

NIGHT'S WATCH



BY JOE CARRIKER, LEE HAMMOCK,
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JOHN HAY, & BRETT REBISCHKE-SMITH

A SOURCEBOOK FOR
A **SONG OF**
ICE AND FIRE
— ROLEPLAYING —
A GAME OF THRONES
EDITION

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INTRODUCTION

I pledge my life and honor to the Night's Watch, for this night and all the nights to come.

—THE OATH OF THE NIGHT'S WATCH

It thrums beneath the rumble and chatter and whispering sounds of life in Westeros, repeating itself over and over again, so low that you must listen carefully to make out the words: “*Winter is Coming.*” Those who grow up with it have heard it for so long that it has become simply background noise, barely noticeable, sounds without meaning. It provides the rhythm of their lives, but it might as well be inaudible, coming from a place so far away, beyond the sight or reach of most of Westeros—the North, where men go to forget and be forgotten.

What began as a legacy that the sons of kings were proud to embrace has become a dying tradition, fueled by stubbornness as much as the will of the king. The Wall of ice raised by Bran the Builder to keep back the monsters without has stood through time, even though the host of men who guard it dwindle with each passing year. Underneath it all, though, the land has not forgotten. *Winter is Coming*, it says, and the cold and ice and those that live beyond the ken of the Iron Throne will not scruple to send warning of their coming. The Wall and the Watch remember, and throughout the long night of neglect and need have stood their post, ready and waiting. When the drum sounds clear, the Watch will hold the line—or fall trying.

ABOUT THIS BOOK

The Houses of Westeros are the primary participants in the Game of Thrones. It is tempting to think that the setting begins and ends with them, with the great houses or the bannermen thereof. There are other forces in Westeros, however, whether they play their own game, hoping to be the power behind the Iron Throne, or refusing to take part in any game whatsoever. The Night's Watch adopts the latter philosophy.

This book focuses on the Night's Watch, the Wall, the Gift, and the lands and people beyond the Wall. It is particularly well suited to campaigns that are less politically oriented. If your group is more interested in exploring untamed wilderness, or potentially dealing with supernatural threats than in the interplay of houses, then the Wall and the lands beyond it will be of interest to you.

The Watch is an unusually egalitarian organization for Westeros. Men of any background can rise to become valued members of the Watch, even Lord Commander. While true meritocracies have never existed, the Night's Watch is as close to one as Westeros has ever had. This allows for a much greater variety of backgrounds and a much more direct purpose for character groups than other chronicles in *A Song of Ice and Fire Roleplaying* might easily provide. Between its military structure, the difficulties of mixing such widely varying social classes and value systems as its members bring with them, and the pain and joy of exile without truly leaving home, the Night's Watch is an excellent source of drama and intrigue for characters while providing a closely knit playing experience and a somewhat more traditional fantasy setting for players.

CONTENTS

CHAPTER 1: THE WATCH describes the life of the Sworn Brothers of the Night's Watch. It looks at the things that drive men to take the Black, what their training looks like upon arrival, the fates of those who desert the Wall and betray their Oath, as well as a look at the History of the Night's Watch.

This chapter also provides rules for creating Sworn Brothers of the Night's Watch, and a modification of the House Creation rules for establishing House Resource traits for each of the castles along the Wall, treating each as their own House.

CHAPTER 2: THE WALL & THE GIFT covers the lands ceded to the Night's Watch: the Wall itself, as well as the castles built along its frigid length. This chapter also includes descriptions of the characters of the Night's Watch, and a look at the lands of the Gift. Finally, this chapter ends with a selection of Rangings, single-page encounters that range from simple scouting missions to full military undertakings by the Night's Watch.

CHAPTER 3: BEYOND THE WALL examines life among the Free People north of the Wall. It describes the tribal life of the wildlings and a look at the many tribes themselves. This chapter covers the geography of the Far North, as well.

Rules for creating wildling characters, and using the House Creation rules to create wildling tribes can be found here, along with a handful of plot hooks and storylines for chronicles in which the protagonists are of the Free Folk.

CHAPTER 4: LORDS OF THE LONG NIGHT describes the Others, those mysterious creatures of white mist and black death who only now begin to stir from their ages-long sleep. This section describes some Others from oral tradition and folklore, describing creatures whose stories are still told as children's fairy tales in the North—but which may have a foundation in a terrifying truth. The chapter ends with a selection of single-page encounters with the Others and their horrific servitors.

HOW TO USE THIS BOOK

Night's Watch is a sourcebook for the Wall, the Watch, and the lands and people beyond. It includes information on Watch characters and campaigns as well as on the history and challenges of the Watch. The free folk and the lands beyond the wall are likewise examined and expanded, including character creation information for the free folk to let your players take on *SIFRP* from a wildling perspective.

In addition to human issues, the geography of the Wall and the lands beyond are presented in more detail, allowing you to flesh out the locations that really bring a Watch or free folk chronicle to life. This includes information about and stats for some of the creatures that live beyond the Wall as well, including a number of types of Others, their legends surviving far beyond living memory.

TIMELINE

The Night's Watch has a long and storied history, more so than most within Westeros could remember—even if they'd known it to begin with. The men of the Watch remember, however, and their castles are filled with untold numbers of books documenting their lives, histories, and challenges.

YEAR	EVENT
8,300 YEARS AGO	<p>The Long Night. A winter came that lasted for decades, and within it, a darkness that lasted a generation. Famine and fear gripped the land. During this time, the Others came from the far North with their thin blades and icy magic, battling the First Men and the Children of the Forest, pushing them southward.</p> <p>The Great Wall was built. In the wake of the alliance between the First Men (and the hero Azor Ahai) and the children of the forest who threw back the Others, Brandon Stark, also called Bran the Builder, created a great wall made of ice, stone, and magic to keep the Others sealed in the north. Stark becomes the first King of the North.</p> <p>The Night's Watch is founded to guard the wall and prevent the Others from crossing it. The name of the first Lord Commander is lost to the ravages of time.</p>
8,200 YEARS AGO	<p>The Night King. The thirteenth Lord Commander of the Night's Watch is seduced by a woman from beyond the Wall. He declares himself king with her as his queen and binds the men under his command with sorcery. The wildlings and the Starks band together to destroy him; once they do, it is learned that he was sacrificing the Brothers under his command to the Others. His name is stricken from the annals of the Watch forever.</p>
3,000 YEARS AGO	<p>The Watch kills the brother kings-beyond-the-Wall, Gendel and Gorne.</p>
300 YEARS AGO	<p>The men of Snowgate and the Nightfort declare war on one another. The Starks are forced to intervene to put a stop to it.</p>
48 AL	<p>The Nightfort, the first castle on the wall, is abandoned.</p> <p>Good Queen Alysanne and King Jaehaerys bequeath the New Gift to the Watch. Snowgate is renamed Queensgate. Deep Lake is commissioned and financed by Queen Alysanne.</p>
228 AL	<p>Maester Aemon refuses the crown and takes the Black.</p>
288 AL	<p>Ser Jeor Mormont becomes the 997th Lord Commander of the Night's Watch.</p>

GENDER & THE NIGHT'S WATCH

Whenever one approaches a setting based on an existing property, the question must be asked: “How much do I want to emulate the original material?” This is especially true when approaching a setting as popular—and as embracing of some of its uglier societal aspects—as *A Song of Ice and Fire*. There is a strict gender divide within the novels; although there are characters who manage to step outside their prescribed social roles, the society usually mercilessly extracts a cost for doing so.

Nowhere is this more true than in the Night's Watch, which, as a feudal, remotely stationed military organization, has a definite monastic influence upon it. It is unashamedly male, from top to bottom. There is no sign saying “No Girls Allowed,” but there might as well be. In a corps filled with murderers, rapists, criminals, common and uncommon men of all types—all sworn to celibacy—there just isn't any room for mixed genders on the Wall. The story of Danny Flint, the young woman who dressed as a man to take the Black and ended up raped and murdered for it, stands as a stern warning against such things.

By this means the Iron Throne keeps the aspirations of the Night's Watch in check; no hope of progeny and no heirs for a legacy make it difficult to justify turning against one's king. If the players wish to strictly emulate the books, then there cannot be female characters in the Watch. Women live in the Gift and fight among the free folk in the lands beyond, but they will never stand watch on the Wall. This book was written with the novels in mind, and thus has held to that stricture.

That being said, keep in mind the cardinal rule of roleplaying: Have Fun. Maybe Queen Alysanne has sponsored a sisterhood to hold her castle, standing separate from the Black Brothers yet equal to them in status. Perhaps the Watch, in desperate straits, has begun to take on women to make up for the lack of manpower—or more radically, in your group's version of the setting, they have always allowed women to sign on. Regardless of what you and your group choose, however, *A Song of Ice and Fire* will never portray a world with gender equality; the concept is simply not present within the books. Of course, every rule has its exceptions, and player characters are nothing if not exceptional. Make your choices with that in mind.

CHAPTER 1: THE NIGHT'S WATCH



Once, they were legend: an army of warriors drawn from the length and breadth of Westeros, whose skill at arms was matched only by the fire of their dedication and spirit. Songs and ballads were filled with characters from the black brotherhood. The romantic idea of a man “taking the black” to escape his past or find a new future became a common theme in the old stories.

Now the Night’s Watch exists only as a shadow of its former glory, clinging to its traditions and ever mindful of its duty. With barely enough men to garrison Castle Black, they hold three castles along the Wall, always keeping their eyes to the Far North. Throughout the rest of the Seven Kingdoms, men see the Wall as a last refuge for criminals fleeing the King’s justice. Every year, fewer nobles send their sons to join the brotherhood’s ranks, and the self-absorbed Houses show less and less concern about the goings on in the Far North.

Meanwhile, beyond the Wall, the wildlings grow bolder, ever probing along the long fortification for any weak or unguarded spot they can find. At every twist and turn, the wildlings are a constant danger to the men of the Watch, who the free folk derisively call “crows” for their black cloaks and their perch on high upon the Wall. Rumors spread of a leader, a new King-beyond-the-Wall capable of leading the free folk

against the brotherhood. Beings once whispered about in hushed voices or dismissed as legend have been sighted in the wilds, and are proving themselves to be far too real. Giants. Wights. The Others.

The tales told of the Night’s Watch also have a core of truth. They are men from all walks of life, bound together by oath and mutual trust into one of the most skilled fighting forces in Westeros. A threadbare band of brothers, dedicated to defending a land that ignores them from an implacable and limitless foe. Their stories are tales of courage in the face of death, of reformed pirates who become lords, and of bastards who become commanders. They are stories of new beginnings, of old regrets, of refuge, vengeance, and desperation. And they are the stories of the South, because despite its remoteness, even the Wall is not immune from the Game of Thrones.

This chapter takes you inside the Night’s Watch, from learning why a man takes the black in the first place, to the traditions and history of the black brotherhood. A brother’s life is harder than and different from his southron counterpart—his stories differ from the tales of noble lords and smallfolk in the South, and this chapter contains information on how a Night’s Watch campaign will differ from a normal *SIFRP* campaign in both arc and tone. Scattered throughout, you’ll find adventure

“Cold and hard and mean, that’s the Wall and the men who walk it. Not like the stories your wet nurse told you. Well, piss on the stories and piss on your wet nurse. This is the way it is, and you’re here for life, same as the rest of us.”

—DONAL NOYE, *A Game of Thrones*

SEXUALITY & THE WALL

Men come to the Wall for their own reasons. Some come because they have no choice, some because they have no other option, and some for no reason that others can discern. The Game of Thrones is about loyalties, bloodlines, and inheritance. Legacies are power, and matrimony and progeny is how these things are secured.

That sort of life is not ideal for everyone, though. In the oath of the Night's Watch, it states: "I shall take no wife, hold no lands, father no children." Short of a maester's chain, the Watch is nearly the only group in Westeros where both highborn and common men who do not want a wife or children can live unpressured by society, not thought of as strange or somehow deviant for not wishing to (or being unable to) provide an heir. Sex with women is prohibited to the extent that it forms external ties; the Watch tends to turn a blind eye to sexual expression that precludes those possibilities, whether it's visiting girls in Mole's Town, romancing free folk women, or same-sex relationships between brothers.

It is clear from the novels that homosexuality is not viewed in anything like the way modern society sees them. Close same-sex relationships are common and expected throughout society. Physical intimacy in those relationships is also common and expected. Sexual intimacy is an act, not an identity, and exists apart from and alongside same-sex bonding within Westerosi society. So long as personal attachments and preferences don't get in the way of the Game of Thrones, it's no one's business—and on the Wall, the Game of Thrones is largely moot.

In short, however a man stays warm on the Wall is, frankly, his own business, so long as all parties are consenting. There are more important things to worry about when the Long Night comes.

hooks, and seeds for ideas that can help bring the stalwart defenders of the Wall to life. For those interested in the mechanics of a Night's Watch campaign, or eager to take the black themselves, jump ahead to [Creating Night's Watch Characters](#) on page 29.

TAKING THE BLACK

The Kingsroad, easily the most important stretch of road in Westeros, spears north through the land and carries men and trade goods almost the full length of the seven kingdoms. Few travel the full thousand leagues of the great road. Fewer still follow it to its northern end without intention to join the Night's Watch, for the Kingsroad's other terminus is Castle Black.

Past Winterfell, the woods hang heavy over the road and the air grows ever colder until the Kingsroad passes over the Last River. The Frostfangs grow to dominate the western sky and the ground gives way to foothills and granite. Beyond the road itself, little other sign of habitation can be seen until it finally passes into the hardscrabble farmland of the Gift for the final fifty leagues to the seat of the black brotherhood's power.

It is a long walk, and almost a month's journey remains after Winterfell. Most who make the trip do so in the company of one or more Sworn Brothers of the Watch. The land's chill seeps into the bones and fills men's hearts with uncertainty regarding the future. Once he has reached Castle Black to begin his training, only one thing in their future is clear: he will spend the rest of his days, however long or short a span that may be, on the Wall.

With the wealth and warmth of the South available to them, why would any man surrender family and liberty for the cold and ice of the Wall? What drives a man to forsake all he has in favor of a lonely death at the end of the civilization? There are as many reasons as there are men of the Watch, but like the peoples of Westeros, they can be broken down into two rough groups: highborn and lowborn.

Few lowborn have much choice in their trip to the wall. The majority travel north as criminals, sentenced to take the black rather than be executed. For them, the Night's Watch is a final chance. They have

delayed the hangman's noose, and the Sworn Brothers charged with escorting them watch closely for any sign that a convict is having second thoughts. A criminal deserter is killed as soon as he can be found, his pardon forfeit when he flees his duty.

Some lowborn recruits come of their own volition, or leap at the opportunity when it is offered. The tales of the Wall as a place where a man succeeds on his merits entice men who want a better future. For them, the restrictions of the Oath are no great hardship. It's easy to abandon gold when a man has never known it. Easier still to abandon title and lands that have never been his. In exchange a commoner who joins the Brotherhood gains things he never had access to before: education, a warm bed, and three meals a day. A man receives equipment that might cost a year's earnings or more for following orders and working hard.

It is the reputation of the Wall itself that keeps lowborn men from flooding the Far North. There is no illusion that the Wall is anything less than a death sentence—the final stop on the way to the Stranger's side. Some common-born families grieve for their sons in the Watch as though death had already claimed them. It is a sad yet appropriate response given that they will neither see nor hear from the child again, and even in death his grave will be a lonely marker on the stony frozen ground of the Far North.

There is another lure in the hard life of the Night's Watch, and it draws both noble and lowborn commoner alike. The chance, however slim, that they might forget their past drives some men to take the black. This idealized image of the romantic allure of the Wall resonated in the old sagas and ballads, filled with tales of wronged men who have lost everything and don the black to be born anew. Under an assumed name, devoid of all possessions, a driven man can build a good life for himself even if he can never again leave the service of the Watch.

Some nobility who take the black do so for the same reasons as their lowborn brothers: it is an acceptable choice over their own death. Not all losses in the game of thrones can be measured as bodies, and often a person on the wrong side of war or intrigue is given the option to join the Night's Watch rather than be executed. Some lords—especially in the North—still respect the Wall and the men who serve there, and



have been known to send a defeated foe to serve in the Night's Watch rather than see their talents bled out into the mud.

Despite the fact that the brotherhood welcomes the experience and talent, these great knights and fallen lords make up less of the Watch as the years pass, and have dwindled to the point where they number fewer than one in every fifty men. Those who accept a position with the Night's Watch do well for themselves. Even though the brotherhood is ostensibly a meritocracy, it is also true that those with useful talents have more chance to advance. A noble trained in the arts of war fares better with a sword than a common-born man whose hands were used to hoe and plow. It is no coincidence that many of the officers of the Watch wore a noble house's heraldry before they wore the black.

Some nobles have no family to forsake. Remnants of destroyed houses, they take the black out of pride, or honor, or sheer stubbornness and continue on when their bloodline is lost. Such a man carries on, holding his family name in his heart even if he never utters it in the presence of his brothers, taking comfort in the fact that he still lives. Others joined while their house and family thrived, then had to sit idle on the Wall as tales of their family's misfortune traveled north by raven and ship. Some harbor a bitter grudge against the Watch for being forced to the sidelines of their former family's struggle, but most accept the fate of their friends and relations with the same stoicism that they accept their own. With nothing left but the Watch, they give everything to their adopted family and often burn with fierce loyalty to the brotherhood.

In the lands north of the Trident the nobility still harbor a strong sense of duty to the Night's Watch and the further north one travels the more true this becomes. Among these families it is still considered a

matter of pride to send a younger son to join the black brothers. Other second- and third-born children grow tired of the political machinations and the great game, choosing to travel to the Wall of their own accord. For some, the brotherhood becomes more of a family than the false smiles and hidden agendas of their abandoned homes.

Respect for the Night's Watch deteriorates the further south one heads. For sons of noble houses south of the Trident, being condemned to take the black is seen as harsh punishment suitable for criminals and lowborn. Safe in the warmth of their great cities and castles, they give little credence to the stories of wildlings and the Others. Tales of such creatures are dismissed as the fantasies of peasants and the wandering minds of men forced to stare too long into snow-swept wastes. When the Sworn Brothers come south to seek recruits, they are given the run of prisons and poorhouses, but it is rare that an anointed knight or highborn lord joins their retinue for the journey to the Far North. In recent years, however, several have gone less than willingly—while King Robert Baratheon's pardon excused many of the families that stood against him, those who fought against him directly were sent to the Wall as part of their House's pardon.

Some recruits are part of both worlds and neither. Numerous bastards are sent to serve the Wall. The oath to forsake their family makes it difficult to use a bastard against his family, and the Night's Watch often serves as a dumping ground for the by-blows sired by promiscuous highborn nobility. For bastards weary of their treatment, the Watch can become a welcome home where their lineage is irrelevant and soon forgotten.

Some wildling women, abandoned by their men and unsure how they will feed their babes abandon their children at the edge of the



Wall for the Night's Watch to take in. Rangers occasionally bring back young orphans found while ranging, and these wildling children are brought up as members of the black brotherhood. Having known no other life, they often support the "crows" faithfully even against their former people and, as with all members of the Watch, it is their actions by which they are judged rather than by how they came to join the brotherhood.

Despite the wide differences in background and reasons for joining the Night's Watch, a man learns that having someone he can trust standing beside him is far more important than what that man did or who he might have been before he donned a black cloak at the edge of civilization. Most brothers care little about a fellow's life before he took the Black—a man's past, the nature of his birth, and the station of a forgotten family hold little importance when the days are filled with the threat of wildling raids and freezing nights. For those who try to leverage their past, the adage of the nail holds true: the one who sticks out

gets hammered flat. The haughty, the proud, and the foolish are often recipients of a corrective beating at the hands of the brothers-to-be—an easy feat to arrange now that the Brotherhood's numbers are few and places away from prying eyes are easy to find.

A brother who shows that he can't be trusted is as much of a threat as the wildlings beyond the Wall. While it is a crime to attack another member of the Night's Watch (particularly an officer), such incidents happen on occasion. Furthermore, the woods of the Far North are vast, and life on the Wall can be dangerous. Accidents happen. Usually, the rigor of training on the Wall removes such undesirable traits before they can become a problem; such fratricide occurs only rarely among Sworn Brothers.

TRAINING

Before becoming a man of the Night's Watch, a recruit must survive the training grounds of Castle Black. The brothers-to-be are put through a brutal, fast-paced education as demanding mentally as it is physically. There are no separate classes, and no attempts made to level the field—those whose families could never have afforded a sword are trained alongside noble-born sons who have studied since they could walk. This shared experience forges the bonds among the men of the Watch, despite the wide assortment of backgrounds that brought them to the Wall.

Anointed knights, by virtue of their experiences, are not expected to undergo this training. They are expected to share the knowledge that they carry. Sadly, their presence has dwindled over the years. Now there is fewer than one knight on the Wall for every hundred brothers.

Martial training forms the core of a brother's education. All men of the Watch are trained in the use of the longsword and heavy shield, and are expected to be able to use them competently even if they aren't chosen to be rangers. The defense of the Wall is every man's business. Brothers are also often trained in the crossbow, a weapon considered easier to use more effectively than the longbow. Such training is often rudimentary compared to sword and shield, and is often more a case of allowing familiarity than working to ensure expertise.

The master-of-arms at Castle Black is a precarious position—he knows what challenges the brothers must face as members of the Night's Watch and must turn a mishmash of unrelated men into a smoothly operating fighting force. To go too easy or to coddle the recruits only fails to prepare them, while pushing too hard may foster resentment or prove too costly in the lives of unsworn recruits. Most masters-of-arms prefer to risk being too rough, and feel it is better to have a few well-prepared brothers than a surplus of fighters unable to handle themselves in combat.

In addition to strengthening their bodies, the ruthlessness of training works to reshape the recruits' minds. Placed in harsh situations, with

THE MECHANICS OF TRAINING

Recruits to the Night's Watch are trained in Fighting, Marksmanship, and Will. Many brothers-to-be show a particular talent at one or more area within these abilities and may have specialties in Long Blades (Fighting), Brawling (Fighting), Crossbows (Marksmanship), or Coordinate (Will).

Training ends when a recruit can win against an average member of the Watch (Fighting 3), and can hold his own in a fight against 3 other recruits (Fighting 2). Additional tests may come from the recruit's future branch of service. Rangers require a recruit to spend at least three days alone in the woods with only their weapons and a bedroll (a CHALLENGING (9) Survival test and a ROUTINE (6) Endurance test, minimum). The Builders often use tests of cunning to hone their recruits, with puzzles and troublesome repairs (a CHALLENGING (9) Logic test or Notice test.)

REASONS TO TAKE THE BLACK

In the books, the Members of the Night's Watch have all come to the wall for different reasons, many of which we learn in the course of the series. These characters can provide a lot of inspiration as to why your character might have done the same.

- ☞ **SER ALLISER THORNE** was defeated in combat, he had the choice to die or take the black, and chose service at the Wall.
- ☞ **MAESTER AEMON** is the last remnant of a conquered House, though he took the black years before, he has sat on the Wall and watched his family's fortunes dwindle and fade.
- ☞ **JON SNOW** was sent to the Wall as a bastard, where he could no longer embarrass Catelyn Stark, and where his talents could better serve both him and Westeros.
- ☞ **BENJEN STARK**, Eddard Stark's younger brother, went to the Wall willingly rather than maintain any aspirations for Winterfell. There he found more of a family than he'd ever found in the realms.
- ☞ **DONAL NOYE** came to the Wall after losing his arm, rather than let his skills go unused.
- ☞ **CHETT**, a rapist and murderer, came to the Wall as a criminal, and served his sentence in the Watch rather than face execution.
- ☞ **SER WAYMAR ROYCE** came to the Wall immediately after being made a knight, part of his family's long history of providing men to stand guard on the Wall.
- ☞ **SAMWELL TARLY**, a coward and an embarrassment to his family, found himself sent to the Wall where he would be out of the way, and more importantly, out of sight.
- ☞ **MANCE RAYDER** came to the Wall as a foundling, a wildling child brought back by the men of the Watch and raised as one of their own.

a heartless bastard of a training master, the recruits are forced to lean on each other for support. Bonds of trust are formed and the recruits learn that they can rely on their brothers-to-be. In turn they learn how to support their fellows and develop a dedication to each other that binds groups of recruits as friends long after they've sworn their oaths and joined the Watch.

Use the following stock character stats should you have need of an average recruit of the Night's Watch, not yet finished with his training and as yet unsworn.

NIGHT'S WATCH RECRUIT STATISTICS

ATHLETICS OR AWARENESS 3, ENDURANCE 3 (RESILIENCE 1B),
STATUS 1, WILL 3 (ONE SPECIALTY 1B) ONE OTHER ABILITY 3

COMBAT DEFENSE 7 ✪ HEALTH 9

INTRIGUE DEFENSE 5 OR 6 (WITH AWARENESS 3) ✪ COMPOSURE 9

SPECIALIZED TRAINING

When students are able to hold their own against everything the master-of-arms can devise, they are considered ready to take their place alongside their brothers as men of the Night's Watch. Even after they swear their oaths, training is not complete. The separate branches of the brotherhood employ a breaking-in period where the new members learn the skills more specifically oriented to their future duties.

RANGERS

Rangers learn the secrets of the surviving on their own in the Far North: which plants are safe or poisonous; how to follow a trail, whether it was made by deer or wildlings; and how to detect and set up ambushes.

Almost all receive further training in Marksmanship, as experience has taught the brotherhood that it is far better to disable an opponent in the distance than allow them to get close.

STEWARDS

Stewards have perhaps the most wide-ranging set of skills, and often are selected for their exhibited talents. They receive training in their areas of expertise, whether in a particular craft, farming, animal husbandry, or hunting. Those skilled with letters or numbers are shifted into administrative roles where their talents can be put to use in management of supplies needed to maintain the brotherhood. Still others are appointed as personal assistants to aging members of the Watch and learn a wide cross-section of skills as they work. Because of the amount of interpersonal work performed by the stewards, Persuasion, Negotiation, and Stewardship are common specialties.

BUILDERS

If the stewards have the widest variety of education, then the *builders* have the narrowest. All their training is directed towards helping them with their foremost duty—to maintain and repair the Wall itself, and the castles of the Watch. The stone and ice structure of the wall presents a unique challenge, and such men often develop a more general understanding of fortifications.

PASSING THE TEST

Eventually, the master-of-arms will decide that a recruit's training is complete and that he is ready to join the brothers of the Night's Watch. The recruits gather in the sept, and are given their assignments to the rangers, builders, or stewards. The Lord Commander gives them their

THE SWORN BROTHER'S OATH

When sundown comes those of the Faith say their vows before the septon and the first of their order in Castle Black's sept, while those who keep the Old Gods say their oath before a heart tree. Regardless of their persuasion, the oath recited is unchanged from its earliest versions:

"Night gathers, and now my watch begins. It shall not end until my death. I shall take no wife, hold no lands, father no children. I shall wear no crowns and win no glory. I shall live and die at my post. I am the sword in the darkness. I am the watcher on the walls. I am the fire that burns against the cold, the light that brings the dawn, the horn that wakes the sleepers, the shield that guards the realms of men. I pledge my life and honor to the Night's Watch, for this night and all the nights to come."

charges, and offers them a final chance to leave the Wall before they swear their oaths. Those who remain are given until sundown to prepare to take their vows. For all who make it this far it is a solemn time, and even those who joined as criminals spend their final unsworn day in prayer and contemplation as they await sundown to take their oaths.

THE SEPT AT CASTLE BLACK

Castle Black, as the seat of the Night's Watch, contains the best-maintained sept along the wall—large enough to serve as a meeting place for the heads of the three branches of the Watch and their aides. Recruits who have completed their training are told of their assignments within the Watch there, and many of the brotherhood make nominal gestures towards the Faith.



Many of the other keeps along the wall once boasted septs, though not all did. With so little of the wall occupied now, these once-holy places are abandoned and in disrepair.

Despite the heavy influence of northern lords in the Night's Watch, there is no heart tree at Castle Black, and no godswood to contain it. Instead, those who keep faith with the Old Gods travel half a league north of the Wall. There, on the edges of the Haunted Forest, a grove of nine weirwoods stand watch. The forest itself is unspoiled, a throwback to the land when the First Men arrived in Westeros. For those who keep the old ways, it is often a deeply moving experience.

RUNNING A NIGHT'S WATCH CAMPAIGN

At first glance, the stories of the Night's Watch look different from the stories in the rest of the Seven Kingdoms. After all, they are a unified force, facing a known and dangerous enemy. The intrigue and treachery of the noble Houses have no place on the Wall, and a blade in the dark is more likely to be in the hands of the Others than an ally.

Peel back the surface, however, the Night's Watch becomes a portrait of Westeros in miniature. The struggle between duty and family, between highborn and low, between the past and the future, are all present on the Wall. Rivalries and petty jealousies drive the characters' actions, and the politics of the Kingdoms shapes their attitudes and desires. The stories of the Watch *are* the stories of Westeros, with the added pressure of a powerful, implacable enemy waiting for a moment of weakness so they can sweep over the Wall and into the heart of the Seven Kingdoms.

Perhaps the easiest way to run a Night's Watch campaign is to follow an arc of development. Begin the players as unsworn recruits, each with their own reasons for coming to the Watch which they can share or not as fits their characters. Together with one or more Sworn Brothers they undertake the long journey to the Wall. This gives the players a reason to be together in the absence of a house, and gives them a goal to achieve early.

The trip to the Wall won't necessarily be uneventful either. It provides an excellent opportunity to highlight the themes that you want to visit in your campaign. Give your players a chance to see the things they are giving up for the Wall, or the things that they are heading north to protect. The long journey is a chance for the players to get to know each other, to discover things about each of the main characters in the party.

ADVENTURE ALONG THE ROAD NORTH

The trip to the North is ripe for adventure, and many recruits have their first taste of action before they ever reach Castle Black. This is also an ideal time to introduce the themes of your campaign, or put the difficult morals of the Watch on display. The following seeds are ideas for events that could occur during a trip to the Wall.

- 🗨 The Brothers and the recruits intercept a deserter from the Wall, come back to deal with a sick family member. Though the man is obviously in violation of his oath, the players will have to decide how to deal with him.
- 🗨 A noble, hosting the group for the evening, offers to send a significant donation to the Wall, if only the Brothers will plant evidence implicating his rival in a crime against the King.
- 🗨 A poacher kills a lord's deer and is spotted by the players. Normally such a crime would get a man sent to the Wall, but the poacher is hunting to feed his children, now that his wife has died. To prosecute the man would leave the children orphaned, and certainly sentence them as cruel a life as anything on the Wall.

It is even possible to work some of the published adventures into the journey. Journey to King's Landing (included with the *SIFRP* quick-start rules) is an obvious fit, with the only real change required being one of destination. Likewise, Wedding Knight (included with the Narrator's Kit) is easy to work the main characters into as either a resting point along the way to the Wall, or as friends of one of the families involved.

Once at the Wall, the characters begin their training. While playing through endless drills and variations would quickly grow dreary, there are several ways to include their evolution into men of the Watch as part of your game. The easiest method is to provide a "spotlight moment" for each of the players. Work with each player to identify an important scene in the character's development and play through that scene for each character. If the other main characters wouldn't be present at the scene, have their players take the parts of other Narrator characters for the short term. By doing this, you manage to keep all the players engaged, and still allow one character to feel like he is the center of attention in the scene.

It is also possible to use the travel and training motif to introduce a group to the rules of *SIFRP*. Use the basic rules to handle challenges along the road, introducing each mechanic or more advanced rule as part of a training scene. This helps players by introducing the rules slowly, while still allowing them to feel connected to the game and moving forward.

Another method of working with the characters' training in Castle Black is in the form of flashback scenes. When a player or the Narrator feel that the character's feelings or beliefs in the current scene were shaped by an event during their training, they can call for a flashback scene to play through before continuing with the current scene. This can be a particularly effective technique in Night's Watch campaigns that do not feature the characters before they have sworn their oaths, and gives an excellent opportunity to explore relationships between characters that might have developed before the campaign's start.

Regardless of how the characters come through their training, they must at some point receive their assignments in the Watch and take their oaths. The Commander of the Watch addresses each batch of recruits before they swear their vows, and brings home the finality and importance of the mantle they are about to take up.

Depending on the group, a very effective tool is to have the players actually recite the **Sworn Brother's Oath** (page 12). Depending on the scope of a campaign, this can be the last act of a journey to the Wall, or the first act of a campaign among the Sworn Brothers of the Watch.

SWORN BROTHERS

"A man of the Night's Watch lives his life for the realm. Not for a king, or a lord, or for the honor of this house or that house, neither for gold nor glory nor a woman's love, but for the realm, and all the people in it."

— LORD COMMANDER JEOR MORMONT,
A Game of Thrones

The brothers of the Night's Watch are bound to each other, not only by their oaths but by their commonality of experience. Who understands a person better than someone who has faced the same trials, someone who has the same fears? Unity stronger than mere words ties the men of the Watch together, and misfortune follows any person—Sworn Brother or not—who fails to recognize this.

Do not, however, assume that all men of the Watch view each other with the same sense of brotherhood and loyalty. They are men, and each is shaped by both his experiences before coming to the Wall and those that happen after. Cliques and rivalries form in the black brotherhood as they do anywhere men gather. Regardless of their unity, the Watch is made up of men and it is a man's flaws that drive their relationships.

THE NIGHT'S WATCH STRUCTURE

The Night's Watch is divided into three branches—a point that, while not hidden, is not common knowledge further south. While each branch serves its own leader, or First, they are also responsible to the Lord Commander himself. The rangers, the most well-known of the Brotherhood's divisions, are tasked with patrolling the Far North and dealing with the wildlings on their own terms. In addition to the rangers, there are the builders, tasked with repairing and maintaining the Wall, and the stewards, assigned a wide variety of tasks that allow the Watch to function from day to day. Like a three-legged stool, without any one branch the Night's Watch would collapse.

Included in the following pages are stock characters that can be used as average members of each of the branches of the Night's Watch.



THE RANGERS

The most famous of the divisions with the black brotherhood, the rangers are the ones who are the most in the public eye. When the common man of Westeros thinks of the Night's Watch, it is likely a ranger whom he envisions: black-clad, skulking through the Haunted Forest and defeating the wildlings through wit and guile as well as skill of arms.

Like most things believed by people who have not experienced them, the reality is far different.

The rangers serve as the advance guard, and as their name implies they range beyond the Wall to face the foes of the Watch where they hide in the Far North. They are consummate survivalists, capable of keeping themselves alive for weeks without the support of the Wall, and they are skilled combatants who are equally comfortable with longsword or bow.

The rangers are also aware that no one knows the wilds of the Far North better than those who live there. Many of them have cultivated friendships with settled wildlings, and often as not they learn of events north of the Wall by means of these carefully chosen allies. They understand that the King-beyond-the-Wall does not speak for all wildlings, nor do all wildlings swear fealty to him. Shrewd negotiators, the rangers are perfectly willing to trade food, liquor, cloth or aid for information about what the King's followers have been doing and where. Stories of attacks by the Others draw their attention and help them plan how best to confront the threats that face the Watch head on.

There is no denying that the rangers also bear the brunt of the losses that plague the black brotherhood. They venture beyond the Wall, far from the safety it provides. Of late this has come back to haunt them. It has become

common for a ranging to head into the Far North and never return, a fact that troubles the Lord Commander deeply. When expeditions are sent to find these lost brothers, little evidence of their passing can be ascertained, and men the Watch can ill afford to lose must be written off as dead.

Though most would deny it, the rangers see themselves as the most important of the branches. There is prestige to being among their number and they view themselves as the Watch's elite. When pressed, many will say that they view their work as the true work of the Watch: that the builders and stewards exist to maintain the rangers in the tasks with which they are charged. This attitude often colors their dealings with other members of the brotherhood, and rangers are often quick to take offense when they feel their concerns are being ignored.

When selecting recruits, the rangers typically select those who complement them: independent thinkers, men with skill at arms and men with proven abilities at woodsmanship.

TYPICAL RANGER STATISTICS

ATHLETICS 3, AWARENESS 3, ENDURANCE 3,
FIGHTING 4 (LONG BLADES 1B), MARKSMANSHIP 4 (BOWS 1B),
SURVIVAL 3 (TRACK 1B, FORAGE 1B), WILL 3

COMBAT DEFENSE 8 (6 IN ARMOR) * HEALTH 9
INTRIGUE DEFENSE 7 * COMPOSURE 9

RING: AR 4 * AP -2 * BULK 1 (MOVEMENT 4, SPRINT 15)

LONGSWORD 4D+1B 3 DAMAGE

HUNTING BOW 4D+1B 2 DAMAGE LONG RANGE, TWO-HANDED

OTHER GEAR: Garron or pony, bedroll, 2d6 days of food, 1d6 days of water

THE BUILDERS

The men chosen to join the builders often have similar characteristics—broad shouldered and willing to work hard for little recognition. They are selective about their recruits, and often only picking one or two from an incoming group of a dozen. Better to have one reliable worker who can be trusted to do it the first time, than a half-dozen who cannot be trusted to do their job well without supervision.

There is a reason for this choosiness. The builders have the essential duty of keeping the Wall repaired and intact. Once, long ago, they were also charged with the maintenance of the few stone buildings that make up the castles of the Watch but now there are too few builders to handle the basic upkeep of those castles currently active along the Wall.

Brothers who are called to join the builders learn the secrets of the Wall, of the buildings along it and the tunnels that extend beneath it. They are the first to enter an abandoned castle, to verify the stability of the remaining structures, and they are the last brothers to leave, waiting until the last minute before they put into place the stone and ice that seals the castle's gate through the Wall. Likewise, builders are charged with keeping the forest from encroaching too close to the Wall. It is a difficult task at the best of times, but in the face of their dwindling numbers it is all the builders can do to keep back the trees from inhabited sections of the Wall - in some of the unmanned stretches, trees cover the ground all the way to the stones.

The builder's life consists of long periods of solitary quiet punctuated by bursts of frantic activity. They examine the Wall for any flaw or sign of decay, and should any be discovered they will congregate in large groups and work tirelessly to finish the job as quickly as possible. Often groups of builders will travel along the Wall, rotating through the castles as they study every stone and block of ice for imperfection.

Their quiet lifestyle, and their tendency to be gone from the castles for long stretches of time leave the other branches of the Watch unsure of how to relate to the builders. As for themselves, they see their responsibility as the most important of the brotherhood's many tasks. They carry on in the tradition of Bran the Builder, and feel a particular affinity for the history of the order—a history that is reflected in the stones that they handle as part of their daily labors. While the most insular of the branches, they are also the most open to working with the others. The builders carry an innate understanding of architecture that allow them to recognize the value provided by each of the other branches to the Night's Watch as a whole.

THE STEWARDS

The least glamorous of the branches of the Night's Watch, the stewards are omnipresent and carry the most varied range of duties. Tasked with support and service to the rest of the Watch, they are responsible for anything not directly covered by the other two branches. More than just castellans and accountants, anything the Watch eats, wields, or wears passes through a steward's hands before it reaches them. There are accountants and castellans, of course, because those positions are essential to ensure the continued function of the brotherhood. There are also farmers, blacksmiths, maesters, cooks, and any other craft or skill that might be required by the men on the Wall.

