession with winning her and her inheritance. Of course, he would first have to deal with the vengeful Tygor, who intends to lose nothing (and no one) else to the treacherous Ser Gennady.

Shanin possesses the hard physique of a much younger man, and his age shows only in the silver that streaks his temples and his beard. He has a prominent, hooked nose and a hawkish face.

THE ROYAL COURT

Since the death of the Mad King, the Seven Kingdoms have known peace for nearly a dozen years. With the exception of the Greyjoy Rebellion, Westeros has returned to an era of peace and prosperity not known since Aerys's lucid years. As a king, Robert leaves much to be desired.

Although a great and fearsome warrior, he lacks the qualities of a king and prefers to fritter away his time drinking, eating, whoring, and hunting than attending to matters of state. However, the smallfolk adore him and delight in his excesses and magnanimous ways, but the debts his reign has incurred have squandered the royal treasury and leave the great families concerned for the future.

Despite Robert's failings as king, he possesses enough wisdom to surround himself with people better suited to rule. His small council, a group of competent advisors, manages the affairs of the kingdom in his stead, attending to disputes, taxes, and averting disasters with expert skill and cunning. In addition to the small council, Robert has the support of House Lannister. By wedding Cersei Lannister, Robert gained the loyalty and allegiance of Tywin Lannister, and with the Lannisters came vast wealth, power, and experience.

More detail on the royal court can be found in the *SIFRP Campaign Guide*. A brief summary is provided here for reference.

THE ROYAL FAMILY

KING ROBERT BARATHEON, the first of his name, rules the Seven Kingdoms from the Iron Throne in King's Landing. His queen is Cersei Lannister, and their children are Joffrey, Myrcella, and Tommen. Although the children primarily remain out of sight in this adventure, Joffrey has the opportunity to watch the tournament from the royal pavilion.

King Robert is a great hero to the smallfolk; he toppled the Mad King and won the Battle of the Trident. However, he finds sitting upon a throne more difficult than winning it. Years of feasting, drinking, and tourneys such as the one in this tale have turned Robert's bulk into fat, and his ruddy complexion is due more from drink than being outdoors.

Robert is a lazy king. He enjoys his sport: hunting, tourneys, and feasts, but he detests his royal duties, making decisions, and dispensing justice. Thus, he pushes off the complaints of Adham Dannett and tries to make the tourney his solution to the problem of conflict between minor houses. A forceful warrior, he is slow to intervene in matters in *Peril at King's Landing*.

Robert's Queen, **CERSEI LANNISTER**, is the sole daughter of Tywin Lannister. Their marriage is one of political expediency, to strengthen the ties between House Baratheon and House Lannister. Some people wonder, though never aloud, where Cersei's loyalties lie. Her golden hair, green

eyes, and curvaceous form make her a great beauty, and she uses her looks and her charms to their full advantage.

THE SMALL COUNCIL

Although the king rules from the Iron Throne, his small council—a group of advisors and aides—performs the real day-to-day work of running the kingdom. Robert's lack of interest in governing makes his small council one of the most influential in some time. The small council has seven positions: Hand of the King, Grand Maester, Lord Commander of the Kingsguard, master of coin, master of ships, master of laws, and the master of whisperers.

♣ **LORD JON ARRYN** is the King's Hand, head of the small council, and the king's closest advisor. He is a diligent and devoted servant of the crown who takes his responsibilities seriously.

♣ **GRAND MAESTER PYCELLE** represents the Citadel and has been a fixture on the small council for decades; he's seen the rise and fall of numerous Hands and kings. Although it is easy to see him as a doddering old man, Pycelle's mind is still sharp, and his ostentatious maester's chain proves he knows a great deal.

♣ **SER BARRISTAN SELMY** is Lord Commander of the Kingsguard, described in the following section.

♣ **LORD STANNIS BARATHEON** is Robert's younger brother and Lord of Dragonstone, and he holds the title master of ships on the small council. Stannis is a sober, stubborn man with an inflexible sense of duty and justice—and he possesses no sense of humor whatsoever.

♣ **LORD RENLY BARATHEON** is Robert's youngest brother and Lord of Storm's End; he holds the position of master of laws on Robert's small council. Renly is Stannis's opposite in many ways: dashing, handsome, charismatic, and full of smiles and good humor.

♣ **LORD PETYR Baelish** is master of coin on the small council; he's a minor lord from the Fingers. His small stature and the fact that his family holdings are the smallest of the Fingers have earned him the nickname "Littlefinger." Jon Arryn appointed him Robert's master of coin, and Littlefinger's seemingly magical ability to produce coin out of thin air has made him indispensable, particularly given the king's talent for spending it.

- ♣ **VARYS**, a eunuch nicknamed “the Spider,” is master of whisperers, the king’s spymaster. He’s said to know everything worth knowing in and around the Seven Kingdoms and beyond, and many attribute his information gathering from “little birds” an almost magical ability.

THE KINGSGUARD

An elite group of seven knights called the Kingsguard protects the king and royal family, ever since the days of Aegon the Conqueror. Members of the Kingsguard swear to serve for life and to take no wives and have no children. They are known as White Swords or “white cloaks” as they wear pure white cloaks and carry white, unmarked shields. Members of the Kingsguard reside in the White Sword Tower of the Red Keep.

- ♣ **SER BARRISTAN SELMY**, the legendary Barristan the Bold, holds the position of Lord Commander of the Kingsguard. Widely considered one of the greatest living knights of the Seven Kingdoms and, in spite of his advancing age, Ser Barristan is still a formidable man. He served King Aerys, but he accepted Robert’s pardon and became Lord Commander under a new king.
- ♣ If Barristan the Bold is the most famous of the Kingsguard, then **SER JAIME LANNISTER** is the most infamous. Known as “the Kingslayer” for his role in toppling King Aerys, Ser Jaime slew the Mad King at the very steps of the Iron Throne. When Eddard Stark stormed the throne room, he found Jaime sitting in the king’s seat, a bloody sword across his knees.
- ♣ Five other men make up the Kingsguard: **SER BOROS BLOUNT**, **SER MERYN TRANT**, **SER ARYS OAKHEART**, **SER PRESTON GREENFIELD**, and **SER MANDON MOORE**.