Stewards negotiate trade and supply deals, and make arrangements for shipments that arrive either by the Kingsroad or through the Watch's only port at Eastwatch-by-the-Sea. Incoming goods are inspected and

TYPICAL BUILDER STATISTICS

AWARENESS 4 (NOTICE 1B), CUNNING 3, ENDURANCE 3, FIGHTING 3 (LONG BLADES 1B), KNOWLEDGE 3, WARFARE 4 (STRATEGY 2B), WILL 3 (COORDINATE 1B)

COMBAT DEFENSE 8 (5 IN ARMOR) ☉ HEALTH 9

INTRIGUE DEFENSE 9 ☉ COMPOSURE 9

MAIL ARMOR: AR 5 ☉ AP -3 ☉ BULK 3 (MOVEMENT 3, SPRINT 9)

LONGSWORD

3D+1B

3 DAMAGE

OTHER GEAR: Mail (worn in defense of the Wall), work tools

TYPICAL STEWARD STATISTICS

AWARENESS 3 (NOTICE 1B), CUNNING 3, ENDURANCE 3, FIGHTING 3 (LONG BLADES 1B), KNOWLEDGE 4 (ONE SPECIALTY 1B), PERSUASION 3 (NEGOTIATE 2B), STATUS 2 (STEWARDSHIP 2B), WILL 4 (COORDINATE 2B)

COMBAT DEFENSE 7 (4 IN ARMOR) ☉ HEALTH 9

INTRIGUE DEFENSE 8 ☉ COMPOSURE 12

MAIL ARMOR: AR 5 ☉ AP -3 ☉ BULK 3 (MOVEMENT 3, SPRINT 9)

LONGSWORD

3D+1B

3 DAMAGE

OTHER GEAR: Mail (worn in defense of the Wall)

approved before being accepted, and other stewards see that the goods make it to their destination. Some stewards have even made inroads to trade with the more civilized tribes of wildlings, exchanging raw materials like wool, wood, or grain for finished products like cloth or tools.

It is impossible to pick a specific set of skills or abilities that reflect a 'typical steward' because there is no such thing. Someone assigned as the personal steward to a ranking member of the Watch often has little in common with someone assigned as kennelmaster to the hounds, save that both are stewards and both wear the black of the brotherhood.

Because of their idiosyncratic duties, the stewards often take the remainder of a class of recruits after the rangers and builders have chosen. Sometimes, a particularly gifted individual, or one with a skill of which the stewards are in need, is actively chosen from among the incoming members of the Watch even if it might seem that he'd be better suited for one of the other divisions. Those brothers chosen often vary in attitude as much as ability—some are pleased to have a task that doesn't involve risking their necks beyond the Wall, others are resentful or even angry not have been selected by one of the more glamorous branches of service. Troublesome recruits, especially those brought to the Wall for criminal sentencing, often end up with the stewards, where it is hoped that the hard labor and constant watchful eye of other brothers will keep them from lapsing back into their old habits.

As with everything else about the stewards, they maintain a broad spectrum in their opinions of the other branches. Some hold the rangers in high regard, other view them as little more than leeches that siphon off the fruits of the stewards' labor and give nothing of value in return. Most, however, are more interested in completing their assigned tasks with as little hassle as possible and dedicate little thought to the other branches. Unlike the other branches of the Watch, the stewards also

have little bond to each other, save as a Sworn Brother. Any rivalries or petty struggles that arise are considered to be between individuals, rather than against the stewards as a whole.

SOCIETY AMONG THE BLACK BROTHERHOOD

As with any group of people, even one ostensibly as unified as the Night's Watch, rifts open and rivalries arise. While differences in attitudes between branches of the Watch, as described above, can be one source of such conflicts, such differences might be the least such source. Contradictory though it may seem, the ranking members of the Watch view these rivalries as part of developing a unified spirit on the Wall. There is even some effort to forge these rivalries between classes of recruits as each incoming class is hammered again and again by tales of how inferior they are to previous classes, and how hopeful the master-of-arms is that perhaps someone in the next class will have some talent.

While these rivalries bind the members of a class together with ties that bypass the boundaries of branch and service, they also fosters a sense of bitterness and a desire to prove themselves. On occasion, these rivalries have boiled over into violence between members of the Watch and the ranking brothers are forced to step in. Such intervention is futile unless an actual ranking member is the target, as the brothers on both sides of the conflict downplay the situation rather than lose face for being incapable of handling an insignificant problem.

Helpful, too, is the fact that men of the Watch have both classmates and fellow brothers within their branch of service to call upon. The rangers are most notable for supporting each other in these conflicts, and it is widely known along the Wall that to pick a quarrel with one ranger is to do so with all of them.

Another source of rivalry, though one that seldom flares into open conflict, exists between the various castles along the Wall. Each of them feels that they host the best and brightest that the Watch has to offer, and they defend their beliefs vigorously. This rivalry is especially apparent when a vote is held for a new Lord Commander, as the vote often is divided along castle lines.

Though one has not been held in years, past Lords Commander held competitions between the castles, with each sending its best teams of brothers to try and win glory and prestige for their section of the Wall. Though these moots seldom held any real reward—one such competition between Deep Lake and Queensgate was entirely to determine who would have a particular copse of trees in their protectorate—the sense of pride and accomplishment was enough to make them serious matters for the castles that participated.

The biggest source of friction between members of the brotherhood is the rift caused by rank and status. While all men of the Watch are brothers, many of them carry their old prejudices into their new lives. While the brotherhood gives lip service to the idea that all brothers are equals—and its rules treat all men the same regardless of origins—men of similar classes and backgrounds bond with each other far more tightly than they do outside the boundaries they have always known. Lowborn men congregate together from the similarity of their experiences, viewing with suspicion any attempts by the highborn to cross that barrier.

Likewise, many once-noble members of the watch spend their idle time with each other, where they can find someone who enjoys recreations other than drinking or playing draughts.

The same prejudices that keep the brothers among their own kind also prevent the two broad divisions from reaching out towards each other. Lowborn brothers who act too familiar with their highborn fellows are excoriated by the other lowborn members for putting on airs. Likewise, those who once graced families of note try to avoid getting a reputation for being too friendly with their lessers.

While true friendships between men of different backgrounds can and do occur—typically within the framework of a single class of recruits—these alliances must overcome years of ingrained prejudices. It takes years, or the fire of a shared triumph, to forge a friendship out of simple allegiance.

Length of service creates additional division among the brotherhood, as survivors of years on the Wall look upon newcomers as green and untested. While they understand the importance of training the new brothers, and some may even take a particular recruit under their wing for guidance, it remains true that grizzled veterans have little need or time for strapping lads recently come to the black.

STATUS & RANK IN THE BLACK BROTHERHOOD

The Night's Watch views all men as equals and this is reflected in their organization. There are few ranks to place one brother in a position of command over another, and those that exist are elected by popular vote of the affected brothers. Each branch elects who will represent them as their First, just as all the brothers together elect their Lord Commander. While all four positions are considered to be lifetime appointments (life often being cruel and short at the edge of the civilized world) there have been rare instances where a brother is removed from his office either from within by unrest, or—in the case of those few Lords Commander who turned against their vows—by the armies of the Houses of the North. The commander of each castle is also elected from within, and an expedition to reopen one of the “ghost castles” along the Wall would probably have its commander elected before the expedition leaves to reclaim it.

Status, in the eyes of the brothers, is based upon accomplishments and length of service. Few joys come with that status, and duties are often assigned by who is available to do them, rather than by any form of preference based on status. This becomes exceedingly important in terms of those few privileges they can claim. The men of the Watch have sworn away all hope for gold, glory, or gain for themselves, so those that remain are held in higher value.

Foremost among these privileges are downtime and privacy. The numbers of the Watch are thin and the brothers work long hours as a result; being allowed time to one's self is seen as a special reward. Those who live south of the Wall would have little understanding of the privileges seen as important to the brothers of the Watch. In addition to privacy, the availability of warm water, an extra hour's sleep, or even a fresh toilet cloth for the privy are all held in high regard and something jealously hoarded by the black brothers.

Because the men of Westeros do not always understand how the Watch recognizes and elevates its own, the Status of black brothers is typically treated as one lower when dealing with nobility away from the

Wall. Circumstances can affect this, particularly a specific lord's attitude towards the Watch and the Wall. Officially, the King treats the Lord Commander with the same respect he would show towards the head of any other noble house, though the Wall is far from King's Landing and not often in King Robert's mind.

RUNNING A NIGHT'S WATCH GAME

At first blush, running a game that focuses on the Night's Watch can seem like a daunting task—life on the Wall is filled with similar days broken up by brief moments of abject terror. At the same time, there can be plenty of rewards to running stories among the black brotherhood for the Narrator willing to make the effort.

As with any story, you must decide what sort of tale you want to tell. Will it be a saga of brave and desperate defense against the onslaught of the wildlings and the King Beyond the Wall? Will it be a slowly building game of horror about the dark purposes of the Others, and what things awaken in the Far North? Or will it be a tale of political intrigue as the families of the South try to influence the once-incorruptible Night's Watch?

All of these are possibilities, or you can combine multiple styles into a single story. Once you have decided on your themes, it is far easier to plot the adventures that lead to the resolution of your story.

ADVENTURE IDEAS

Because each branch of the Night's Watch is so specialized, there can be a number of challenges to presenting adventures to your players. Every player wants (and deserves) a chance to do what his or her character is good at, but at the same time it is important to avoid repetition in your adventures or the players will become bored. This section features a handful of ideas for each branch of the Night's Watch, as well as a few ideas for adventures that combine all three branches of the brotherhood together in groups that are smaller than a great ranging. Each hook is kept deliberately vague so that you can pull it more easily into your campaign and filter in the details relevant to your themes.

RANGERS

The rangers are the easiest and most obvious branch for which you can write adventures—after all, they're out in the Far North ranging beyond the Wall for the betterment of all Westeros. At the same time, it's important to avoid becoming repetitive and not challenging your players to extend their characters. There are only so many times you can ambush them with a group of blood-crazed wildlings, after all.

- ❖ The rangers receive a plea for help from an injured wildling woman, whose people are under siege. She leads them back to a small camp of wildlings who are hastily burying the remains of a wight. The players must overcome their prejudices and work with the wildlings to discover the origins of the wight, and make sure no further are created.
- ❖ After a series of lightning raids disrupt life in the Gift, the rangers travel southward from the Wall, discovering a town that is aiding the wildlings in exchange for a share of the proceeds to make up for a bad harvest.



- ❖ After hearing repeated rumors among the wildlings of a challenger to the King-beyond-the-Wall, the rangers head into the Far North to confirm the legends of a wildling carrying a Valyrian blade.
- ❖ The rangers uncover a new pass through the Frostfangs, and have to map and secure it before the wildlings can use it to enter the gorge and bypass the Shadow Tower at the western end of the Wall.
- ❖ The rangers head into the Haunted Forest after uncovering the remains of a prior ranging and a group of wildlings side by side, and try to learn what they uncovered before it succeeds in stalking them among the weirwoods.

BUILDERS

The men who repair the Wall are quiet-minded and dedicated to their task, which can make them tricky to involve in adventures. Remember that builders' expertise in construction and fortification makes them invaluable in many situations, often before an area has been determined to be safe enough for others in the brotherhood.

- ❖ When a portion of an old watchtower collapses, it uncovers a string of crudely dug rooms. The builders are called in to make certain the tunnels are not in danger of collapsing, and that they do not link up to Gendel's and Gorne's fabled tunnels beneath the Wall.
- ❖ When a wanted gang of wildling raiders take refuge within a watchtower in the Far North, the builders are called to find a way to breach the defenses before wildling reinforcements can arrive.

- After uncovering a weak spot in the Wall, the builders have to quarry new stone to replace it while fending off the forces of one of the Others who wants to use the breach to its advantage.
- After a tunnel collapses in Mole's Town and traps a group of brothers, the builders are called in to dig them out safely. During the excavation, the builders uncover signs that the collapse was not an accident.
- The builders are called upon to rebuild one of the ruined towers in the Gift, and uncover a concealed chamber that hints of dire portents for Westeros and the Watch.

STEWARDS

The stewards are perhaps the easiest to include in an adventure after the rangers, though their involvement is much more in the realm of intrigue and politics by comparison. The overlooked stewards are everywhere within the brotherhood, quietly making certain that the Night's Watch continues to function as it should. Steward-centric adventures are also easy to add in involvement of the other branches, making them a valuable resource for lesser rangings and broad-spectrum campaigns on the Wall.

- While checking in shipments in Eastwatch-by-the-Sea, the stewards uncover consistently short supplies in certain items, namely weapons and armor, and are called upon to figure out where the shipments are being diverted and why.
- When a high-ranking member of the brotherhood disappears in Mole's Town, the stewards assigned to him uncover evidence of a secret cult from beyond the Wall.
- After a particularly bad harvest, the stewards are sent to the Gift to negotiate with the farmers there who are reluctant to give up the only means of sustaining their families.
- An assassination attempt on the commander of the Shadow Tower points toward the work of one of the southern houses, and the stewards must work to ensure that the attempt to control the Watch through politics fails.
- A virulent plague spreads among the horses of the Watch, while a similar disease seems to infect the brothers. The stewards must race to uncover if there is a connection between the two, and how to stop it before the wildlings can learn of the weakened numbers.

RANGINGS, & BRINGING THE BRANCHES TOGETHER

The likelihood that all of your players will willingly choose the same branch of the Watch to base their characters' growth is, at best, slim. Far more likely is the fact that, as Narrator, you will be called upon to create stories that involve multiple branches of the Watch and tie them together to better reflect the functioning whole. Though rare, it is not unheard of for the Night's Watch to undertake Great Rangings of hundreds of brothers going beyond the Wall to deal with some threat.

While these are certainly an excellent option for players, there are other situations where all the branches of the Watch are pulled together in smaller groups, usually formed to meet a specific goal, or situations where the various branches are thrown together by circumstance and forced to cooperate.

While it is easy to expand adventure ideas that focus on one branch of the Watch to include others, it is far more satisfying to work with adventures that challenge all the skills its participants bring. These adventures seeds only scratch the surface of possible stories that tie all three branches together.

- When the First Builder demands to be escorted to the ruins of a fortification in the Far North, the rangers gather to escort and protect him during his journey. At the same time, other representatives of the builders accompany him to provide assistance, while his personal stewards come along to attend him. Unlike a lot of rangings that tie the brothers together, this scenario is rife for inter-Watch conflicts as each of the branches works out rivalries with their fellows.
- Evidence surfaces that an artifact, such as the lost Valyrian blade Night's Sister, or even a tome describing the spells used by Bran to raise the Wall, is hidden within one of the abandoned castles along the Wall. In order to avoid drawing the attention of various factions that watch the brotherhood, a small group of brothers is brought together in order to recover it. Not only would the rangers be required to attend for defense, but the builders would be needed to ensure that the fortifications remain safe enough for exploration, and the stewards would be needed to confirm and catalog anything that is recovered from within the castle. As an added twist, each branch could have their own goals to achieve once within the abandoned castle, leading to rifts between the brothers and either their objectives or their respective orders.
- On a similar theme, the discovery of a long-abandoned watchtower deep in the Frostfangs would require the assembly of a sizeable ranging, sending members of all the branches to investigate, evaluate and catalog the find. Learning who constructed the fortification and why such a position was abandoned would form the central thrust of such an adventure, with adequate opportunity for members of each branch to come to the forefront and excel at their specific specialties.

INTRIGUE & POLITICS AMONG THE NIGHT'S WATCH

The Watch, despite its appearance of unity, is as rife with lesser and greater intrigues as any other gathering of people in Westeros. These opportunities for intrigue often tend to be on a smaller scale than in the rest of the civilized world: having forsaken gold and glory, the men often content themselves with smaller victories. One of the most common uses of Intrigue on the Wall is to punish or trick a rival into landing himself in trouble (a dirty trick for which Alliser Thorne of Castle Black is notorious). These intrigues use Taunt or Incite as their primary technique, though Bargain and Charm are also likely candidates.

Bargain or Charm are common techniques for a member of the brotherhood who is trying to earn favored duties or ensure a better position within the Wall (either one with more responsibility, or one with less difficult work.) Convince is a more direct, but often less effective technique. The stewards use Bargain on a regular basis as well, as part of their efforts to secure the most for the Watch with the smallest outlay of capital.

When a position of rank opens within the Night's Watch, the brothers interested in filling the opening pull out all the stops in an effort

to acquire votes enough to secure the seat. While open politicking is frowned upon on the Wall, many brothers will call in favors, or even covertly intimidate others into giving them the support they need. Charm and Convince are favored techniques, though Incite is often used to turn people against the participant's rival, and even Intimidate and Bargain can be used to promise specific rewards for those who ally themselves with the brother who started the Intrigue.

Seduction even makes an appearance among the techniques used along the Wall, though with less frequency than it is used in the South. Wildling women have been known to convince a Sworn Brother to share their bed in return for protection, or to learn secrets of the Watch. The women who work the brothels of Mole's Town also have their prizes, and have been known to use Seduction to ensure repeat business, favored treatment, or even a blind eye towards their frowned-upon business.

It is also notable that Seduction need not end with a sexual encounter between the two involved—it is merely a technique used to gain the favor of another through innuendo and implied impropriety. Brothers who win friends over with their bawdy stories from before they took the Black use this technique to great effect.

DESERTION

"You have not deserted—yet. Here you stand. If we beheaded every boy who rode to Mole's Town in the night, only ghosts would guard the Wall."

—LORD COMMANDER JEOR MORMONT,
A Game of Thrones

Seldom spoken of in any military unit, desertion is as great a threat to the Night's Watch as any that lurks beyond the Wall. The constant cold of the inhospitable north worms into a man's soul and weakens his resolve against acts he might once have viewed as despicable. The unreasonable stress of constant assault, and the savagery of men with too little sleep and too much time on their hands can be even worse than the weather, especially for those who find themselves on the wrong side of a well-positioned brother.

This section is designed to look at how the Watch approaches the topic of desertion, as well as how they deal with those who try to flee their sworn oaths. In addition to looking at both the official and unofficial policy which members of the Watch take when it comes to deserters, it also looks at some of the reasons why a Sworn Brother might leave the Wall, and how to incorporate desertion themes into your Night's Watch campaign.

DESERTION & THE NIGHT'S WATCH

On the record, the Night's Watch have an extremely straightforward response to desertion: the penalty is death, usually by hanging over the Wall for those the Night's Watch catches, or by beheading for those who fall into the hands of Northern lords.

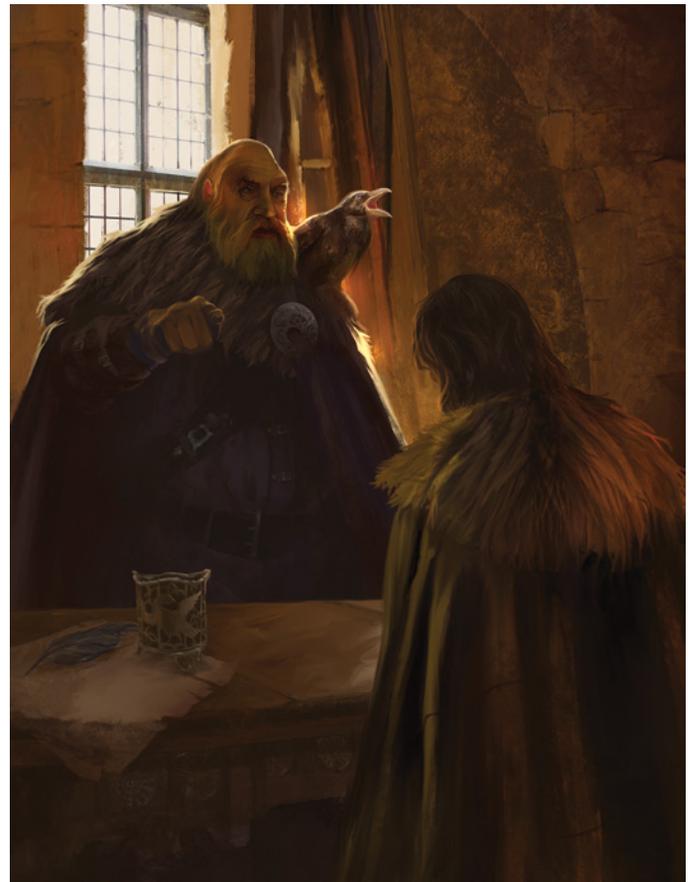
Friendless, and afraid to be seen openly, the deserter often resorts to acts of thievery simply to provide for themselves, and many try to find

clothing to replace the telltale black woolens that mark them as fugitives from the Wall. The trouble this makes for the smallfolk population makes deserters as unwelcome south of the Wall as they are on the Wall itself.

The execution is to be carried out immediately upon the apprehension of the subject by either the local representative of the King's Justice (usually the local lord where the deserter was found), or by the Sworn Brothers who captured the deserter. In either case, the deserter's head is sent back to the Wall, both as proof of his apprehension and as a reminder to the remaining brothers that their role with the Watch only ends with death, no matter where they might try and flee. Often this reminder is enough to change the heart of someone who had been considering desertion, though every population of brothers has at least one who is either too afraid to be wise, or considers himself too clever to be caught.

Like much about the Wall and the Watch however, the truth of the matter is often far different from public perception. Who does and does not qualify as a deserter is a gray area around what would seem to be a black-and-white issue. The brothers take pride in their ability to police their own, and a deserter often shows signs of his intent long before he grabs a horse and rides south. The ranking members of the Watch have been on the Wall long enough to recognize these signs as they arise, and often make certain watchers are in place to prevent a deserter from fleeing his sworn duty.

A deserter's cohort is often called into service when these issues arise—the bonds forged by training run deep, and a cohort loses a great deal of face if one of their number forsakes his vows. Often, a stern rebuke from his brothers is enough to convince a would-be deserter that his course is at best, foolish, and more likely suicidal. Because of the effectiveness of these techniques, and because the need for men to



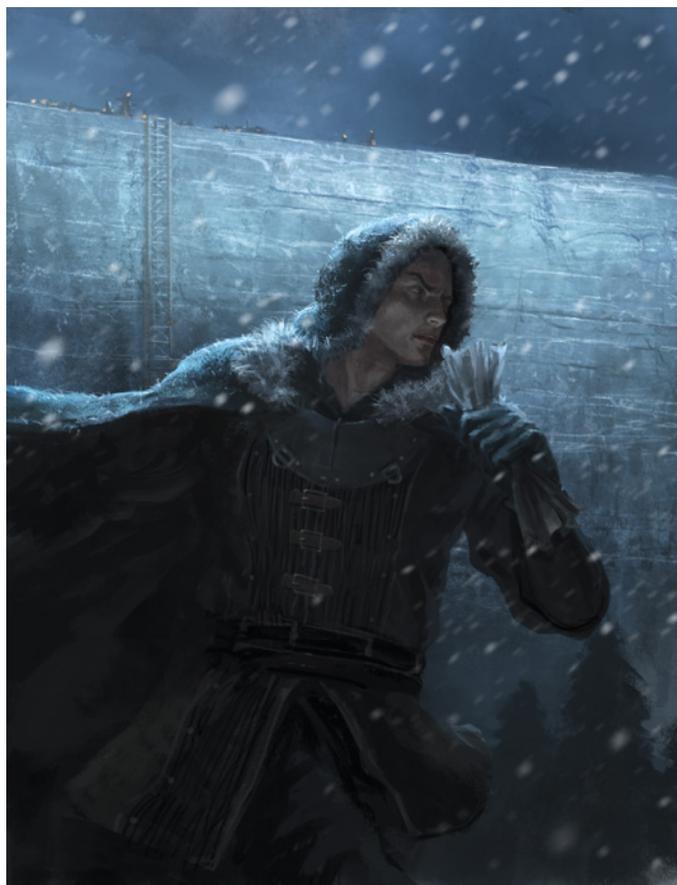
guard the Wall is so great, these recovered deserters face little in the way of punishment and their moment of weakness is typically covered up and forgotten, assuming that the wayward brother did nothing to call attention to himself during his brief sojourn. A brother that commits a theft to further his flight, or murders a witness to his desertion, is always dealt with in the harshest terms possible.

Likewise, there is a time limit on a brother's freedom from prosecution. The vast majority of deserters are recovered in the first night of their flight and returned to the Wall before dawn, and this is precisely how the men of the Watch prefer it. Other than a few hours ride in darkness, the brother has committed no great sin in the eyes of the brotherhood. His swift return prevents the population of the Watch from learning of his flight, and thus the commanders are not required to make an example of the deserter. As a result there is often a race of sorts in play, as a deserter's cohort tries to bring him back to the fold before something happens that forces the commanders to act upon the desertion.

If a deserter manages to make it longer than an evening before being returned, he is still welcomed back without comment, so long as his cohort has been able to keep the truth of his flight from coming to light, and that the brother in question managed never to travel outside of the Gift.

Deserters who somehow manage to make it out of the Gift (a stunning feat in the course of a full day, which, while not impossible, is almost certain to cause the death of his horse) are forfeit. Once they have entered the rest of Westeros, the Night's Watch must treat their desertion as a serious crime.

None of these facts hold true for those who were sent to the Wall as punishment for some other crime committed south of the Wall. Those



once-criminals who try to escape their vows are captured and executed as swiftly as possible. There is no grace period, and no hope of reconciliation and the oathbreaker is not allowed any chance to infect the other criminals with the idea that their lot could in any way taste freedom away from the Wall.

WHY SWORN BROTHERS DESERT THE WALL

With all the reasons against it, and the harsh punishment awaiting those who manage to succeed, why do some brothers still break their oaths and abandon their brothers on the Wall? The most common assumption made by those who have never served in the Far North is that the oathbreaker is a coward. While this is true in rare occasions, a great deal of effort is made during training to ensure that such weak character flaws are eliminated long before the brother swears his oath. Popular stories and ballads reinforce this image, as many of them portray deserters as men of low moral character unwilling to defend their brothers and incapable of keeping their word.

The most common reason for desertion is the simple culmination of endless hours of extreme duress. A man of the Watch lives day after day in the harshest and most inhospitable environment in Westeros. For those that venture into the Far North, the threat is great enough that any who leave the safety of the Wall risk never returning. For those who remain within the Wall's safety, there is the constant threat of assault by the wildlings without.

Another contributing factor, more prevalent during a man's training than in the long years afterwards, is exhaustion. The Wall demands much of those who serve it, and training often puts a recruit through long hours wherein many of a brother's most important relationships are created and defined. The casual cruelty with which the Wall grinds up those who defend it can chip away at the will of even the most stout-hearted lad, and some are driven to flee the Watch in search of nothing more or less precious than solitude and a kind word.

Another factor, and the most understandable to some brothers despite the explicit oath against it, is family loyalty. Though it often travels slowly, word comes regularly to the Wall from the south, and with it comes news of the latest squabbles and struggles of southern politics. It is not uncommon for those who hear news of strife or war among their families to want to head south and join them. It is, in any other circumstance, the same loyalty that binds a man to the Watch that now drives him, however irrationally, to want to flee. While the commanders of the Night's Watch understand such behavior—they expect it, and often station trusted brothers in the way to talk sense to him—they cannot allow it to flourish, and punish it as they would any other desertion should a man test his loyalties too far.

TYPICAL BEHAVIOR OF DESERTERS

The men of the Night's Watch, especially those who have survived long enough to rise positions of rank within the hierarchy, deal too often with those who break their oaths and flee the Wall in the face of uncertainty and death. This familiarity gives them a certain amount of experience in handling these deserters and would-be oathbreakers. Despite all of their thoughts of cleverness, most deserters follow similar patterns when they break with the Wall, and as a result their behavior can often be easily predicted.

Despite its harsh punishments, the Night's Watch isn't eager to line the Wall with the heads of deserters—knowing the likely paths

THE MECHANICS OF DESERTION

The chase to capture a deserter can be an exciting scene for your players to take part in, especially when the deserter is a member of their cohort and they are trying to recover him before he goes too far and risks execution. A number of specializations can come into play, and justification can be made for a large number of them, but here are the most common tests during a flight from the Wall.

- THE LONG HAUL:** Most deserters travel nonstop once they are away, eschewing sleep and pushing themselves or their mounts to continue. This adheres to the rules for going without sleep found in **CHAPTER 11: THE NARRATOR** (under **Exploring Westeros**) in *SIFRP*. The temperature rules found in that same section may apply for the deeply chilled nights found in the North even in summer. Finally, a mount is unlikely to have the same motivation as the deserter to continue its flight past reasonable exhaustion, requiring Animal Handling (Charm or Ride) tests to force it to continue. This starts at a Difficulty of **CHALLENGING (9)** after the first full day without rest, and increases by one step for each 6 hours thereafter.
- TRACKING THE DESERTER:** This is a Survival (Tracking) test, with a Difficulty that ranges between **ROUTINE (6)** and **CHALLENGING (9)** depending on the terrain. If the deserter is actively covering up his tracks (an act that reduces his travel speed by half), the Difficulty is instead the result of the deserter's Survival (Tracking) test.
- CHASE:** Once within sight of his pursuers, most deserters make a last, desperate sprint for freedom. This is a Competition Test using Animal Handling (Ride) for horseback chases or Athletics (Run) for foot-chases. Each turn, which reflects about a minute or so of pursuit, both parties roll. Whoever rolls the highest calculates how many degrees of success they gained above their opponent and adds this to their tally. The one being chased begins with a number of degrees of success accumulated equal to his Awareness. If at the end of a turn, the deserter's successes equal the pursuer's Awareness + Survival + a terrain modifier (2 for areas with greatly limited sight, 6 for wide open areas), he loses them. If at the end of any given turn, however, the pursuer's degrees equal or exceed the deserters, he draws into close proximity. Marksmanship weapons with Long Range may be used at any point during such a chase; those with Short Range may only be used if the pursuer is within 5 degrees of success of the deserter.
- A SECOND CHANCE:** Should the pursuer manage to draw close enough, an Intrigue to get the deserter to return is always possible.
- THE LAST RESORT:** When all else fails, of course, Combat may be required to return the deserter, dead or alive.

to escape allows commanders to be prepared for most cases of flight. In Eastwatch-by-the-Sea, for example, no ship leaves the port until a group of Sworn Brothers have walked it stem to stern. The search is not thorough, but knowing of it is often enough to keep men from trying to flee by that route. This serves the castle's commander well, since a man who fled by sea would force his own execution upon rediscovery.

With the sea effectively cut off, men who flee the Wall are restricted to land. The great majority of these, sick of bitter cold and crushed by the horrors they have seen in the north, head south into the Seven Kingdoms and hope to hide among civilized men. While some try to stay far from the roads and inhabited places, the scraggy underbrush and thick trees discourage most and the easy travel of cleared lands proves too tempting to resist long.

Men who flee south will find little comfort, even among the smallfolk from whom he might have come. The Night's Watch offers a reward for capturing deserters, and the temptation of money is often enough to turn a man's former friends against him. A man dressed in the brotherhood's telltale black draws the eye quickly, especially in the lands of the northern lords, where most deserters wind up.

As a result of this lack of succor, most deserters are forced quickly into criminal acts just to survive. This sometimes starts as close as Mole's Town, and a stolen set of woollens to replace the black. Thievery is a rough life for a fallen brother, even those who came from criminal backgrounds; there is no one he can trust, as even other thieves and brigands would turn him in for the reward.

For some, desertion is not about stress or fear at all, but occurs as a matter of filial loyalty. Contrary to perception, this is as likely to happen

for smallfolk who hear of the death of someone looking after their family members as it is for highborn nobles unwilling to sit by while their houses are at war. For some of these, they will find a welcome when they are among their families again. Others, particularly those nobles whose families still honor service on the Wall, find their welcome less enthusiastic and often work to help their families from the sidelines and not reveal their actual involvement. When such aid is provided to smallfolk, it can present the brothers who retrieve the deserter with a difficult choice: while the oathbreaker must be punished, it often means removing the only remaining support for the lowborn family that has come to depend on his aid.

Less acknowledged, and in some cases denied completely, is the fact that some brothers flee into the Far North. These men, often rangers who are familiar with the land, are often lured away by the guile of a wildling woman or simply grow tired of the final shreds of civilization that persist on the Wall. They slip through the gates or leave their patrols and hide among the icy wilds. Most of these men hook up with a tribe of wildlings, where their battle skills are celebrated, and their knowledge of the Watch makes them into dangerous opponents. Men who would make this escape often have a particular grudge against the brotherhood that festers into hate as time passes. They begin to look for ways to avenge themselves on the Watch that once clothed and sheltered them, and lead ambushes against rangings that stray too far from the Wall. Most brothers see this betrayal as far worse than simple flight, and special effort is taken to reclaim the heads of those who would attempt to escape the civilized world completely.

USING DESERTION IN YOUR SIFRP GAMES

Gared's execution, the King-beyond-the-Wall Mance Rayder, Jon's flight south, and his deception to join the wildlings—with its repeated mention in *A Song of Ice & Fire*, there is no question that desertion and oathbreaking is an important thematic element both within the Watch and to Westeros as a whole. Desertion themes lend a sobering air of loss to a story, and careful use of them can reinforce other storytelling elements within your campaign.

In addition to the overt themes of loyalty, honor, and trust, desertion can reflect tales of shattered morale, of inhuman living conditions, of constant, crushing stress and even themes of madness (the desertion of the senses). With careful use, desertion can become a recurring theme that adds greater depth to the stories you narrate. This section looks at ways you can bring these themes to your own campaigns, whether you've chosen to run a standard game or one centered on the Night's Watch.

For a noble House game, desertion becomes an underpinning; it is best as foreshadowing of a greater level of deceit or oathbreaking, to represent the tattering fabric of society, or to warn of greater terrors in the North. For a noble house in Westeros, the deserter is not likely to be a family member returning home but rather the brigand preying upon the smallfolk the house has sworn to protect. Houses in the North may host parties of Sworn Brothers that are pursuing the deserter, or their smallfolk may capture the deserter themselves and contact the players' house directly as the representative of the King's Justice.

For a game that centers on the Night's Watch, desertion becomes a much different theme. Although it is possible to work with a story that has the players as Sworn Brothers sent to retrieve an unknown oathbreaker south of the Wall, there are opportunities to make the themes more urgent and more immediate to the players. One way to do this is to have the deserter be a member of the players' cohort. It is possible to even play out the "race" between the players and their fellow as they try to intercept him before he goes too far and is formally declared a deserter. Such a story makes a good opening adventure for a Night's Watch game, as it allows for flashbacks to training, and defines each character's relationship both with each other and with the would-be deserter.

Another way to approach desertion in a Night's Watch game is to have the players build desertion into each of their characters. By defining each character's "breaking point" where they would rather desert than remain at the Wall, it helps the Narrator define the themes for his or her game, and provides an insight into what each character holds important. It is important, as a Narrator in that situation, that you challenge the players without feeling like your only goal is to drive them to desertion. Rather, the player's chosen desertion point should be used as a recurrent theme in your stories. If the player holds freedom important, and chafes at the abuses of the Wall, then require them to imprison another brother. If the character's family is important, then present them with stories where they see family undoing another member of the Watch.

While not discussed in the book in more than a few brief sentences, there is also the possibility of a commander and his entire castle becoming deserters of a sort: the Nightfort once went to war against Snowgate (now Queensgate), for example. While more of an oathbreaking than true desertion, the two themes parallel each other nicely. A situation on

the scale of the example would obviously involve more than the player characters, though a similar idea might see the players as part of a group sent to hunt down a renegade ranger who took a band of his followers and turned against the Watch.

On a similar topic, the characters can be used to recover knowledge, rather than a specific person—a far more delicate task, as it requires convincing the deserter to help the players, who must make their own promises in return.

THE HISTORY OF THE NIGHT'S WATCH

"The holdfast has a golden crown, see? Queen Alysanne slept there, so they painted the merlons gold in her honor."

—BRAN STARK, *A Storm of Swords*

The black brotherhood is defined by its traditions and shaped by its history. New recruits to the Watch learn its past alongside their swordwork and marksmanship, but some events—like Mad Axe slaughtering his Sworn Brothers, or the gruesome story of the Rat Cook—are heard by every child north of the Trident as morality tales to keep them on their best behavior.

The history of the Night's Watch permeates every rock and stone of the Wall and the forts along its length, all the way back to its founding. The black brotherhood swore their first oaths at the end of the Long Night, when the Others invaded Westeros. When the White Walkers were finally defeated and driven back into the Far North, Bran the Builder—the first King of the North—built the Wall, and created the Sworn Brotherhood to man it and keep the rest of Westeros safe.

The first and largest of the castles along the Wall, the doomed Nightfort was built at the same time as the Wall itself, and housed the first brothers. To allow sorties into the Far North, an ancient weirwood was placed in the Wall during the Nightfort's construction. Known as the Black Gate, the enchanted wood only opened when a Sworn Brother recited the oath in front of it.

To help sustain and support the Watch, King Brandon (traditionally Bran the Builder, though possibly one of the later Kings in the North) granted the twenty-five leagues south of the Wall to the brotherhood. Known as The Gift, this land became a network of farmland and watchtowers that slowly fell into disuse as fewer and fewer brothers were available to maintain it.

According to legend, it was the 13th Lord Commander of the Night's Watch who fell to temptation and became Night's King. With the aid of a wildling woman and dark sorceries, he took control of the minds of the Sworn Brothers and turned the Night's Watch into his own personal army. In the first great alliance with the wildlings, the King in the North joined forces with Joramun, the King-beyond-the-Wall, to defeat their mutual foe and restore honor to the black brotherhood.

When he was finally destroyed, and his chambers searched, it was found that he had been in league with the Others and making sacrifices to them. For this first and greatest sin, his name has been struck from all the records and he is known only by the appellation given him in the lands south of the Wall.

The first great incursion of the wildlings into the lands south of the Wall came when Gendel and Gorne, brothers and joint Kings-beyond-the-Wall, invaded by means of a complex of tunnels that extended beneath the Wall. The brothers of the Night's Watch and the forces of the King of the North were able to break the invasion and drive back the wildlings, but only Gorne's body was ever recovered. According to wildling legend, Gendel became lost in the tunnels as he fled and never found his way out. He traveled deeper and deeper underground and wildling legends hold that to this day his descendants search for a way back into the light.

The Starks of Winterfell saved the Watch from itself some 600 years before King Robert's Rebellion. For reasons lost to history, the commanders of the Nightfort and Snowgate declared war on each other. Bloody battle erupted between the two rival castles, and brother murdered brother along the Wall. When the Lord Commander traveled to them, in an effort to bring them to their senses, the two rivals conspired together to murder him. In the end, the King in the North rode forth with an army and put down the rebellion to bring peace back to the Wall.

During the reign of King Jaehaerys I, the Conciliator, the Watch saw its most expansive growth. After traveling to the Wall on her dragon, Silverwing, Good Queen Alysanne became enamored with the men who guard the realm. She convinced her husband to expand the Gift an additional twenty-five leagues, and declared that the towns and castles within the New Gift (as it came to be called) pay their taxes to the Night's Watch directly, in the form of goods and labor.

Under her influence as well, the Nightfort was finally abandoned and its ghosts and curses locked away. By her decree the castle of Deep Lake was built to replace it. As she had with much of the lands in the Gift, Queen Alysanne left her mark upon the Wall: in honor of her visit and to declare their faithfulness to her, the castle of Snowgate was renamed Queensgate. The holdfast where she slept had its crenellations painted gold to resemble a crown in her honor.

This was a time of plenty for the Night's Watch, when they had enough Sworn Brothers to man the seventeen castles along the Wall that had not been abandoned, and the means to support so great a force. The Watch would not see such glory again, as the settlements in the New Gift slowed, and the people moved further south and took their resources with them.

One of the driving forces behind the migration south was the increasingly brazen raids by the wildlings. These raids came to a head under the watch of the Lord Commander "Sleepy" Jack, whose lax behavior allowed the King-beyond-the-Wall Raymun Redbear to breach the Wall and lead an army of wildlings to invade the north. The combined might of Winterfell (under Lord William Stark) and the Umbers of Last Hearth were able to break the wildling horde and turn them back at last. This marked the last time the Wall had been breached by the wildlings, though the growing strength of Mance Rayder and the dwindling numbers of the Watch make the threat ever more likely.

The reign of King Aegon V, called the Unlikely, saw two great changes to the Watch. First, Maester Aemon—still the acting Maester for Castle Black—came to the Wall and abandoned any claim to his family name. Secondly, the Great Bastard Brynden Rivers, named Bloodraven, came to the Wall and rose to the position of Lord Commander. Bloodraven was the last Targaryen to wield the Valyrian blade Dark Sister, and it is rumored that his sword is still hidden somewhere along the Wall alongside his prized weirwood bow.

As it did during King Aegon's conquest almost 300 years before, the Watch stayed out of King Robert's Rebellion, despite the fact that members of the brotherhood had family on both sides of the war. In the wake of King Robert's ascension to the throne, a new influx of knights and nobles swelled the ranks of the Night's Watch, though it wouldn't reach a third of the strength it had during its glory days.

The history of the Night's Watch would be incomplete without also including their greatest shames. Of the 997 Lords Commander, including the current Lord Jeor Mormont, only six brought such shame to their duties that they were deposed. In addition to the Night's King, there was Rodrik Flint. Unsatisfied with his position as Lord Commander, Flint extended his influence north to the wildlings and attempted to become King-beyond-the-Wall as well. Lord Commander Runcel Hightower made the only attempt to make his position hereditary, and declared that his bastard son would inherit the position before both were deposed by the brothers. Robin Hill, "Mad" Marq Rakenfell, and Tristan Mudd all thought they could turn their eyes to the lands south of the Gift, and as reward for their troubles were all labeled traitors to the Watch and to Westeros.

LEGENDS OF THE NIGHT'S WATCH

Some of the history of the black brotherhood lives on as nannys' tales and legends, told and retold over the generations until it is no longer certain where the truth ends and the embellishments begin. The bulk of these revolve around the Nightfort, which has held a central role in the nightmares of the people of the North since the rise of the Night's King. Rather than dilute the history with these tales of suspect provenance they are set aside in their own section.

THE RAT COOK

The most notorious is the story of the Rat Cook. According to legend, the otherwise nameless brother hosted a king of the Andals who had wronged him. During the visit, the king's sons were killed and butchered, and their meat served to the king himself as the stuffing of a pie. For his gross violation of the guest right, the gods cursed the brother and transformed him into a rat that feasted on its own young.

MAD AXE

Another brother whose name has since been lost is the murderer known only as Mad Axe. Driven mad by his time on the Wall, he is said to have crept barefoot through the halls of the Nightfort and murdered his Sworn Brothers while they slept.

THE 79 SENTINELS

The tale of the 79 Sentinels, sometimes known as the 79 deserters, also revolves around the Nightfort. A group of Sworn Brothers abandoned their posts and fled to the south. As one among them was related to Lord Ryswell, they sought refuge with them. Rather than shelter the deserters, however, Lord Ryswell turned them over to the Watch and the deserters were taken back to the Nightfort and encased in the ice of the Wall so that they might never again leave their posts. In his old age, it is said, Lord Ryswell himself joined the Night's Watch so that he could join them in their unending sentinel. It is believed their ghosts prowled the abandoned halls of the Nightfort to this day.



NIGHT'S WATCH CHARACTER CREATION

Donal Noye. Alliser Thorne. Cotter Pyke. The Old Bear. The men of the Night's Watch are memorable figures who defend the Wall at all costs. More important, they are also human—with all the flaws and foibles that implies. To be a man of the Watch is to burn away all the connections one had before taking the Black. A man's flaws are laid bare on the Wall, and scoured clean by the ice and wind.

Before you can begin your stories of the encroaching dark, however, you will need to create a character to don the black and swear his oath in the light of the setting sun. While the main rules for character creation are contained in chapter 3 of the *SIFRP* core rules, there are enough differences between standard characters and the men of the Watch to warrant some changes to the normal process.

WHAT'S DIFFERENT ABOUT NIGHT'S WATCH CHARACTERS

Night's Watch characters are not the same as those characters you might find in the default version of *SIFRP*. They have no house, no family, and no friends save their fellow brothers. At first glance this cuts against the concepts of lineage and blood that fill a normal *SIFRP* campaign, until you replace the idea of a literal lineage with that of the long line of men who have worn the Black, stretching back to the time of Bran the Builder. The Watch serves as both house and bloodline for the character, and the character's actions, both good and ill, reflect back on the Watch and how Westeros perceives them. More importantly, the

goals of the Watch—to hold back the dark, and keep those forces that would destroy the Seven Kingdoms safely north of the Wall—are the character's most overt goals.

This doesn't mean that every character, or even any character, is a model citizen of the Wall—even the Old Bear has his flaws. Every man of the Watch is shaped by his life before he took the Black and your character should be no exception. Is he an avowed criminal, sent to the Wall to serve some purpose beyond buying the headsman a new pair of boots? Is he a naïve and idealistic noble, a lesser son of a large family come to the Wall only to find that the reality of the Night's Watch bears little resemblance to the heroic tales from his childhood? Is he an old veteran, bearing the scars of years of battle, but determined to wring a little more purpose before the Stranger claims him?

Alternately, your Narrator may decide to delve into the history of Westeros to find stories. Tales of the glory days of the Watch, in the wake of Good Queen Alysanne, where there is no shortage of men eager to join the call and take the Black. Or in the wake of the Blackfyre Rebellion, when the Great Bastard Brynden Rivers commanded the Watch, with his Valyrian blade in one hand and his great weirwood bow in the other. If your Narrator has a flair for horror, then perhaps he or she is considering running during the reign of Night's King, when the Nightfort gained its sinister reputation and the horrors beyond the Wall almost undid the brotherhood completely.

ARCHETYPES OF THE NIGHT'S WATCH

The following are some archetypes to use for players who prefer not to build characters from scratch, or for the Narrator's use in describing the other men of the Night's Watch.

CAPTURED POACHER

ADOLESCENT ROGUE

You were born the son of a charcoal burner in the Storm Lands and lived quietly in a village in the woods. In your ninth year some men came to the village on horses, armed with fire and steel. They put the houses to the torch, claiming the land belonged to a Dornish Lord and that they were there to set things aright. Your mother died on the end of a Dornish spear and your father was roasted alive in the pits he'd worked all his life. You, as any sensible young man would do, ran for your life.

You lived as well as you could in the woods until you fell in with a band of hard men, bandits in truth, and learned to hunt game and richer prey. It didn't take long, though, for your new family to be beset by armed men on horseback as well. The bandits died, but you escaped again to haunt the forests and learning to live off the land. That is, until you killed a deer in the wrong woods.

You knew better than to think a lord on his high seat would listen to or have mercy on the likes of you, so when they stood you up in his hall to receive justice, you did so expecting death. His lordship surprised you when he offered you a choice. Die on the end of a rope or go north with a ragged old man named Gueren to take the Black. A bed in a castle by the Wall or in a shallow grave with a stretched neck? It was really no choice at all. You, Gueren, and three other young men from his lordship's dungeons went up the Kingsroad the very next day. Two of you survived the trek north, where Gueren turned you over to the Watch and a new life as Black Brothers.

You're just shy of hopeless with a sword in your hand, but a demon with a bow and it didn't take long for your new Brothers to take note of your skill. Now you hunt the Haunted Forest for elk and bear and men. So far your arrows have brought a wagonload of venison to the table for your brothers, but it's only a matter of time before it's a man you'll have to bring down and that will be the true test of your loyalty.

ABILITIES

AGILITY	4	
ATHLETICS	3	
AWARENESS	3	NOTICE 1B
MARKSMANSHIP	4	BOW 1B
STEALTH	3	
SURVIVAL	4	HUNT 2B

QUALITIES

BENEFITS: BROTHER OF THE NIGHT'S WATCH (RANGER), GREAT HUNTER, NIGHT EYES

DRAWBACKS: NONE

ATTRIBUTES

COMBAT	10	INTRIGUE	7
DEFENSE	(8 IN ARMOR)	DEFENSE	
HEALTH	6	COMPOSURE	6
DESTINY POINTS	3		

MOVEMENT 4, SPRINT 12 (WITH ARMOR: 4, SPRINT 11)

AWARENESS 3, PASSIVE 12 (NOTICE 13)

ARMS & ARMOR

RINGMAIL ARMOR: AR 4 🌀 AP -2 🌀 BULK 1

HUNTING BOW	4D+1B,	4 DAMAGE	LONG RANGE, TWO-HANDED
SMALL SWORD	2D	3 DAMAGE,	FAST

PERSONAL GEAR Hunting bow, small sword, ringmail, bearskin cloak, set of black woolen garments



DEFEATED SELLSWORD

MIDDLE-AGED FIGHTER

You were born the son of a hedge knight and when your father died in a drunken brawl, the extent of your inheritance was a notched sword, a strong arm, and a knack for shaking off injuries that would keep lesser men in their beds.

You took up as a sellsword, wandering the Westerlands offering yourself as a fighting man to any lord that could pay you. That is, until you chose the wrong side and wound up in a cell in a castle in the Riverlands. With no family to ransom you and no money to buy your own freedom, you faced a choice: end your life kicking at the end of a rope or take the black. So it was that on your twenty-second name day you set out with a crow named Harlyn and swore your life to the Wall.

Harlyn died years ago and the warm, green lands of the South are as much a dream to you as a memory now. The men of the Night's Watch are your brothers, and the Wall your home though you spend little time there.

You've been beyond the Wall more times than you can remember. You've faced direwolves and frost-bite, wildlings and deserters and you haven't left anything on the field you'd miss. But the woods and mountains have grown stranger this past year and many of your brothers, able swords all, have gone out on rangings and never come back... something stirs in the lands beyond the Wall.

ABILITIES			
AGILITY	3		
ANIMAL HANDLING	3	RIDE 2B	
ATHLETICS	4		
AWARENESS	4		
CUNNING	3		
ENDURANCE	3	RESILIENCE 1B, STAMINA 1B	
FIGHTING	5	LONG BLADES 3B	
MARKSMANSHIP	3		
STEALTH	3		
SURVIVAL	3	ORIENTATION 1B, TRACK 2B	
WARFARE	3		
WILL	3		
QUALITIES			
BENEFITS: BROTHER OF THE NIGHT'S WATCH (RANGER), HARDY			
DRAWBACKS: FLAW (AGILITY)			
ATTRIBUTES			
COMBAT	11 (8 IN ARMOR,	INTRIGUE	9
DEFENSE	+1 W/ DAGGER)	DEFENSE	
HEALTH	9	COMPOSURE	9
DESTINY POINTS		1	
MOVEMENT 4, SPRINT 12 (WITH ARMOR: 3, SPRINT 9)			
AWARENESS 4, PASSIVE 16			
ARMS & ARMOR			
MAIL ARMOR: AR 5 ❄ AP -3 ❄ BULK 2			
LONGSWORD	5D+3B	5 DAMAGE	
DAGGER	5D	1 DAMAGE	DEFENSIVE +1, OFF-HAND +1
PERSONAL GEAR	Longsword, dagger, mail, black woolen clothing, garron, heavy gauntlets		



OLD CROW

OLD EXPERT

You've told so many stories about how you came to be a Brother of the Watch that most days even you don't remember which one is true. But now and then, when the beer is especially good or the night especially cold, you tell the story of a winter many, many years ago when a wandering crow found you near frozen to death in the streets of Fairmarket. The old crow fed you, clothed you and offered you a bed of your own and all you had to do was swear your life to the Watch.

You got your own bed, your own clothes, and all the food you could eat and all you had to do was what they told you. Sometimes there's even a girl down in Mole's Town, if you want. As long as you're at your post when your watch begins, you'll have a full belly and a good bed to sleep in.

You've seen Summers and Winters. You've seen Lords Commander come and go, seen friends die or go over the Wall, kings rise and fall. You've learned your way around a sword, a horse, a forest and the top of the Wall. The years take their toll. Your eyes see more than men half your age and as long as you don't have to chase anyone down, you can still hold your own in a fight.

Your knees hurt when it's cold and your memory's as full of holes as an old, moth-eaten cloak, but you've lived your life on the Wall. The Night's Watch is your family and the Wall your home.

ABILITIES

ANIMAL HANDLING	3	RIDE 1B
AWARENESS	4	EMPATHY 2B, NOTICE 2B
CUNNING	3	
DECEPTION	3	
ENDURANCE	4	RESILIENCE 2B
FIGHTING	3	
HEALING	4	TREAT INJURY 3B
KNOWLEDGE	3	
MARKSMANSHIP	4	CROSSBOW 2B
STEALTH	3	SNEAK 1B
SURVIVAL	4	FORAGE 2B, ORIENT 1B
WARFARE	3	

QUALITIES

BENEFITS: BROTHER OF THE NIGHT'S WATCH (STEWARD), LUCKY

DRAWBACKS: FLAW (DECEPTION)

ATTRIBUTES

COMBAT	8	INTRIGUE	9
DEFENSE	(6 IN ARMOR)	DEFENSE	
HEALTH	12	COMPOSURE	6
DESTINY POINTS	0		

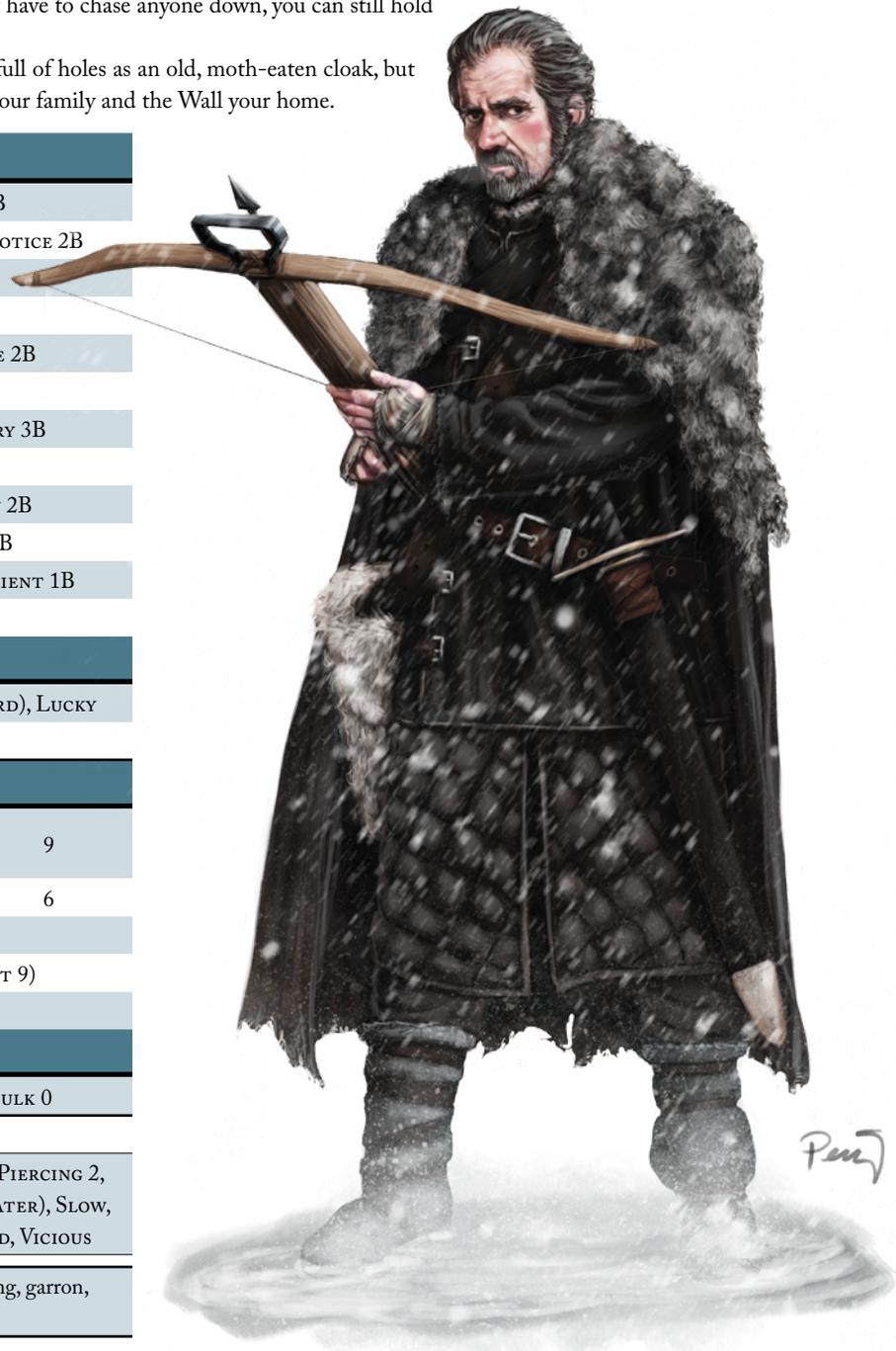
MOVEMENT 3, SPRINT 9 (WITH ARMOR: 3, SPRINT 9)

AWARENESS 4, PASSIVE 16

ARMS & ARMOR

HARD LEATHER ARMOR: AR 3 • AP -2 • BULK 0

LONGSWORD	3D	2 DAMAGE	
HEAVY CROSSBOW	4D+2B	4 DAMAGE	LONG RANGE, PIERCING 2, RELOAD (GREATER), SLOW, TWO-HANDED, VICIOUS
PERSONAL GEAR	Longsword, dagger, mail, black woolen clothing, garron, heavy gauntlets		



UNLUCKY GAMBLER

ADULT LEADER

Once, you had it good. Your family were stonemasons for generations, and your skill in the family trade earned you a place in a lord's house. His lordship paid well enough to cover a few luxuries - like gambling. Until you started losing. In short order, those you owed money to wanted something else from you: information about your lord. You were no better a spy than a gambler, though, and were caught in short order. Lucky for you, a wandering crow was there to see your trial, and begged to be allowed to take you north with him.

Now you wear the black and together with a team of old men, cripples, rapers, and thieves you ride the Wall looking for cracks, patching holes, and lamenting the deplorable state one of the world's greatest feats of masonry has fallen into. Ice is not stone, but you've learned to adapt what you know to what you need.

Loyalty is not your strongest trait. You regard most of your so-called Brothers with contempt. They are criminals, imbeciles, traitors and wretches. You should know - you're one of them. But you are honestly repentant for the wrongs you did in your previous life and you regard your time in the Night's Watch as a chance to make things right. You would love to start by putting the crumbling castles and keeps along the Wall back into right repair, but the Lord Commander has always rebuffed you. Perhaps some day.



ABILITIES

ANIMAL HANDLING	3	DRIVE 1B
ATHLETICS	4	STRENGTH 2B
AWARENESS	3	
CUNNING	3	
ENDURANCE	3	STAMINA 1B
FIGHTING	4	
KNOWLEDGE	4	EDUCATION 3B
SURVIVAL	3	
WARFARE	4	COMMAND 1B

QUALITIES

BENEFITS: BROTHER OF THE NIGHT'S WATCH (BUILDER),
KNOWLEDGE FOCUS: ARCHITECTURE, LEADER OF MEN,
TRADE (STONEMASON)

DRAWBACKS: HAUGHTY

ATTRIBUTES

COMBAT	9	INTRIGUE	8
DEFENSE	(5 IN ARMOR)	DEFENSE	
HEALTH	9	COMPOSURE	6
DESTINY POINTS	1		
MOVEMENT 4, SPRINT 12 ✪ AWARENESS 3, PASSIVE 12			

ARMS & ARMOR

RINGMAIL ARMOR: AR 3 ✪ AP -2 ✪ BULK 0			
MAUL	3D	2 DAMAGE	
PERSONAL GEAR	Longsword, dagger, mail, black woolen clothing, garron, heavy gauntlets		

CREATING NIGHT'S WATCH CHARACTERS

As with the *SIFRP* core rules, archetype characters are available on pages 25–28 for you to select should you prefer not to create a character from scratch. Obviously, with so many reasons to come to the Wall, these archetypes can't begin to encompass the types of characters that can be created, but they provide a fast way for you to get started playing and also serve as useful Narrator characters should your Narrator need them to flesh out a scene.

If you do choose to create your own character, you will find that these rules work alongside those established in the *SIFRP* core rules to help you create a complex character, with his own motivations, drives, and flaws. Where appropriate, this book will refer you back to the *SIFRP* core rules so that between the two books you will have all the information you need to bring your characters to life.

STEP ONE: THE WATCH

The most obvious difference between creating characters for the Night's Watch and those intended for a standard *SIFRP* campaign is the absence of a noble House and lands. The Watch, and the castle where the stories are set, replace these elements in the standard campaign. If you have not already done so, reading the **Sworn Brothers** section starting on page 13 will give you some insight into the black brotherhood and the men who compose it. **CHAPTER 2: THE WALL AND THE GIFT** will give you additional insight into the remaining occupied castles along the Wall, and the areas they control both along the great fortification and within the Far North.

STEP TWO: CHARACTER CONCEPT

Just as with a regular *SIFRP* chronicle, the background of your character is the most important part of character creation in a Night's Watch game. These are the experiences, drives and motivations that set your character apart from the other men of the Watch. What happened to bring him to the Wall? Is he running away from something? Or towards something? While every moment of your character's history and concept doesn't need to be fleshed out, a character's drives are much more central to the stories told on the Wall, so you should at least have a rough sketch.

DETERMINE AGE

The men of the Watch are generally older than the average in the rest of Westeros. With the exception of the occasional wildling orphan adopted by the Sworn Brothers, there are no Youths or Adolescents on the Wall. A boy cannot officially declare for the Watch until he has reached the age of majority (16), as before then their oaths are not binding.

You can either select an age for your character or use **Table 1-1: Random Age (Night's Watch)** if you prefer random selection.

SET STATUS

A Sworn Brother's status is a somewhat nebulous thing, especially compared to the greater political landscape of Westeros. With the ex-

TABLE 1-1: RANDOM AGE (NIGHT'S WATCH)

3D6 ROLL	STARTING AGE
3-5	Young Adult (16-18 years)
6-10	Adult (18-30 years)
11-13	Middle Aged (30-50 years)
14-16	Old (50-60 years)
17	Very Old (70-80 years)
18	Venerable (80 or older)

TABLE 1-2: STATUS WITHIN THE WATCH

STATUS	AVAILABLE	EXAMPLES
6	1	Lord Commander of the Night's Watch
5	5	Castle Commanders, First Builder, First Ranger, Lord Steward
4	25	Other senior members of the Watch
3	100	Veteran members of the Watch, Master of Arms, Maesters
2	250	Established members of the Watch
1	unlimited	Standard Brother of the Night's Watch

ception of a handful of brothers (the Lord Commander, and the commanders of the Shadow Tower and Eastwatch-by-the-Sea) a brother of the Night's Watch has a status of 1 when dealing with the outside world: most assume that the men of the Night's Watch are tainted by shame, defeat, or crime. A player character who chooses to begin with this rating of Status should gain the standard bonus Experience for purchasing Abilities.

The Wall, however, has a pecking order which status does well to replicate (See **Table 1-2: Status Within the Watch**). Likewise, those higher-ranked members of the Watch have more of their time eaten up by the responsibilities of their position. This status, however, is not static and is not awarded simply as birthright. On the Wall a man earns the respect of his peers through deeds alone.

Talk to your Narrator if you want to play a character with a higher status within the Watch than 2. Such characters are already notable within the structure of the Watch, and your Narrator may wish your characters to achieve those ranks within the course of the campaign. If your campaign won't stray far from the Wall, then it is easiest to denote your character's status within the Watch as his status, and mark 2 in parentheses afterwards to remind you of his status in the rest of the Seven Kingdoms.

DETERMINE ROLE

Just as in the standard campaign for *SIFRP*, your character's role helps you define what your character does in the context of the game. It describes his place within the greater body of characters in the campaign and helps you as a player to focus how the character grows and develops.

In the case of a Night's Watch game, a character's role also helps to define a little of what sort of person he was before he came to the Wall.

SISTERS OF THE NIGHT'S WATCH

Throughout this book, the masculine pronoun is used to refer to the men who serve in the Night's Watch, and according to their original charter women are not allowed to serve within the Watch or swear the Oath. It is possible that women have taken the black in the past, and certainly the idea of disguise is well accepted. In the books, the wandering crow Yoren disguises Arya Stark as a boy and hides her among a batch of recruits bound for the Wall. The black brotherhood is sparsely populated, and a woman in disguise might be able to hide her true gender with little difficulty, though she would want to avoid gaining too much authority, and thus draw attention to herself. Of course, the grim tale of Danny Flint stands as a warning to those women of the fate that may befall them on the Wall should their deceit be revealed.

A schemer, for example, is more likely to have taken the black as a result of a failed intrigue while a leader may have come to the Wall with more noble aspirations (even if the character is lowborn). A fighter may have come to defend the Wall, or in the wake of the destruction of his house, or as a way out of the hangman's noose.

Use the roles presented on page 44 of the *SIFRP* core rules, and determine a role for your character.

DETERMINE BACKGROUND

Background is perhaps the most important part of a character's concept in a Night's Watch game. In addition to defining the important elements of his life before taking the Black, it also explains how your character came to join the Watch in the first place. It describes how some members of the Watch will feel about your character, and shapes his overall outlook towards his duties on the Wall.



A character's social background—is he highborn, lowborn or a criminal?—is perhaps the most fundamental element of his background. It is this social background that colors the events of your characters life, and shapes both how he views others at the Wall and how they interact with him. A Night's Watch campaign subverts the normal assumptions of *SIFRP* in that a majority of the members of the brotherhood are not highborn. In its current incarnation, as a dumping place for the undesirables from the rest of Westeros, close to half of the population have a criminal background of some variety. Keep this in mind when choosing a social background for your character, or if you prefer, roll a random social background using **Table 1-3**.

The Events of your character's life, prior to his journey to the Wall also shape how he approaches the world. As with a normal *SIFRP* character, you should create at least one formative event that helped mold your character, though it is recommended that you develop one for each age category your character has above youth. For highborn characters, **Table 3-3: Background Events** in the *SIFRP* core rulebook works well to randomize these events. Lowborn and criminal characters can use the tables presented in this book for inspiration or to randomly generate their results.

What motivated your character to join the Watch? If they weren't sent as criminals, what made them choose ice and stone over a life south of the Wall? Criminal characters have come to the Wall as part of their sentencing, but you should think about the crime your character was found guilty of, and why the wandering crows pulled him from stocks rather than leave him to his fate.

A character's goals are different on the Wall than they are in the rest of the world—leaving the Watch is not an option, but many brothers have personal goals that they can achieve within the black brotherhood. These goals are important for your character as your Narrator will use them to underscore the stories you tell together, so be certain to select a goal that you feel challenges your character and one which you as a player won't mind visiting repeatedly.

Your character's motivation for achieving his goal should also be considered: why does your character want what he wants? Ideally, you should try and connect this to the events of your character's life so that everything works together to help shape who your character is as a person. If you need ideas, or would prefer to randomize your character's motivation, feel free to use **Table 3-5: Motivation** in the *SIFRP* core rules.

Just as with a more standard *SIFRP* character, your character has virtues and vices that surface when they are at their best (or worst). These flashes of personality are typically also tied back to your character background, as it is those events that helped make your character the

TABLE 1-3: SOCIAL BACKGROUND

2D6 ROLL	RESULT
2-6	Criminal
7-9	Lowborn
10-12	Highborn

TABLE 1-4: LOWBORN BACKGROUND EVENTS

2D6 ROLL	RESULT
2	Your lord's taxes bankrupted your family.
3	Your village was razed as the result of a battle.
4	Plague decimated your village.
5	One of your family members was killed by a highborn noble.
6	You served within a noble household.
7	You gained some fame in your village for a significant deed (drove off a band of brigands, saved a family during a fire, or similar).
8	You once hosted your liege lord.
9	You served in a levied militia.
10	You were made a scapegoat for a crime.
11	You had an affair with a member of the nobility.
12	You gained a reputation for excellence at your particular trade.

TABLE 1-5: CRIMINAL BACKGROUND EVENTS

2D6 ROLL	RESULT
2	A substantial reward was offered for proof of your death.
3	You were betrayed by someone close to you.
4	You were orphaned at a young age.
5	You were disfigured by injury or disease.
6	You were wrongly accused of a crime.
7	You came later to your life of crime, generate a lowborn event instead.
8	You traveled around the Seven Kingdoms with a band of like-minded individuals.
9	You traveled across the narrow sea to the free cities.
10	A highborn noble hired you to attack his or her rival.
11	Your deeds earned you fame or infamy among the nobility.
12	You once served in the house of a lord, use Table 3-3 in the <i>SIFRP</i> core rules.

TABLE 1-6: REASON FOR TAKING THE BLACK, Highborn

2D6 ROLL	RESULT
2	Your house was destroyed and your family dissolved.
3	You are an embarrassment to your family.
4	You are fleeing a scandal.
5	You were on the losing side of political intrigue.
6-8	Your brother now has heirs of his own, and you are extraneous to your house.
9	You were on the losing side of a battle.
10	Your family has always devoted one son to the Night's Watch.
11	You believe in the ideals of the Watch and volunteered.
12	Your family's enemies sought to use you as a political pawn.

TABLE 1-7: REASON FOR TAKING THE BLACK, Lowborn

2D6 ROLL	RESULT
2	Your village was wiped out.
3	You left rather than burden a poor family.
4	You are avoiding a scandal.
5	You came to make something more of yourself.
6-8	You were recruited by one of the wandering crows.
9	You believe in the ideals / purpose of the Night's Watch.
10	You were part of a military unit that was defeated.
11	Your village sent you to repay a debt to the Watch.
12	Your liege lord's house was destroyed.

TABLE 1-8: REASONS FOR DESERTION

2D6 ROLL	RESULT
2	Your character refuses to kill a perceived innocent.
3-5	Your character cannot sit idle when his family is in danger.
6-8	Your character refuses to tolerate callous cruelty.
9-11	Your character demands recognition for his accomplishments.
12	Your character refuses to bend a knee in subservience.

RELEVANT QUALITIES FROM *SIFRP*

The following benefits, found in the core rules, are particularly applicable to a Night's Watch campaign.

- ABILITY QUALITIES: Beastfriend
- FATE QUALITIES: Animal Cohort, Hardy, Night Eyes, Terrain Specialist, Trade
- HERITAGE QUALITIES: Blood of the First Men, Blood of the Wildlings

person he has become. Moreover, many of the men on the Wall find themselves there through events that are often influenced by their virtue and vice, in some capacity. Should you need inspiration, or want to generate your characters virtues and vices separately, use **Tables 3-5** and **3-6** in the *SIFRP* core rules.

A final, optional element of background that your Narrator may request is your character's reason to desert. While taking the black is a lifelong commitment, desertion can and does happen and is an important theme within the books. Understanding what your character's limits are, how far he can be pushed before he snaps, gives you valuable insight as a player and helps your Narrator plan stories that reflect the things your character holds important as well as those that test his limits. Chose at least one element that would drive your character to desert his vows, or roll 2d6 and compare the result to **Table 1-8: Reasons For Desertion**.

STEP THREE: ASSIGN ABILITIES

Your character's Ability scores are determined in the same manner as a standard character, using the rules presented on page 47 of the *SIFRP* core rulebook. While most members of the Watch have more experience with combat than a normal character for *SIFRP*, it is advised that you think about your character's function and role within the black brotherhood as well.

STEP FOUR: ASSIGN SPECIALTIES

As with Ability scores, a Night's Watch character purchases his Specialties using the standard rules for character creation, found on page 48 of the *SIFRP* core rules.

STEP FIVE: DESTINY POINTS & BENEFITS

Brothers of the Night's Watch start with one fewer destiny point than would normally be available for their age category (**Table 3-10: Age & Destiny Points** in the *SIFRP* core rules). Instead, all Night's Watch characters start with the benefit **Brother of the Night's Watch** from the *SIFRP* core rules. For ease of reference a revised version of this benefit is reprinted on page 32. Note that this means Old and Venerable characters gain this benefit for free.

There are a number of new benefits included in this book that are of particular use in a Night's Watch campaign. While many only have meaning among the members of the Night's Watch, they should be considered available for any character at creation. They are detailed on page 33.

STEP SIX: DRAWBACKS

Night's Watch characters take drawbacks normally, according to the rules in **CHAPTER 5: DESTINY & QUALITIES** of the *SIFRP* core rules. Additionally, this book includes a selection of new Drawbacks available to all characters, though they are particularly useful to those involved in a Night's Watch campaign. These are found on page 34.

STEP SEVEN: EQUIPMENT

As a man of the Night's Watch, your character has forsworn any inheritance, gold or glory that he might have had. Other than a particular piece of equipment provided by a purchased benefit (such as a Valyrian blade) you character starts with only a sword, a set of warm clothes, a black woolen cloak, a medium wooden shield, and whatever minor tools he needs to complete his tasks on the Wall. At the Narrator's discretion, players may also start with a bow or crossbow. Highborn characters may purchase equipment normally, using a Status test to afford additional starting possessions.

STEP EIGHT: DERIVED STATS (AS NORMAL)

Your character's Health, Composure, and other derived statistics are calculated normally, as explained on page 49 of the *SIFRP* core rules. Fill out the rest of the information on your character sheet, and your character is ready to take his place on the Wall and defend civilization against the barbarous forces of the Far North.

NEW & REVISED BENEFITS

BROTHER OF THE NIGHT'S WATCH

FATE

You have forsworn any claims to kin or lands to serve as a brother of the Night's Watch.

You are a Sworn Brother of the Night's Watch, and as such, you are immune to your house's fortunes. Your status drops to 2, and you lose Heir and Head of House benefits (though you regain the invested Destiny Points). Whenever you gain Coin or Glory, you may not invest them in your house, but may invest them in your division (Castle Black, Shadow Tower, or Eastwatch-by-the-Sea). Based on your abilities, you may be sorted into the rangers, builders, or stewards. You gain an additional benefit based on your order.

- RANGER:** You may add your Cunning rank as a bonus to all Survival test results.
- BUILDER:** You gain the Trade benefit for free. The specific trade must be of a benefit to the Wall such as woodsman, mason, carpenter, or miner. Alternately, if you fulfill the Requirements, you gain the Defensive Engineer benefit for free.
- STEWARD:** You may add the number of bonus dice assigned to Stewardship to all Persuasion test results. Alternately you gain the Trade benefit for free. The specific Trade must be of a Benefit to the Watch such as hunting, farming, sewing or animal husbandry.

TABLE 1-9: BENEFITS OF THE NIGHT'S WATCH

QUALITY	TYPE	REQUIREMENT	EFFECTS
Brother of the Night's Watch	<i>Fate</i>	—	You are a member of the Night's Watch
Defensive Engineer	<i>Ability</i>	<i>Knowledge 3, Warfare 4</i>	You can design and bolster fortifications
Favored of Wildlings	<i>Social</i>	—	+1B on Persuasion tests with wildlings
Gone But Not Forgotten	<i>Fate</i>	—	+1B on any roll, once per day, when reminded of home
Wildling Lover	<i>Social</i>	—	You have a lover among the Free Folk

You must have the Narrator's permission to take this quality. Taking this quality results in the loss of all Fate qualities tied to your birth house, but you regain the Destiny Points invested in them.

DEFENSIVE ENGINEER**ABILITY**

Your knowledge of defending structures is unparalleled.

REQUIREMENTS: KNOWLEDGE 3, WARFARE 4

You understand how fortifications are constructed and designed to best take advantage of the structure. Your House reduces the time it takes to raise Defensive Holdings by 20%. In addition to knowing how to design castles, walls and similar structures, you can also use this knowledge to boost the defensive benefits of a settlement or defensive structure.

Bolstering a defensive structure requires a 10-man team of workers and 1 hour per point of Defense bonus the structure provides to units when using Warfare rules (see CHAPTER 10: WARFARE, **Fortifications** under **Step One: Battlefield**). After this time has passed, make a CHALLENGING (9) Warfare test.

Providing defenses to a settlement is easier, but more time consuming and labor intensive. It requires a 10-man crew per point of Defense bonus the settlement grants when using Warfare rules (see CHAPTER 10: WARFARE, **Table 10-3**), and 1 day of labor per point of the bonus as well. After this time has passed, make a ROUTINE (6) Warfare test.

For each degree of success on these rolls, increase the Defense bonus granted by the defensive structure or settlement by one. This can no more than double the structure or settlement's normal Defense bonus, however.

FAVORED OF WILDLINGS**SOCIAL**

The free folk have learned that you can be trusted and respected.

For some reason (which should be established between you and your Narrator), you have gained a good reputation among the Free Folk beyond the Wall. When interacting with wildling characters, you gain a +1B on all Persuasion tests

GONE BUT NOT FORGOTTEN**FATE**

Despite your oath, you maintain contact with your family and they continue to speak to you.

Your family has not forgotten you, even though you have gone to the Wall. They find a way to ship you small parcels should you need anything. This can include a handful of coins, small supplies, or just letters and news from Westeros.

Once per day, your character can gain +1B on any test if they are reminded of home. Exactly how the situation ties into memories of the character's home are up to the player.

WILDLING LOVER**SOCIAL**

You have taken a lover from among the Free Folk, regardless of the consequences.

You have fallen in love with one of the Free Folk, and have an advocate among your lover's clan. Gain the effects of the Favored of Wildlings benefit among your lover's people. In addition, you can shelter briefly with your lover's cohort.

Should your dalliances be discovered by the Watch, you would be suspected of treason and certainly would be accused of having abandoned your vows. If this happens, or your lover is killed, you lose this benefit and the Destiny Point used to purchase it.



TABLE 1-10: NEW DRAWBACKS OF THE NORTH

QUALITY	REQUIREMENTS	EFFECT
Convict	—	-1D on all Persuasion tests, and will be executed for desertion
Deserter	—	-1D to Will (Courage) tests and Disposition rating in Intrigues with other Night's Watch; or, you are wanted by the Night's Watch
Frostbitten	—	You have suffered the effects of frostbite
Kneeler	—	-2D to all Persuasion and Status tests when dealing with wildlings
Scent of the Long Summer	—	-1D on Endurance tests against the effects of cold weather
Wildling Born	—	-1D to Status checks against Night's Watch members, -2D with other Seven Kingdoms people.

NEW DRAWBACKS

CONVICT

You are a known criminal, and have difficulty finding people to trust you

You take -1D on all Persuasion tests. In addition, should you ever be suspected of deserting the Wall, you will be executed.

DESERTER

You left the Wall.

If you returned to the Wall, you take -1D on all Will tests for Courage, as escape is always an option. Additionally, other Night's Watch members who are aware of your desertion begin with a disposition one step lower in Intrigues.

If you did not return to the Wall, you are now a wanted man. Anyone who discovers the truth may turn you over to the local lord for justice, and if the Night's Watch catches up to you again, it will likely mean your life.

FROSTBITTEN

The harsh cold of the North has left its mark on you.

Your character has already suffered the effects of extreme cold and survived. Every time you take this flaw, take another level of frostbite damage from the Frostbite table in the Temperature section of **Exploring Westeros, CHAPTER 11: THE NARRATOR** of the *SIFRP* core rules. These levels count against him should your character be exposed to extreme cold again in the future.