BANNERHOUSES

The minor noble houses around King’s Landing fall under the rule of whichever house controls King’s Landing. For the majority of the Seven Kingdoms’ history, House Targaryen retained that privilege, but after Robert’s Rebellion, House Baratheon assumed the mantle. Because these bannerhouses are so close to the seat of power for the kingdom, they have produced a number of important people over the years, including Hands of the King, members of the Kingsguard, and servants or retainers for the more important houses.

HOUSE BLOUNT

RANKING	Minor
ARMS	A red bend sinister between two black porcupines on a green field

House Blount is located in the crownlands, which was under the direct control of House Targaryen before they were forced from the Seven Kingdoms. A noble family sworn to King’s Landing, House Blount owes its significance to Ser Boros Blount, who serves on King Robert’s Kingsguard.

HOUSE BOGGS

RANKING	Minor
LANDS	Crackclaw Point

One of many houses to lay claim to the lands of Crackclaw Point, the family fought for Rhaegar Targaryen at the Battle of the Trident.

HOUSE BRUNE, LESSER

RANKING	Landed
CASTLE	Brownhollow
LANDS	Crackclaw Point
ARMS	A bear paw, brown on white, with a double tressure brown

The Brunes of Brownhollow are a lesser, poorer branch of the Brunes of Dyre Den. Ser Bennard Brune, the Knight of Brownhollow, is the head of this house. Like many houses of Crackclaw Point, the Brunes bear little love for the Baratheon dynasty and remain Targaryen loyalists.

HOUSE BRUNE, GREATER

RANKING	Minor
CASTLE	Dyre Den

The greater branch of the Brune family, House Brune rules their lands from Dyre Den, a small castle with three crooked towers that overlooks the narrow sea atop a wind-carved cliff. Eustace Brune is lord of this house, and he has a number of sons and grandsons; most are adults or nearly so.

HOUSE BUCKWELL

RANKING	Minor
CASTLE	Antlers
ARMS	A rack of golden antlers on vair
MOTTO	Pride and Purpose

A minor house not far from King's Landing, the only known member of this family is Jarmen Buckwell, who now serves on the Night's Watch, presumably for his part against King Robert in the War of the Usurper.

HOUSE BYRCH	
RANKING	Minor
ARMS	Quarterly, gyronny white and black, a silver axe on green

A house sworn to the Iron Throne, Ser Balman Byrch and his wife Lady Falyse Byrch regularly attend the king's court—Falyse more so than her husband. Rumors suggest Lady Byrch is barren and that her husband spends more time with young virgins than he does his wife.

HOUSE BYWATER	
RANKING	Minor
ARMS	Fretty blue on white, three silver fish on blue chief

A small house in the crownlands, it is best known for Ser Jacelyn Bywater, who attained knighthood for his heroism and courage during the Greyjoy Rebellion.

HOUSE CAVE	
RANKING	Minor House

One of many houses on Crackclaw Point, the Caves are sworn to the Iron Throne. An ancestor served in the Kingsguard.

HOUSE CHELSTED	
RANKING	Major
ARMS	Per bend green and white, a crossed spiked mace and silver dagger

This house has almost been entirely removed from the political landscape in the last twenty-five to fifty years. Lord Qarlton Chelsted was the most well known member of the house because he served as Hand for King Aerys II during his final days. It was Qarlton who learned of Aerys's plan to burn King's Landing to the ground with wildfire if Robert managed to claim the city. Lord Qarlton resigned his position when the king refused to abandon the plan, and Aerys burned the traitor to death shortly thereafter.

HOUSE CHYTTERING	
RANKING	Minor
ARMS	Three golden bendlets enhanced on white

House Chyttering holds lands near King's Landing but has long held close ties to House Baratheon. The head of the house is Lord Chyttering, and he has at least one teen-aged son named Lucos, also called Little Lucos.

HOUSE CRABB	
RANKING	Minor
CASTLE	Whispers (formerly)

Another house of Crackclaw Point, House Crabb long ago ruled a mighty fortress known as the Whispers, but the castle has stood in ruins for at least a thousand years. The Crabbs, as a family, still haunt the Point—Dick Crabb (Nimble Dick) is the best known, though the family is greatly diminished from their storied roots. Indeed, House Crabb produced no fewer than three knights who served on the Kingsguard. One tale involves Ser Clarence Crabb, a massive knight so large he rode an aurochs into battle. According to legend, Ser Crabb fought and defeated dragons, wizards, and knights, claiming their heads and delivering them to his wood witch wife, who could tease out their secrets in whispers, hence the name of their castle.

HOUSE CRESSEY	
RANKING	Minor
ARMS	Seven silver coins upon a red bend sinister, between two helmets, silver on blue

House Cressey is a small noble family of the crownlands.

HOUSE EDGERTON	
RANKING	Minor
ARMS	Quartered, black and white half-fusily, a wheel of flame of indigo

House Edgerton is a small noble family of the crownlands.

HOUSE FARRING	
RANKING	Minor
ARMS	Per pale purple and white, two knights combatant with swords, counter-charged

House Farring is a noble house that managed to secure notoriety when Lord Walder Frey took Annara Farring as his seventh wife, and the pair added six children to the Walder line. House Farring enjoys close ties to the Baratheon family and even gave a son, Bryen Farring, to squire for Stannis Baratheon. Ser Gilbert Farring is a known knight in

these lands, and Ser Godry Farring counts himself as one of Lady Selyse's men.