This flaw can be taken up to three times.

KNEELER

Your arrogance and jingoism regarding the Seven Kingdoms makes you especially reviled among the Free Folk.

You take -2D to all Persuasion and Status tests when dealing with wildlings. In addition, during an Intrigue, a wildling character's disposition is one step worse than normal.

SCENT OF THE LONG SUMMER

You cannot handle the cold and long for the warm sun and green grass of the south.

You take -1D on Endurance tests against the effects of cold weather and other environmental difficulties in the North.

WILDLING-BORN

Your character is a foundling born north of the Wall and taken in by the Night's Watch.

You take -1D to Status checks when dealing with men of the Night's Watch, and -2D when dealing with other men of the Seven Kingdoms.

CREATING A CASTLE OF THE NIGHT'S WATCH

"On the Wall, we are all one house."

—LORD COMMANDER JEOR MORMONT,
A Game of Thrones

The men of the Night's Watch are united by their vows and their common defense at the edge of the civilized world. They have given up everything that once held claim on them: lovers, gold, glory, lands, and titles. In return, they are welcomed with open arms by a new bloodline, one forged from honor and tradition rather than heredity. They are, as the Old Bear succinctly puts it, "all one house."

However, even though they are one house, they are many holdings, with their own dependents, households, and portions of the Wall. They do not always, or even often, see eye-to-eye. Friendly rivalries can become less so, and the fortunes of a castle along the Wall are tied directly to the rise and fall of the men who inhabit it.

For some Night's Watch campaigns the fortunes of each separate castle upon the Wall may make little difference. If Narrator and players chose, the campaign can focus entirely on the players' characters and their actions on the Wall and in the Far North. There is also nothing wrong with the players wanting to be among the ranking seats of power along the Wall, much as they might be during a standard *SIFRP* game. Players



who earn Glory and Coin will want to spend it on their division, much to the appreciation of their brothers and the jealousy of the other castles.

To this end, these rules allow the Narrator and players to create and run castles of the Night's Watch much in the same way as other noble houses within the *SIFRP* core rules. This confers an additional benefit for narrators who are shaping the political landscape of the Seven Kingdoms, providing the ability to have noble houses (particularly those of the North) interact directly with the castles of the Watch without introducing too many additional mechanics.

At the default timeframe for *SIFRP*, only three of the Watch's nineteen castles are in use. The others exist in varying states of decay and ruin along the length of the Wall. Narrators who are expanding the game to include other political elements along the Wall should feel free to modify the setting as they need. See the sidebar *Alternate Settings and Changing History* for more information on how to modify the setting and what effects that might have on both your game and on the story unfolding in *A Song of Ice and Fire*.

CREATING A CASTLE ON THE WALL

Castle creation, like House creation in the *SIFRP* core rules, should be a cooperative process between the Narrator and the players to help develop a setting in which everyone has a stake. Because of the nature of the Night's Watch versus a more independent noble house, some of the elements of house creation are shortened or predetermined. Consider these rules as a supplement to those established **CHAPTER 6: HOUSE & LANDS** from the *SIFRP* core rules.

The first element you should determine is which castle you plan to represent. For ease of reference, a list of the castles along the Wall is included in the sidebar **Castles of the Night's Watch** on this page. Each of these castles is discussed in greater detail in **CHAPTER 2: THE WALL & THE GIFT**. Once you have a rough idea of which castle you'll be working with, you and your fellow players have a starting point from which you can base other elements of the creation process.

STEP ONE: THE REALM

A house's realm within Westeros is a formative issue, and foretells a great deal about both the size and population of the areas controlled by the household, and to whom they are likely to owe the fealty. The Night's Watch, in contrast, has no such comparison. They are beholden to no authority save the King (or Kings). To represent this, use The Wall as the starting realm of your castle rather than one of the results from **Table 6-1: Starting Realm** in the *SIFRP* core rules. The effects of this on the other steps of castle creation will be discussed

CASTLES OF THE NIGHT'S WATCH

The castles along the Wall, in order, moving from west to east, are: Westwatch-by-the-Bridge, the Shadow Tower, Sentinel Stand, Greyguard, Stonedoor, Hoarfrost Hill, Icemark, the Nightfort, Deep Lake, Queensgate (formerly Snowgate), Castle Black, Oakenshield, Woodswatch-by-the-Pool, Sable Hall, Rimegate, the Long Barrow, the Torches, Greenguard, and Eastwatch-by-the-Sea.

in their relevant sections, and are summarized in **Table 1-11: Castle Attributes along the Wall**.

THE WALL

LIEGE: ROBERT BARATHEON, KING OF WESTEROS & THE SEVEN KINGDOMS

Castles along the Wall owe fealty only to each other and to the King. The northern extent of their realm is the Wall for which they are named and their influence extends southward into the fifty leagues of land collectively known as The Gift. Lands controlled by the Night's Watch are notoriously poorly populated, many with only a small village or a few farmsteads to provide for the castle, and few hands to work the cold, stone-riddled soil.

STEP TWO: STARTING RESOURCES

Much as a house has a set of attributes that determines its influence and control, each castle of the Night's Watch has an equivalent set of attributes that shape and define it. As there are many disadvantages associated with its barren and inhospitable location, it is important to remember that a castle's attributes cannot be reduced lower than 1. Any penalty that might reduce the attribute lower reduces it to 1 and the excess is ignored.

For each resource, roll 5d6 and sum the results (if it helps, think of each castle as a separate banner house of the Night's Watch). The modifiers for each attribute are discussed below, and summarized in **Table 1-11: Castle Attributes Along the Wall**. These modifiers are designed to replicate a castle of the Night's Watch in the years surrounding the Usurpation, the default timeframe for a *SIFRP* campaign. Should you wish to run your campaign at a different time, you will need to develop a set of modifiers to more accurately reflect that. At its best, the Night's Watch will have similar modifiers to those listed for houses that owe fealty to the Kings of the North as listed in the core rules.

Note that the sum of the modifiers below leads to a castle of the Watch being far weaker than a randomly chosen noble house from the rest of Westeros. That's entirely appropriate: noble houses have many things that castles of the Watch lack, especially in these benighted days.

After you have added in the modifiers, just as with a noble house, each player is allowed to add 1d6 to a resource of his or her choice.

DEFENSE +0

Defense as regards the Night's Watch refers not only to the towers and elements along the Wall, but also to the state of the Wall itself. From its very foundation, the Night's Watch were forbidden to build walls to

defend themselves to the south, and only the Wall to the north. Many castles along the Wall have towers and small halls that can be defended in case of an emergency but little else. Castles along the Wall have no modifier to their defense attribute (though they are limited in what holdings they can purchase with that influence—see **Step Four: Holdings** on page 37 for details).

INFLUENCE -15

In the default setting for *SIFRP*, Influence will be the lowest attribute of any castle along the Wall. The Night's Watch is far from the minds of most of Westeros, and they have little influence either with the King or with the noble houses that populate the south. This is further complicated by the lack of heirs and the democratic power structure of the Watch itself.

LANDS -5

While the Gift extends south of the Wall a full fifty leagues, the Watch is able to exert very little influence over it. Most brothers are restricted to acting within the immediate vicinity of their castle.

LAW -10

Despite the Wall and the best efforts of the Night's Watch, wildlings do make it through to raid the lands to the south. Those few settlements that remain within the Watch's purview are almost parasitical in their relationship to the brotherhood. Drinking, prostitution and a frontier lawlessness are the norm within the region.

POPULATION -10

The lands controlled by the Night's Watch, collectively known as the Gift, are sparsely populated and poorly tended. The woods have reclaimed much of what was once farmland, and wildling raids across the Wall have driven all but the most resolute further south.

POWER +5

One thing the Wall has in abundance is well-trained troops—that is, after all, its purpose. In addition to troops to man the Wall and range out into the lands beyond it, Power can also be used to buy the catapults and mangonels that adorn the top of the Wall and help in its defense.

WEALTH +0

The Night's Watch has little in the way of wealth, but most of the castles along the Wall are self-reliant. Smiths are common, and many castles have a sept to handle issues of faith for the brothers and a maester to handle their injuries. The most prosperous castles may also have access to trade coming up from the Kingsroad or from the port in Eastwatch-by-the-Sea.

TABLE 1-11: CASTLE ATTRIBUTES ALONG THE WALL

ATTRIBUTE	MODIFIER
Defense	+0
Influence	-15
Lands	-5
Law	-10
Population	-10
Power	+5
Wealth	+0

STEP THREE: CASTLE HISTORY

The history of the Night's Watch extends back to the time of Bran the Builder and the end of the Long Night. Many individual castles along the Wall saw their fortunes rise and fall over the time since. Much of this history is discussed in **CHAPTER 1: THE NIGHT'S WATCH**. Because of the timeless nature of the Wall, however, things change at a slower

ALTERNATE SETTINGS & CHANGING HISTORY TO COME

In the default setting for *SIFRP* (just after the Usurpation) the Night's Watch consists of roughly 1,000 men spread between three castles on the Wall. The majority inhabits Castle Black, with about 200 more in Eastwatch-by-the-Sea at one end of the Wall, and Shadow Tower at the other. This, however, is the nadir of the Watch's power. Sixteen of the great castles lie empty, many of them in ruins.

Should the Narrator feel like doing some additional research or invent a plausible alternative setting, it is certainly possible to set a campaign during one of the heydays of the black brotherhood. There are many periods where there are multiple castles inhabited by scores of brothers, and these rules were designed to work equally well in these alternate settings, though the attribute modifiers would likely change.

It is also possible to have the players build an entire castle of the Watch whole cloth for the default setting. It would add a few hundred men to the Wall, but it would not greatly affect the timeline of events as they occur in the novels. Lord Commander Mormont would still gather most of the Watch for his Great Ranging to search for Benjen Stark and the others as he does in *A Storm of Swords*.

Likewise, the events leading to the election of Jon Snow as the new Lord Commander are unlikely to change. The relationship between Ser Denys Mallister and Cotter Pyke indicate that they are no more willing to vote for a third castle commander than they are for each other, and Stannis Baratheon is more interested in his own ends than the politics within the black brotherhood.

On the other hand, your game is your game, and certainly doesn't have to match the novels if you don't want it to. Perhaps the players' characters save Mormont, or thwart Jon Snow's allies' intrigues and place one of their own as Lord Commander.

pace than normal. Generate 1d6 historical events for your castle, using **Table 6-4: Historical Events** on page 99 of the *SIFRP* core rules and apply the modifiers to your castle's attributes.

As you generate the historical events that helped shape your castle, work with the Narrator and the other players to tie them into the broader history of the Watch itself. The Night's Watch prides itself on its tradition and history, and cementing your castle's place within that fabric adds a level of detail and authenticity to your Night's Watch campaign.

STEP FOUR: HOLDINGS

Defining a castle's holdings is the most central element of its creation. As with a noble house, invest your generated resources in your castle's holdings. Because of the nature of the Night's Watch, and the rules imposed since their foundation, there are restrictions on what holdings are available to them. This section refers extensively to the holdings listed on pages 101-109 of the *SIFRP* core rules.

DEFENSE HOLDINGS

The defensive holdings available to the Watch are limited, as the black brotherhood is not allowed to build walls to defend themselves against any attack from the south. While in the past this has been questioned by highborn lord and Lord Commander alike, it has prevented the Night's Watch from ever being seen as a threat to the noble families south of the Wall.

Castles along the Wall can spend their defense attribute on Towers and Halls, but a Hall is the largest structure available to them. This represents the number of sound, defensible structures possessed by that castle, since even at Castle Black a number of the towers are on the verge of collapse. It is important to remember that this relates to defensible structures other than the Wall—to the north of the castle, there is still a 700-foot tall structure of stone and ice to defend against the wildlings.

Sally Port (5 pts): Many castles along the Wall maintain a gated, defensible tunnel through the Wall to the north. These are designed to be defensible against wildling raids, while allowing units of troops through the Wall to engage the raiders directly.

INFLUENCE HOLDINGS

The Night's Watch has very little influence in the south, and has few ways to make their needs known to the other houses. What influence your castle has can be spent on fortune rolls, to represent the Watch exerting pressure on holdings within the Gift and desperate entreaties to the King. As the Watch is not a hereditary structure, and its positions are elected from within the brotherhood, influence can never be spent on heirs. Unlike other noble houses, status along the Wall is independent of influence: it is based instead entirely on a person's deeds and role within the Watch's structure. This is outlined fully in the character creation section of this chapter, specifically in **Table 1-2: Status Within the Watch**.

LAND HOLDINGS

A castle's land holdings represent the areas within the Gift over which it exerts direct influence. The domain-sized package described in the core rules (1 league) works well within the brotherhood as well; though the Night's Watch receives tributes from the Gift as a whole, it is sparsely populated and the inhabited areas over which a specific castle has influence are rather small.

The greatest difference lies in the available types of terrain and features available in the sparsely populated lands so far to the north. Ruins, for example, are plentiful in the Gift, while coastline is nonexistent away from Eastwatch-by-the-Sea. Castles along the Wall use **Table 1-12: Terrain & Feature Costs on the Wall** rather than the tables in the *SIFRP* core rules, though the descriptions remain the same. Features not listed in the cost table are unavailable along the Wall.

As with the core rules, if a castle cannot afford to invest in a domain, then it is only able to exert its influence over the areas immediately surrounding it, and extend less than a league.

LAW & POPULATION HOLDINGS

A castle's holding in Law and Population represent the amount of control it has over the lands it controls and how many people remain to support the Watch. There are no true 'holdings' to be purchased, but rather the attribute provides a modifier for the castle's Fortune rolls.

The tables for these modifiers are located in **CHAPTER 6: HOUSE & LANDS** of the *SIFRP* core rules.

POWER HOLDINGS

A castle's power holdings are only slightly different from those of a noble house. The greatest difference is that, as banner houses of Castle Black, the castles along the Wall cannot themselves have a banner house. The most important holding in which a castle can invest its power, therefore, is in the units that defend it. Use **Table 1-13: Night's Watch Unit Types & Cost** when purchasing units for your castle. The number of men in a unit depends on its type—foot units are 100 men, while mounted units represent 20 men and horses. Numbers in parentheses reflect a unit of that type with an Equipment Upgrade (see **CHAPTER 10: WARFARE** of the *SIFRP* core book for information on upgrading unit equipment).

In addition to providing troops for the defense of the Wall, Castles of the Watch can also invest Power to provide permanent siege equipment on top of the Wall, designed to defend against raids from the Far

TABLE 1-12: TERRAIN & FEATURE COSTS ALONG THE WALL

TERRAIN/FEATURE	COST
Hills	+6
Mountains	+8
Plains	+5
Coast	+3 for Eastwatch-by-the-Sea, otherwise unavailable
Community <i>Hamlet</i>	+10
<i>Small Town</i>	+20
Grasslands	+1
Road	+10
Ruin	+2
Water <i>Stream</i>	+3
<i>Pond</i>	+5
Woods <i>Light</i>	+2
<i>Dense</i>	+5

TABLE 1-13: NIGHT'S WATCH UNIT TYPES & COST

TYPE	POWER COST	DISCIPLINE	ABILITIES	ARMOR TRAITS	FIGHTING DAMAGE	MARKSMANSHIP DAMAGE
Builders	+2	CHALLENGING (9)	Fighting, Knowledge, Warfare	AR 2 (3), Penalty -1 (-2), Bulk 0	Athletics (Athletics+1)	Agility+1; Short Range (Agility+1; Long Range)
Rangers	+3	ROUTINE (6)	Awareness, Fighting, Marksmanship	AR 3 (4), Penalty -2, Bulk 0 (1)	Athletics+1	Agility; Long Range
Rangers (Mounted)	+4	EASY (3)	Agility, Animal Handling, Fighting	AR 4 (5), Penalty -3, Bulk 2	Athletics+3 (Athletics +4)	Agility; Short Range (Agility +1; Short Range)
Stewards	+2	CHALLENGING (9)	Awareness, Fighting, Marksmanship	AR 2 (3), Penalty -1 (-2), Bulk 0	Athletics+1 (Athletics+2)	Agility; Short Range (Agility+1; Long Range)

North. These siege holdings are listed in **Table 1-14: Siege Holdings**. Descriptions of these siege weapons are available in the *SIFRP* core rules, **CHAPTER 10: WARFARE**, under **Step Five: Siege Weapons**.

NIGHT'S WATCH BUILDERS

Skilled engineers, units of builders are often called upon to maintain and defend the siege machinery atop the Wall. They are also skilled at the more general defense of the Wall but are vulnerable if attacked directly.

NIGHT'S WATCH RANGERS

The core of every castle's fighting men, units of rangers are well-disciplined opponents, serving dual roles as both infantry on the ground and archers atop the Wall. Veteran members of the Night's Watch often serve as the personal guard of a castle commander. Their discipline and dedication is legendary, and they rarely (if ever) break in battle.

NIGHT'S WATCH RANGERS (MOUNTED)

While rare, some knights with the Watch have trained a small unit of experienced rangers in the use of horses in battle. As they do not use bows, mounted rangers require a sally port through the Wall to be effective. They are rarely as heavily armored as most cavalry units in Westeros, however.

NIGHT'S WATCH STEWARDS

Trained in fighting, as all men of the Watch, units of stewards usually act in defense of the Wall and the castle, and seldom venture beyond the Wall or engage in battle as more than defenders.

TABLE 1-14: SIEGE HOLDINGS

SIEGE WEAPON	POWER COST
Catapult <i>Small</i>	1
<i>Medium</i>	2
<i>Large</i>	4
Mangonel	2
Scorpion	1
Trebuchet	3

WEALTH HOLDINGS

A castle's Wealth holdings represent those small comforts and resources over which it maintains direct control. Wealth is invested in these holdings as normal for a noble house and as described in **CHAPTER 6: HOUSE & LANDS** of the *SIFRP* core rules.

MAESTER

Even the Watch can benefit from the wisdom of a maester.

REQUIREMENT: SPECIAL

INVESTMENT: 10

TIME: 1D6 MONTHS

Due to age-old agreements with the Citadel in Oldtown, should a castle of the Night's Watch request a maester, every effort is made to provide one. In game terms, this waives the normal rule requiring an Influence of at least 20 to recruit a maester for a noble house.

STEP FIVE: MOTTO & ARMS

The Night's Watch and its castles bear no arms, and carry no motto. Even despite the tendency towards pride in their individual castles, nothing is allowed to foster the idea that the black brotherhood is anything other than a unified fighting force dedicated to its common goal.

STEP SIX: THE CASTLE COMMANDER

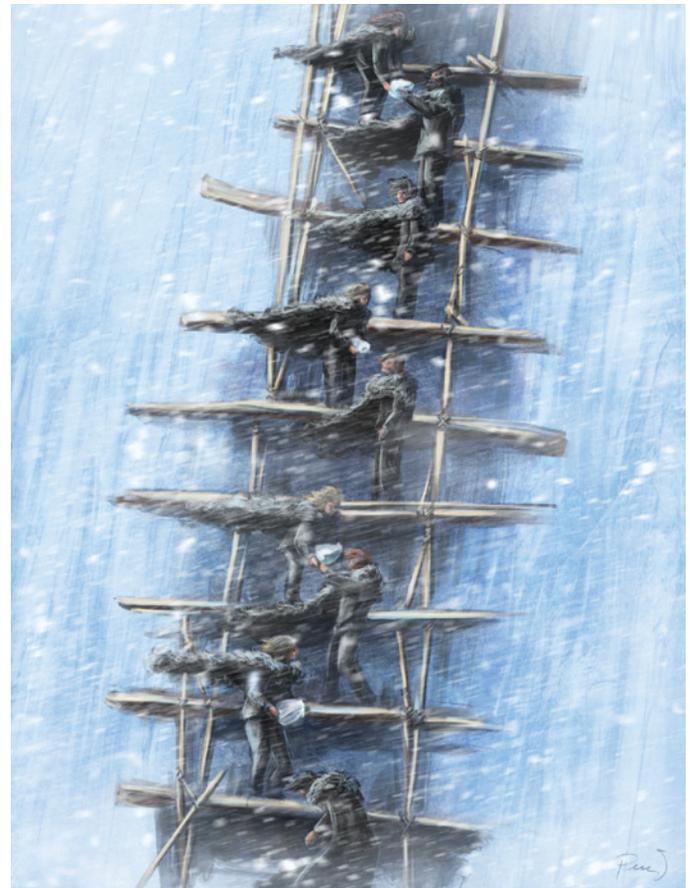
If one of the players will not be taking on the role of castle commander, it will be important to define him and any other NCs that will turn up in the game. Use the rules for character creation that start on page 29 to shape the creation of the commander, as well as the castle's maester, chief builder, steward, and ranger.

CAMPAIGNS & IMPROVEMENT

The Night's Watch, for all its vaunted history, is not static. The popularity of the Watch with the houses of the South waxes and wanes over time, and the importance of the separate castles along the Wall follow these trends, much as a banner house's fortunes rise and fall with those of its liege. For players whose characters serve the black brotherhood it can be frustrating to see the hard work they have put in collapse as a much needed supply is rerouted for a different castle. It's worse still to see men they have trained and supported shuffled to other areas on the Wall to make up for losses and dwindling resources.

There are two ways to handle this interdependency in your Night's Watch-oriented campaigns. The first, and easiest, is to ignore it completely. Allow the castle commander, or its acting chief steward to make a Fortune roll just as though it were a full-fledged house, and apply the results normally.

The other, slightly more appropriate version is to treat each of the castles along the Wall as banner houses to Castle Black. The Lord Steward, in his role as the first steward of the Night's Watch, makes the fortune roll for the Watch as a whole, and then distribute the benefits or penalties to the castles as he sees fit. Either of these methods still allow a Night's Watch castle and its associated brethren the ability to interact with noble houses on a roughly equal level, and the particulars of each method are discussed in detail in the rest of this chapter.



THE CASTLE TURN

Time, for a castle, is measured in weeks and months, just as they are for houses in a default *SIFRP* game. Regardless of how you plan to handle the relationships of a castle to the Night's Watch, using the four-week month allows for an even translation should you ever need to compare your castle to a noble household.

TREATING THE CASTLES AS BANNER HOUSES

If you choose to run the castles as banner houses of Castle Black, then a few things must be kept in mind. The players will have a lot less control in what happens to their castle overall, with the fortune roll being made by the Narrator at the end of the month, rather than by the players. Secondly, the Lord Steward must distribute resources equally across the Wall, rather than play favorites, so without outside influence, the players are likely to receive fewer benefits of a particular Fortune roll.

The Narrator will also need a character sheet for the Lord Steward, as he is central to this method, and the players must interact with him regularly. For players and Narrators using the default time of *SIFRP*, Lord Steward Bowen Marsh's statistics can be found on page 49.

MAKING THE FORTUNE ROLL

When treating the castles as banner houses of Castle Black, the Fortune roll at the end of the month is made by the Lord Steward, who is likely to be an NC. Make the roll using his Status (5) and bonus dice for

“Rats and ruins. Your own man Yarmyck says it will be half a year before the castle can be made fit for habitation. ...It makes no matter. They are all we have. There are nineteen forts along the Wall, and you have men in only three of them. I mean to have every one of them garrisoned again before the year is out.”

—STANNIS BARATHEON,
A Dance With Dragons

stewardship, and compare it to **Table 6-18: House Fortunes** on page 118 of the *SIFRP* core rules.

The result of this roll can then be applied to Castle Black or passed off to one of the other castles of the Watch, should the Narrator, in the guise of Lord Steward, so choose. The Watch tries to be fair, however, and the results of the roll should be spread across the inhabited castles roughly equally, with any extra remaining with Castle Black.

As with liege and banner houses in the core rules, the Lord Steward can spend a Destiny Point to shift the entire results of a roll to one of the other inhabited castles along the Wall. This becomes especially important as the various castles try to curry favor with the Lord Steward in an effort to see more resources directed their way.

EXAMPLE

The Lord Steward rolls badly for his Fortune roll, getting a 17. According to the chart, this is a Decline. As this is 1-point change to a single resource, Castle Black adjusts their Power down by 1 point (a few too many rangers have disappeared north of the Wall). Had the Lord Steward wanted, he could have spent a Destiny Point to allocate this decline to one of the other castles instead of Castle Black.

The next month, the Lord Steward's roll indicates a Blessing. This can adjust any attribute by up to 3 points. Castle Black keeps 1 point to restore the loss it took to its Power, and then raises the Power of Eastwatch by the Sea and the Shadow Tower as well.

INFLUENCING THE LORD STEWARD

As the players are entirely dependent on Castle Black's fortune and what small changes they can make by managing their resources and projects, an important addition is the ability to petition the Lord Steward for additional funding. A character that undertakes the journey to Castle Black during the month can attempt to influence the Lord Steward to pass the entire benefit of a Fortune roll to their castle. This is accomplished by beginning an Intrigue against the Lord Steward. Should the player manage to convince the Lord Steward of their cause, the results of the next Fortune roll are applied solely to their castle.

This can only be attempted once per quarter without risking the ire of the other castle commanders, who view this sort of activity as attempting to bypass the merit-based system of the Watch even as they send their own stewards to plead and cajole for more. In game terms, making more frequent attempts lowers the starting disposition of the other castles towards the player castle by one step for each attempt.

TREATING THE CASTLES AS INDEPENDENT

The other option, while less appropriate for a more unified organization such as the Night's Watch, is to run each of the castles independently of each other. Each castle's steward makes a Fortune roll for his own castle, and is not as impacted by the whims of fortune that affect the other castles.

While this does a poorer job of reflecting the nature of the Watch, it has the bonus of being identical to the system that is already in place for noble houses in the *SIFRP* core rules. It also allows the players to feel more in control of their fate than they would being treated as banner houses.

Using this option, the castle's chief steward or the castle commander can choose to make a Fortune roll at the end of the month, with a minimum of one roll every 3 months. Unlike noble houses, who have more control over their fate than the Night's Watch, a castle along the Wall cannot choose to increase a resource by 1 point instead of rolling. Fortunes come to the Wall in fits and starts, but there is seldom steady progress.

Obviously, because the castle has no banner houses, it has no way to mitigate the effects of a particularly devastating Fortune roll. This makes for a more irregular progression than comes to a noble house, with stretches of growth and long periods of decline, but better represents the fact that the Watch is beholden to the whims of the King, which can change from month to month.

DECLINE & ABANDONMENT

The castles along the Wall did not fall into disrepair and abandonment overnight, but rather through long years of decline and neglect. With the impact to their Status that comes from being a member of the Night's Watch, players running a castle are at a distinct disadvantage. Even the most well placed of them within the Watch is only able to muster 3 test dice for a Fortune roll—a quick glance at **Table 6-18: House Fortunes** in the core rules shows that only two Blessing results, two Growth results, and a Boon are available in that range of numbers. Statistically, a player's castle is almost twice as likely to end up with a negative effect to their resources as a positive one. The Wall is harsh, and the Night's Watch is constantly struggling to meet their needs with dwindling resources. Castles that want to maintain Power and Defense often have to sacrifice Wealth holdings and Land Holdings to do so (see Manage Resources below), and several months of ill fortune can leave a castle teetering on the brink.

Castles that end up with a rank of 0 in any resource can be abandoned by the Night's Watch. When this happens, its remaining resources are distributed to the other castles as equally as possible, with the following adjustments: First, the castle's remaining power holdings, if any, are distributed among the remaining castles of the Watch. Up to one-half of the Population resource can be convinced to move to new locations, closer to the remaining castles. The rest drifts southward out of the Gift, or remains but refuses to move and thus is not available as a resource. One-third of the castle's Wealth resource is allocated to the other castles as raw points; the holdings, if any remain, are considered decommissioned and unavailable. Law and Lands resources are lost, as are any remaining Defense holdings. Though the terrain is unlikely to change from the loss of the castle, some features, such as settlements, are likely to dry up and be abandoned themselves once the Watch isn't there to support them.

IMPROVING THE CASTLE THROUGH ADVENTURE

The most common way to improve the resources of a castle, just as with a noble house, is through adventure and campaign on the part of the players. As a result of their oaths, any Coin or Glory the characters might earn is turned over to the Night's Watch, specifically to the betterment of their castle. Donating Coin and Glory functions identically to the rules presented in the *SIFRP* core rules, save that brothers of the Night's Watch are not allowed to use Glory to gain bonus dice; their Glory can only be invested in the castle.

CASTLE ACTIONS

Each castle may, over the course of the month, engage in one specific castle action. These actions allow individual castles to affect their fortunes from month to month, as help them to grow and maintain their resources. A castle commander can elect to engage in a specific action when the relevant Fortune roll is made, and reaps the benefit of the action at the end of the month, when applicable.

By no means is this list exhaustive, and players and Narrators are encouraged to come up with other ideas for castle actions.

MANAGE RESOURCES

This is perhaps the most important, and most dreaded, of the options available to a castle commander. In effect, the castle is exchanging resources of one type for those of another, often at a loss. On the Wall, this is often done to maintain important holdings in the face of continued ill fortune at the expense of other, less vital resources. A castle is able to exchange one resource in a month at the normal rate, or may rush the issue and exchange two resources at the "rushed" rate. The conversion rates for these resources can be found in **Table 6-19: Manage Resources** in the *SIFRP* core rules.

BEGIN PROJECTS

A castle can begin the construction of a holding by investing some or all of its cost at the start of the month. Once this happens, at least some of that resource must be invested each month in order to continue work on the project though they can also engage in other castle actions after the first month. The project is completed at the end of the month that the final payment is made for the project.

Failure to pay for the project during one month pauses the construction. Failure to pay for two months in a row cancels the construction as the workers, fed up with waiting, disperse. If a project is canceled one-half of the invested resource is lost.

EXAMPLE

The commander of Queensgate wishes to build a sept to honor Queen Alysanne. According to the core rules, septs require an investment of 15 Wealth to create, though Queensgate currently only has 6 uninvested Wealth. The commander decides to put 5 Wealth towards the construction to begin. In subsequent months, he must invest at least 1 new Wealth in the project to keep work progressing. It sounds like the castle commander needs to spend some time managing resources.

BIG RANGINGS

It is expected that the rangers are making regular exploratory forays into the Far North. A big ranging, by comparison, represents a serious investment of men and resources to reclaim a specific area or to wage war against a specific foe. Use the rules found in **CHAPTER 10: WARFARE** from the *SIFRP* core rules to adjudicate the battles and determine how the outcomes affect the castle's resources.

PETITION THE SOUTH

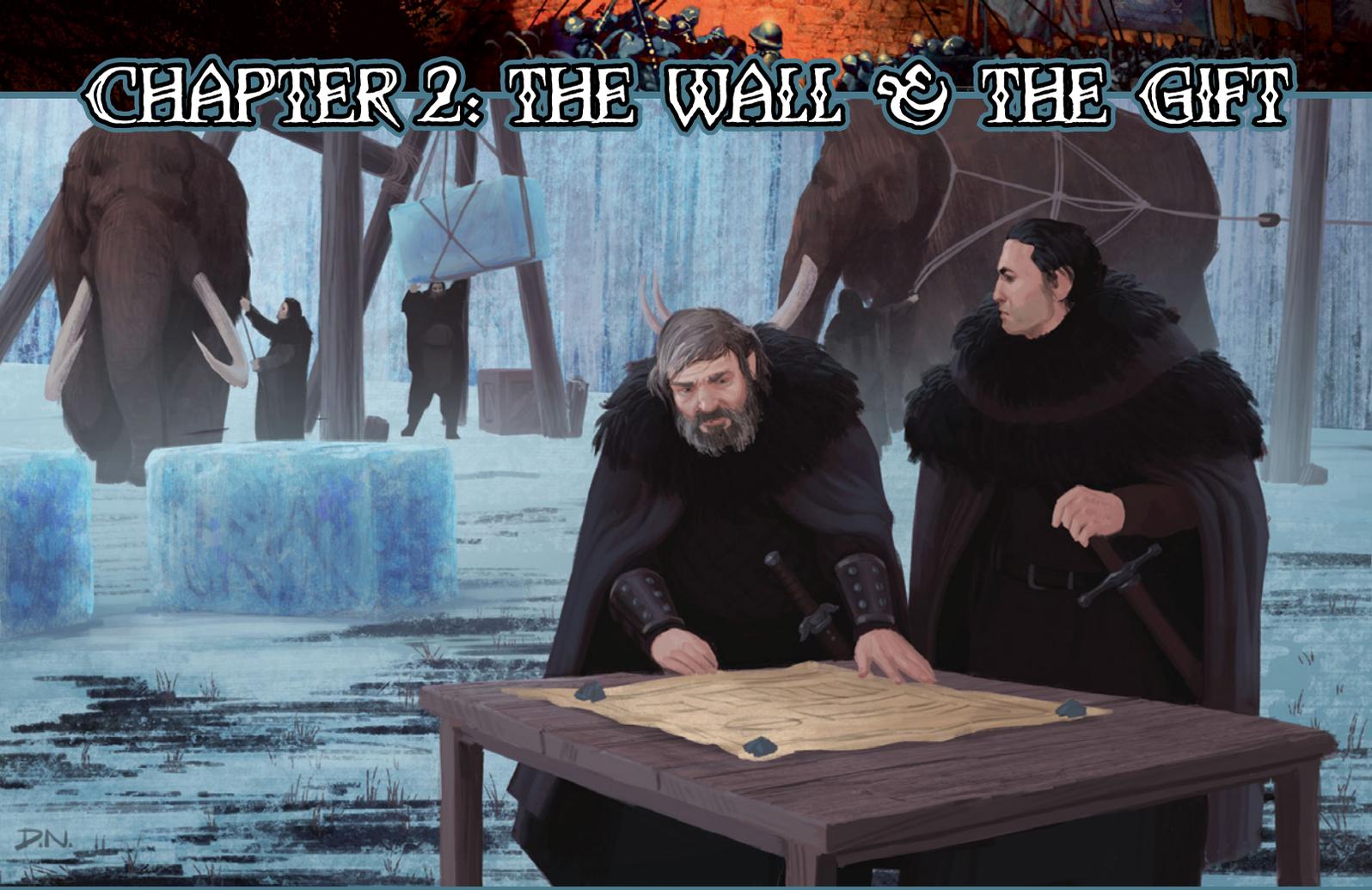
A castle of the Watch can send wandering crows to the South to gather resources in the form of recruits and tribute, or even travel all the way to the Iron Throne to petition the King. Such a trip is not undertaken lightly or without expense, but the rewards can often be worth the risk of investment.

Sending a group of wandering crows requires the castle to spend a minimum of 2 points of Wealth, to fund their journey and allow them to clothe, bribe and bargain with the noble houses they meet. For every 2 points of Wealth spent, the castle can add the result of a 1d6 roll to either their Power or Wealth resources at the end of the month.

Sending a group to petition the King requires a far more substantial outlay, but the risk can be worth the outlay. Petitioning the King requires two months, and a cost of 5 Wealth to ensure that the brothers are presentable, and that the proper palms have been greased. At the end of the two months, the castle is able to add 1d6+6 to its Power or Wealth. Unlike with wandering crows, this number can be broken up between the two attributes as the castle commander sees fit.



CHAPTER 2: THE WALL & THE GIFT



Seven hundred feet high, three hundred miles long, and wide enough at the top for a dozen men on horseback to ride abreast... the Wall is the largest manmade structure in all of Westeros. For 8,000 years it has stood at the edge of the world, shielding civilization against lawless wildings and horrific monsters of legend and nightmare.

HISTORY

Eight thousand years ago, in the Age of Heroes, when history and legend were one and the same, there came a terrible winter that lasted a generation. In those days, out of the bitter Far North, emerged a race of horrors known only as the Others.

Born of that hellish winter, they were not living things but demons of ice and darkness. They swept away the First Men, methodically and mercilessly killing all they met, and then raising the dead to swell the ranks of their armies as undead wights.

Thousands upon thousands fell to the Others until there came a great hero, known in the East as Azor Ahai who bore a sword of fire called

Lightbringer. Armed with fire and dragonglass, and with Azor Ahai in the van, the First Men drove the Others back north to the Land of Always Winter. Summer returned, and the Long Night was over.

In the wake of that terrible war, another hero came forward. Brandon Stark, more famously known as Bran the Builder, was the first King in the North and the founder of House Stark. It was Bran that raised Winterfell with the aid of the giants, and he who raised the Wall at the end of the Long Night—but the stories say nothing of the giants giving aid in this second endeavor.

Indeed, had the giants been around to protest, the raising of the Wall likely would have been considered dire betrayal. Some among the maesters of the Citadel who study such things think that perhaps the giants, faced with a winter of such depth as that seen in the Long Night, sank into a torpid slumber as some animals do. They point to the tales of Joramun, King-beyond-the-Wall, blowing the Horn of Winter to wake the giants support of their claims. Why, when before the Others were the giants who strode the land, would they need to be awakened by a magical horn? And what might cause a whole race to enter a sleep so deep as that? The truth may never be known.

"You could see it from miles off, a pale blue line across the northern horizon, stretching away to the east and west in the far distance, immense and unbroken. This is the end of the world, it seemed to say."

- A Game of Thrones

In those days, two thousand years before the Andals brought steel and the secret of writing to Westeros, the First Men did not keep written records, having no letters but the simple runes they carved. Those accounts that do exist were written thousands of years later by Andal scholars, doing little more than recounting the legends and tales of the great heroes. The best record that survives is the Wall itself, but neither it nor the ancient histories say anything of how Bran the Builder constructed the greatest edifice in all of Westeros.

The legends say also that the Wall is not merely a barrier of ice, but that Brandon wove great spells into the foundation stones to hedge out the horrors of the Long Night. The magics that lent their strength and potency to the Wall were long lost by the time of the Andal invasion. Even among the Night's Watch the story of their origin has been muddled by the passage of millennia. Some said the Children of the Forest taught Brandon the spells to bar the Others, that the gods of the First Men spoke to him through the weirwoods, or that he had rediscovered ancient secrets his kin had brought with them when they crossed the land bridge and claimed Westeros for their home.

The effects of these enchantments are speculated upon just as widely as their origins. There are tales in the histories stored beneath Castle Black that tell of Others being swallowed by the Wall, their icy flesh absorbed into the great blocks. There are tales, too, of Others bursting into cold blue flame as they try to cross, or shattering into glittering dust like fine snow. And then there is the story of the Night's King, once the Lord Commander of the Night's Watch, who took a woman of the Others to wife and ruled, with her as his queen, from the Night Fort for thirteen years before the King in the North and Joramun, King-beyond-the-Wall, joined forces to destroy him. Whatever the means or the mechanism, the Wall has stood for eight millenia, and in all that time none of the Others has yet ventured south of the Gift.

PRESENT

To many in these days though, that is evidence of nothing. Southerners, to whom winter is little more than a word that means longer nights and bigger fires, widely believe that the Others, if indeed there ever were such fanciful creatures, have departed the world just as dragons have. The Wall is but a farce drummed up by ignorant northerners, and the Night's Watch is a piss-pot suitable for little more than collecting the dregs of the citizenry more easily exiled than executed.

For most of its history, the Lord Commander of the Night's Watch took great pride in seeing that they leave the Wall higher than they came to it. The past century, unfortunately, has seen the end of that tradition. As the Watch's prestige has waned, their capabilities have diminished too. As their numbers dwindled, the black brothers began to abandon those portions of the Wall that were simply too difficult to man. At its height, the Watch held nineteen castles. Castle Black housed some five thousand sworn Brothers. Now the whole of the watch only numbers one-fifth of that, and those few are spread thin between the three castles that remain in use.

There is no thought to building—there simply aren't enough men to raise the Wall. It is all that the Builders can do to patch the holes and fill the cracks. Teams ride from castle to castle, mending the Wall where they can, while the towers and keeps in its shadow crumble. Every year there are more cracks, deeper fissures, and fewer men to heal them. It

doesn't take a maester to see what will happen if nothing changes: there will be a hole. A breach. The Wall will fall and the truth of the legends will be put to the test.

Are the Others just a legend? A tale devised to give the Watch a purpose? Or do the White Walkers wait for the day when they can once again pass the Wall and bring with them a winter everlasting? Men both pious and profane pray they never find out.

ASSAULTING THE WALL

How do you lay siege to a wall seven-hundred-feet high?

The Kings-beyond-the-Wall have spent thousands of years trying to figure that out to little avail. But now, with the Watch's numbers so desperately low, there's little need for making a breach in the Wall. Raiding parties need only find a way over, under, or through it, with enough luck to avoid the few patrols the Watch mounts. Luckily for the Night's Watch, finding a way past a seven-hundred-foot wall of ice is no small task.

GOING OVER

The first, easiest way to get past a wall is generally to go over it. When the obstacle you're trying to climb is twenty feet high, it's a simple matter to put a ladder against it and climb. When the climb is more than two hundred yards, matters get a bit more complicated.

Brandon the Builder was wise in selecting the course of the Wall. All along its length, the Wall stands on the highest ground available. Climbers will have no help from close-leaning hills or cliffs. Trees are precious little aid, either. Until recently, the Stewards diligently cut down every tree within a half-mile of the Wall. This still holds true in the vicinity of the inhabited castles. But even where the wood grows close, the tallest trees only rise a scant third as high as the Wall itself, leaving more than a hundred yards of sheer and treacherous ice to surmount before reaching the summit.

Generally, a climb like this would be mechanically simple. For purposes of determining Climbing difficulty, the Wall is a rough surface with few handholds requiring a **HARD** (15) Climbing roll. As per the standard Athletics rules, success on this roll would mean the character moves 1 yard per degree of success to a maximum of the character's movement rate. A single degree of failure would indicate no progress, and failure greater than one degree means the character falls from whatever height they've achieved.

At that rate, climbing the Wall could very well require over two hundred die rolls. Instead, we suggest requiring climbing rolls every 30 yards for a total of 8 successes necessary to reach the summit.

To reflect the grueling task of climbing a wall of ice, an additional **FORMIDABLE** (12) Endurance test is required after every other Climbing test.

Failing a Climbing test has the same consequences as any other. A single degree of failure means the climber makes no progress. Any degree of failure beyond the first and the climber falls. However, as an optional rule, the Narrator can allow the climbers to take a point of Fatigue to convert a Critical failure to a Marginal failure.

Failing an Endurance test also incurs a point of Fatigue. Normal Fatigue rules apply in all cases—characters may not accumulate more Fatigue points than they have ranks in the Endurance ability. Charac-

SCALING THE WALL

Climbing the Wall is a dangerous endeavor at the best of times, and conditions north of the Wall are rarely ideal. Characters that attempt it take their lives into their own hands and should be prepared to face the consequences. It's not a job for novices.

That being said, *SIFRP* is a game of heroic adventure whose goal is to be fun for all involved—and arbitrary character death is rarely fun for anyone.

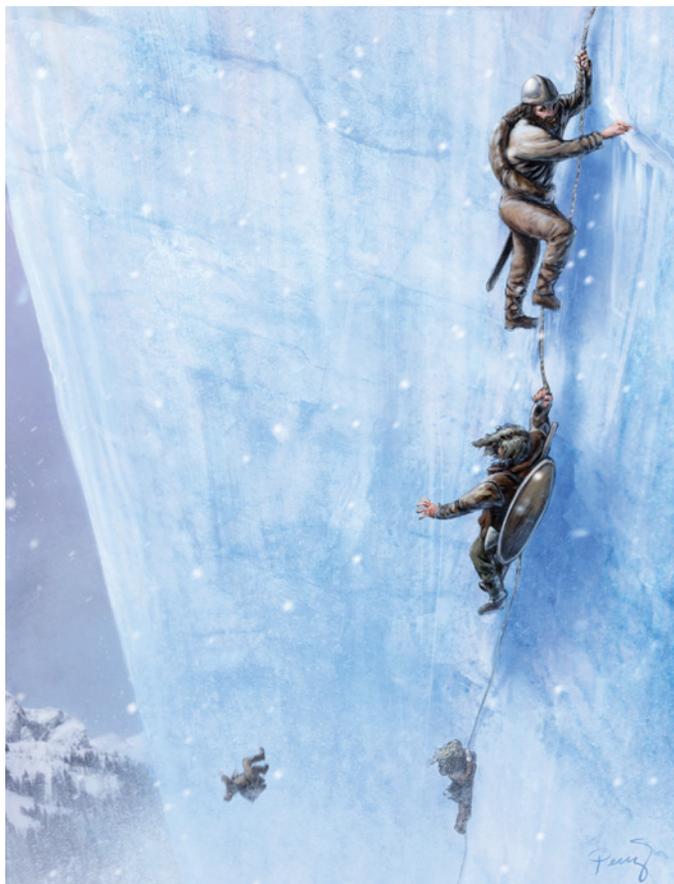
While entirely in theme for the novels on which the game is based, lethal ice falls and sudden, unforeseeable (and unavoidable death) are simply unfair in the context of the game. Don't inflict them on your players or you just might find yourself playing alone!

Characters that exceed their Endurance rank fall from whatever height they've attained and suffer damage (and probable death) accordingly.

All of the rules described previously assume near-ideal conditions for making the climb: temperatures a little below freezing, no wind, and time to climb without distraction. They also assume the character is climbing barehanded.

Using climbing tools adds a number of bonus dice to the Athletics test based on the quality of the tools. Horn or bone spikes add +1B to the test pool. Iron spikes add +2B. Characters wearing spiked boots gain an additional +1B to their test pool.

Should one or another of a group of characters manage to climb the wall with a rope long enough to stretch to the ground again, they may anchor it to aid those behind them. The Wildlings often make ladders of hempen rope as well. If these tools are employed, reduce the difficulty of the Athletics (Climbing) test appropriately, but climbers must still make the very same Endurance tests along with every other Athletics test.



GOING AROUND

After going over a wall, the next easiest option is to go around it. When the wall is three hundred miles from end to end, this option is really only feasible to those who begin near one end or another, and even then the trip is anything but easy.

In the west, the wildlings of the Frostfangs creep through the maze of box canyons and razor sharp rocks of the Gorge under cover of night to slip past the Shadow Tower and raid the coastal lands beyond. Just getting into the Gorge is a dangerous ordeal and many of have fallen to their deaths from the steep cliffs and narrow trails that lead down into it. Once there the raiders must navigate the labyrinth of gullies, canyons, and ravines, avoiding dangerous pitfalls and avalanches, and all that under cover of darkness if they hope to avoid notice by the sentinels of the Night's Watch stationed on hidden ledges along the east wall of the Gorge. Those that make it through the Gorge and past the Watch without being noticed still must climb the other side again.

In the east, the wildlings build boats of hide stretched over wooden frames or dugout canoes to skirt the waters below Eastwatch-by-the-Sea and raid the lands below the Wall. They have a choice: sail at night in darkness and risk smashing themselves against the rocks along the beaches that edge the Bay of Seals, or sail by day and risk Cotter Pyke's black ships that prowl the bay like wolves in search of wildling prey. Night or day, raiders must also brave the cold, black waters between Skagos and the mainland. Many a would-be raider has become a meal for the fishes, thinking the passage would be easy.

Narrators running scenarios involving the eastern and western passages should feel free to make them as difficult, or easy as necessary for their story. Passing through the Gorge should tests of Athletics, Stealth, and Survival. Remember, too, that the Night's Watch have kept watch over the Gorge and the Bay of Seals for thousands of years. They know the paths through near as well as the wildlings do. Those who choose an easy path will have to be that much stealthier to slip past the sentinels; those who choose to avoid the watchers will find the climbs far more perilous, the seas and rocks more deadly. Adjust your difficulties accordingly.

GOING UNDER

If you can't go over, and you can't go around, there are only two options left. In the south, armies employ skilled and experienced engineers to dig tunnels under the walls of their enemies' castles, but these are rarely for purposes of opening underground passages, but rather to undermine the walls themselves, collapsing the tunnels and thus the walls above

them. Such tactics are simply impossible with the Wall, which is too thick and its foundation too deep to be tunneled under in most places. Even if sappers did manage to lay a shaft in below it, collapsing it would do very little real damage—at most it would replace a section of Wall with a pile of slick and treacherous ice at least as insurmountable as it was to begin with.

There is, however, a legend every black brother learns of two Brothers who claimed the title King-beyond-the-Wall, Gorne and Gendel. These two found a path through a network of caves between the towers of Greyguard and Stonedoor. Together with their people they passed beneath the Wall and emerged far to the south of it. The King in the North fell upon them there with his host, where Gorne killed the King, but the King's son slew Gorne as well. The wildlings say Gendel and his people escaped the slaughter and fled back to the caves, where it is believed their descendants haunt the caves today, lost in darkness and hungry for the flesh of the living. If anyone has found Gorne's Way since, they haven't spoken of it.

GOING THROUGH

When you can't go over, can't go around, and you can't go under, you must go through. But the Wall is not just high, nor long—Brandon built it thick as well.

At the top, the Wall is wide enough for a dozen men to ride abreast. At its base, it is thicker still. Tunneling through would seem to be a fool's errand. Even if a hundred men with picks and axes could avoid notice by the patrols of the Night's Watch, it would take them a year to pass through. But this does not stop men from trying.

There is a tale, often coupled with the story of Gorne and his passage under the Wall, of Arson Iceaxe, who managed to dig halfway through before being found by the men of the Nightfort. The Brothers didn't trouble the wildling at his work: they simply sealed the tunnel behind him and left his bones to freeze beneath the Wall.

For those that don't care to cut a new tunnel, each castle of the Watch also had a tunnel dug by the men that manned it. When in use, these tunnels were well defended and gated with iron portcullises, oaken gates, and murder holes. As the Brothers abandoned those castles, they locked the gates and sealed the tunnels with blocks of ice and stone.

There are three tunnels still in operation, one each at Eastwatch-by-the-Sea, Castle Black, and the Shadow Tower. They are all low, narrow affairs: rangers passing through must go single-file and lead their little garrons past each gate. Iron gates stand in the passage and heavy oak doors seal the portal on the north end of each tunnel. Armed with pikes and crossbows, any of the passages can be held almost indefinitely by no more than a handful of men.

Over the millennia it has stood, the Wall has seen thousands of men try to breach it. With steel, stone, and fire they've come and have always been pushed back. Flames are quenched by melting ice, men are thrown to their deaths in the treacherous climb, lost in the earth beneath it. Thousands have tried to break it, but the Wall still stands... cold and hard as the men that have vowed to hold it.

DEFENDING THE WALL

As the old adage goes, the Wall defends itself. But that only goes so far. Given time, men will find a way around anything. So those who have taken the black stand their watch against the coming of another Long Night, acting as check against the wildlings... and perhaps, things worse than mere men.

TACTICS

In defending the Wall, the Night's Watch has a number of potent advantages. First is the Wall itself: as a defensive fortification it is practically insurmountable. Second, is the discipline of those who hold it. The Watch is a dedicated military force, each man trained to fight and follow orders. Third, the Watch is supplied by the Seven Kingdoms. One need only look to history and the coming of the Andals to see what advantage there is in bearing arms and armor of steel against foes armed with bronze, wood, and stone.

Where the Watch is greatly disadvantaged is in numbers. In these late days the Brothers count fewer than one thousand men in their ranks. Beyond the Wall to the north, tens of thousands of wildlings howl after the blood of the "kneelers," wanting nothing so much as to break the Wall and take the land that has so long been denied them.

And that is to say nothing of what other enemies hide in the snowy wastes beyond the edge of the world.

As their numbers have diminished, the men of the Night's Watch have retreated from most of the places they once held in force. The three castles that are still inhabited also stand in defense of the only three gates through the wall that remain unsealed.

These gates are the only practical means of moving a large force through the Wall and into the lands to the south. As such, they are the main objective of any attack and the focus of the defenders' efforts. Defensive fortifications are arrayed with this in mind.

Above each gate and for a half-mile to either side, the Wall is topped with a parapet of ice to provide cover against missile fire from below (and to help prevent untimely falls). In more prosperous times there were siege engines placed at regular intervals as well, each stationed so as to provide overlapping fields of fire with the weapons to either side.

WAR ON THE WALL

It goes without saying that attacks against the men on the Wall from the ground, and vice versa, involve making ranged attacks. At its very lowest point, the Wall is still over six hundred feet high. Per the Warfare rules, units can only make Marksmanship attacks on targets up to 200 yards away.

As an optional rule, the Narrator can waive this restriction and simply assess the standard penalty for extended range. As well, defenders standing behind the parapets on the Wall should receive a +5 bonus to their Defense. If units on the Wall take active cover, ducking down to crouch behind the merlons, the cover bonus to Defense increases to +10.

The past centuries of relative peace, combined with a shrinking pool of manpower, have seen the catapults, scorpions, and trebuchets that used to mount the Wall disappear. There has been no call for them in any living memory. Now, facing north above Castle Black, only two catapults remain functional, and no one has sighted the killing field to the north in years.

Typically, the men atop the Wall are armed with longbows, though nearly anything can become a weapon when dropped or thrown from that height. Hitting a man from that distance is difficult and most are advised not to fire on single targets. There's an old adage to that effect, among the Watch: "Ten men is an opportunity, five men a fair bet. One man is a wasted arrow."

Below, the tunnels that comprise the only passage through the Wall are secured at the outer portal with thick, oak doors bound and studded with iron. Behind that and set deep in the ice, two iron gates further stymie any prospective invader. Far from being mere passive defenses, these gates are actively defended by men wielding spears and crossbows, with pots of boiling oil standing nearby. Well supplied, a dozen men can hold these tunnels almost indefinitely.

CASTLES OF THE NIGHT'S WATCH

Sixteen castles stand empty along the wall, falling into ruin, inhabited only by ghosts. The other three are haunted by the remnants of the Watch, hundreds of men living in quarters built for thousands.

CASTLE BLACK

Huddled at the base of the Wall in the shadow of Winter itself, Castle Black stands at the head of the Kingsroad, a ramshackle heap of crumbling towers and timbered keeps. Neither the largest nor the first, Castle Black is however the most central of the castles built to guard the Wall. As such, when the Watch began to withdraw from the rest of the Wall, Castle Black became the chief of those that remained inhabited.

In the first days of its existence, the castle was mainly used as a supply depot. Its position at the midpoint of the Wall and at the end of the Kingsroad made it the logical choice to serve as distribution point for the supplies that came up from the Seven Kingdoms. Swords and spears, candles, casks of beef, and wains of wool all flowed up the road from the prosperous lands of the south to Castle Black where the Lord Steward and his men received them, storing them before distributing them to each of the stations along the Wall according to their needs.

For the first two thousand years of its existence, the Watch kept no records but what was passed from one man to another. The First Men had no writing but the simple runes they carved. When the Andals came to Westeros they brought with them two great boons: the craft of forging steel and the gift of the written word. After the peace was made and the newcomers were integrated into the custom of the Night's Watch, Castle Black entered a new era and took on a new purpose.

Lettered men who joined the Watch gravitated toward the Stewards, their skills and knowledge of great use in the maintenance of the Watch's resources. Documents began to pile up. Tunnels and cellars were dug to hold them, and when those were filled, more were excavated. Anything from bills of lading, books of hours, and stock ledgers to histories and treatises on the nature of the Wall, the Others, and the turning of the seasons can be found in the vaults beneath the castle.

Over time, Castle Black became not only the Watch's main supply center, but the focal point of what scholarship was conducted along the Wall. Those cunning men who found themselves taking the black in the days when the Watch was flush with men, resources, and status, would often continue their intellectual pursuits in their new situation. The Wall itself is a singular artifact in the history of mankind, worthy of study for a host of reasons. And while Castle Black is by no means the only place where scholarship and the Night's Watch meet, it is by far the largest collection of lore and recorded history to be found on the Wall—and perhaps anywhere in the North.

Just like the meat and butter that come up the Kingsroad to feed the Night's Watch, men flow north from the Seven Kingdoms to fill the Watch's ranks. For the vast majority, their first billet on the Wall is in Castle Black. In older times, when knights and the sons of noble houses regarded taking the black as an honorable vocation, many of those coming north would spend only a few days there waiting for their duty assignment. Those without the benefit of highborn education could look forward to at least several weeks in the "tender" care of the men of Castle Black.

Every member of the Night's Watch is required to fight, and every man goes armed. Those who come to the Wall with a working knowledge of weaponry and fighting are given a few days' orientation and assessment before being inducted to their order (rangers, stewards, or builders) and assigned a post. Those who don't are given intensive training in combat and the order of battle. At one time, there were dedicated quarters set aside to house newcomers. But now, as their numbers have diminished, many of the towers and keeps that make up the castle complex have fallen into disrepair or outright ruin, and men are left to their own devices to find whatever accommodation they can. Newcomers have their pick of the empty cells and furnish them with whatever accouterments they can scrounge.

Even the occupied buildings are beginning to show the wear of infrequent maintenance and too little care. There simply aren't enough men to do the work that's needed. The builders patch the most grievous holes, mend what cannot be managed, and pull down those buildings that have deteriorated beyond hope of repair. The First Men built well, though, and strong. Worn and aging as they may be, those holds still standing remain strong.

LORD COMMANDER'S TOWER

Though not at the center of the castle compound, the Lord Commander's Tower is at the heart of Castle Black and the whole of the Night's Watch. It's only recently been elevated to its current status. For most of its history, the tower belonged to the Lord Steward. When the Watch abandoned the Nightfort, the Lord Commander's household moved east and the commander himself took the tower as his own.

The tower itself is stout and solid. The outer wall is a thick shell of gray stone, the interior walls, floors and ceilings crafted of strong,

northern oak. Just inside the heavy iron-bound door is an entrance with a pair of alcoves to either side where the men on guard stand their duty. A timber stair curls around the inner wall, climbing to the floors above. The Lord Commander lives well, if not richly. His chambers include a solar, bedchamber, small hall, and study. Below, the commander's steward has a cell alongside a small store room holding linens, candles and various other household necessities.

The Lord Commander's Tower is one of the few still in good condition, its walls sound and roof solid. Only the King's Tower is in better shape.

KING'S TOWER

Though none has seen fit to visit the Wall in a century, the King's Tower still stands ready to receive him should one come north to see the edge of the world. At a hundred feet high, it holds a commanding view of the entire castle, the Kingsroad, and the gate and stair at the Wall to the north. Even so it is not the tallest tower at Castle Black, ceding that honor to the Lance.

The King's Tower is well appointed as accommodations at the Wall go. There are chambers fit, as might be expected, for a king along with the usual retinue associated with such august personage. There is a small kitchen, a modest dining hall, cellars, cells for the housing of servants—all of the amenities expected of a host having noble visitors to guest.

The tower boasts a crenellated roof, and an iron-studded oak door. And while none of Castle Black was constructed with defense as first priority, the King's Tower is one of the more defensible. Its roof is accessible only through a narrow trap door at the top of a ladder, which itself is only reachable after the long climb up the winding stair.

THE COMMON HALL

The Common Hall is an enormous structure, built to seat every one of the five thousand men that once inhabited Castle Black. A great hearth stands at the north end, with tables and benches running the length of room. High above the tables, in the rough-hewn rafters of the roof, a murder of crows nest and gabble, making mock of the men below them sitting down to meal.

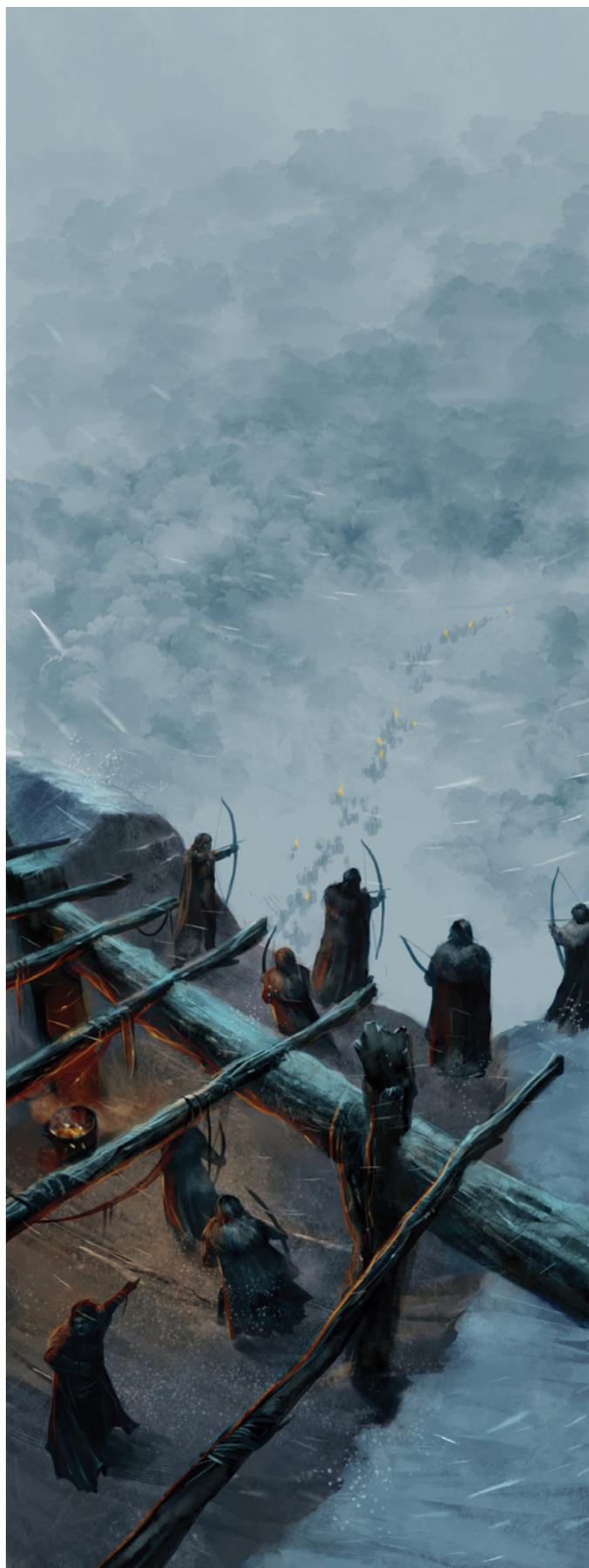
Behind the hearth stand the kitchens with kettles bigger than bathtubs, ovens fit to bake half a dozen men in, with and spits so large they can roast an aurochs whole. Broad doors open to the north as well, letting out on the storerooms cut into the base of the Wall.

Though it hasn't been filled in living memory, the Common Hall is rarely empty. Whether coming off of watch or about to go on, men filter through at all hours, taking a bit of food and warmth before and after going into the cold to do their duty.

HARDIN'S TOWER

Leaning like a drunkard after a binge, with merlons that once stood on the southeast corner of its roof that are now rubble in the courtyard at its feet, Hardin's Tower yet stands. It is largely empty, but a few of the cells in the uphill side are occupied by some of the more solitary brothers.

It was originally built as a barracks housing new inductees to the Watch, then called the Green Tower, or by some, the Summer Tower. A great many boys wept their last tears in the cells that honeycomb the tower before becoming taking the vow to become a Brother.



For two thousand years it stood, impassively watching boys become men. But a little more than two centuries ago, during an unusually warm summer, the Wall shed a prodigiously large block of ice due to melting. The block struck earth, shaking dust from many of the towers and buildings around it, but seemed to have no greater effect. A week later the vault below the Green Tower collapsed, burying Lord Steward Hardin, who kept quarters within, engaged in long hours of study in matters ancient and arcane, keeping his findings to himself. The tower itself sank two feet at the southeast corner, its crenels collapsing.

The vault has never been reopened. Hardin still lies entombed within, along with the scrolls and tomes he had been studying. The tower stands firm, if not straight. Excavating the collapse, the builders fear, would only risk the lives of the diggers and the stability of the tower above. And so, the vault keeps its secrets and the tower stands, a monument to the man that died beneath it.

THE ROOKERY

The Rookery used to be a bell tower, but the bell cracked the first winter it saw and was never replaced. Crows took up residence the next summer of their own accord and, not long after, the Watch turned their squatting to more formal purpose.

The first few Masters of Ravens made the base of the tower itself their residence. In time, a small wooden keep was raised around the base of the tower, and has remained the abode of the Maester of Castle Black ever since.

The Rookery itself is a modest, square tower, open at the top with a cupola raised above it on four thick timber posts. The keep below stands two stories high, with chambers sufficient for the maester himself and a pair of aides.

THE LANCE

In its heyday, the stewards of Castle Black conducted a vigorous correspondence with certain maesters of the Citadel. They conferred

on a wide range of topics, one of which was the study of stars and their movement across the sky. A group of men dedicate to this petitioned the Citadel and asked them to fund the construction of a tower to further their study of northern constellations. Their petition was granted and construction of the Lance began the next year. One of the petitioners, a man called Maester Galleas, volunteered to go north himself to record his observations and return them to his fellows in Old Town. He took the black and saw to the construction of the tower himself.

But by the time the tower was completed and Galleas' first observations came to the Citadel, his colleagues had moved on to other matters. He found himself alone, a de facto exile, his research dismissed and ridiculed by the very men who had sent him to do it. He grew bitter before he died, but he never gave up on his study of the stars. His treatises likely rest in the vaults under the tower still, deep in a tomb of dust.

The Lance stands over two hundred feet high. That's twice the height of the next highest tower, the King's Tower, but still only a third as high as the Wall itself. The upper floors are unsafe and have been closed to human traffic for two centuries, but the lower tiers are sound enough still.

It was first christened the Farseer's Spire. That name didn't live even as long as the man who built it. Though rarely in his hearing, it soon became known as Galleas' Folly, but even that name did not last. In time, the old Maester was forgotten and the Brothers took to calling the tower the Lance for its shape and prodigious span—it has been known as such ever since.

FLINT BARRACKS

Lord Commander Rodrik Flint tried to make himself King-bey0nd-the-Wall with Castle Black as his seat. Before the King in the North came to throw him down, he built the Flint Barracks and the Tower of Guards in an attempt to fortify the castle. He should have turned his men to building a wall, first. The keeps he built still stand, but Flint was thrown to his death from the Wall he had forsworn.

BROTHERS OF CASTLE BLACK

Below are some of the brothers of the Night's Watch mentioned in *A Song of Ice and Fire*.

- RANGERS:** Alan of Rosby, Bannen, Bearded Ben, Bedwyck (also called "Giant"), Black Bernarr, Brown Bernarr, Black Jack Bulwer, Jarmen Buckwell, Ser Byam, Dirk, Dywen, Elron, Jafer Flowers, Deaf Dick Follard, Fornio, Ser Arnell Fossoway, Gared, Garth Greyfeather, Garth of Greenaway, Garth of Oldtown, Geoff the Squirrel, Goady, Grubbs, Hairy Hal, Ronnel Harclay, Ketter, Lark the Sisterman, Ser Mallador Locke, Ollo Lophand, Maslyn, Matthar, Mawny, Othar, Small Paul, Rolley of Sisterton, Ser Waymar Royce, Ser Jeremy Rykker, Aethan Ryles, Thoren Smallwood, Softfoot, Tim Stone, Ser Wynton Stout, Tumberjon, Ulmer of the Kingswood, Watt of Long Leg, Kedge Whiteye, Will, Ser Alladale Wynch, and Ser Ottyan Wythers.
- STEWARDS:** Lord Steward Bowen Marsh, Clubfoot Karl, Ser Andrew Tarth, Red Alyn of the Rosewood, Bass, Chett, "Dolorous Edd" Eddison Tollett, Clydas, Dornish Dilly, Easy, Hake, Old Henly, Donnel Hill, Three-Finger Hobb (chief cook), Left Hand Lew, Mully, Muttering Bill, Orphan Oss, Owen the Oaf, Sawwood, Tim Tangle tongue, and Wick Whittlestick.
- BUILDERS:** Othell Yarwyck (First Builder), Young Henly, Kegs, Spotted Pate of Maidenpool, and Spare Boot.
- WANDERING CROWS:** Conwy, Gueren, and Yoren.
- OTHERS:** Septon Cellador

THE EAST STABLES

The East Stables were built to accommodate the caravans and traders that brought supplies up the road to the Watch. The Watch kept their own mounts in the larger Old Stables. As the Watch shrank, the need for separate stabling did as well and the Old Stables fell into disrepair.

THE SILENT TOWER

The Silent Tower housed the scribes of the Watch. It was they who recopied the old histories, transcribed records and ledgers, and kept the illuminations in the old texts bright.

There is no room in the Watch for such luxuries now. Now, the Silent Tower is truly named. It's been empty for centuries.

THE ARMORY

Once the Armory boasted a full score of smiths and its forges burned day and night keeping the Watch in arms and armor. Now there's just Donal Noye, and he short an arm. Even so hobbled, the old armorer has trouble filling his days.

The Armory is a long, low building of stone and timber. It has a dozen chimneys, half again as many storerooms for oil, ore, pig iron, and finished product. At one end it even has its own brackish well, the water wretched for drinking but perfectly suitable for quenching steel.

THE WORMWALKS

The grounds of Castle Black are riddled with tunnels running from building to building, keeping the castle connected through the Winter when snow would otherwise make it impossible. These days there are dozens that go unused and many of these have been sealed for decades if not centuries. Here and there they open on the vaults that hold the castle's library, store rooms, wells. Oak doors and iron gates block passages as they enter buildings and at irregular intervals between.

No one living knows all the tunnels. There are many that haven't seen human traffic in ages and every winter a few young brothers vanish into them and are never seen again. Smart men stay on the familiar paths.

THE STAIR, THE GATE, & THE LIFT

The focus of the castle's defense is a narrow, switchback tunnel cut through the very ice of the Wall. It is the only passage through the Wall. Men seeking to use it must walk single-file, leading any mounts. There are three iron gates set into the ice with murder holes above them. In time of attack, those gates are frozen shut. At the north end, the tunnel is sealed with an oak door nine inches thick and bound in iron.

Climbing the Wall to the south is the stair. Supported by great beams sunk deep into the ice, it climbs drunkenly from the ground all the way to the top of the Wall. Though its looks do little to inspire confidence, the stair is solid, reliable, and the chief means by which the men of the Night's Watch gain the top of the Wall.

Besides the stair there is one other way to mount the Wall: hung from a great chain, a cage large enough to carry ten men can be drawn up and down by means of an enormous winch anchored in the ice at the top.

BROTHERS OF CASTLE BLACK

Castle Black maintains the largest population of the still active castles of the Wall. It is the de facto headquarters for the whole of the Night's Watch, and the place where all its recruits are trained. Moreover, it is centrally located so that it sends out more than half of the rangings that go forth from the Wall, and its location allows it to send reinforcements to any of the other two castles should the need occur.

BOWEN MARSH

LORD STEWARD OF CASTLE BLACK

"You knelt as boys...Rise now as men of the Night's Watch"

-A Game of Thrones

The First Steward of the Night's Watch, Bowen is chief of all the Stewards. He oversees the activities of his brethren from his offices in Castle Black, where he also acts as chief steward of the keep, and arguably Lord Mormont's right hand in its operations.

PERSONALITY

Marsh understands that he supports and assists and has achieved his position in the Night's Watch for his skill in doing so. He doesn't

BOWEN MARSH

ABILITIES

ANIMAL HANDLING	3	RIDE 1B
AWARENESS	4	NOTICE 2B
CUNNING	4	
ENDURANCE	4	
FIGHTING	3	LONG BLADES 1B
KNOWLEDGE	4	EDUCATION 2B
PERSUASION	3	NEGOTIATE 2B
STATUS	5	STEWARDSHIP 4B
WILL	5	COORDINATE 3B

ATTRIBUTES

COMBAT	8	INTRIGUE	13
DEFENSE		DEFENSE	
HEALTH	12	COMPOSURE	15
DESTINY		1 POINT	

BENEFITS: BROTHER OF THE NIGHT'S WATCH (STEWARD), EXPERTISE (COORDINATE), HEAD FOR NUMBERS

DRAWBACKS: NONE

ARMS & ARMOR

MAIL ARMOR: AR 5 ⚔ AP -3

BULK 2 (MOVEMENT 3, SPRINT 10)

LONGSWORD	4D+2B	4 DAMAGE
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PERSONAL GEAR: Longsword, black woolen garb and cloak, black mail

pursue glory or renown—he is simply effective at his job, and demands the same kind of humble effectiveness from his Stewards.

APPEARANCE

A rotund man, Bowen Marsh earned his nickname, “Old Pomegranate” for his very ruddy flesh tone. He wears simple blacks which have clearly seen many years of hard use, and his callused hands show that he is a worker.

“DOLOROUS EDD” EDDISON TOLLETT

“All I smell is the shit of two hundred horses. And this stew. Which has a similar aroma, now that I come to sniff it.”

—A Clash of Kings

Eddison Tollett, called Dolorous Edd by most, puts the black in the black brothers. There’s never been a silver lining but that Edd could see the cloud, nor a sunny day that Edd couldn’t see the shadows in.

HISTORY

Eddison Tollett was born to a shepherd in a cottage on the Fingers. His father’s lot in life was serving a pauper of a knight, toiling away minding a stony paddock and a wood. In the paddock there were three sheep, and in the wood four wolves. When the wolves came to eat the sheep, as wolves are wont to do, they found themselves one short. And so they ate his father besides and young Edd went to squire for their master.

“DOLOROUS EDD” TOLLETT

ABILITIES

ATHLETICS	3	
AWARENESS	4	NOTICE 2B, EMPATHY 2B
CUNNING	3	MEMORY 1B
ENDURANCE	3	
FIGHTING	4	LONG BLADES 2B
WILL	4	

ATTRIBUTES

COMBAT	9	INTRIGUE	9
DEFENSE	(6 IN ARMOR)	DEFENSE	9
HEALTH	9	COMPOSURE	12

DESTINY 1 POINT

BENEFITS: BROTHER OF THE NIGHT’S WATCH (STEWARD), HARDY, LUCKY

DRAWBACKS: NONE

ARMS & ARMOR

MAIL ARMOR: AR 5 ❁ AP -3
BULK 2 (MOVEMENT 3, SPRINT 10)

LONGSWORD	4D+2B	4 DAMAGE
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PERSONAL GEAR: Longsword, black woolen garb and cloak, black mail

The way Edd tells it, Ser Daggett was a poor man, poor in his holdings, poor in his servants, and a bloody pauper when it came to the wits the gods gave a goose. He was, however, rich in manly endowment and in neighbors whose wives were willing to entertain it.

When Ser Daggett got caught at his “riding” by a husband come home too soon, the old knight became a door knocker, hung from his assets over his neighbor’s front door. Edd got the Wall. “All I was doing was holding his horse!”

Edd’s been on the Wall ever since, and is the better for it. Leastwise this way he needn’t beg for thin broth and stale bread.

PERSONALITY

Dolorous Edd has a keen eye for recognizing just how bad things are, and he’s not shy about saying so. Despite his gloomy demeanor and mournful mien, Edd is a true Brother of the Watch. He’s a fair fighter, a loyal friend, and brighter than he lets on.

APPEARANCE

Gaunt and gray-haired, Edd looks as gloomy as he sounds. He has a gap-toothed and cadaverous grin, drooping dark eyes, and a long, oft-broken nose. His boots are always muddy, his breeches un-patched and his cloak too short or too long.

SMALL PAUL

“I carried a calf once was heavier than him. I carried him down to his mother so he could get a drink of milk.”

—SMALL PAUL

Small Paul is not a smart man, nor is he by any means small. He is, perhaps, a testament to the state of the Night’s Watch in these dark days, and to the tenet that the Watch takes what is offered.

HISTORY

Paul grew up in a farm village in the Stormlands, son to the local smith. He showed no promise at all toward his father’s vocation. “Smith don’t have to be no Maester, Paul,” his father told him. “But he’s got to be smarter than his iron, at least.” Instead Paul was made a cowherd and sat watch over the cattle with a basket of stones. One rock thrown from

IF IT WEREN’T FOR BAD LUCK...

Dolorous Edd Lucky, you say? Preposterous!

Not so! Edd’s chief purpose is to provide a little comic relief in an otherwise relentlessly bleak setting. He is witness to a great many terrible misfortunes, but he always seems to get out of them unscathed. It’s the poor sap next to him who takes an axe to the face and falls into the sea, with Edd there to point out how lucky he was to have missed the rocks on the way down.

Luck comes in two varieties and Edd’s got plenty of both. Bad luck gets him into trouble, good luck gets him out. Edd lives. At least until he doesn’t—and what a dark day that will be...

SMALL PAUL**ABILITIES**

ATHLETICS	6	STRENGTH	4
ANIMAL HANDLING	3	CHARM	2
ENDURANCE	6		
FIGHTING	4	BRAWLING	3
WILL	1		

ATTRIBUTES

COMBAT	10	INTRIGUE	6
DEFENSE	(7 IN ARMOR)	DEFENSE	
HEALTH	18	COMPOSURE	3
DESTINY	1 POINT		

BENEFITS: BROTHER OF THE NIGHT'S WATCH (RANGER), MASSIVE

DRAWBACKS: NAIVE

ARMS & ARMOR

MAIL ARMOR: AR 5 ❄ AP -3
BULK 2 (MOVEMENT 3, SPRINT 10)

CUDGEL	4D	5 DAMAGE	OFF-HAND +1
FIST	4D+3B	3 DAMAGE	GRAB, OFF-HAND +1

PERSONAL GEAR: Stout wooden cudgel, black woolen garb and cloak, black mail



his hand was enough to drive off, even kill, the wolves that menaced the herds from time to time.

Some of the local boys took to taunting Paul for entertainment. Bergot Miller was their leader, son of a prominent man in the district and as rotten as rye left to mold. Paul made an easy target for the much smaller Miller boy. Words did little to rile Paul, but when Bergot decided to push the bigger boy around a little, Paul got angry and Bergot got dead. One blow from Paul's fist drove Bergot's jaw right into his brain and landed Paul himself in a stone cell with no windows.

Paul went north soon after, at least smart enough to know that the Wall was a better choice than the gallows.

PERSONALITY

Paul isn't a violent man by nature, being a little too dim to form vicious intent. He is, however, malleable and easily manipulated—and in these days, there is no shortage of unscrupulous men among the black brothers. All it would take is for one to find the right handle on him to make Paul a weapon deadly to the men around him.

Paul likes animals, they don't confuse him. Paul does what he's told. On the Wall he moves pig iron for Donal Noye, crushes gravel for the walkways, and hauls stone for the builders. If someone has something big and heavy they need moved or lifted or broken, Paul is the man for the job.

APPEARANCE

Small Paul is enormous. He towers over most of his Brothers with shoulders like a bull and hands big enough to make a normal man's tools look

like toys. He wears a shaggy beard, mostly because he's never got the knack of shaving. His nose is broken and his eyes are dark and deep set.

EASTWATCH-BY-THE-SEA

Hard by the Bay of Seals, Eastwatch-by-the-Sea stands sentinel over the eastern end of the Wall and the gray water passage between it and the isle of Skagos.