HOUSE FOLLARD	
RANKING	Minor
ARMS	Gyronny of twelve red and white; in a gold canton, a two-peaked fool's cap of red and white with silver bells
MOTTO	None so Wise

House Follard is a minor noble family of the crownlands.

HOUSE GAUNT	
RANKING	Minor
ARMS	Three black lances upright on pink, between black flanches

A minor family of the crownlands, House Gaunt has the distinction of Ser Gwayne Gaunt's service in the Kingsguard.

HOUSE HARDY	
RANKING	Minor
LANDS	Cracklaw Point

A minor house formerly sworn to House Targaryen, the only members of note are the late Lord Lucifer Hardy, who was lord of the house, and a Hardy who once served in the Kingsguard.

HOUSE HARTE	
RANKING	Minor
ARMS	Three red hart's heads caboshed on a white bend on vair

Another minor house of the crownlands, Ser Elwood Harte is a known knight in service to the crown.

HOUSE HAYFORD	
RANKING	Minor
ARMS	Green fretty over gold, a green pale wavy

House Hayford maintains a castle about half a day's ride to the north of King's Landing along the kingsroad. At one time, a lord of Hayford was King Daeron II Targaryen's Hand and proved a stalwart and skilled Hand. He died during the Blackfyre Rebellion.

HOUSE HOGG	
RANKING	Minor
CASTLE	Sow's Horn

A minor family in the crownlands, Ser Roger Hogg serves as the Knight of Sow's Horn.

HOUSE KETTLEBLACK	
RANKING	Hedge
ARMS	A black kettle on red, a border of orles

A family of hedge knights and sellswords, the Kettleblacks have no holdings in the crownlands, though they serve various lords. Oswell Kettleblack is the patriarch of the family, and though old, he possesses great strength and a fierce voice. He has at least three sons, each more ambitious than the last: Osmund, Osfryd, and Osney.

HOUSE LANGWARD	
RANKING	Minor
ARMS	Per fess undy; a crown of white stars on burgundy above black

House Langward is a minor family in the crownlands.

HOUSE MALLERY	
RANKING	Minor
ARMS	Six white mullets, 3-2-1, on violet

Lord Lothar Mallery currently leads House Mallery, a minor family of which little is known, but Lord Lothar is a regular presence at the court of King Robert.

HOUSE MANNING	
RANKING	Minor
ARMS	A red sea lion between two black pallets on white

House Manning is a minor family in the crownlands.

HOUSE MASSEY	
RANKING	Minor
LANDS	Massey's Hook
CASTLE	Stonedance
ARMS	A triple spiral, red, green, and blue on white

House Massey rules a long peninsula called Massey's Hook that stretches out from the mainland south of Dragonstone and northeast of the kingswood. There, they command a castle named Stonedance. Wallace Massey is a steward in the Night's Watch and squire to Ser Denys Mallister, whereas Ser Justin Massey is a sworn man to Lady Selyse.

HOUSE PYLE

RANKING	Minor
ARMS	An iron greathelm on white field

House Pyle is a minor family in the crownlands.

HOUSE PYNE

RANKING	Minor
LANDS	Crackclaw Point

House Pyne is one of many families to hold lands on Crackclaw Point. A member of House Pyne once served on the Kingsguard.

HOUSE RAMBTON

RANKING	Minor
ARMS	A white ram's head with golden horns on red

House Rambton is a minor family with close ties to House Baratheon. Ser Hubbard Rambton is one of Stannis's loyal men and is known for his great piety. He has three grown sons, each equally devoted to the Faith.

HOUSE ROLLINGFORD

RANKING	Minor
ARMS	Six roundels fountain, 3-2-1, on grey

House Rollingford is a minor family in the crownlands.

HOUSE ROSBY

RANKING	Major
CASTLE	Rosby
ARMS	Three red chevronels on ermine

House Rosby's lands and castle lies just north of King's Landing, and Lord Rosby attends court regularly. His daughter, Bethany, was the sixth wife of Lord Walder Frey, with whom she produced five heirs. Lord Gyles Rosby, an old and sickly man, is just another in a long line of fragile lords. In his case, a cough plagues him, but his frequent coughing does not deny him his place in the court of King Robert. His family is wealthy and powerful enough to employ the service of Maester Melwys.

HOUSE RYKKER

RANKING	Major
LANDS	Duskendale
CASTLE	Dun Fort
ARMS	Two black warhammers crossed on a white saltire on blue

After the Defiance of Duskendale, during which House Darklyn kidnapped King Aerys, the Darklyn lands went to House Rykker.

HOUSE STAUNTON

RANKING	Minor
CASTLE	Rook's Rest
ARMS	Two black wings upon a white fess on checkered black and grey

House Staunton is a minor family of the crownlands.

HOUSE STOKEWORTH

RANKING	Major
CASTLE	Stokeworth
ARMS	A white lamb holding a golden goblet on green
MOTTO	Proud to be Faithful

House Stokeworth holds lands and a castle north of King's Landing. Lady Tanda Stokeworth is a fixture at King's Landing, along with her daughter Lady Lollys. Tanda has an elder daughter, Falyse, who's married to Lord Byrch of House Byrch. Her family employs a plump, ginger-headed maester named Frenken.

HOUSE THORNE

RANKING	Minor
ARMS	A silver flail on red within a black border rayonne

House Thorne was a noted supporter of House Targaryen during the War of the Usurper. Alliser Thorne, current master-at-arms at Castle Black, was one of the most ardent knights in Aerys II's service, and when the war was lost, Lord Tywin Lannister forced him to take the black. Since the end of the war, House Thorne is a small and insignificant house in the crownlands.

HOUSE WENDWATER

RANKING	Minor
LANDS	Wendwater
ARMS	A green engrailed pall, inverted on white, dividing three trees, green, red, and bare
MOTTO	For All Seasons

House Wendwater controls lands along the river Wendwater, a waterway inside the kingswood and southeast of King's Landing.