Eastwatch is a collection of long halls, stout timber keeps, and low stone buildings gathered around a single, central tower of mortared stone. Cotter Pyke, commander of the castle, runs a tight ship. The courtyards are clean, the buildings in good repair, but there is no escaping the fact that a hundred and seventy men live in a castle built to support three times that number.

THE REDOUBT

The central tower, called the Redoubt, is a broad, square tower some seventy feet high and forty feet to a side. There is but one entrance, a broad door of oak, bound in iron, and wide enough for two men to pass abreast. It opens on a small entry, blocked by an iron portcullis. A pair of murder holes, covered by iron grates, open in the ceiling permitting men in the chamber above to pour oil in on anyone trapped between the inner and outer portals.

The commander of Eastwatch-by-the-Sea keeps his chambers in the upper floors of the Redoubt. Below the commander's suite are small apartments for the captains of the Watch's war galleys and below that, cells for the Stewards that attend them all. The tower boasts a modest dining hall, a solar and study, its own well, and cellars stocked with a small store of provisions in case of emergency.

OTHER STRUCTURES

The other buildings of the castle radiate out from the Redoubt like the rays of a star or, as the men under Cotter Pyke's command prefer it: "like piglets 'round a sow." The largest is the common hall, a long building with low walls of field stone and a high, peaked roof layered with sod. A pair of hearths stand at either end and a broad fire pit in the center. The kitchens occupy the end nearest the Redoubt and work around the clock. The atmosphere inside the hall more resembles a raucous tavern than an army mess. As rigid as Cotter Pyke is regarding the discipline of his men on duty, he is just as adamant that they have a place to cut loose. Ale flows freely and the kitchen fires burn night and day so that no man goes hungry nor thirsty, no matter when his ship comes in. Free as the hall may be, there is one rule that remains inviolate: violence between Brothers is strictly forbidden.

The armory is a long, low building built of rough timbers with a two-story stone block of a storehouse on the northern end. Only one of the forges has seen any use in recent memory, but the others stand ready to burn should need arise. The storehouse has a single entrance, a door of oak with an iron gate inside it.

There are eight timber barracks meant to house the men of Eastwatch. These days only three of them are occupied, each one claimed by the crew of a galley. Four men sleep to a room, the close quarters meant to foster loyalty among the men in them.

Huddled against the Wall on the west end of the castle is a small stable. It stands at the base of a wide stone stair that climbs the wall to a height of four hundred feet. Above that, wooden steps very similar to the stair at Castle Black climb the last three hundred feet to the top. Eastwatch has the same winch-and-cage arrangement as her sister castles, and the same tunnel and gates as well.

THE END

At its eastern end, the Wall climbs a narrow spit of rock that rises from Westeros like the tip of a spear thrust up from the earth and into the sea. A half mile from the water the ice at the base begins to be replaced by great blocks of stone. Every few dozen yards, another course of stone begins and the Wall narrows.

As it passes onto the promontory, the Wall is a mere four hundred feet high, forty feet thick and made entirely of stone. It narrows further as it climbs out on the spit. At its terminus the Wall is but thirty feet north to south and two hundred feet from top to bottom. It is capped with a tower called the Torch: a lighthouse standing another thirty feet above the Wall, itself capped with a stone cupola over an oil-fed flame set before a bronze mirror eight feet in diameter. Mirror and flame are

BROTHERS OF EASTWATCH-BY-THE-SEA

Below are some of the brothers of the Night's Watch mentioned in *A Song of Ice and Fire*.

- COMMANDER: Cotter Pyke
- RANGERS: Iron Emmet
- STEWARDS: Borcas
- OTHERS: Maester Harmune

mounted on a pintle and gudgeon, permitting them to swivel and cast light on the sea all around. No one lives in the Torch, but it is manned day and night by the men of Eastwatch.

A narrow causeway stretches along the foot of the Wall on the south side out to a long, stone quay with space for a score of ships. Never more than a handful are ever tied up there at any time now, and most of those are traders up from the south or Skagos, or even from across the Narrow Sea. The Night's Watch has but three ships of its own, and finding more than one of them in port at a time is rare.

BROTHERS OF EASTWATCH-BY-THE-SEA

Eastwatch-by-the-Sea is a port keep. As such, many of its men are those who are familiar with sailing and life by the sea.

COTTER PYKE

"Bloody hell. That would shove a spear up Mallister's arse, wouldn't it? Might be worth it just for that."

-COTTER PYKE, *A Storm of Swords*

It takes a pirate to catch a pirate. Whether he's looking out over the Bay of Seals from his chambers in the Salt Tower overlooking the stone quays at Eastwatch-by-the-Sea or standing at the tiller of one of the Watch's black-sailed longships chasing smugglers over the frigid, black waves, it's hard to imagine a better man for the job than Cotter Pyke.

HISTORY

Bastard-born son of a tavern wench, Cotter Pyke went to sea before his tenth nameday. By his twelfth, he was a blooded reaver well seasoned on the seas from Sea Dragon Point to the Shield Islands. When his ship went down in a late autumn storm off Cape Kraken, overloaded with the plunder of a fruitful month of raiding, Pyke found himself ashore and in the hands of Lord Rickard Flint. Rather than decorate a crow's cage at the crossroads outside the castle at Flint's Finger, Cotter took the black.

The Reaver of Eastwatch rose swiftly among the Brothers that watch the sea between the Wall and Skagos. Seamanship, skill at arms, and a knack for inspiring loyalty in the men around him drove Pyke upward until a scant six years after arriving he was named Commander of Eastwatch-by-the-Sea.

He has held that post ever since, plying a reaver's ruthless devotion to violence and a canny, piratical sense of diplomacy at turns to keep the Bay of Seals free of smugglers and seagoing wildlings alike. His men love him, but their affection has been slow in spreading to the rest of the Watch. Opinions among the men of Castle Black are mixed, but it is generally considered a fine thing that there is the width of the continent between Eastwatch-by-the-Sea and the Shadow Tower. Ser Denys Mallister despises Cotter Pyke, generations of conflict between his House and the Ironmen given vent in his dealings (thankfully few) with his fellow commander. For his part Pyke has nothing but scorn for Mallister, a man whose victories are decades past and counted on a tourney green rather than any true battlefield.

COTTER PYKE

ABILITIES

AGILITY	3	BALANCE 2B
ATHLETICS	4	STRENGTH 1B, SWIM 2B
AWARENESS	3	EMPATHY 1B
CUNNING	3	
DECEPTION	3	CHEAT 2B
ENDURANCE	4	RESILIENCE 2B
FIGHTING	5	AXES 2B
KNOWLEDGE	3	
MARKSMANSHIP	3	
PERSUASION	4	INTIMIDATE 3B
STATUS	5	
STEALTH	3	
SURVIVAL	4	ORIENTATION 3B
WARFARE	4	COMMAND 3B
WILL	4	COORDINATE 2B

ATTRIBUTES

COMBAT	10 (8 IN ARMOR,	INTRIGUE	11
DEFENSE	+1 W/ BUCKLER)	DEFENSE	
HEALTH	12	COMPOSURE	12
DESTINY POINTS	1		

BENEFITS: BLOOD OF THE IRONMEN, BROTHER OF THE NIGHT'S WATCH (STEWARD), WORLDLY

DRAWBACKS: FLAW (ENDURANCE)

ARMS & ARMOR

RINGMAIL ARMOR: AR 4  AP -2
BULK 1 (MOVEMENT 4, SPRINT 15)

BATTLEAXE	5D+2B,	4 DAMAGE	(DAMAGE 5 WITH BOTH HANDS), ADAPTABLE
BUCKLER	5D	2 DAMAGE	DEFENSIVE +1, OFF-HAND +1

PERSONAL GEAR: Battleaxe, ringmail, dice, buckler, drinking horn

PERSONALITY

Bluff, gruff, and thoroughly unrefined, the commander of Eastwatch-by-the-Sea learned his manners in the alesinks and longships of the Iron Islands. Taking the black did nothing to smooth the edges of his demeanor nor sweeten the salt in his tongue. To the men he commands, Cotter Pyke's rough speech and blunt honesty is a point of pride. Their commander is no prancing dandy come North from a lordling's seat to lay in high and mighty on the Wall: Cotter Pyke of Eastwatch is a man with blood on his boots and steel in his bones.

Pyke's blunt manner serves him well with the men of Skagos and the sailors that ply the Bay of Seals. In him they have a man they understand, a man who knows the sea and those who sail it. Among some of his own Brothers though, his rough tongue and disdain for courtesies have done a good bit more to condemn him. Old knights and the high



born often regard him as no more than a brigand, a pirate, and a cut-throat elevated well above his right place and utterly unfit for command.

APPEARANCE

Lean as a pike and just as hard as the islands that birthed him, the commander of Eastwatch-by-the-Sea is a man made for the bloody, ship-board battles that keep smugglers out of the Bay of Seals. If his body is a pike, the widow's peak of his black hair is its point, sharp above black eyes and a face scarred by the pox. His beard is thin and patchy and does little to hide his deeply pitted cheeks—rather it gives him a sinister, hard-bitten air that his demeanor only confirms. He wears studded brigantine by custom and salt-stained roughspun.

THE SHADOW TOWER

Standing in the shadow of the Wall and clinging to the rock at the top of the Gorge that divides civilization from the wilderness, the Shadow Tower leans out over the edge of the world to keep watch for those mad or desperate enough to risk the only land route around the Wall. Night and day, the eyes of the Shadow Tower watch for raiders threading their way through the rocks and pits far below. They keep the Bridge, and like all their Brothers in black, they stand the Wall.

The Shadow Tower is as much cut from the wall of the canyon it guards as it is built above it. The tower proper stands ninety feet high, with Ser Denys Mallister keeping his own quarters at the top of the great keep. But that is only half of the true structure, for the builders carved out as much below the edge of the Gorge as they built above it. They are

BROTHERS OF THE SHADOW TOWER

Below are some of the brothers of the Night's Watch mentioned in *A Song of Ice and Fire*.

- COMMANDER: Ser Denys Mallister
- RANGERS: Blane, Squire Dalbridge, Ebben, and Stonesnake
- STEWARDS: Wallace Massey
- OTHERS: Maester Mullin

not cellars, though. Rather, the sub-levels of the Tower are more a warren of tunnels leading to and from a series of defensive balconies and sentry posts cut from the natural rock of the cliff. In ones, twos, and threes, the men of the Shadow Tower man these niches, hidden from the eyes of the wildlings daring enough to try the Gorge. They don't attack, though. They watch and report. When raiding parties pass, the Watch turns out a squad to intercept them as they climb out of the Gorge on the south side of the Wall. Sometimes they catch the raiders, sometimes they don't. More and more have been trying risking the passage in the last few years. More and more slip past. There simply aren't enough men to stop them all.

The castle was built to house three thousand men, but only two hundred live there now. Ser Denys runs the Shadow Tower as a Lord does his house, tightly and with care. Those buildings that are not in use have been shut up and sealed. His men live in just one of the five great stone barracks that circle the common hall and the commander's tower.

The tower and barracks sit above the rest of the castle complex on a shelf of rock. Below stands a large armory, three stables (only one of which—the smallest of the three—remains in operation), a sept, a brewery, a bell tower and rookery. Doors open into the cliff face below the barracks at irregular intervals, each letting in on tunnels and store-rooms cut into the rock. The doors are uniformly stout and strong, and each cunningly concealed.

Ser Denys oversees his command as a lord might oversee his manor. The commander expects the highest standards of discipline and protocol of his men. The chain of command is paramount—each man of the Shadow Tower is expected to treat his superiors with respect and his subordinates with honor. As a result, the atmosphere around the castle is unusually courtly for an outpost of the Night's Watch.

Over his many years as commander of the Shadow Tower, Ser Denys Mallister has carefully molded the force of men under him to match his ideals and values. Of the three castles in operation, the Shadow Tower has, by far, the highest ratio of nobles to lowborn men on the Wall. Some say Ser Denys has forsaken the Watch's egalitarian tradition. Ser Denys thinks he rules his men as a lord, they say, rather than leading them as a commander. For many years the grumbling was something heard only in other castles, but as the commander grows old, discontent has crept into the lower ranks of his own men. When the old man's time comes, the noble men who have found comfort in his command may well find themselves facing a radically different future.

BROTHERS OF SHADOW TOWER

The Shadow Tower is sparsely populated, and seems nearly abandoned due to its large size. Only a few hundred men dwell here, but that is all that is needed thanks to the cunning defenses of the Tower.

The men of the Shadow Tower work closely together in well-planned patrols, taking advantage of the vantage points carved into the very rock of the Gorge to prevent wildlings from using it as an avenue of infiltration into the Seven Kingdoms. With a single horn-blast, the forces of the Shadow Tower are brought to bear against any of the Free Folk foolish enough to make the assay, raining death down on them from above, while a patrol of black brothers waits at the end of the Gorge to finish off those who manage to escape death outright.

SER DENYS MALLISTER

"Might I offer you a cup of wine? Your lady mother is a Florent, I recall. One day I must tell you about the time I unborsed both of your grandfathers in the same tourney."

—SER DENYS MALLISTER, *A Storm of Swords*

In an age when few of the Night's Watch take the Black by choice, Ser Denys Mallister is one of a dying breed: a knight, and noble born, who swore an oath to stand the Wall until his dying breath.

HISTORY

The Mallisters have held Seagard for near three hundred years, ever since Aegon the Conqueror burned Black Harren in his castle and drove the Iron Men out of the Riverlands and back to their hard, gray islands. To House Tully Aegon granted Riverrun and dominion over the lands about the Trident, to Mallister the Cape of Eagles and the charge of guarding that coast against the Ironmen's reaving.

Ser Denys Mallister was born beneath the great bell in the Booming Tower at Seagard, forged and hung there to give warning should the Ironmen come again to pillage and burn as of old. Ever did the reavers lurk, the menace to the West, the villains across the water. They were the bogeymen of his youth and the ancient enemy of his House.

With his elder brother as heir to their father's title, Denys was sent to Harrenhal to squire for one of the lesser Whents. He took his vows as a knight upon his eighteenth name day and by the age of 22, he became a tourney champion. He rode with the host against the Band of Nine during the War of the Ninepenny Kings.

In the peace that followed, Ser Denys gained considerable glory on the tourney field, but little else. When his brother ascended to their family seat upon the death of their father, Denys chose to take the black. The Mallisters had long been bred for vigilance. For Ser Denys it was small difference turning his eyes northward rather than west.

Noble blood and a knight's training afforded Ser Denys a command upon taking his vows and a swift rise thereafter. He has proved a competent, if uninspiring commander. For over thirty years he has held the Shadow Tower for the Watch. In that time he has stood for two choosings of Lord Commander and twice seen other men chosen over him. He knows full well that the next choosing will likely be his last. He has grown old on the Wall and one day soon, his watch will end.

PERSONALITY

Ser Denys is proud of his heritage and bloodline, and he puts great stock in courtesy and chivalry. He leads the men of the Shadow Tower as a lord might the men of his keep and he demands the respect due

SER DENYS MALLISTER

ABILITIES

AGILITY	3	
ANIMAL HANDLING	4	RIDE 2B
ATHLETICS	3	
AWARENESS	3	EMPATHY 2B
CUNNING	4	MEMORY 3B
ENDURANCE	4	STAMINA 1B
FIGHTING	5	LONG BLADES 2B, SPEARS 2B
LANGUAGE	4	COMMON TONGUE
KNOWLEDGE	3	EDUCATION 2B
PERSUASION	3	CHARM 2B
STATUS	5	BREEDING 3B, REPUTATION 2B, TOURNAMENTS 3B
SURVIVAL	3	
WARFARE	4	COMMAND 2B, STRATEGY 2B
WILL	4	DEDICATION 3B

ATTRIBUTES

COMBAT	9 (4 IN ARMOR, DEFENSE	INTRIGUE	12
	+2 W/ SHIELD)	DEFENSE	
HEALTH	12	COMPOSURE	12
DESTINY POINTS			0

BENEFITS: BLOOD OF THE ANDALS (STATUS), BROTHER OF THE NIGHT'S WATCH (STEWARD), COURTEOUS, LONG BLADE FIGHTER I

DRAWBACKS: FLAW (ATHLETICS), HAUGHTY

ARMS & ARMOR

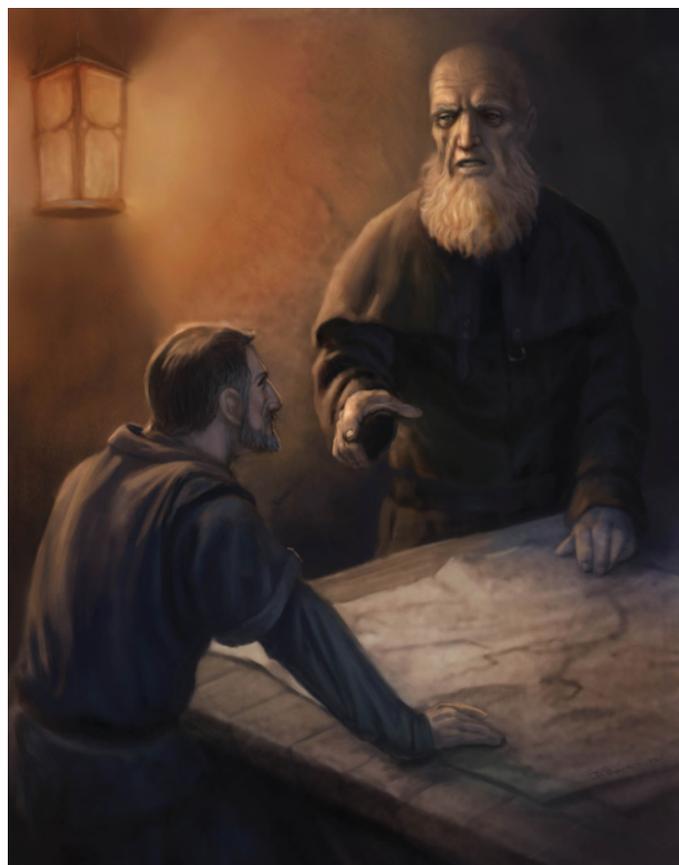
HALF-PLATE ARMOR: AR 9 ❄ AP -5
BULK 3 (MOVEMENT 3, SPRINT 10)

LONGSWORD	5D+2B	3 DAMAGE	(DAMAGE 5 WITH BOTH HANDS), ADAPTABLE
SHIELD	5D	1 DAMAGE	DEFENSIVE +2
WAR LANCE	5D+2B	8 DAMAGE	BULK 2, IMPALE, MOUNTED, POWERFUL, SLOW, VICIOUS

PERSONAL GEAR: Sable-trimmed cloak, fine clothes, longsword, half-plate, shield, courser

his rank and station. He is a soft-spoken man and he finds the blustering, bellowing rancor with which some men in the Watch command distasteful and decidedly unbecoming. It is this, along with the centuries old enmity between Mallisters and Ironmen, that is the root of Ser Denys's feud with Cotter Pyke of Eastwatch-by-the-Sea.

The Commander of the Night Watch's westernmost post leads gently but firmly. He has a keen eye for measuring men. He asks no more of the men under him than is necessary, though in these days what is necessary is shared among too few men. He does not shout, berate, or cajole. He issues orders and his men know that they are on their honor to obey. To the men of the Shadow Tower, bearing the weight of Ser Denys's displeasure is a far worse fate than flogging ever could be.



APPEARANCE

Though he is old now, by many years, Ser Denys Mallister still carries himself with the grace of a much younger man, the memory of his days as a knight upon the tourney field keeping his back straight and his limbs strong. The years have etched deep lines in his face and turned his beard as white as the winter snow, and the great dome of his head hasn't seen hair in a decade or more, but his blue eyes are bright and sharp and he still chews his meat with his own teeth.

Ser Denys's devotion to the finer points of knightly conduct is reflected as well in his attire. His blacks are of sable and velvet, his arms castle-forged and well-cared for. Though his men may be cutthroats and thieves, or perhaps because of that very thing, Ser Denys holds fast to his own nobility, the lord in the Shadow Tower, a knight upon the Wall.

STONESNAKE

"If any man in the Night's Watch can make it through the Frostfangs alone and afoot, it is you, Brother. You can go over mountains that a horse must go around."

—QHORIN HALFHAND TO STONESNAKE,
A Clash of Kings

If Stonesnake is less a legend than the Halfhand, it's only because no wildling that ever knew his name lived long enough to utter it. Cold and merciless as his namesake, he haunts the Frostfangs like a ghost in black, crossing and re-crossing the Frostfangs as easy as walking to the privy.

HISTORY

Stonesnake doesn't talk about his life before taking the black. Rumor has it that he was born in the Vale of Arryn. Some say he grew up fighting the clans that came down from the Mountains of the Moon to raid and pillage. Others say he was born into the clans and sent to the Wall when he failed to die with his kin. Wherever he came from, he's been a Ranger with the Shadow Tower for twenty years. As Qhorin, Stonesnake's commander, knows the wildlings, so Stonesnake knows the land.

PERSONALITY

Whatever his origin, Stonesnake is entirely a man of the Night's Watch. He does not waste time questioning his purpose. He does. He acts. He is not a leader of men, having no authority over his Brothers and want-

ing none. He is supremely confident in his abilities and does not shrink from saying so, but he is not boastful. He is a Brother of the Night's Watch and that means the wildlings are his enemies, but that is a matter of duty, not of wrath. He kills coldly, cleanly, and quickly.

APPEARANCE

Stonesnake is a compact man of near fifty years, deceptively strong and spry as a man half his age. Lean and lithe as his namesake, his years scaling the cliffs and gorges of the Frostfangs have left not a single scrap of fat on his already spare frame. His beard and eyes are both a flinty gray and he wears his whiskers short. He moves with great economy, no effort wasted, every motion direct and purposeful.

THE ABANDONED

There are many more castles and keeps along the Wall that lie in decimated ruins than there are holdfasts manned by the Night's Watch.

THE NIGHTFORT

Oldest and largest, the Nightfort was the first castle built along the Wall after the Long Night finally ended. Legends say Brandon the Builder laid the foundation stones with his own hands. To hear the wildlings tell it, he laid them over the bones of the very giants that helped him raise the castle at Winterfell, thus sealing the Wall in blood.

Whatever the truth may be, it was lost long ago. All that remain are legends, but of those there are a great many. Of all the castles on the Wall, the Nightfort features in the most, and the most horrific, tales that survive.

Ironically, the oldest and most infamous is the tale of a man whose name was erased from history. The Night's King was the thirteenth Lord Commander. As the tale goes, he took woman from beyond the Wall to wife—a woman of the Others. He declared himself King, the woman his Queen, and bound the men of the Night's Watch to his will by sorcerous means. For thirteen years they ruled, until the Stark in Winterfell and Joramun, King-beyond-The-Wall, together moved to pull them down. The Night's King's name was stricken from human memory, but the story has lived eight thousand years.

It was at the Nightfort that the Rat Cook killed an Andal prince for vengeance sake, baked him into a pie and served him to the king, his father. For killing a guest, the gods cursed the cook to be an enormous white rat that could eat nothing but the flesh of his own young. And it was at the Nightfort that Mad Axe heard the song of a ghost as pale as milk, and took up his weapon in the deep of winter to slaughter his brothers in their beds.

The 79 sentinels who, forsaking duty, went south to try their hands at banditry were Nightfort men. Lord Ryswell, father to one of the 79, took them back and each one was sealed alive in the ice facing north to fulfill in death the vows they had abandoned in life. They are all there still, entombed in the Wall to watch forever.

The Nightfort has seen more than its share of blood, betrayal, and black powers. Danny Flint—who was revealed to be a girl—died there, raped and murdered by a band of mutineers as she stood against them. Curses and traitors riddle the Nightfort's history with darkness and menace, and now it stands in ruin, abode to rats and ghosts and shadows and nothing more.

The castle was abandoned some two hundred years ago, too large and too expensive to maintain. The men that held it sealed up the gate

STONESNAKE

ABILITIES

AGILITY	4	BALANCE 3B, QUICKNESS 2B
ANIMAL HANDLING	3	RIDE 1B
ATHLETICS	5	CLIMB 3B
AWARENESS	3	NOTICE 3B
CUNNING	3	
DECEPTION	3	
ENDURANCE	4	STAMINA 3B, RESILIENCE 4B
FIGHTING	4	SHORT BLADES 2B
HEALING	3	
MARKSMANSHIP	3	CHARM 2B
STATUS	4	
STEALTH	5	SNEAK 3B
SURVIVAL	6	FORAGE 3B, ORIENTATION 3B, TRACK 1B
WARFARE	3	
WILL	3	DEDICATION 2B

ATTRIBUTES

COMBAT	12	INTRIGUE	11
DEFENSE	(11 IN ARMOR)	DEFENSE	
HEALTH	12	COMPOSURE	9
DESTINY POINTS	0		

BENEFITS: BROTHER OF THE NIGHT'S WATCH (RANGER), GIFTED ATHLETE, NIGHT EYES, TERRAIN SPECIALIST (MOUNTAINS)

DRAWBACKS: NONE

ARMS & ARMOR

SOFT LEATHER ARMOR: AR 2 ☉ AP -1
BULK 0 (MOVEMENT 4, SPRINT 16)

SMALL SWORD	4D+3B	3 DAMAGE	FAST
DIRK	4D+3B	2 DAMAGE	OFF-HAND +1

PERSONAL GEAR: soft leather armor, smallsword, dirk, climbing gear, pack, gloves, scarf

it guarded, choking the tunnel with stone and ice, closing the portcullis, and taking down the chains that once opened it. With the passage sealed, the men abandoned the castle, moving to quarters in the smaller, cheaper castle of Deeplake.

Much of the Nightfort is fallen into ruin these days, the towers that have not fallen crumbling for want of care. The bell tower still stands, though there are no bells. The rookery as well, though there are no birds. The kitchens are mostly intact barring a hole where the domed roof has fallen in.

Running all through the earth beneath the castle are mile upon mile of tunnels and vaults connecting the towers, halls, and keeps of the Nightfort just as the wormwalks connect the buildings of Castle Black. Empty, steeped in darkness, and a-swarm with rats, the tunnels remain sound. As legend has it, the Rat Cook still lurks in the darkness here. If he does he should have no shortage of food, nor company for any man who's been in those tunnels knows there are darker things hiding there than rats.

Much of the Nightfort is just as it is (or was) in all the other castles along the Wall, but there are two things the first has that none of the others do. The first is a stair of ice climbing the Wall to its top. All those castles that came after built stairs of stone or wood, or even great earthen ramps. Only the Nightfort built its stair out of the ice of the Wall itself. Two centuries have seen the steps swallowed up again by the ice, what remains barely recognizable as a stair, and that treacherously slick.

The second is the Black Gate. In the kitchens, at the center of the eight-sided chamber is a great, dark well. There is a stair winding around the inner wall down into darkness. In time, the stair comes to a door of white weirwood carved in the shape of a man's face, eyes closed. When a man of the Night's Watch stands before it, the eyes open and it asks "Who are you?" Provided the Brother speaks his vows, the gate's mouth opens wider and wider until the door is nothing but a yawning mouth letting in on a passage into the stone. The passage runs northward under the castle, under the Wall and beyond, opening at last beyond the Wall. As far as is known, the Black Gate is the only one of its kind on the Wall, but then again the Black Gate itself was unknown very until recently. Who is to say what other secrets may lie in the ruins of abandoned castles?

WESTWATCH-BY-THE-BRIDGE

Westwatch is hardly more than a gatehouse, though an exceptionally tall, stout one. It is the only castle of the Night's Watch that does not stand behind the Wall. It is, instead, an outpost on the far western frontier. The Wall ends on the eastern side of the Gorge and the Shadow Tower stands there to guard it. Anchored deep in the stone on the eastern side, the Bridge hangs from two great chains stretched across the chasm between. At the far end stands Westwatch, a single tower perched on the precipice, the westernmost flag of civilization planted on unwilling soil.

The castle was built with two purposes in mind. First, to bear the strain of the Bridge. Second, to keep the far end of the Bridge secure and in the hands of the Night's Watch.

The tower stands three hundred feet high with the Bridge anchored fifty feet from the top. From the Bridge downward the tower is solid stone but for a series of ramps at the center granting access to the ground for men and mounts. The top fifty feet of the tower holds quarters for thirty men and a small rookery.

At the ground level the tower has a single portal just wide enough for a man and horse to pass single file. The door itself is a single block of stone that is opened and closed with the use of a system of winches and counter-



weights. When opened, the stone swings both inward and upward. When closed, it swings back down again, the front of the stone cut so that it seats perfectly in the doorway and creates a flush, smooth outer surface with no chink or gap to pry open. For all intents and purposes, impregnable.

A dozen Shadow Tower men are stationed in the tower at any particular time, now. The door remains sealed except when the rare patrol ventures out on the west side of the Gorge to forage or scout. Should anyone be fool enough to attack the door, the tower is equipped with machicolations through which stones, oil, and arrows can be rained upon the heads of anyone at the base.

SENTINEL STAND

Sentinel Stand was an extensive wooden keep. In its prime it housed three thousand men in a score of keeps and block houses, and manned eight wooden towers. Now there's nothing left but the blackened stumps of pilings. Seventy years ago a band of wildlings came over the Wall and occupied it. There were thirty of them, and for three weeks they held the castle. But when the Lord Commander sent out two hundred black brothers to rout the wildlings, they set fire to every shed and tower house.

When the Watch arrived they found nothing but a smoking ruin. The wildlings had fled back over the Wall and disappeared into the wilderness as heroes.

GREYGUARD

All that is left of Greyguard is a ruin of tumbledown stone and the dust of rotting timber. Where once there was a modest keep with towers and outbuildings, now there is a ring of stones no higher than a tall man

practically lost in a grove of sentinel trees. The old fortress, abandoned for over a century, is but a ghost.

Those that know where to look can find the bones of the old castle. Here the bricks of a forge still standing where the armory used to be. There the well that fed the kitchens. But there is no more than scraps to show that once a thousand men of the Night's Watch lived and died and did their duty here.

While the structures of Greyguard have fallen, the spirit of the castle lives on in the histories of the Watch. It was men from the Greyguard that marched against the warriors of the wildling brothers Gorne and Gendel. Some say that it was the curse of Gendel that brought Greyguard down. There are tales told by men who travel that way at night, men of the Watch riding patrols between Castle Black and the Shadow Tower. Tales of pale figures glimpsed in the night, gaunt and naked with eyes as big as moons and teeth like sharks. Gendel's children, they say. Hungry wildlings come up out of the earth from their wanderings to feed their unwholesome taste for the flesh of men. The commanders scoff at such stories, but the patrols do not camp at Greyguard, whether they ride at the top of the Wall or the bottom.

The stair at Greyguard was of stone, once. It has collapsed in recent years, its upper length pushed over by shifting ice. The tunnel that once went through the Wall has been so thoroughly sealed that it is practically impossible to see where it pierced the ice if one does not know it already.

STONEDOOR

Stonedoor was sister castle to Greyguard, and when Greyguard went out to meet Gorne and Gendel and their wildlings, Stonedoor went as well. Stonedoor was further from the battle though, and arrived late. Some say that's all that saved them from Gorne's curse. If so it's small comfort—time has left it no less empty than Greyguard and only marginally less ruined.

Three floors of the commander's keep still stand at Stonedoor, the three above them collapsed years ago littering the ground around it with broken masonry. The shell of the old common hall stands as well, but roofless and crumbling. Trees grow up within its walls and the mortar between the stones is dry and fragile. One wall of the armory is intact, held up by the chimney of the only forge still whole and pieces of the two adjacent walls. The rookery is just a heap of stone. The rest have been swallowed by the forest, grown over and subsumed in the decades since the black brothers abandoned the place.

The castle was called Stonedoor because, rather than an iron portcullis or gates sealing the tunnel it guarded there was a huge slab of granite raised and lowered by a pair of chains run through eyelets carved into the stone. When the Watch left it behind, they took down the chains, blocked the tunnel with stone and ice, and left the stone door in place. The Wall has grown out around it. Now it's only visible as a darkening in the ice at the base of the Wall. The same goes for the stone stair that stood near it. Hardly a hand's span of stone stands out at any point along it, and that is rimed and slick with ice.

HOARFROST HILL

Hoarfrost Hill is a low mount with a cap of stony gravel and steep, grassy sides. At its crown sits a tall square tower slitted with arrow loops. The tower has two gates in it, one to the north and one to the south. The north gate is narrow, only wide enough for a man and a mule to pass through at once, no more. It is six inches thick, studded with iron and barred from

the inside. The southern gate is broad—wide enough for a wagon to pass through—and has three rows of iron brackets for bars, all on the outside.

There is no stair at Hoarfrost Hill. Instead, the north door of the tower lets on a long, sloping causeway built of packed earth. To either side the causeway slopes steeply to the ground, each side covered in loose gravel, the bottom third of the slope laced with shards of razor sharp rocks. The ramp climbs from the north door of the keep to within thirty feet of the top of the Wall. The last ten yards was spanned by a bridge of timbers, but when they closed up the castle, the black brothers pulled the bridge down after them. Now the gap yawns wide over a pit a few hundred feet deep and lined with knives of flint.

Hoarfrost Hill has its tunnel, just as all the other castles on the Wall. It stands sealed on the western side of the causeway, nestled into the crease between the Wall and the ramp. It's sealed, as are its brothers in the abandoned castles. Many of the castle's lesser keeps still stand, though empty. To the west, close by the shut up gate through the ice, are the old stables, a small forge and armory, and three low barracks. On the east stand the shells of the old common hall, a rookery, and kitchens. Tunnels run beneath the causeway, linking the buildings to either side, and a long, dark stair rises up through the center of the hill giving the men of the tower passage down to the rest of the complex.

Hoarfrost Hill is in far better shape than most of the castles of the Watch, but its wells ran dry over a century ago and the nearest water is a league away.

ICEMARK

Icemark holds the Wall ten leagues to the west of the Nightfort. It consists of three towers, two of which still stand mostly intact. The third tower has been sheared off, the two upper floors and the crenellated crown having fallen into the old sept that once stood beside it. The wooden walls and floors in the broken tower have long since disintegrated thanks to the withering effects of sun, snow, and rain. The other two are remarkably well appointed, though infested with rats and home to a prodigious colony of crows.

Away east of the towers a double row of thick wooden posts stands as the only evidence of the barn that served Icemark as stables, and alongside it a small shed with a heap of broken bricks shows where the castle's tiny forge once stood.

One hundred and fifty years ago, during the reign of Lord Commander Kevan Flint, the garrison of Icemark—nearly three hundred men and boys—vanished. They left no sign. No word or warning. Their quarters were left just as if they had stepped out to go to the privy. All of them. All at once. Spare clothes were left in their chests, tools at their benches, horses in their stables and food to burn, boil or rot. Lord Commander Flint did not bother to retake it, believing he would only make deserters out of the men he sent. Instead, he dispatched a troop of builders to seal up the gate, retrieve anything useful, and close the castle up for good.

DEEP LAKE

During the reign of King Jaehaerys I, Good Queen Alysanne came to visit the Wall. The Nightfort was already three-quarters empty by then and suffering for lack of funds to maintain it. It was at her behest the King bequeathed the New Gift to the Watch, and at her urging that Deep Lake was built: a smaller, cheaper castle just seven miles east of the Nightfort where the Wall bends around a cool, green lake.



Deep Lake is the newest of the Castles on the Wall at just under two hundred years old, built to replace the oldest, the Nightfort. And just two short centuries later it remains as empty as the ruin it replaced.

The castle is largely intact, just closed up tight and choked with dust. There is a single chief tower holding quarters for the castle commander, four barracks with room enough for a five hundred men, a bath house, armory, great hall and kitchens. There are two stables, one on either side, east and west, with stalls for two hundred horses.

The timber stair that climbs the Wall at Deep Lake is a shambles. A great sheet of ice slivered and fell away during the unusually long summer, bearing away a dozen of the braces anchored in it, leaving those that still stand twisted and dangerous. The wormwalks at Deep Lake suffer from a dire case of damp. Many of them carry several inches of water that has seeped in from the lake and a walking through some of the deeper ones will have a man in water up to his waist.

QUEENSGATE

When King Jaehaerys took his court north to see the Stark in Winterfell and take the measure of his Warden of the North, his queen consort Alysanne grew tired of the business of the realm, mounted her dragon Silverwing, flying north to see the Wall. She spent a night in a small peasant holdfast in what is now the New Gift. The tower house was known thereafter as Queenscrown and the villagers who lived about it painted the top gold in Alysanne's honor.

From there, the Good Queen flew to the castle called Snowgate. She saw the Wall and the men that stood their watch upon it. She procured for the Watch the New Gift and handed over her own jewels to fund the construction of Deep Lake to replace the Nightfort. In her honor,

the black brothers renamed the castle where she first landed on the Wall, calling it ever after Queensgate.

The Watch was glad to give the castle a new name at any rate—Snowgate had been an ill-favored name for ages. Nothing but strife and hardship had come out of Snowgate for thousands of years. More commanders were slain by their own Brothers at Snowgate than any other and several centuries before Aegon the Conqueror landed on Westeros' shores, Snowgate and the Nightfort actually went to war against one another!

No, the name Snowgate wasn't missed by the Watch. Whether the new name changed the castle's luck may never be known. Only a few scant years after the death of Queen Alysanne, the black brothers abandoned her namesake. They shut up the tunnel, tore down the stair, and emptied the towers, keeps, and halls of anything worth carrying and left the whole thing empty.

OAKENSHIELD

Oakenshield is the first castle east of Castle Black and the second youngest after Deep Lake. In fact, the castle that remains was never meant to be permanent, but was, rather, a temporary redoubt built of timber to give shelter to the men building the permanent fortress of stone. But one mishap after another plagued the construction until, hopelessly stymied, the Watch gave up on building in stone and made fast their wooden keep.

Oakenshield never housed more than a hundred and fifty men. At its height, the castle numbered half a dozen wooden longhouses among its retinue alongside a central keep built of whole oak timbers. Now only the keep remains, though it has weathered the years well.

There is no tunnel through the Wall at Oakenshield. The work on cutting one had only just begun when the orders came to leave. The earthen

ramp that used to lead up to the top was undermined and collapsed when the Watch abandoned the site. All that remains of it now is a mound of earth three hundred feet high between the keep and the Wall.

WOODSWATCH-BY-THE-POOL

Woodswatch-by-the-Pool stands on the north edge of a mere with water as smooth as glass and surrounded by a thick forest of oak, beech and maple. The wood is rich with game, and in its heyday, Woodswatch-by-the-Pool had both the largest and most fruitful larders on the Wall. The hunters of Woodswatch put venison on tables all along the Wall. They put furs on the beds and backs of thousands of black brothers, as well as the leather for armor, sword grips, boots and gloves, and the gut for bowstrings. In those days if it came from an animal, there was a good chance it came from Woodswatch-by-the-Pool.

The castle consists of three tall, round towers, each over three hundred feet high, all soaring above the tops of the trees. At the feet of these towers there once stood more than a score of lesser buildings where hides were stored, carcasses cleaned and butchered, and men were housed. Of those, only the old tannery still stands. The tannery was built of field stones and roofed over with timbers cut from the thick forest on the castle's doorstep. The roof has lost much of its thatching, but the beams still span the old hall and look down on a score of tanning pits. The pits themselves have dried up, the towers stand empty, and the wood has grown up around them, but Woodswatch-by-the-Pool only waits for men to come again.