STOCK CHARACTERS

King's Landing has a cast of thousands, from ordinary citizens and smallfolk to visiting nobles; most have nothing to do with the events of this story, except perhaps as spectators or unwitting bystanders. Still, you might find occasions over the course of narrating this adventure for your players when you need to fill various "stock" roles, or you might need to come up with a Narrator character on the fly. This section supplies you with tools to help you do so.

QUICK CHARACTER NAMES

King's Landing is a city with a vast population, so in addition to the Narrator characters described in this **APPENDIX**, you might need to conjure a quick name here and there for a random servant, tradesman, gold cloak, or minor noble the characters encounter. The following tables provide quick reference ideas for such names. These house names reside near King's Landing. For additional house names and a guide to Westeros noble houses overall, see the *SIFRP Campaign Guide*.

TABLE A-1: HOUSE NAMES

FIRST D6	SECOND D6	NAME	FIRST D6	SECOND D6	NAME	FIRST D6	SECOND D6	NAME
1	1	Baratheon	3	1	Farring	5	1	Moss
	2	Blount		2	Follard		2	Pyle
	3	Boggs		3	Gaunt		3	Pyne
	4	Brune		4	Hardy		4	Rambton
	5	Buckwell		5	Harte		5	Rollingford
	6	Bywater		6	Hayford		6	Rosby
2	1	Cave	4	1	Hogg	6	1	Rykker
	2	Chelsted		2	Kettleblack		2	Staunton
	3	Chyttering		3	Langward		3	Stokeworth
	4	Crabb		4	Mallery		4	Thorne
	5	Cressey		5	Manning		5	Wells
	6	Edgerton		6	Massey		6	Wendwater

TABLE A-2: BASTARD NAMES

FIRST D6	SECOND D6	NAME
1-3	1	Flowers
	2	Hill
	3	Pyke
	4	Rivers
	5	Sand
	6	Snow
4-6	1-2	Stone
	3-4	Storm
	5-6	Waters

TABLE A-3: TRADE NAMES

First D6	Second D6	Name
1-3	1	Brazier
	2	Brewer
	3	Cartwright
	4	Cooper
	5	Fields
	6	Grove
4-6	1	Miller
	2	Porter
	3	Smith
	4	Vintner
	5	Wells
	6	Wheelwright

TABLE A-4: GIVEN NAMES, MALE

FIRST D6	SECOND D6	NAME	FIRST D6	SECOND D6	NAME	FIRST D6	SECOND D6	NAME
1	1	Ardrian	3	1	Godry	5	1	Meryn
	2	Benfred		2	Gwayne		2	Ned
	3	Bowen		3	Gyles		3	Ondrew
	4	Branden		4	Harlan		4	Osmund
	5	Darren		5	Jaime		5	Petyr
	6	Denys		6	Jasen		6	Robert
2	1	Duncan	4	1	Joffrey	6	1	Rodrick
	2	Edwyn		2	Jonothor		2	Roger
	3	Erryk		3	Justin		3	Terrance
	4	Ethan		4	Lawrence		4	Torrhen
	5	Garth		5	Loren		5	Vickon
	6	Gilbert		6	Mace		6	Willam

TABLE A-5: GIVEN NAMES, FEMALE

FIRST D6	SECOND D6	NAME	FIRST D6	SECOND D6	NAME	FIRST D6	SECOND D6	NAME
1	1	Alannys	3	1	Ella	5	1	Mya
	2	Alys		2	Elyana		2	Myriah
	3	Annara		3	Falyse		3	Naerys
	4	Anya		4	Jacelyn		4	Nymeria
	5	Barbrey		5	Jeyne		5	Rechildess
	6	Bella		6	Jonelle		6	Rhaenyra
2	1	Berena	4	1	Joyeuse	6	1	Selyse
	2	Bethany		2	Leona		2	Sybelle
	3	Carellen		3	Lyanna		3	Tanda
	4	Corenna		4	Lynesses		4	Wynafryd
	5	Donella		5	Lysa		5	Wylla
	6	Edarra		6	Meera		6	Zhoe

FOOTPAD

AWARENESS 3, DECEPTION 3, FIGHTING 3
(SHORT BLADES 1B), KNOWLEDGE 2 (STREETWISE 2B),
STATUS 1, STEALTH 2 (SNEAK 2B)

COMBAT 7, HEALTH 6 • INTRIGUE 6, COMPOSURE 6
ATTACK 3+1B, DAMAGE 1 (DIRK)

Footpad, brigand, robber; whatever the name, King's Landing and most other cities must contend with desperate men willing to maim and murder for a few coins, or even just

for sport. Footpads usually run in packs, though some work alone. They are also cowards and only fight if they are certain they can win. Otherwise, they flee to rob another day.

GOLD CLOAK

ATHLETICS 3, AWARENESS 3, FIGHTING 3 (LONG BLADES
2B, SPEARS 2B), KNOWLEDGE 2 (STREETWISE 1B), WILL 3

COMBAT 8 (6 IN ARMOR), HEALTH 6
ARMOR RATING 5 • INTRIGUE 6, COMPOSURE 9
ATTACK 3+2B, DAMAGE 3 (SWORD OR SPEAR)

The gold cloaks are members of the King's Landing City Watch, as described in **A GUIDE TO KING'S LANDING**. Members of the City Watch wear distinctive golden cloaks and golden disks riveted to their armor, and they usually carry iron-tipped spears. A veteran gold cloak might have an additional rank in Awareness or Fighting, or a slightly better Knowledge or Streetwise specialty, whereas officers have higher Warfare from coordinating the ranks under their command. Gold cloaks rarely travel alone; they normally work in pairs or small groups of four to six, patrolling the city streets.

KNIGHT

AGILITY 3, ANIMAL HANDLING 3 (*RIDE 1B*), ATHLETICS 3, ENDURANCE 3, FIGHTING 4 (*LONG BLADES 2B*, *SPEARS 2B*), STATUS 3, WARFARE 3

COMBAT 8 (5 IN ARMOR, 7 WITH SHIELD), HEALTH 9
ARMOR RATING 7 • INTRIGUE 7, COMPOSURE 6
ATTACK 4+2B, DAMAGE 4 (SWORD OR SPEAR),

This knight is relatively young, inexperienced, or otherwise unremarkable, such as a noble who earned knighthood in his youth but has achieved little with it. The character can be a sworn sword of a noble house or a minor hedge knight of no great note.

KNIGHT OF QUALITY

AGILITY 3, ANIMAL HANDLING 3 (*RIDE 2B*), ATHLETICS 3, AWARENESS 3, ENDURANCE 4, FIGHTING 5 (*LONG BLADES 2B*, *SPEARS 2B*), STATUS 4, WARFARE 3, WILL 3

COMBAT 9 (3 IN ARMOR, 5 WITH SHIELD), HEALTH 12
ARMOR RATING 10 • INTRIGUE 9, COMPOSURE 9
ATTACK 5+2B, DAMAGE 4 (SWORD OR SPEAR)

A knight of quality lives up to the name at least in terms of capabilities, if not honorable behavior. Some knights of quality are noble men, worthy of the title, whereas others are brutal butchers. Either type makes a formidable foe on the jousting field or the battlefield.

KNIGHT OF THE KINGSGUARD

AGILITY 3, ANIMAL HANDLING 3 (*RIDE 2B*), ATHLETICS 4, AWARENESS 3, ENDURANCE 4, FIGHTING 5 (*LONG BLADES 3B*, *SPEARS 2B*), STATUS 4, WARFARE 3, WILL 3

COMBAT 10 (4 IN ARMOR, 6 WITH SHIELD), HEALTH 12
ARMOR RATING 10 • INTRIGUE 9, COMPOSURE 9
ATTACK 5+2B, DAMAGE 5 (SWORD OR SPEAR),

At the pinnacle of knighthood are the members of the Kingsguard. You can use these traits for the majority of

them; modify abilities and specialties to reflect the idiosyncrasies of the particular knights.

Note that the Kingsguard is a truly elite order. There are only seven members at any given time, and membership is for life. Thus, although some manage to become a Knight of the Kingsguard due to family connections and influence, most members are among the best and brightest knights the land has to offer. Use them sparingly and keep in mind that their duties keep them close to the royal family.

NOBLE (MINOR HOUSE)

FIGHTING 3 (*LONG BLADES 2B*), KNOWLEDGE 2 (*EDUCATION 1B*), STATUS 3 (*BREEDING 2B*), WILL 3

COMBAT 6, HEALTH 6 • INTRIGUE 7, COMPOSURE 9
ATTACK 3+2B, DAMAGE 3 (SWORD)

This example is a typical male scion of a minor noble house; a lady substitutes Persuasion 3 (*Charm 2B*) for Fighting ("Courtesy is a lady's armor," as they say). A courtier who has neglected swordplay for proper manners and decorum does the same. A higher-ranking member of the house might have Status 4 or 5 and a corresponding increase in Intrigue Defense.

SERVANT

AWARENESS 2 (*NOTICE 1B*), FIGHTING 1, STATUS 1, STEALTH 2 (*BLEND IN 2B*), WARFARE 1

COMBAT 6, HEALTH 6 • INTRIGUE 5, COMPOSURE 6

This entry represents the ubiquitous servants found in households throughout the Seven Kingdoms. They possess a great ability to notice small details when no one thinks the servants are watching or listening, and they often go unnoticed in their own environment.

SMALLFOLK

FIGHTING 1, STATUS 1, SURVIVAL 2 (*FORAGE 1B*), WARFARE 1

COMBAT 6, HEALTH 6 • INTRIGUE 5, COMPOSURE 6

From farmers to fishwives, the smallfolk of the Seven Kingdoms outnumber their noble liege lords and ladies by a considerable amount, though you would hardly know it from the jousting fields and feast halls of King's Landing. The smallfolk know enough to defer to their betters and stay out of the way since little good comes from attracting the attention of the wealthy and powerful in the world.

LORD RHYS

HEIR ✪ YOUNG ADULT

All your life you have known you would one day assume the leadership of your house: you have trained for it since you were old enough to walk. You just always hoped it would not be so soon. Although you are only fourteen, you are “Lord Rhys,” and your father is months dead and buried.

It was a hunting accident: a chase through the thick woods near your home, the barking of the hounds, and the thundering of hooves. A low-hanging branch, a blow to his head, and a topple from the saddle at some speed was all it took. For nearly two weeks he lay, out of his wits, in his bed, force-fed water and honey to sustain the thinning thread of his life. Towards the end came fever, fits, and cries in the night of enemies attacking him, confusion over what year it was and who was speaking to him, until death was a merciful release from his pain.

Since then, you have done what was needed, tried to be strong for your house and your family. Your mother Alanna took your father’s death especially hard, seeking solace in her faith, leaving you to look after your younger siblings: your brother Kellin, only ten, and your little sister Brianna, called “Bree,” just turned seven.

You’re most grateful for the aid of your closest advisors, who were also your father’s men. Your Uncle, Ser Merik, is a seasoned knight who fought at your father’s side in wartime and was his loyal bannerman. His level-headedness and stable presence gives you confidence. Maester Rudolphus, who has been your teacher since childhood, is a voice of reason and understanding, giving you sage advice. You once thought there was nothing he did not know, but you learned otherwise when he was unable to save your father’s life. It was not his fault, your mother said the Seven chose to call your father to them, and it would not be fair to begrudge your beloved teacher, though you still have to tell yourself that from time to time.

Now you and your entourage are on your way to the fabled King’s Landing, a journey you had hoped to make one day at your father’s side. You go on your own, to proclaim your right to lead your house before King Robert, and to do honor to the memory of your father and your ancestors. You know they are watching over you, and so you will not—you must not—fail.