SABLE HALL

Sable Hall is a single building huddled in the shadow of the Wall. At its height, the castle housed three hundred men. It was built when Lord Beric Bracken took the Black and came to the Wall disgraced, but short of none of his pride. A command was not enough, nor even high office under a post commander. Beric Bracken would settle for nothing less than a castle of his own to command and when none were forthcoming, he wrote to his brother, the new Lord Bracken, and had one built.

That summer was short. The white raven had flown from Old town long before construction was completed. Lord Beric took command a month before Sable Hall was buried in forty foot drifts. He and the six-score men the Lord Commander assigned to the new castle closed the doors on the cold and dug in for the winter.

The summer was short, but the winter terribly long. A year after taking the first snows flew, eight men stumbled into Rimegate castle, starved and half-frozen, telling a tale of madness, desperate hunger, and death. Sable Hall was buried under a blizzard that lasted six months. A dozen deserters had raided the larder and taken much of the food that had been laid in to last out the winter into the snow and disappeared. Lord Beric had forbidden anyone from going after them, forbidden any from abandoning the castle and making for their neighbors. Instead he holed up in the rich chambers he'd had built for himself while the wind howled and his men starved.

The men were reduced to eating their own dead to survive. The old man went mad. He threw open the shutters on his chamber windows, proclaimed himself King of the Others, and leaped into the raging white.

When the snow finally let up and the men were able to dig out, the thirteen who survived emerged and made for Rimegate. Five died along the way. The others reached the safety of the castle and were taken in.

They joined the men of Rimegate and lived out their days there. When the spring came, the Lord Commander sent two hundred to man Lord Beric's castle—the Watch wastes nothing.

Lord Beric's body was never found.

RIMEGATE

The Rimegate's history is void of the sort of strange events most other castles on the Wall have. There have been no madmen. No ghosts or treacherous deserters. No desperate cannibals or traitorous commanders. The men of Rimegate have down their duty down through the centuries and done it well. Their commanders have been competent or, at the very worst, harmless.

The castle is neither large nor small. It has three towers and five stone keeps. Beds enough to billet a thousand men, and stables for four hundred. A timber stair once climbed the Wall, but has collapsed in the century since it was abandoned. The buildings have held up well though, with only a few stones missing here and there, a wall or two leaning more than they should.

Curiously, it's the unremarkable history of the place that spawns rumors and suspicions. What bargains were made, and with what powers, to secure such an uneventful span of years? Theories abound, but if anyone ever knew of such a thing, they never told another soul.

THE LONG BARROW

The Long Barrow stands in a rolling, treeless country of hills rich in limestone, all surrounding a generous deposit of granite. Of all the castles on the Wall, only the Nightfort is of greater age. Over the eight thousand years of its existence its population has waxed and waned. The Nightfort was built with stone quarried from these hills, but in those days The Long Barrow was little more than a camp for the builders quarrying stone and was never intended to be permanently occupied.

The stone for the Nightfort was quarried from a single, long hill and from those earliest days it was called the Barrow. As more castles were built, more stone needed, the temporary camp became permanent. The builders returned to the hills they'd dug out and shored them up with stone walls and arches to support the roof. Empty hills became halls and a camp became a castle.

At its peak, the Long Barrow housed three thousand men in a score of halls scattered around the central pit. A thousand years after the first stone cutters came to harvest the stone for the Nightfort, the black brothers built the Long Barrow's only tower to stand beside the tunnel gate through the Wall and the stone stair that climbs to its top. The tower is just sixty feet high and has quarters for twenty, along with a small kitchen, hall, and a shallow well.

After the castle at Deep Lake was built there ceased to be an enduring reason to man the Long Barrow. The Builders that occupied the Barrow itself were reassigned over the course of a few years until only the tower was inhabited on a regular basis. For eight years men from Sable Hall would come and occupy the tower for a few months at a time, but when that castle burned and was abandoned, Long Barrow was abandoned as well.

The tower still stands. The builders used the best stone available, and built soundly and well. The hills all around are riddled with subterranean halls, large and small. No one knows how many caves and holes and hollows there are. The builders kept maps, but they've since been

lost. If any remain, it is likely they can be found in the vaults under Castle Black, if they can be found at all.

THE TORCHES

The integration of the Andals into the Night's Watch wasn't a smooth or seamless affair. Though outright conflict was rare, the war between the Nightfort and Snowgate being a well-known example, the Watch spent almost a thousand years being quietly, and sometimes not so quietly, divided.

The Torches were built at a time when the Lord Commander was one of the First Men. A plan was developed to build a series of signal towers to spread warnings all along the Wall faster than men on horseback ever could. They built the first signal tower east of the Long Barrow. The stone was close, the builders as well. The tower went up quickly.

And then the Lord Commander perished, died of a chill taken in an ill-advised foray west to treat with one of his less tractable Andal brothers. His successor was an Andal with no interest in his predecessor's foolish dreams of building pyres all along the Wall, and he ordered construction halted.

The First Men still held the command of the first signal tower though, and they ignored the Lord Commander's orders. They managed to build a second tower, inexplicably within two hundred yards of the first, before the Lord Commander ordered a force of loyal Brothers to put a halt to the intransigence of the men at the Torches.

The First Men submitted without a fight and were dispersed to posts far removed from their compatriots. No other pyres were ever built, but the Watch never wastes resources at hand. The castle remained in service until it fell victim to the Watch's decline in the last century. Now it stands empty, just as so many of its brothers do. Its pyres were never lit, the wood that stood in them waiting to give warning has long since rotted and blown away as so much dust.

GREENGUARD

Just four leagues west of Eastwatch-by-the-Sea, Greenguard stands between the Wall and the headwaters of a deep-running river that flows down to the Bay of Seals. There are four square stone keeps and a half a dozen smaller outbuildings along with another half-dozen dilapidated sheds and barns. When the Watch was vibrant and vital, Greenguard was where they built their ships. Great wooden cradles stood in the woods around the stream and held the black galleys while they were shaped and molded. Once complete, each ship was floated down the stream to an estuary twenty leagues south of Eastwatch and out onto the Bay to take their places in the black brothers' fleet.

These days the Watch has only three galleys and hasn't commissioned a new one in decades. Repairs that cannot be made in the docks by the lighthouse at Eastwatch are given over into the hands of the shipwrights of Skagos or farther south along the coast near Last Hearth and Karhold.

The castle takes its name from the curious color of the Wall near it. The legends say that as Brandon was building the Wall, a group of Green Men, giants and Children of the Forest protested. They attacked the builders as they neared completion of the Wall and were soundly defeated. The Wall went on and was built right over the graves of those that sought to stop it, but where the ice was laid over their bones, the blood of the fallen stained it green, and so it has been ever since.

THE GIFT

Since its founding, the Night's Watch has depended on nearby rulers to keep its forces fed, clothed, and in fighting form. If it isn't Winter it will be someday, and the Night's Watch must be ready whenever the seasons finally turn. Winter is coming, as the Starks say, and no one knows it better than those who man the Wall.

HISTORY

When the Watch was founded, it was supposed to be supported by tithes from the rulers who enjoyed its protection. In a moment of either gratitude or perhaps foresight, however, King Brandon Stark (some say Brandon the Builder, who built the Wall 8,000 years ago, while other maesters say it was a later Brandon) decided that the Watch must be able to support its own. To that end he gave them Brandon's Gift, ownership and keeping of the land twenty-five leagues south of the Wall. They were to fish, farm, brew and hunt there in order to keep themselves well supplied. For thousands of years, the stewards of the Night's Watch did just that.

As time passed, however, the membership of the Watch dwindled... perhaps inevitably. Threats out of sight are out of mind, after all, and it is a hard thing for a noble family to give up its sons for no purpose. In Brandon's Gift, there were no towns to speak of short of the settlement of Mole's Town, which has services aside from farming to provide, and that place almost certainly of more recent creation than the Gift. It fell to the brothers to care for themselves, and as their numbers dwindled,



THE CHILDREN OF THE FOREST

Before Queen Alysanne, before even Brandon the Builder, people lived in the area known now as the Gift. First were the Children of the Forest who lived here as they did elsewhere, making their homes in the deep woods. There were no towns or cities to pay tribute to human lords, just eyes and faces in the trees and the children hunting for their suppers. After the First Men came, they and the children warred against one another. This happened less in the North than through the rest of what would be Westeros, however. When the kings rose in the North, they took weirwoods of their own. Perhaps this was due to the forbidding climate, or perhaps due to the presence of the Others. Either way, the children were not persecuted in the North as they were in other places.

Even as the First Men and their descendants made towns and villages and the Andals followed behind, the Children of the Forest persisted throughout the Gift. There is some evidence they may have even assisted with the building of the Wall, as shown by the carved face of the Black Gate deep within the Nightfort. During the Age of Heroes, it's said that the children gave the Night's Watch a hundred daggers with blades of dragonglass each year. This continued for centuries after Brandon the Builder raised the Wall. Even during the reign of King Robert, dragonglass blade shards and arrowheads can still be found throughout the Gift, though such treasures are rare now compared to how it once was.

If the children still exist anywhere, it's beyond the Wall amid the wildlings and the Others. With Winter coming, however, and this one likely to bring a storm of Others with it, the time might be ripe for their reappearance. Perhaps the reappearance of such a dire threat to the land might be sufficient to make their existence known to Westeros once more—or perhaps they are simply gone, leaving only the weirwoods to mark their passing.

so did the number of stewards to be put to the land. Once a place of farms and plenty, the wilderness has now reclaimed most of it, making it scarcely less wild than the far side of the Wall.

This was the situation even in the days of the Targaryen rule. Jaehaerys I, known as The Conciliator, was only the fourth king of the Targaryen dynasty. When he traveled to Winterfell to meet with the Northern lords, his queen consort (and sister, being Targaryen) Good Queen Alysanne flew on dragonback to see the great Wall for herself.

Always known for her tender heart, Queen Alysanne was shocked and humbled to see the difficulties facing the brave men of the Watch and the great task they held. She stayed there for a night, the only ruler to do so. The Watch renamed one of their castles, Snowgate, to Queensgate in her honor. Alysanne was so moved by the devotion and bravery of the Watch that she convinced her husband to bequeath the New Gift to the watch, doubling Brandon's Gift and giving the Watch tenants in the cities and towns already there to support the Night's Watch in their unending task.

THE GIFT UNDER KING ROBERT

While the lands that Queen Alysanne left the Watch two hundred and fifty years ago were fertile and well populated, times have changed. Now even the New Gift is not what it once was. The Watch's loss of man-

power not only affected how many castles it could keep open and how well it could maintain its own land, but also how well it could protect the holders and farmers from wildling attacks. Growing weary of losing stores and livestock—and daughters—to raiders from beyond the Wall, the smallfolk make their way south or onto Umber lands bit by bit, trickling like blood from a wound that refuses to heal. The continued migration has left the Gift less able to recover and replenish both itself and the Watch with every family that left its holdings behind. The number of occupied and farmed towns and holdings is less than half of what it once was, making Mole's Town the only notable settlement in all of the Gift not already part of the Wall.

LIFE IN THE GIFT

The tribulations of the Night's Watch affect no one else so much as the people who live within the Gift. Life there is difficult for the smallfolk in ways that those in other regions rarely experience. While those near the Iron Islands must occasionally endure raids from the ironmen (though less since King Robert brought them to heel), and those of the Vale face the threats of the clansmen, neither have the persistence of the wildlings, raiding whenever they can break through the Watch's guard. The forces beyond the Wall are stronger here, too, with strange portents and powers unknown in the south making themselves known in subtle ways. The weirwood holds sway here, not the Seven.

It's not only the wildlings or Free Folk, or even strange portents that make life here challenging. The climate alone is daunting. Even Summers here look like mild winters elsewhere, and when Winter comes, it bites here first. With this Summer lasting so long, even those in milder climes fear the coming Winter—those who live so close to the Wall know better than anyone how bitter the winds can be.

If that were not enough, however, there is the presence of the Watch itself. No one in the area can or should forget that whatever their status now, the men who took the black were once thieves, murderers, rapers, and worse. Some were not, but in these days they are by far the minority. A man traveling alone through the Gift wearing black is as likely a man deserting his post as not; those men have nothing left to lose. So long as they cleave to their duty, they are considered honorable men. The temptation, however, to slip back into old ways can prove very strong for some, however. The peace between the people of the Gift and the men of the Watch is an uneasy one, despite their mutual dependence on one another.

MOLE'S TOWN

The largest settlement within the Gift (short of the inhabited castles) is Mole's Town. The town is largely subterranean, both for protection against the cold and protection against wildling attacks. Initially built into a series of natural caverns, the town has acquired both width and depth over the decades. There are some structures above ground, primarily a stable and smithy, but nothing substantive—or more valuable than necessary.

The shops, stores, and homes of the town's inhabitants are all below ground. Some traditional mining happened as a natural consequence of so much digging, but nothing of great value was ever recovered and most of those tunnels have been converted into what passes for streets. None of the shops have a huge selection, but they do what business they can with travelers on the Kingsroad. Most of it falls to barter or trade, though there is still some money in the region and no merchant would turn it away.

The Night's Watch often sends a delegation to Mole's Town to purchase supplies they cannot make themselves: typically staples, such as flour, but often raw iron or bulk cloth for clothing, as well as black dye. The largest trade in Mole's Town, however, is not in goods but in services. The tavern there runs a brisk business in both local ale and a place to bide the time away from the Wall for an evening, and no man dressed in black need fear being turned away.

The other thriving trade is the brothel next door, with the whores of Mole's Town (often its extra daughters and widows, or even wildling women in need of shelter) providing a necessary service for the Watch. Although sleeping with women is technically oathbreaking, it's not for nothing that it's shorthand for a whore to say she's "borrowed the black." So long as none of the men forsake their duties for a prostitute, their brothers and the Lord Commander turn a blind eye.

OTHER PLACES OF NOTE

South of Castle Black along the Kingsroad, there stands an empty tower on top of a small ridge. No one lives or guards there. Its only purpose is its flat stone top, the parapets, and the rough pyre of wood that stands atop it, with a rough lean-to roof to keep the worst of the snow off of it. It can be seen from the top of the Wall, though it takes a sharp eye to do so. You can also see the top two-thirds of the Wall from its height.

This is Watchtower Ridge, and it serves as a signal outpost between the Wall, the Gift, and lands to the south. Some say it was built along with the Wall, with the intent of others as well that could carry the signal them all the way to King's Landing. Some say it's of far more recent construction, built during the time of the Old King. Either way, there's no one living now who knows how old it is.

The watchtower is designed to serve as a signal fire, in case of calamity. To either alert the Wall if the Gift is attacked, or to alert the Gift and places beyond should the Long Night eventually arrive, faster than ravens or horses or ships could spread an alarm. Once men from the Watch and the town kept the town staffed constantly, ready to light the signal fire at a moment's notice and replace the fuel as needed. Time and a dwindling population have left only weekly visits to the watchtower, as well as duties given to men who live nearby to light it if given the signal.

There are other towers as well, two more within the Gift and one within sight of Winterfell, all within sight of the Kingsroad. They are also unmanned and in various stages of repair—making them perfect locations for bandits, oathbreakers, or lovers on the run.

RANGINGS

The Night's Watch does not merely stand the Wall but patrols the areas closest on both sides, ever alert for signs of danger. Rarely does a threat present itself in its full terror in *A Song of Ice and Fire*. Even world-shaking horrors are preceded by innocuous whispers, incongruous events, and morbid coincidence. The adventure seeds in this section are designed to not only give Night's Watch characters a reason to leave the Wall now and again, but could also lead into larger challenges to keep Westeros safe from the things that lie beyond (and more).

In its mission to keep the Wall from attack, the Watch sends its men into the lands of the Far North regularly, looking for threats and talking to the inhabitants of the lands beyond. Once patrols of the Watch

might have been gone a month at a time, ranging far to the north in their efforts to keep threats at bay. Most patrols stay closer these days, however; there aren't enough men to justify it. Even the most stalwart sentry can grow careless given enough time.

It is almost all the Watch can do just to keep the Wall maintained, much less extend their reach beyond. Rangings, however, can include resupplying the Wall, whether in recruits or men, and offering assistance to the people of the Gift in dire need. Even in these times, the right motivation sends the black brothers out from their posts to uphold their oath.

OPERATING PROCEDURES

The number of Brothers on a given patrol varies depending on the mission: patrols of the Wall consist of four brothers, two rangers, and two builders. Rangings to the north typically have between four and eight brothers, depending on the need. Rangings to the south, inside Westeros, are the most lightly manned. Between one and three rangers are typically sent on these trips given the comparatively low risk involved and the lack of manpower.

Once upon a time, the Lord Commander would send men every third day from Castle Black to Eastwatch-by-the-Sea, and every second day from Castle Black to the Shadow Tower. It has been long and long since there were enough men to spare for such regular patrols. Lord Commander Mormont instead makes the most of the men he has by varying the frequency of patrols and the number of men on each; unpredictability can be a protection all its own.

A BABE IN THE WOODS

Even wildlings can protect the wall, provided they're recruited early enough. The Watch was founded by men of Westeros, but nearly from its founding, institutional neglect on the part of the Iron Throne set in. It did not take long for the Lord Commanders to decide that the oath that bound them to the Wall and cut the ties to their former lives meant that anyone could guard the Wall, whether their origins were Westerosi or free folk. Every brother is an orphan when they come to the Wall; the black is all the family they require.

SETUP

While on a regular patrol, the brothers encounter a strange sight: the body of a wildling woman, dead of exposure, being guarded by a half-frozen, half-starved scarecrow of a boy. Alone, he'll die. Alive and with the Watch, he'll likely live to guard against the ones who gave him life in the first place.

OBJECTIVE

To save the child from dying in the woods.

KNOWN FACTS

The child is roughly six years old. He carries a hand axe that's too big for him, but the way he holds it shows he's had some training. He growls like a dog as the men approach, crouching over the body of the woman—his mother, from the looks of it.

The woman's lower right leg is strangely wrapped and looks swollen. A successful Tracking test reveals that tracks leading into the clearing show one adult foot being dragged and the steps uneven, likely using the stick now laying a short distance from the corpse for support as she walked. From the look of it, she's been dead no more than a day but traveling and exposed sometime before that.

TERRAIN

This clearing abuts a rocky cliff face about twenty feet high. It is scalable without too much effort, but if that was her goal, she never made it that far. There is a small cave about fifty feet southwest of the body, along the cliff, that could be used for shelter. The clearing itself is about forty feet long by thirty feet wide, with the cliff face running lengthwise along it. The ground is mostly even, with a few large rocks scattered around the clearing. The surrounding woods here are old, with very little underbrush, and a thick carpet of pine needles on the forest floor.

MECHANICS

CLIMBING THE CLIFF: The rocky cliff face is a **FORMIDABLE** (12) Difficulty to climb. Each degree of success allows the character to scale 1 yard of distance, to a maximum number of yards equal to his Movement with a single action. The cliff requires a total of 7 degrees of success to successfully scale.

UNKNOWN FACTS

The wildling woman's name was Yrsa. Her husband is alive and looking for her and their son. She was traveling to meet him and had become separated from the group when they ducked a Watch patrol.

OPPOSITION

The search party consists of the boy's father Rafe, Yrsa's sister Ynirra, and six other wildling huntsmen. Rafe wants his son back and will do whatever is necessary to achieve that. The child, Spar, has Fighting 2 and Athletics 2, and carries a hand axe (see **Table 9-3**, page 152, *SIFRP* core book). He will attack anyone who approaches him and seems likely to try to take him away from his mother.

POSSIBLE RESOLUTIONS

There are a number of possible resolutions here. The rangers can disarm the boy and take him back with them (possibly also building a cairn for his mother). If they do, then the boy can be raised in Castle Black to eventually take the black—it wouldn't be the first time a wildling orphan has been adopted. They will need to get back to Castle Black in a hurry, whatever they do; Rafe's group is no more than two hours behind at this point and they're covering ground fast. The rangers can stay ahead of Rafe if they make a decision quickly and head back to Castle Black, but burying Spar's mother, Haila, will give Rafe time to catch them at the clearing.

Rafe and his party will fight to retrieve his son. If he finds them burying Haila, he will hold off his attack long enough to find out the

situation. Wildlings don't let captured Brothers go, but the Brothers are a long way from captured. If the Brothers offer the child back to Rafe, he will be willing to take the child and leave. If they try to keep the child, then Rafe and his men will attack, leaving as soon as they've gotten Spar and focusing their combat on that goal. Whoever is guarding/holding the child will be the focus of Rafe's attacks.

The rangers will have to decide whether they're rescuing the child from death, killing another wildling, rescuing the child from life among the free folk, or dealing with the wildlings to give them back their offspring (who will almost certainly attack them one day, should he live long enough). No easy answers here...

STATISTICS

RAFE

Rafe is a Secondary Character. Use the **Scout** archetype from page 96 for him.

YNIRRA

Ynirra is a Secondary Character. Use the **Spearwife** archetype from page 99 for her.

WILDLING HUNTSMEN

The wildlings are ragged, half-starved men, with the demeanor of hungry wolves. They clearly respect Rafe and Ynirra's strength, but should both of them be defeated, they are likely to flee. *Omeg*, *Barrin the Bald*, and *Lusty Rynn* are armed with spears, *Tofyr* and *Desigg Bearclaw* are armed with warhammers, and the female huntress *Pale Dyraa* wields a pair of handaxes, one of which she is likely to throw in combat.

WILDLING HUNTSMAN			
FIGHTING 3 ((VARIOUS) 1B), STATUS 1, STEALTH 4 (SNEAK 1B), SURVIVAL 3			
COMBAT DEFENSE 6 (3 IN ARMOR, +1 W/ HAND AXE) ☼		HEALTH 6	
INTRIGUE DEFENSE 5 ☼		COMPOSURE 6	
WOOD ARMOR: AR 4 ☼ AP -3 ☼ BULK 1 (MOVEMENT 4, SPRINT 15)			
SPEAR	3D+1B	2 DAMAGE	FAST, TWO-HANDED
WARHAMMER	3D+1B	2 DAMAGE	BULK 1, SHATTERING 2, SLOW, POWERFUL, TWO-HANDED
HAND AXE:	3D+1B	1 DAMAGE	DEFENSIVE +1, OFF-HAND +1
HAND AXE, THROWN	2D	2 DAMAGE	CLOSE RANGE

WHERE THERE'S SMOKE...

A fierce storm came through a week ago, snowing everyone in and forcing even the Brothers no further from their Wall than necessary. It has passed now, leaving the world eerily white, lovely, still, and lethal. Last night, a sentry spotted what might have been a signal fire to the northwest of Castle Black. There is no farm or known settlement there, but it did not spread as a wildfire would. The cold is no friend to forest fires,

but even in the snow such things could happen. The Wall would withstand a fire but not without substantial loss.

SETUP

The Lord Commander has ordered a patrol to uncover the cause of the fire, its location, and whether it was natural or the work of men.

OBJECTIVE

To uncover the nature of the strange fire and determine the best course of action.

KNOWN FACTS

The fire appeared a few hours before dawn. The size of the fire seems contained, perhaps that of a house or a signal fire as opposed to the long, undulating lines of a wildfire spreading across the landscape. The morning sentries atop the Wall report a column of smoke rising steadily for the past few hours, black at first but lightening to gray as the day wears on. The location of the fire should be forest—no settlements were reported there as of the last ranging through that area.

TERRAIN

The area around the fire has been roughly cleared, though there has been some new growth. Trees have been chopped down and stacked to form a tower, which was subsequently set on fire. The place smells of alcohol and pitch and pine and cedar, all of which largely obliterate any other scents in the area.

MECHANICS

TRACKS: A successful CHALLENGING (9) Survival (Tracking) test reveals tracks indicating that two people entered the clearing and walked around the woodpile recently, but their tracks vanish into the rough underbrush.

FIRE: The bonfire continues to burn for a day or so before its fuel is exhausted. For the purposes of determining the effects of those who come into contact with the fire, it is considered a **Large Bonfire** when using **Table 11-10**, in **CHAPTER 11: THE NARRATOR** of the SIRFP core book.

UNKNOWN FACTS

The signal tower (because that's what it is) was built by members of the Nightrunner clan (page 87). Their closest settlement was a day and a half to the north, but since they've abandoned their settled ways, the tower's location is still well within their lands. A Nightrunner scouting group has moved through the area and has discovered evidence of the Others this far to the south, and has correspondingly set the fire to alert the King-beyond-the-Wall of the enemy's movements. The group has five members total, breaking off two scouts at a time to run ahead of the group as a whole and report back.

OPPOSITION

Obviously, the Nightrunner party would not be pleased if they saw rangers investigating their signal fire. They are unlikely to cross the path of the rangers unless the rangers track them. The real danger is a shadowcat wight that is prowling the area. The Nightrunners spotted it but were unable to kill it.

POSSIBLE RESOLUTIONS

The rangers could find and kill the shadowcat. If the party is small enough, they could run across the Nightrunner scouting party at the same time and either rescue them or be rescued by them. Killing the shadowcat wight should be sufficient to make the rangers nervous about what's out there and what might have caused the cat to be in that condition.

STATISTICS

NIGHTRUNNER SCOUTS

The scouts are a group of five scouts afoot, armed and armored lightly.

NIGHTRUNNER SCOUTS			
AWARENESS 4 (NOTICE 1B), MARKSMANSHIP 3, STATUS 1, STEALTH 4, SURVIVAL 3 (TRACK 1B)			
COMBAT DEFENSE 8 (6 IN ARMOR, +1 WITH DAGGER) ✪		HEALTH 6	
INTRIGUE DEFENSE 7 ✪		COMPOSURE 6	
HARD LEATHER: AR 3 ✪ AP -2 ✪ BULK 0 (MOVEMENT 4, SPRINT 16)			
HUNTING BOW	3D	2 DAMAGE	LONG RANGE, TWO-HANDED
DAGGERS	2D	1 DAMAGE	DEFENSIVE +1, OFF-HAND +1

SHADOWCAT WIGHT

This horror is a half-decomposed shadowcat, its body rent by what look like claws, and its white-and-black striped body still spattered with frozen, blackened blood. Its eyes glow the unsettling blue of ice in moonlight.

SHADOWCAT WIGHT			
AGILITY 3, ATHLETICS 5, AWARENESS 5, CUNNING 1, ENDURANCE 4, FIGHTING 3, STEALTH 5			
COMBAT DEFENSE 13 ✪		HEALTH 9	
NATURAL ARMOR: AR 0 ✪		MOVEMENT 8 YARDS	
BITE	4D	4 DAMAGE	VICIOUS
CLAWS	4D	5 DAMAGE	POWERFUL
LEAPING CHARGE	When a shadowcat charges, it may make two attacks, one with its claws and another with its bite.		
SNEAKY	A shadowcat gains +1D on Stealth tests at night.		
VULNERABLE TO FIRE	All fire attacks that hit the shadowcat wight gain one additional degree of success. A wight that takes fire damage equal to or in excess of its Health is instantly slain.		

TRAILING BLOOD

The lands north of the Wall are uncivilized by any Westerosi standard, both in terms of human civilization and the creatures that roam the woods. There are untamed woods within Westeros, to be sure, but the most dangerous of the creatures native to Westeros have been hunted down and killed. Hunting is for sport now within Westeros as much as for food; humans are the unchallenged apex predator within Westeros.

While the Wall keeps all but the most determined creatures out, animals find their ways across more often than men. Their oath to defend begins with the Wall, but extends easily to the Gift as well. Should the lives of the men and women who live in the Wall's shade be at risk, the Watch will answer for their safety.

SETUP

When a messenger from a nearby hamlet comes to the Wall seeking the aid of the Watch's maester or other healer, the wounds on the injured hunter indicate that presence of direwolves south of the Wall. One other woodsman has gone missing from the settlement as well, and its people speak of howling in the night.

OBJECTIVE

A pack of direwolves (see **CHAPTER 11: THE NARRATOR**, under **Adversaries & Allies** in the *SIFRP* core book) somehow got south of the

Wall and is terrorizing the Gift. The rangers must kill or otherwise eliminate the direwolves before they can kill again, and they must also investigate where they came from to see how it is they got south of the Wall.

KNOWN FACTS

A return to the site of the attack reveals a bloody scene. On a successful Survival test, tracks and blood spoor tell of two to three direwolves who left the scene. Their tracks can be followed to a solitary farm at the edge of the woods, at least two miles from any other settlements.

The door and shutters of the small house have deep scratches on them, as though the wolves were trying to get in, and there are old blood spattered against the lintel and doorstep of the front door. The door itself has clearly been burst through.

The wolves have turned the interior of the farmhouse into their den, and the remains of two human adults can be found within. There are four direwolves in all in the pack, but two are away hunting.

TERRAIN

The Gift is primarily settled, cleared farmland. There are some light woods where the wolves could hide, but nothing substantial.

TRACKING: Tracking the wolves operates as per the description of the Track Specialty, in **CHAPTER 4: ABILITIES & SPECIALTIES** of the *SIFRP* core book. There has been a light rain recently, and the terrain is considered firm earth.



UNKNOWN FACTS

The direwolves had made their den near the Wall in a cave that actually led to an old tunnel. A mudslide covered the entrance so that they could not escape. They've been traveling underground for days, looking for the surface, which led them to this side of the Wall. If the rangers try to track it back, they can find a tunnel that leads through to the Far North, partly natural and partly manmade.

OPPOSITION

The direwolves are hungry, disoriented, and anxious. If they are not captured or killed, there is a breeding pair still alive that could re-establish the presence of direwolves in the Gift. There is no human opposition to this ranging. Every other day, a new death of an animal or human will be reported until the animals are stopped.

POSSIBLE RESOLUTIONS

While it is most likely that the direwolves will be killed, it is possible someone may wish to capture one or more of the animals, whether for breeding or training purposes. Attempts to use Animal Handling on them are at a -1 given their situation. The most likely scenario for successfully capturing a direwolf will involve getting ahead of it and laying a trap—drugged meat, a pit trap, etc. Whatever method is used, though, the direwolves must be eradicated from the Gift before they can do any more damage or establish a foothold.

EARLY FROST

The wildlings wander from place to place, keeping ever on the move to keep from stripping the land bare by staying too long in one place in numbers. Some clans are more settled than others, having major camps they move between throughout the year. Others move constantly, staying no more than a fortnight as they roam the Far North. There are exceptions, though: hermits or families (or both) who chose to keep small farms or holdings, staying in one place despite the free folk's way of life. Some of these are Westerosi who wish to escape the obligations of having a lord and master; some are just free folk who choose a different path. Regardless, there's something a little off about all of them, living outside the rules of even free folk society. The rangers trade with these where they can: food, goods, but mostly information.

SETUP

One of the more Ranger-friendly people north of the Wall is a man named Faldyr. Adopted as a child and raised within the Black, he ran away the week before he would have taken his oath. He vanished for two years and was presumed dead, then was met by a patrol on a Ranging, loaded down with furs. He still refused the oath, but offered to trade furs and information for trade goods for as long as the rangers were willing. Never one to turn down a reasonable resource, the Lord Commander approved of the arrangement. Once every quarter, a patrol stops by to see Faldyr in his small but snug abode and make their regular exchange.

On this trip, however, something seems wrong. Faldyr normally meets the patrol a half-mile from his place, bringing them back if it's safe. There was no Faldyr at the meeting point, however, and his house stands empty. There's food on the table, though, and the ashes are still warm on the hearth. Whatever happened to him, it happened recently and he's probably not too far away.

OBJECTIVE

Find out what happened to Faldyr and see to his safety, if needful.

KNOWN FACTS

Faldyr's only known family is Thom, a brother who serves on the wall. He and Faldyr were found together, sick and suffering. A patrol brought them both back and nursed them to health. Thom took the oath even after Faldyr ran. The brothers remain on good terms, though, and Thom makes sure he's one of the party to trade with Faldyr whenever he can. Faldyr trades not just with the rangers but also with some of the nearby free folk clans. They might suspect that he also trades with the rangers, but thus far he's stayed a step ahead of any suspicions. Neither culture trusts him fully, regardless. He's a skilled trapper and ranger and spends weeks at a time away from his home, gathering pelts and greeting his free folk "neighbors." He has been living like this for five years, seven total since he left the Wall. During the last five he's never missed a meeting, not even in the worst weather. For him to do so now is worrying, to say the least, with the latest King-beyond-the-Wall and the gathering of the clans.

Faldyr's home is scarcely big enough for three people to sit in and not feel crowded. His furniture consists of a bench, a stool, and a pile of furs on the floor for a bed. There's a tanning shed out behind the rough cabin full of skins in various stages of preparation. Examination of the room can find half-dried bloodstains amid the furs. A successful Survival test can find blood spoor leading out into the woods. It's snowing, so the characters will have to move quickly not to lose the trail.

TERRAIN

Once the rangers are within two hundred feet, they'll hear grunting and yelling as though someone is in pain. Faldyr is up ahead at a small, temporary free folk campsite, tied between two trees and being tortured by three men of the free folk. The group has set up a campsite in the midst of light woods. Faldyr is shirtless and has burn marks across his torso. There's a wound across his shoulder blade and dried blood in streaks down his back. They are pressing hot blades to his flesh and asking him questions in their language. He shakes his head, says something short through chattering teeth, and then they burn him again.

TRACKING: Tracking the blood trail operates as per the description of the Track Specialty, in **CHAPTER 4: ABILITIES & SPECIALTIES** of the *SIFRP* core book. There has been a light snow recently, and the terrain is considered firm earth. It is currently snowing, as well.

UNKNOWN FACTS

The leader of the Nightrunners, Quel, suspects that Faldyr is a spy of the Watch, planted among the free folk. He's been watching Faldyr for

some time. His metal weapons, his goods, his ways of speaking: all of these have made Quel suspicious of the young man. He sent a group of three bandits to capture Faldyr and find out whether he was selling out the free folk or not. Quel's hesitant to kill the young man outright—his furs and hides are valuable and no one knows the woods better than he does—but he wants to make sure that Faldyr learns a lesson about what it can mean to cross him.

OPPOSITION

There are three free folk scouts (page 96). Use the scout template for Faldyr as well. They will leave Faldyr tied up during the fight—the rangers can cut him down, but that will be considered proof of his collusion. Quel's men will use Faldyr as a hostage if the fight turns against them and they have the opportunity. Killing him wasn't the plan, but neither was a patrol of rangers showing up.

POSSIBLE RESOLUTIONS

The appearance of the rangers is exactly the evidence Quel and his men need to prove Faldyr a traitor. The rangers will need to kill the Nightrunners and dispose of the bodies or somehow mislead the free folk in order to keep them from reporting back. If word of the rescue gets back to Quel, Faldyr will continue to be a target. Alternatively, Faldyr could join in fighting against the rangers, if only for appearance's sake.

Should the free folk win, they'll force Faldyr and a surviving ranger to fight in order to prove himself. If Faldyr won't kill the character, they'll kill him. Either way, Faldyr's time as a local resource for the rangers is likely at an end, at least for now.

STOCKING THE LARDER

The Watch does a brisk business in importing foodstuffs—anything that can be preserved or salted or smoked or packed is purchased in the South or sent as provender by the Houses that still remember their obligations to those that man the Wall. That said, meat is one of those items that is always better the closer you get it to home. The Watch has its own facilities for slaughtering, smoking, or otherwise preserving meat. They buy animals from the farms in the Gift, especially for special occasions when the treat of fresh meat will be a welcome morale booster for the men.

That said, even with the declining numbers of men on the Wall, the demand for fresh meat on the part of the men outstrips the ability of the Gift to supply it on a regular basis. To supplement, the Lord Commander arranges hunting parties once a month. In addition to their regular rangings, the patrol carries horses and packs to bring back pelts and meat. Elk, bear, and boar are favorite prey, but anything is welcome, even hares or squirrels in sufficient quantity.

SETUP

A patrol returns after two weeks away with one of the Brothers badly wounded and lame—he took a tusk through the thigh after stumbling across—and subsequently being attacked by—a huge boar in the woods.

A fresh patrol of stewards and rangers is being sent to kill the boar and bring back what they can for the larder.

OBJECTIVE

The objective is to track and kill the boar, taking as little damage as possible in the process.

KNOWN FACTS

The boar caught the last patrol by surprise; the brother who was gored will probably walk again, but nothing but the blessings of the Seven made it so. It must be old to have tusks so large. It was last seen about a day's ride out from the Wall to the north-northeast.

TERRAIN

The terrain is wooded, with no clear lines of sight among the trees. The woods are light with clumps of bracken and blackberry thickets.

UNKNOWN FACTS

The boar is not merely an old boar but a direboar. Larger, smarter, stronger, and faster than regular boars, direboars are rare even north of the Wall. They cover a huge amount of territory in their travels and are solitary creatures, particularly the males. The females will live with their offspring for up to two years, or until they reach maturity, at which point they will drive off the young. They are surprisingly agile for their size and their tusks are legendarily prized—the last pair held by the Watch were presented to Queen Alysanne.

OPPOSITION

The direboar has not been through this part of its territory in some time, but it is here now and has no particular intention of leaving. It will, naturally, defend itself if it fears it's being attacked. Direboars are not great communicators, and rarely withdraw once engaged in battle. Fire will force a retreat, but very little else will.

UNKNOWN FACTS

There are really only two possible resolutions here: the patrol either kills the boar and the Brothers eat boar sausage on and off for a month, or the patrol gets gored and trampled into the forest floor, hopefully managing to crawl back to their horses and make it safely to the Wall.

STATISTICS

DIREBOAR

Adult direboar males such as this one easily weigh five hundred pounds, with the females being slightly smaller. Direboars are aggressive and short-tempered. They typically avoid human contact, but will attack if threatened or agitated. They are unknown south of the Wall and regarded as merely a legend.

DIREBOAR

AGILITY 4 (DODGE 1B, QUICK 2B), ATHLETICS 4 (RUN 2B, STRENGTH 2B), AWARENESS 4 (NOTICE 3B), CUNNING 1, ENDURANCE 4 (RESILIENCE 2B, STAMINA 2B), FIGHTING 4 (GORE 2B), STEALTH 4, SURVIVAL 5 (FORAGE 3B), WILL 2

COMBAT DEFENSE 12 HEALTH 12
NATURAL ARMOR: AR 2 MOVEMENT 8 YARDS

GORE	4D+2B	4 DAMAGE	POWERFUL, STAGGERING, VICIOUS
TRAMPLE	4D	5 DAMAGE	POWERFUL
FEROCIOUS	A direboar can take Injuries to reduce damage to its Health.		

THE CURE FOR WHAT AILS

The maester is an invaluable part of the Night's Watch. Part historian, part healer, part counselor, part teacher, he communicates with the outside world, maintains the archives for posterity, and heals those who are injured or sick. When the maester falls ill, however, who sees to his needs? An apprentice or helper is not a maester, no matter how well trained.

Maester Aemon has fallen ill—perhaps from disease, perhaps simply from the ravages of old age, perhaps from something else entirely. No one within the Watch has been able to treat him successfully. Ravens have been sent to Winterfell, and Lord Eddard has responded, sending Maester Luwin to the Wall to help. The Watch must provide guards for the Maester within the Gift, however; Winterfell men will only travel so far.

SET UP

The Lord Commander has agreed to send a small patrol of men to meet Maester Luwin at the Last River and escort him to the Wall and home again, once Maester Aemon is recovered.

OBJECTIVE

To retrieve Maester Luwin and see to his safety on the journey to the Wall.