ABILITIES			
ANIMAL HANDLING	2	RIDE 1B	
CUNNING	3		
ENDURANCE	3		
FIGHTING	3	LONG BLADES 1B	
LANGUAGE	3	COMMON TONGUE	
MARKSMANSHIP	3	BOWS 1B	
PERSUASION	3		
STATUS	6	BREEDING 1B, STEWARDSHIP 1B	
WARFARE	3	COMMAND 1B	
WILL	3		
ATTRIBUTES			
COMBAT DEFENSE	6 (3)	INTRIGUE DEFENSE	11
HEALTH	9	COMPOSURE	9
DESTINY	2 POINTS		
BENEFITS: HEAD OF HOUSE, HEAD FOR NUMBERS, WEAPON MASTERY (LONGSWORD)			
PERSONAL GEAR: MAIL, SHIELD, LONGSWORD AND SCABBARD, LONGBOW, QUIVER WITH 10 ARROWS, SIGNET RING, COURSER, SADDLE, 24 GOLD DRAGONS			
ARMS & ARMOR			
MAIL ARMOR: AR 5 🌀 AP −3 🌀 BULK 2 (MOVEMENT 3 YARDS)			
SHIELD	3D	1 DAMAGE	DEFENSIVE +2
LONGSWORD	3D+1B	3 DAMAGE	
LONGBOW	3D+1B	2 DAMAGE	LONG RANGE, TWO-HANDED

SER MERIK

ANOINTED KNIGHT ✪ ADULT

Your older brother Nolan was always heir to your house, and you were glad of it; you never aspired to lordly title or the fealty of vassals. You have always been more comfortable among simpler men: fighting men, craftsmen, and the smallfolk of your house’s lands. Even as a boy, you found more friends among the sons of your father’s vassals and the castle’s tradesmen than among the landed sons and daughters of your father’s peers. Nolan was always the one with the gifted tongue, who knew the right things to say and do, so you were pleased and proud to support him in his rightful rule.

Indeed, the only thing you ever envied your brother was the hand of the beautiful Alanna, his wife. Although Nolan was the mind and strong hand of the castle, Alanna has long been its heart and soul. She brought joy and color and laughter to its halls, and she delighted in music and fêtes. You never spoke of your love for her—she was your brother’s betrothed, and then wife—but you swore to defend her with your life, if need be. Since Nolan’s passing, you have longed to reach out to Alanna, to comfort her, but propriety has stayed your hand and choked off your voice. At any rate, she seems to have found her solace in the Sept, praying to the gods.

You were married but only for a short time. Her name was Shawna, and she was a shy young thing; the daughter of a house that wished to curry favor with your father by the match. She died less than a year after your wedding in childbirth, along with the babe she bore. You never remarried, though you have had your dalliances and distractions from time to time. You prefer instead to focus your time and attention on serving your house, first your brother, and now his son, Rhys. Although the lad is gifted, and much like his father, you know he will need you in the years to come if he is to grow into the strong leader and lord you know he can be.

Now comes this summons to the tourney at King’s Landing. Ordinarily, you would welcome such an opportunity: to joust and test your mettle against the finest knights in the Seven Kingdoms, but now you have other concerns, and must look out for your young lord and for the Lady—that is, for *Septa* Alanna, who has chosen to accompany you.



ABILITIES			
AGILITY	3		
ANIMAL HANDLING	3	RIDE 1B	
ATHLETICS	3	STRENGTH 2B	
AWARENESS	3		
ENDURANCE	4		
FIGHTING	5	LONG BLADES 2B	
LANGUAGE	3	COMMON TONGUE	
STATUS	4		
WARFARE	3		
ATTRIBUTES			
COMBAT DEFENSE	9 (4)	INTRIGUE DEFENSE	9
HEALTH	12	COMPOSURE	6
DESTINY	1 POINT		
BENEFITS: ANOINTED, LONG BLADE FIGHTER I, SPONSOR (LORD RHYS)			
DRAWBACKS: FLAW (THIEVERY)			
PERSONAL GEAR: PLATE ARMOR, SHIELD, BASTARD SWORD AND SCABBARD, TOURNEY LANCE, SADDLE, DESTRIER, 16 GOLD DRAGONS			
ARMS & ARMOR			
HALF PLATE ARMOR: AR 9 ⚔ AP-5 ⚔ BULK 3 (MOVEMENT 2 YARDS)			
SHIELD	5D	1 DAMAGE	DEFENSIVE +2
BASTARD SWORD	5D+2B	4 DAMAGE	ADAPTABLE
TOURNEY LANCE	4D+1B	6 DAMAGE	BULK 2, MOUNTED, POWERFUL, REACH, SLOW

MAESTER RUDOLPHUS

MAESTER ✪ ADULT

Although arms and iron may rule the Seven Kingdoms, you have always believed reason and lore are the means to rule wisely and well. Perhaps you believe as such because you've never had any aptitude for arms or fighting—a fact drilled into you as a lad—but you were always clever and a quick study when it came to books and learning. So you were able to earn yourself a place at the Citadel, to train as a maester. You still fondly recall your days there, when boundless vistas of knowledge opened up to you, and you found the companionship of like minds. You wistfully reminisce of long nights discussing history and philosophy over cups of mulled wine. Those were fine days, indeed.



Not at all like the dark days of Robert's Rebellion, when war split the Seven Kingdoms and arms and iron once again decided the future. Your own family paid dearly for King Robert's victory: your father and brothers died on the battlefield, your house is gone in all but name—married off with your older sister to some bannerman of Robert's, your lands joined with the bannerman's (if he even had any to begin with), and his sons now rule over it.

Still, such things are no longer your concern. You took commission with a noble house and a lord who, if he did not fully appreciate the value of learning himself, at least he sought it for his children. You became the tutor to young Rhys, and later to Kellin, and even little Brianna, and quietly swore you would teach them to appreciate history, philosophy, and all the learned arts and sciences, in addition to force and skill at arms. It was the way to change the world, or at least your small corner of it, for the better.

You've always found Rhys an apt pupil, certainly more open to learning than his father or uncle. You've no quarrel with Ser Merik, save that he seems to think a young man can learn everything he needs to know in the arms-yard, the stables, and the brothel. Still, Merik is a loyal and honorable man, if perhaps a bit thickheaded and stubborn. Similarly, you have generally found Lady Alanna an ally in your quest to educate her children. Her sole blind spot has always been her unquestioning faith, whereas you are a man of reason. The gods, whatever their names and visages, have little to do with affairs in the world in your experience.

ABILITIES			
ANIMAL HANDLING	3		
CUNNING	4	DECIPHER 1B, MEMORY 1B	
HEALING	3	TREAT AILMENT 1B, TREAT INJURY 1B	
KNOWLEDGE	4	EDUCATION 2B	
LANGUAGE	3	COMMON TONGUE	
LANGUAGE	2	ANCIENT VALYRIAN	
PERSUASION	3	CONVINCE 1B	
STATUS	4		
WILL	3		
ATTRIBUTES			
COMBAT DEFENSE	6	INTRIGUE DEFENSE	10
HEALTH	6	COMPOSURE	9
DESTINY		1 POINT	
BENEFITS: KNOWLEDGE FOCUS (HERALDRY), KNOWLEDGE FOCUS (HISTORY & LEGENDS), MAESTER, MASTER OF RAVENS			
DRAWBACKS: FLAW (MARSKMANSHIP)			
PERSONAL GEAR: ROBES, QUARTERSTAFF, DAGGER WITH SHEATH, MAESTER'S CHAIN, WRITING KIT, TWO RAVENS, BAG OF CORN, TOMES CONCERNING THE SUBJECT OF HERALDRY, HISTORY, AND LEGENDS, 16 GOLD DRAGONS			
ARMS & ARMOR			
QUARTERSTAFF	2D	2 DAMAGE	FAST, TWO-HANDED
DAGGER	2D	1 DAMAGE	DEFENSIVE +1, OFF-HAND +1

NICHOLAS RIVERS

RETAINER ✪ ADULT

Although you grew up in the halls and yards of a castle, you have always felt the most at home beyond its walls in the wilds. The serenity of the forest calls to you, as well as the thrill of riding at full gallop and the excitement of the hunt and the chase. The sole stain upon that experience for you is the death of the Lord Nolan, a good liege and a man you have known and respected since childhood. He always treated you kindly and well, though you did not know why until fairly recently.



You were born a bastard, you see. Your mother, Elen, worked as a servant in the castle. She chanced to meet a young man at a festival and fell pregnant by him but never saw him again. So she raised Nicholas on her own, aided by friends and relations. Lord Nolan was kind enough to ensure she kept her place in the castle and that her son was looked after and, when the time came, given work in the stables with the Master of Horses, since he so loved working with horses himself. It was not until your mother lay on her deathbed from sickness that she told you, and you alone, your father was Lord Nolan, from a dalliance before he married. You hoped, perhaps one day, to reach out to your father but he, too, was taken, and he may have never known that you knew of him.

For your part, you are content with your place in the world. You certainly have no aspirations to claim title and lands, for you are no lord, nor suited to the courtly life. You prefer the open sky, a stable yard, and a horse under you. You hope to be named the new Master of Horse one day, under Lord Rhys, your half-brother. You struggle from time to time with this knowledge and whether to reveal it to anyone, but then you wonder: why upset the hay cart? Let the past remain the past. Rhys is lord now, and the house and lands are his, and rightly so. You should be content with the good fortune the gods have granted you and leave well enough alone, even though there are times when it would be a comfort to have a brother to share the simple pleasures of the ride and the hunt.

ABILITIES			
AGILITY	4		
ANIMAL HANDLING	3		
ATHLETICS	4	RUN 1B, STRENGTH 1B	
AWARENESS	3	NOTICE 1B	
ENDURANCE	5	RESILIENCE 1B	
FIGHTING	3	AXES 2B, BRAWLING 1B, SPEARS 1B	
MARKSMANSHIP	3		
STATUS	3		
WILL	3		
ATTRIBUTES			
COMBAT DEFENSE	11 (9)	INTRIGUE DEFENSE	8
HEALTH	15	COMPOSURE	9
DESTINY		1 POINT	
BENEFITS: ARMOR MASTERY, AXE FIGHTER I, WEAPON MASTERY (BATTLEAXE)			
DRAWBACKS: BASTARD BORN			
PERSONAL GEAR: RING MAIL, SHIELD, BATTLEAXE, DAGGER WITH SHEATH, SPEAR, LIVELY, 10 GOLD DRAGONS			
ARMS & ARMOR			
RING MAIL ARMOR: AR 4 ✪ AP -2 ✪ BULK 1 (MOVEMENT 4 YARDS)			
SHIELD	3D	2 DAMAGE	DEFENSIVE +2
BATTLEAXE	3D+2B	4 DAMAGE	ADAPTABLE
SPEAR	3D+1B	4 DAMAGE	FAST, TWO-HANDED
DAGGER	3D	2 DAMAGE	DEFENSIVE +1, OFF-HAND +1

SQUIRE JONAH

SQUIRE ♣ ADOLESCENT

Never before in your life have you been as excited and nervous as you are on this journey to King's Landing. Only in your wildest dreams did you once dare to hope to travel to a king's tourney as the squire of a noble and seasoned knight, to see the greatest knights and names of the Seven Kingdoms come together for a display of valor, arms, and prowess. Those who know you think it the youthful fancy of a wide-eyed country boy, but they do not know—no one knows—how "Squire Jonah" was not that long ago betrothed to a man nearly three times her age.



From the time you were little, you wanted nothing to do with dresses and dolls and learning to behave like a proper lady. No, you preferred getting dirty, playing with boys, and dreaming of one day taking up sword and shield as a brave knight. Nothing your beleaguered parents did could dissuade you, including punishments and stern lectures. It all just hardened your resolve to become a great fighter, like the stories of the ancient warrior-queens, such as Nymeria. Still, your parents were just as stubborn and did whatever they could to force you into the mold of a proper young lady.

The last straw was when they sold you off in marriage to some old, landless knight twice widowed and nearly three times your age. You hated the disgusting old man from the moment you laid eyes on him and swore you would rather die than marry him. That very night, while the rest of the household slept after the feast to celebrate your engagement, you gathered a few items and slipped out your window and into the night. Cutting your hair short and wearing a boy's clothes you stole off a wash-line, you passed yourself as "Jonah" rather than "Jhenna" and eventually found service in Lord Nolan's household as a stable boy.

ABILITIES

AGILITY	4	QUICKNESS 1B
ANIMAL HANDLING	3	RIDE 1B
ATHLETICS	3	
AWARENESS	4	
ENDURANCE	3	
FIGHTING	3	
STATUS	3	
STEALTH	3	SNEAK 1B
THIEVERY	3	STEAL 1B

ATTRIBUTES

COMBAT DEFENSE	11 (10)	INTRIGUE DEFENSE	9
HEALTH	9	COMPOSURE	6
DESTINY	1 POINT		

BENEFITS: FACE IN THE CROWD, FAST, FURTIVE

PERSONAL GEAR: SOFT LEATHER, BUCKLER, SMALL SWORD, HAND AXE, LIGHT CROSSBOW, QUIVER WITH 12 BOLTS, LIVERY, 8 GOLD DRAGONS

ARMS & ARMOR

SOFT LEATHER ARMOR: AR 2 ♣ AP -1 ♣ BULK 0 (MOVEMENT 4 YARDS)

BUCKLER	3D	1 DAMAGE	DEFENSIVE +1, OFF-HAND +1
SMALL SWORD	3D	3 DAMAGE	FAST
HAND AXE	3D	2 DAMAGE	DEFENSIVE +1, OFF-HAND +1
LIGHT CROSSBOW	2D	5 DAMAGE	LONG RANGE, RELOAD (LESSER), SLOW

SEPTA ALANNA

GODSWORN ♣ ADULT

"The gods are mysterious, by turns kind and cruel, and they do not explain themselves to the likes of mortals, in much the same way as kings and lords are mysterious in their ways to the smallfolk." You learned that when you were only a child and your mama perished from a fever. You were raised by kindly Septas in the service of your father, brought up to be a proper lady and taught all the skills you would need one day when you ran a household of your own. Although you feared the stony faces of the Seven as a child, you learned to love and respect them, and you learned to understand they loved you and wished for you to lead a proper and righteous life, pleasing in their sight.



How they smiled upon you when they chose Nolan for your husband: a dashing and brave man, wise and gentle and kind to you. Although your marriage was arranged, you loved him from the moment you first beheld his handsome face and felt your hand in his as he raised it to his lips. The years following your marriage were ones of great contentment. You made a good home for your husband and gave him three wonderful children, including a son and heir, your first baby, Rhys. How strange it seems now to look at the serious-faced young man in armor sitting astride a horse, remembering the tiny babe that suckled at your breast. Rhys is a man now, and you a widow. The house is his and will rightly pass to his heir when the time comes. The Seven give, and then they take away.

You grieved for a long time after Nolan's death. You grieve still, in some ways, and probably always will, but you no longer seek to follow him into the embrace of death. That time will come soon enough, as it does for all mortal creatures. For now, your children need you, and the gods have demanded a different kind of service. Although you are still young, you have passed from the embrace of the Mother and heard the call of the Crone.

ABILITIES

AGILITY	3	
AWARENESS	3	EMPATHY 1B
CUNNING	3	
HEALING	3	
KNOWLEDGE	3	EDUCATION 1B, RESEARCH 1B
LANGUAGE	3	COMMON TONGUE
PERSUASION	3	BARGAIN 1B, CHARM 1B, CONVINCE 1B
STATUS	4	
WILL	5	COORDINATE 1B, DEDICATION 1B

ATTRIBUTES

COMBAT DEFENSE	8	INTRIGUE DEFENSE	10
HEALTH	6	COMPOSURE	16
DESTINY	1 POINT		

BENEFITS: FAVORED OF THE SMALLFOLK, PIOUS, STUBBORN

DRAWBACKS: HAUGHTY

PERSONAL GEAR: ROBES, DAGGER, ICON OF THE CRONE, 14 GOLD DRAGONS

ARMS & ARMOR

DAGGER	2D	1 DAMAGE	DEFENSIVE +1, OFF-HAND +1
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SOUTHERN WESTEROS

The map depicts the southern regions of Westeros, starting from the Iron Islands in the northwest and moving south through the Reach, the Dornish Marches, and Dorne. The Iron Islands include Old Wyk, Blacktyde, Orkmont, Pyke, and Salchiffe. Ironman's Bay features the Cape of Eagles and the Trident. The Reach is a large central region with many castles and towns, including Lannisport, Casterly Rock, and King's Landing. The Dornish Marches and Dorne are shown in the south, with locations like Sunspear and the Broken Arm. The map also shows the Bay of Crabs, Blackwater Bay, and the Sea of Dorne. Various geographical features like the Red Fork, Blue Fork, and the Mander are labeled. The map is a detailed representation of the southern part of the continent, showing the complex geography and numerous locations from the Game of Thrones series.

Second Floor



Day's Inn



Jim's Sign



Cedar's
Cabinets



First Floor

Cellar



 = 5 FEET

Brand 09

The Great Stag


Basement



Jim's Sign



Second Floor

 = 5 FEET

Cellar



First Floor

Brand 09