KNOWN FACTS

Maester Luwin is being accompanied by five guards on his journey from Winterfell. It will take three days of slow riding to get from The Last River to the Wall. Maester Aemon seems likely to hold out for that long, but additional delay would be unwise. Luwin and his guards are expecting a like number to meet them, so that Luwin's safety can be assured. While travel on the Kingsroad is as safe as can be expected, no journey is ever fully guaranteed. That said, this is hardly onerous duty.

TERRAIN

The Kingsroad is well paved, though any road is rougher through the north than its companion roads in more moderate climes. House Stark oversees its maintenance well, however, and there is little to slow travel.

Toward The Last River, the road jogs around the southeast foothills through the eastern arm of the Wolfwood.

UNKNOWN FACTS

A group of bandits has been gathering in the Wolfwood, preying on isolated farmsteads and travelers who leave the Kingsroad for months now. Their leader is a man named Kuhl, once a knight to House Karstark but now forsworn.

As slowly as Maester Luwin's party travels, they have been tracking it for a day or two now, staying out of sight within the woods. They are unwilling to attack Winterfell men if they don't have to—they have no desire to force Lord Eddard's hand any faster than necessary—but the Maester of Winterfell could fetch a good ransom from his chains alone. When the Watch takes possession of Maester Luwin, the bandits see their chance, knowing it will be days before anyone from either Winterfell or the Wall could even begin to track them.

OPPOSITION

There are ten bandits (see **CHAPTER 11: THE NARRATOR**, under **Antagonists & Allies**, in the *SIFRP* core book); their goal is to kidnap Maester Luwin and wound or kill the characters so that they cannot be easily followed. Kuhl would rather incapacitate than kill, knowing of Lord Stark, but not all the bandits understand such fine lines of justice.

Kuhl's opinion of the black brothers is biased, thinking them less competent based as much on their origins as their current station. He believes that numbers will carry the day. He is arrogant, but he could be frightened away given a show of strength. If the bandits are reduced to a 1-to-1 ratio of bandits to Brothers, they will abandon their plan and flee.

POSSIBLE RESOLUTIONS

If the brothers manage to defeat Kuhl and take him prisoner, they can discover his background relatively quickly. Maester Luwin, at the very least, recognizes the man from his time of service with House Karstark. Lord Karstark will gladly offer either a fat purse of gold as ransom for his return, or an allotment of a dozen men to join the Watch, whichever the Lord Commander prefers. He intends to hang the man as an oathbreaker. In such a situation, ironically, Kuhl may attempt to take the black himself out of desperation.

STATISTICS

KUHL, BANDIT KNIGHT (SECONDARY CHARACTER)

The forsworn knight Kuhl found his way into service with House Karstark. A grasping and jealous man, he quickly grew tired of watching his supposed betters live richly (at least, in his eyes) while he ate lesser fare below the salt. So, he fled his oaths of service into the Wolfwood and gathered about him men of criminal intent. In battle, Kuhl remains on horse with shield and lance as long as he can; he then fights with the massive greatsword slung across his back, eschewing shield for its power.

KUHL, BANDIT KING

ANIMAL HANDLING 3 (RIDE 1B), ATHLETICS 4 (STRENGTH 2B), AWARENESS 3, ENDURANCE 4, FIGHTING 5 (LONG BLADES 2B, SPEARS 2B), MARKSMANSHIP 3, STATUS 1, WARFARE 3

COMBAT DEFENSE 9 (5 IN ARMOR, +4 WITH SHIELD) ❁ HEALTH 12
 INTRIGUE DEFENSE 7 ❁ COMPOSURE 6
 BRIGANDINE ARMOR: AR 8 ❁ AP -4
 BULK 3 (MOVEMENT 3, SPRINT 10)

WAR LANCE	5D+1B	9 DAMAGE	BULK 2, IMPALE, MOUNTED, POWERFUL, SLOW, VICIOUS
LARGE SHIELD	4D	2 DAMAGE	BULK 1, DEFENSIVE +4
GREATSWORD	5D+2B	9 DAMAGE	POWERFUL, SLOW, TWO-HANDED, UNWIELDY, VICIOUS
MEDIUM CROSSBOW	3D	3 DAMAGE	LONG RANGE, PIERCING 1, RELOAD (LESSER), SLOW, TWO-HANDED

OTHER GEAR: Courser in Mail Barding, large shield, war lance, greatsword, medium crossbow and quarrels

FOR HONOR'S SAKE

News is slow to reach the Wall, partly from location and partly because the leaders of the Watch prefer it that way. The oath breaks all ties to a man's former life, but that doesn't mean it necessarily takes root in a



man's soul. No matter what he does with his life as a man, he still loved, hated, swore other oaths, made other bonds. It is easier to hold to one's vows when there is nothing to cause a Brother to be conflicted over the life he once knew.

Every Brother is tempted to leave the Wall at some point: fear, hatred, love, pain, cold, soul-crushing loss. The Wall should be enough to freeze a man's heart solid, letting him stand numbly at his post for as long as it takes. For some, though, no amount of ice will ever be enough.

SETUP

Josef Melwen, a builder among the brothers, has deserted his post and broken his oath. He knocked a brother unconscious and fled on his horse.

OBJECTIVE

Josef Melwen must be found and brought back, dead or alive.

KNOWN FACTS

At breakfast this morning, two Brothers were missed; Eldon the Younger and Josef Melwen. Josef, a Builder, was a rarity in the modern watch: a nobleman's second son who came of his own free will. Eldon the Younger was one of the elder brothers and a steward. Eldon's responsibility was inventorying the larder and ensuring the food never ran low. Josef was working with Eldon on repairing a cold room for food storage, buried deep within the Wall.

After breakfast, a search was held. Eldon was found, unconscious, lying in the cold room. Josef was not within the castle and a horse is missing as well.

TERRAIN

Josef has a horse, but unless he wants people to name him for a deserter from a distance and report him straightaway, he has no choice but to proceed slowly through the Gift. Deserters who want to live often go north of the Wall, discarding their black and throwing their lot in with the free folk. Deserters who have ties and money tend to go south into Westeros, hoping to finish their business and board a ship before their broken oaths can catch up to them. Josef has to stop in Mole's Town (page 62) for some provisions and to say goodbye to a girl named Keyla, one of the town's many "buried treasures." That will be the best place to stop him, one way or the other.

UNKNOWN FACTS

No one would have expected Josef to abandon the Watch. What they don't know is that he met a man two weeks ago that made living on the Wall intolerable, so much that he would rather die a deserter or live branded a coward than stay. A new band of recruits just arrived, as full of debtors, criminals, and children as any set to ever arrive.

One of them, a man called Black Harlow, was bright enough and had some experience with house building. He joined, however, because it was better than wearing a noose. He was working alongside Josef one day, being trained in the ways of builders, when he commented on Jo-

sef's last name. With a foul chuckle, he revealed that he'd been sent here for murdering a woman with that last name, a noblewoman at that—or at least that was her claim.

Through Black Harlow and a visit shortly thereafter to the Lord Commander, Josef discovered that his father had left home for King's Landing at King Robert's behest, taking his sister Marilayne as well. She was traveling through the city, shopping, when the crowd turned ugly and she was separated from her guards. She was later found dead, and Black Harlow was identified as the man who killed her. Rather than spill a Brother's blood, even if he could, he left.

OPPOSITION

Josef came willingly to the Wall, but he will not go back to it easily. He could be convinced to return, possibly, but it would be difficult. He would rather die at the hands of his brothers than kill any of them; his heart is broken and it threatens to break him as well. Use the Unlucky Gambler template for Josef (page 28).

UNKNOWN FACTS

If the group is united and does not raise arms against him, it is possible that he could be convinced or shamed into returning, through a successful Intrigue. Otherwise he'll run until his brothers hunt him down.

LOOKING FOR CRACKS

Patrols on the Wall search for structural issues, each composed of two rangers and two builders. The Watch maintains mules specially trained to walk the Wall and keep their footing on the slippery ice. One in four of these patrols follows the base to look for cracks in the foundation and signs of tunneling.

SETUP

The Lord Commander has dispatched a regular patrol to walk the base of the Wall down to Eastwatch-by-the-Sea and return, looking for cracks, sheeting, melting, sabotage, or other signs of decay.

Halfway to Eastwatch-by-the-Sea, the mules suddenly become skittish. The ground has a strange spongy feel to it and the ice of the Wall sparkles with a sapphire gleam, refracting the light strangely. Whatever this is, it isn't normal and it's the characters' job to find out the cause and make it right.

OBJECTIVE

Discover the cause behind the odd appearance of the Wall.

KNOWN FACTS

Successful Awareness tests will reveal the strange color of the ice and the spongy ground. Animal Handling tests will reveal that the mules are obeying their training by refusing to step on ground that feels unstable. A FORMIDABLE (12) Knowledge test will reveal that these pieces of evidence added together indicate some sort of tunneling, most likely with a heat source being used to melt the ice.

TERRAIN

The terrain is cleared for a half-mile on either side of the wall. Tunnelers must therefore start out in the woods beneath cover, preferably at the furthest point from the manned castles, and dig for the better part of a mile before they have hope of passing the Wall. It is not an endeavor for the faint of heart, and yet here it would seem that a group has nearly succeeded.

UNKNOWN FACTS

A minor group of free folk have begun tunneling under the Wall. Their leader, an older war leader who goes by Snowscar, is tired of waiting. He has observed the Watch growing weaker over the years and believes that now is the best time to strike. They are shoring up the walls of the tunnel with wood split from trees further into the Haunted Forest and stone they have traded for. Deep within the tunnel, where the ground is frozen by the ice above, hot coals are placed into holes bored in the ice and earth, weakening the ground so that the diggers can move forward.

OPPOSITION

Snowscar uses the War Leader wildling template (page 95), while the rest of his men are Scouts (page 96). There are six of them plus him, with two in the tunnel at any given time, one harvesting wood and stone to use to shore up the tunnel, and the rest on guard.

UNKNOWN FACTS

Snowscar hates the Watch and is set on finishing the tunnel and returning to take the free folk under the Wall and killing every black cloak they find. The Watch patrol must find some way of sealing the tunnel if not collapsing it and of ensuring that Snowscar does not try again.

UNWANTED VISITORS

Out of nineteen standing castles on the Wall, only three of them are occupied—and none of those at their full capacity. That leaves sixteen standing, empty castles, with visitors every few days but few who would search the place top to bottom. For those who don't mind the cold, the chance to live in a safe, secure, only occasionally partially occupied castle is head and shoulders above a cramped, drafty farmhouse or a patch of dry-ish bracken. Winter is coming, and who knows how long it will last this time? Better to find shelter while you can.

As the Watch has withdrawn from its castles, it has sealed them up against intruders. Each one should stand against a future when it might be useful again. Some have stood empty, still useful against an unlikely future, while others have fallen to ruin. One of the abandoned castles in a better condition than most is Woodswatch-by-the-Pool (page 59). Woodswatch stands next to a water source and a forest full of game. Water, food, shelter... what more could a person need?

Benjen Stark suggested some time back that the Watch begin sending patrols now and then to stay at the abandoned castles for a

fortnight or a moon's turn, depending on the need. Doing so keeps a presence at a part of the wall that is unexpected, allows the Watch to remember those parts of their legacy that it might otherwise be tempting to forget, and keeps the wildlings guessing as to what the Brothers are doing when. Mormont took the suggestion to heart, and now regular rotations at the abandoned castles are part of the patrol schedule.

SETUP

The most recent excursion patrol has been sent to Woodswatch-by-the-Pool, with instructions to stay for a fortnight and see to the repair of the castle. There is talk that Mormont might fill this one first if he were to get the men to do it, or to fall back here if Castle Black should fall. There's more at Woodswatch these days, though, than meets the eye.

OBJECTIVE

To take and hold Woodswatch for a fortnight, removing any interlopers from the castle.

KNOWN FACTS

The castle consists of three round towers and the old tannery, standing on the northern edge of a mere and surrounded by thick forest. The tannery is accessible by a determined individual—some of its thatching has disintegrated, leaving holes in the roof above. For more information, see page 59.

UNKNOWN FACTS

While all the towers were sealed, the middle tower has begun to give up its secrets. A shuttered and boarded window about two stories up was broken off its hinges during a severe hailstorm six months previous. Since that time, a youth named *Aryn* has practiced climbing enough to be able to get up to it and slip inside. He managed to open a door and get out again. He returned, however, this time with his mother and brothers, and they took up residence inside.

Aryn's father died of illness two years ago, and since that time their condition has only worsened. His mother *Katryn* was ill as well and survived, but has still not fully recovered from it. Aryn is the oldest at 14, his brothers *Rudi* and *Jayk* are 10 and 6. They are all willing to work, but none of them have the strength or knowledge to repair the roof of their house, and their mother's pride (and father's debt) prevents them from asking for help.

This house is only a few hours from Woodswatch, and is desperately in need of repairs.

OPPOSITION

Aryn will protect his family. His mother will protect her sons, and the younger two will do what they can for everyone as well—which against a band of black brothers isn't much. They will hide and try to stay unnoticed until the Brothers leave, but that's a twice-daily Awareness test (with a difficulty of the family's lowest passive Stealth, which is Katryn's at 8) for the patrol members. Small children hide well for a short time, but poorly as their attention span wanes.

POSSIBLE RESOLUTIONS

Families and the Wall do not mix. Aryn is of an age to join the Watch, and might be willing to do so in exchange for the guaranteed well-being of his mother and brothers. The younger boys could even be taken in by the Watch, should their mother be willing. There is no place on the Wall for a woman or mother, though, and no place in the woods for a family. The Watch cannot let them stay, but should not let them go.... the creativity of the players will be needed to come to a decision on the best resolution for this situation.

STATISTICS

ARYN

A strong young man cognizant of his responsibilities and keenly aware of the absence of his father, Aryn tries to provide for his family the best he can, though he is woefully over his head.

ARYN

AGILITY 3, ATHLETICS 3, MARKSMANSHIP 3 (THROWN 1B), STATUS 1, STEALTH 3, SURVIVAL 2 (FORAGE 1B), WARFARE 1

COMBAT DEFENSE 8 * HEALTH 6
INTRIGUE DEFENSE 5 * COMPOSURE 6

KATRYN

Good-natured, though a little bitter at the fate that has taken her beloved husband Omry from her. Katryn is terrified that she will never be well again, and that she is about to leave her children to be orphans in this world.

KATRYN

AWARENESS 3, FIGHTING 1, PERSUASION 3 (CHARM 1B, CONVINCE 1B), STATUS 1, SURVIVAL 2 (FORAGE 1B), WARFARE 1

COMBAT DEFENSE 7 * HEALTH 6
INTRIGUE DEFENSE 6 * COMPOSURE 6

RUDI & JAYK

Rudi is rebellious and angry, the one likeliest to try and spy on those he should be just hiding from. He doesn't fully understand why his father is gone and why his mother is so incapable, and resents his older brother's attempts to be a parent. Jayk is a momma's boy through and through, and sticks closer to her for the most part. He does often follow Rudi's lead, however, especially when they're doing things they oughtn't.

RUDI & JAYK

FIGHTING 1, MARKSMANSHIP 2 (THROWN 1B), STATUS 1, STEALTH 3, SURVIVAL 2 (FORAGE 1B), WARFARE 1

COMBAT DEFENSE 6 * HEALTH 6
INTRIGUE DEFENSE 5 * COMPOSURE 6

CHAPTER 3: BEYOND THE WALL



To the people of Westeros, the lands north of the Wall are said to be an empty, frozen place that promises only death and terror. Its people are said to be thieves, savages, cannibals... and worse. It is said to be the home to a hundred legendary terrors, from direwolves and giants to the Others. Many terrible things are said about the lands north of the Wall, and a fair number of them are true—or at least have been true, at one time or another. But if you ask those who live in the Far North about the lands to the south, they will tell equally terrible tales of despotic lords who own both man and land, women who are treated little better than cattle with no say in their future, and a civilization of weaklings know nothing of the real terrors that lurk in the cold places of the world. These tales are also true.

The lands of the wildlings are a harsh, unforgiving place that has produced an equally harsh and unforgiving people who would rather

die than kneel to someone who has not proved his strength and cunning. These descendants of the First Men are called wildlings in the south, but the people of the Far North call themselves the free folk, seeing themselves as the only truly free people in Westeros. Valuing strength, cunning, and tenacity over manners, scholarship, and decorum, they are a rough, barbaric people who see civilization as the creation of weaklings. While the people of the South see them only as villains, the possibility for heroism exists among the free folk as anywhere else, even if it is a coarser breed of heroism.

This chapter deals with the society of the free folk including the basics of tribal life, the major groups among the free folk, and rules both for free folk characters and for running entire campaigns built around playing a tribe of free folk.

“The gods made the earth for all men t’ share. Only when the kings came with their crowns and steel swords, they claimed it was all theirs. My trees, they said, you can’t eat them apples. My stream, you can’t fish here. My wood, you’re not t’ hunt. My earth, my water, my castle, my daughter, keep your hands away or I’ll chop them off, but maybe if you kneel t’ me I’ll let you have a sniff. You call us thieves, but at least a thief has t’ be brave and clever and quick. A kneeler only has t’ kneel.”

-YGRITTE, A Feast for Crows

THE FREE FOLK

The free folk were born as a people when Bran the Builder raised the Wall at the end of the Long Night, forever separating Westeros from the Far North and the Land of Always Winter. Those people north of the wall were permanently cut off from the lands of the south and would receive no aid, leaving them on their own to face cold, starvation, and the ancient evils from which the rest of the world was now shielded. This forged a hard, independent people who know they cannot count on anyone else to survive. Every man, woman, and child is expected to see to their own needs and have the strength to stand up for themselves. It is this independence that helps the free folk survive in the terribly brutal land they call home, as each member of a tribe can see to their own needs when necessary—but it also prevents them from coming together en masse without a leader like Mance Rayder spending years in the effort to gather them.

TRIBAL ORDER

The free folk have no laws as such. While each tribe may have some strictures about behavior due to historical or spiritual influences, there are no intertribal laws among the free folk aside from cultural biases. Some tribes have taboos or other regulations, but no tribe has an actual written or codified system of law. For the most part the only law is that of “might makes right” since each man, woman, and child is expected to defend themselves and their belongings from abuse.

Thus if someone steals something it must be because the victim was not strong enough, cunning enough, or have enough allies to protect it, and thus did not deserve it. Having strong allies is certainly a way to prevent such things from happening, so even a sociable or cunning weakling can prosper in this system. Along similar lines the entire might of a tribe may be turned against a tribe member who causes the wrong sorts of problems. When every mouthful of food is important, a mouth that does nothing but make trouble is not worth feeding.

The free folk organize themselves into tribes that rarely number more than a hundred members. Those tribes that are larger than this

usually break into smaller bands in order better support themselves off the limited fare available in their homeland. A few hundred free folk in the same area for more than a few weeks can render the land barren of game, food, and resources for months to come if they are not careful. Free folk tribes are made up of several extended family groups, often including three or four generations within the tribe.

Tribes are evenly split between men and women with a quarter of most tribes made up of children. There is no concept of bastards among the free folk due to their looser sexual customs, and children are judged by their own abilities rather than by their parents’ relationship. Each tribe is related by blood to several other tribes as nearly all tribes make a practice of kidnapping their brides from neighboring folk, continually mixing the blood of the various tribes. The idea of marrying within your own tribe is heavily frowned upon, even if the bride and groom are not blood relations.

The women of the free folk are not so meek as to take such wife-stealing efforts lightly, and they are often more than capable of defending themselves. Many a would-be free folk husband has been killed trying to take a wife who was not willing. A free folk woman will only go with a suitor who proves his strength and cunning in the bride’s capture, and even then the wife-to-be will put up as strong a fight as she can. Such activities are seen in the south as being little better than socially accepted rape, but among the free folk it is seen as the best way to ensure a match between suitably strong parents who will produce equally strong offspring.

Also it is well known among the free folk that any husband who abuses his wife is likely to find his throat slit when he least expects it and the wife will face few repercussions for doing so, thus there is a respect between husband and wife that is not commonly seen in the south. As the free folk say “A man can own a knife, or a man can own a woman. A man cannot own a knife and a woman.”

Only a few tribes marry within their own ranks, those usually being the most remote tribes that have little contact with others. Such tribes are often avoided by other free folk who know well the dangers of not bringing fresh blood into the tribe. Some of the more southern tribes have been known to raid south of the Wall for wives, but such practice is frowned upon by most free folk. The wives gained from such efforts are seen as being weak and holding little promise of strong children.

LANGUAGE & THE FREE FOLK

The dominant language among the free folk is the Old Tongue of the First Men spoken by their ancestors. Indeed in some areas of the Far North the language spoken is virtually identical to that used by the First Men before the arrival of the Andals, but in most areas some linguistic drift has occurred. There are free folk who go their whole lives hearing no other language. Regional accents and dialects are extremely common, most of which develop along tribal lines. Giants speak a variation of the Old Tongue when dealing with humans. Very few of the free folk can read in their native tongue.

The Common Tongue is spoken by many of the tribes closer to the Wall, but usually only with outsiders. It is spoken exclusively in a few tribes and settlements, most of which were founded by those who fled over the Wall. In recent decades the Common Tongue has spread through the free folk with increasing speed as the influence of Westeros on the free folk increases. While the Common Tongue is becoming more common, few free folk are literate.

The various other languages spoken in Westeros, such as scholarly languages like Valyrian or the languages of lands over the seas, are all but unknown north of the Wall. Hardhome sees some foreign tongues used by merchant visitors, but otherwise these languages are dead north of the Wall.

CRASTER & HIS DAUGHTER WIVES

The old wildling known as Craster is the living embodiment of the negative stereotypes people of the south hold of wildlings. Vulgar, deceitful, incestuous, and willing to force himself on his daughters, the only taboo commonly associated with the wildlings he does not break is cannibalism. While those of the south and the Night's Watch may see Craster as being representative of the wildlings, he is very much an outcast among the wildlings. The free folk want little to do with the old man and generally consider him a traitor for his dealings with the Night's Watch. He has little to no traffic with the free folk, declining to join Mance Rayder's cause when asked. Unfortunately, due to his relationship with the Night's Watch, his influence will be felt on relations between those on the north and the south of the Wall for years to come.

Narrators should consider Craster as a template: not every solitary family homestead is quite as disturbed as his, but there are many hermits and small families living away from the free tribes in the Far North.

LIFE AMONG THE FREE FOLK

Life expectancy among the free folk is short when compared to the lands to the south, and those who live to more than forty years are considered nigh-ancient. Most of the free folk succumb to cold, starvation, raids, animal attacks, or the stranger creatures of the Far North long before reaching that "venerable" age. Even those who do survive to old age are scarred by a lifetime of hardship, marked with battle wounds and lost extremities from frostbite. It is rare to find a tribal elder with all of his fingers, toes, and ears intact.

The unvaried diet of most free folk does not help, nor does their overall poor hygiene and close living conditions. Bathing is known among the free folk, but to partake in such activities is to put your life at risk much of the time due to the threat of freezing. Children fare worse than adults and far more die before their second birthday than survive. In most tribes children are not named before their second year to avoid family members growing too attached to them, since they will in all likelihood not survive. Children who are born deformed or disabled rarely last long among the free folks, and leaving them to die of exposure is not an uncommon practice.

GENDER ROLES

Among the free folk man and woman are seen as being as equal as an individual man and woman are able to prove themselves. Each person is judged on their individual strengths and weaknesses, with their sex given far less consideration than in the lands south of the Wall. Women are allowed all the same societal roles, behaviors, and choices as men, but there is always an undercurrent of masculinity in the culture of the free folk that undercuts true equality. While women may go to war or lead a tribe, men still joke about beardless men being women and lacking in vigor, and Mance Rayder has only one woman among his war leaders.

Women are free to prove their worth to the tribe through displays of strength, skill at arms, or application of great cunning, but they are working within what is still a male-dominated society. Compared to the lands south of the Wall, northwomen have far more freedom, assuming they have the strength to make use of that freedom. They can marry who they wish if they fight hard enough, they can go on raids over the Wall if they can prove their prowess, and they can lead a tribe if they prove themselves a leader.

LEADERSHIP

As fits with their culture, the strongest and most cunning lead the tribes of the free folk. While strength is usually given more weight than cunning, a sufficiently determined and devious individual can make it far in the free folk if they put their skills to use for the greater good of the tribe. Some tribes use ritualized contests to determine the leader of their tribe, such as the great hunts of the Walrus Men, while others rely on simple challenges of arms and deceit to determine their leaders. In these tribes a challenge can be issued any time for leadership of the tribe and any leader must be ever ready to defend his position. Each tribe has its own guidelines as to what it sees as a fair contest; the cannibal clans of the Ice River see using poison in a fight for leadership of a tribe as an anathema since it prevents the consumption of the loser's corpse, while such methods are completely acceptable in many of the cave dweller clans. In most tribes a simple declaration of intent is all that it takes to challenge a leader, and the matter is settled through a contest of arms at the earliest opportunity. Any leader who tries to avoid a fairly made challenge will quickly see his authority undermined as his people will not follow such a coward.

In line with their method of selection, a tribal leader among the free folk only remains in power as long as he keeps all possible rivals cowed and proves a capable leader. While a strong but ineffective leader may keep control of his tribe, he is likely to see his followers melt away as they leave to follow more successful leaders. In a few scattered clans, such as the Thenn tribes, there is enough discipline to stave off such losses, but these are the exception. Any tribal leader among the free folk who regularly leads his people to defeat is likely to be a short-lived leader.

While the free folk give some extra measure of respect to a well-liked leader's children, they are by no means guaranteed any manner of succession to leadership of the tribe. Blood ties are not seen as any indicator of greatness among the free folk and the concept of such is seen by the free folk as being one of the more ridiculous ideas promulgated by the people to the south. The free folk are only concerned with what a person can do, not what his or her ancestors did.

As noted above, it is possible for a woman who proves herself capable to head a tribe among the free folk, but it is a rare occurrence at best. Any woman with the power to take control of a tribe can lead it according to the free folk, but while their attitude towards women is freer than those of the people of Westeros, women tribal leaders make up only a tiny portion of the leaders among the free folk.

SURVIVAL

The free folk are hunters and gatherers, having little use for agriculture in their frozen homeland. Most tribes have a few staple beasts they hunt and follow through the migratory season, the most common being elk, deer, and moose. Most tribes hunt other non-migratory species like bears or wild boars when they are available, but such prey cannot consistently support a free folk tribe. Those tribes along the coasts make use of kayaks and canoes to hunt whales, narwhals, and other such aquatic beasts. A single kill on such hunts can feed an entire tribe for weeks, in addition to producing a wealth of other resources like whale bone and ambergris. The landlocked tribes usually hunt on foot but some tribes use horses when hunting larger herd animals, usually taking down their prey with bow and arrow, but sometimes forcing them to stampede off of cliff edges. All free folk tribes do their best to use every part of a slain creature, turning bones into tools, skins into clothes, tendons and ligaments to bowstrings and cord, and eating virtually every other part of the creature.

While the people of the south believe that everyone north of the Wall is a savage cannibal, in fact only a small percentage of the free folk engage in cannibalism outside of the direst of circumstances. While most free folk would certainly consider cannibalism if it was the only option for survival, they think the practice is extremely unpleasant and something to be avoided unless all other means have been exhausted. Every winter there are stories of hunting parties or tribes trapped by ice and storms that have to resort to cannibalism, and there are rarely repercussions for doing so. Only the cannibal



clans of the Ice River regularly practice cannibalism when it is not strictly necessary, but to them it is a practice that has strong ceremonial and spiritual aspects. The cannibal clans only feast on those they defeat in battle and their ferocity in combat is fearsome even among the violent people of the free folk. Why should only the crows partake in the battlefield's harvest?

RELIGION & MYSTICISM

The free folk worship the spirits of nature their First Men ancestors worshiped and godswoods are common throughout the lands north of the Wall. Some of these godswoods are of an age and scale that dwarfs anything to the south, such as the weirwood in the village of Whitetree that has a mouth large enough for a sheep to be placed in it. The free folk have a much more informal relationship with their faith than the people to the south—largely due to their higher exposure to supernatural elements such as wargs, giants, and the Others. To the free folks the Old Gods are all around them every day, so why bother with organized worship?

Among the free folk there are few religious leaders; while many tribes have wise men or women skilled in herbs, healing, and the legends of the north, few have what could be called a shaman or septa. Some tribes do have more religious aspects to them, such as the Thenn tribes who see their leader, the Magnar, as a god, but to most free folk the idea of religion seems something of a waste of time. The gods do not need offerings or buildings built in their name, they only need respect and to see their children be strong and thrive. All the pomp and circumstance put into worshipping the strange gods of Westeros are seen by the free folk as simply another way the people to the south give up control over their lives.

While there are few religious leaders among the free folk, some tribes do have mystics in their ranks in the form of wargs and skinchangers. Such individuals are highly respected and feared, but they are not automatically accorded any sort of leadership position. Even among the free folk those who can touch the spirits of beasts are seen as being different and dangerous, placing them outside the normal tribal society. While they are dangerous they are also useful, and skinchangers are nearly always involved in the defense of their tribe. They are treated with respect, even if they are not treated warmly.

Unlike the folk south of the Wall, the free folk have never dismissed the Others as mere folklore. While the Long Night does not come often enough to the lands guarded by the Wall to keep their memories fresh, the white cold comes often enough to give the tribes long memories. The free folk know of the Others and accept their presence as part of the way of the world. Some tribes try to fight the Others while others flee them, but all know the Others are a threat older than history that they cannot defeat long term. Now that they are awake, and in numbers greater than the once-a-generation or so of previous years, there is cause for fear. Whole tribes have been lost to the Others and their wight minions, starting in the north at the Land of Always Winter and moving south.

This has driven the free folk to the south and encouraged them to join the forces of Mance Rayder, who has organized his army specifically to save the free folk from the Others. Unfortunately, while the free folk know of the Others and treat them as real threats instead of

bedtime stories as the people of Westeros do, the free folk have no better information as to how to fight the Others. Thus far no tribe has successfully repelled the Others through force of arms, though many have tried.

RESOURCES & INDUSTRY

While the lands north of the Wall have resources in the form of wood, skins, and stone, they have little in the way of iron, coal, gold, or other mineral wealth. Tin and copper are mined in the mountain valleys of the Thenn tribes, but no other tribes have knowledge of how to do so or access to suitable mineral deposits. Some have found limited deposits of gold and silver in the north, but such deposits are usually harvested by panning from nearby streams or from crude pit mines, both of which produce limited results. Most weapons of the free folk are made of stone, wood, and bone, with more advanced weapons found only among the Thenn tribes or as plunder from raids over the Wall. Because of this, any steel weapon is highly prized among the free folk and can fetch several times its value in the south as long as skins, animal meat, and crude jewelry are accepted in trade.

Because of the limited materials available north of the Wall, the free folk tend towards staffs, clubs, stone-headed maces, bows, and fire-hardened spears for weapons. For armor most of the free folk wear skins and hides of some fashion, with many tribes clothing themselves in the skins of the animals most important to their tribe, such as the bearskins worn by the Ice Wives. A few mismatched bits of metal weaponry and armor are common in most tribes as heirlooms from past raids to the south or gained through trade. These items become more common the closer one comes to the Wall. Some of these weapons and armor are from the armories of the Night's Watch, either taken from dead members of the Watch, carried over the Wall by a crow who fled his vows, or traded to the free folk through one of the many illicit deals between the men of the Watch and the free folk. The Thenn tribes are the only tribes able to equip all of its warriors with metal weapons and armor; although these weapons are only bronze, they still give the Thenn tribes a massive advantage when fighting other free folk tribes, making them one of the most feared tribes in the north.

While the free folk are not particularly skilled in making armor or weapons, they are extremely adept at making equipment to protect them from the severe cold of their homeland. From massive bear fur coats to whalebone snow goggles, the free folk produce a wide variety of tools to better help them survive and navigate their homeland. These vary from tribe to tribe based on the terrain and environmental conditions they commonly face; snow goggles are common in the massive polar expanses of the Frozen Shores, but not so common in the region around the Haunted Forest. The dogsled is very common, used by many tribes of the Far North. Pulled by a pack of long-haired wolfhounds, these sleds are the best way to get around the regions of deepest snow where horses flounder in the high drifts. It is a lack of such tools that often dooms travelers from south of the Wall, and even those of the Night's Watch only make use of a limited selection of these items. More technologically advanced devices like far eyes and lodestones are all but unknown north of the Wall, and those that do exist were all either taken from the Night's Watch or brought to Hardhome by foreign merchants.

WARFARE

War among the free folk is different from that waged among the people of Westeros. To the free folk war is equal parts sport, a method of political change, a means of finding a mate, and a form of population control. The free folk never play at war or dueling, as any contest may well end in a death since the free folk are so reluctant to give in to an enemy. At the same time, the free folk are always willing to start a fight, having a very low threshold for what will drive them to violence. Even their courtship rituals are steeped in violence—it is a part of their everyday life. While the people of Westeros are often exposed to violence, they do not use it as a means to solve problems nearly as casually as the free folk. To the free folk, fighting is as good a way to pass the time as most others, and if someone dies in the process, at least they died fighting.

Unlike the lands of the South where only knights and soldiers are expected to know the arts of war, every man, woman, and child among the free folk is expected to fight when called upon. When a free folk tribe goes to war, all but the youngest and the oldest answer the call—and considering the short lifespan of most of the free folk, there are few that survive past their fighting years. When tribes go to war over resources or territory the tribes will usually snipe at each other with raiding parties, fighting a war of attrition until one side decides its losses are too great and leaves the area.

In such conflicts, tribes are more concerned with forcing the enemy to leave the area than conquering them. Tribes rarely seek to force other tribes to join them, not wanting the possibly disloyal extra mouths to feed. Sometimes conflicts get more personal, such as when one tribe gives grievous insult to another or kills a well loved tribal leader. In such cases the two tribes mobilize in raiding parties and fight until one tribe is completely wiped out. Such conflicts are rare since the free folk see some level of brotherhood among all the free folk and every tribe will be needed when the Others come.

When going to war the free folk prefer to operate in small groups of raiders, using their mobility and knowledge of the terrain to their advantage. The free folk never take the field in open combat like the armies of Westeros, lacking the training or discipline for such combat. The free folk are fearsome guerrilla combatants, and any army that invades their territory will pay heavily for every step it takes—but the free folk would have little hope of actually stopping such any manner of army in open combat.

THE GIANTS

The free folk can trace their lineage back to the First Men, before the Wall when the Children of the Forest still walked the land, but there are more ancient inhabitants of the lands north of the Wall woken by the Horn of Winter in the Age of Heroes. Now holding only a shadow of their ancient power, the giants are still one of the strongest forces among the free folk.

Giants are large humanoids, standing at least twice the height of a man and weighing at least four times, though giants rarely stand up straight to make full use of their height. Hunched with longer arms than legs, they look something like the apes said to inhabit the Summer Isles. Their lower torso is noticeably thicker than their shoulders,



and they are covered in a thick layer of fur that is usually brown in color. Their feet are wide and flat, giving them good traction, with soles so thick and tough that they need no shoes. The faces of giants are flat and fierce with pronounced brows and noses crowded around small, black eyes.

The giant tribes are found in the most remote reaches of the Frost Fangs and the Haunted Forest. They rarely number more than a score of members and keep to themselves, avoiding humans when possible. These tribes are led by the oldest giant in the tribe, who is usually also the strongest. Only a few humans have managed to earn the trust of the giants, but giants are not naturally hostile to humans. Instead they tend to find humans wearily excitable, much like children, and have little patience for the constant stream of chaos humans leave in their wake. Among the free folk the giants are treated reverently due to their prior claim to the lands north of the Wall and their immense strength. There are many free folk songs about what they see as the innate sadness of the giants and their homeland that is now filled with the mass of humanity.

Not needing the tools of men, giants have little industry or organization. Naturally capable of surviving the cold of the north and having few predators, most giants wear nothing aside from leather belts for holding weapons and food. Mammoths are used by the giants as mounts and can be extremely effective when used in combat. A number of other animals have been domesticated by giant tribes, particularly hardy mountain goats that the giants rely on for milk and meat. Giants make use of simple stone tools, and most arm themselves with tree trunks when going to war, sometimes tying rocks to the end of their weapons with leather cord to create primitive hammers. Some giants

also use large throwing rocks. Their massive strength and resilience allows them to enter combat with these simple weapons and still wreak devastation among human opponents. Unfortunately the giants have had no more luck fighting the Others than the free folk.

The giants do have a king in Mag Mar Tun Doh Weg (or Mag the Mighty among the free folk), and his rulership of the giants is based on his strength as it is with the tribes of the free folk. The giants are expected to follow the commands of their king, facing his wrath if they refuse to do so, but he gives few such orders. In fact, the only one given in the last few centuries was for all giants to join the cause of Mance Rayder. Since this order, scores of giants have joined the King-beyond-the-Wall along with their mammoth mounts, providing much needed muscle to the army.

MANCE RAYDER'S HORDE

The free folk have always been a fractious, disorganized group that rarely saw more cooperation than small tribal alliances. They have come together a handful of times under someone who has managed to claim the title King-beyond-the-Wall, but such leaders come around only once every few score generations. Another such leader has come in the form of Mance Rayder, the current King-beyond-the-Wall. He did what no one had done for centuries, uniting the free folk under his leadership and organizing them into a host whose numbers dwarfed many of the armies south of the Wall. At the head of this army he means to march south past the Wall and into the lands of the south, securing a place for his people in the lands of plenty found there, safe on the other side of the Wall.

The horde of Mance Rayder has spent months marshaling and organizing, marching from the northwest ice fields of the Frozen Shore south towards the Wall, gathering more and more strength along the way. Hardhome is all but emptied, as are dozens of other villages along the way. The Thenn tribes have left their mountain valleys, and the cannibal clans the banks of the Ice River, all following Mance Rayder in his march to the Wall. The exact numbers in the horde are not known, but they number at least thirty thousand, all of them ready for war.

While the free Folk are united under the leadership of Mance Rayder, this does not mean they have stopped quarreling, wife-stealing, and fighting. Now all these behaviors take place in the compacted ranks of an army, making already difficult alliances even harder to keep. Hornfoots and Nightrunners brawl and ambush through the army ranks, Thenn tribes fight with any who disrespect the Magnar, and the independent nature of the free folk rises again and again to threaten to tear the army apart. So far Mance Rayder and his advisors have been able to keep these elements under control, but each day strains the army a bit more—and all the while the Others close in on them from the north. Mance Rayder knows he cannot keep the free folk united forever, and he must move them quickly if he hopes to breach the Wall before his army disintegrates or the Others strike.

While his power, cunning, and victories were good reasons for the free folk joining Mance Rayder, the most pressing reason was his promise: to lead the free folk to where the Others could not follow them.

While working to unite the free folk under his banner, Mance sent Tormund Giantbane to the ancient barrows of the First Men looking for the Horn of Winter, the ancient artifact Joramun blew to wake the giants from the earth long ago. It is believed that the Horn also has the power to destroy the Wall, allowing the free folk to freely pass into the lands to the South. Tormund was able to find the horn and bring it to Mance, but even with the horn in his possession Mance is loathe to use it.

Mance knows the Wall is more than a physical obstacle; built by Bran the Builder long ago it is a thing of magic in addition to being of stone and ice. The Wall does not just block travel but stops the supernatural creatures of the Land of Always Winter from crossing into the realms of Westeros to the south, forming the last line of defense against the Others and their ilk. While Mance's primary goal is to move his people to the south, away from the encroaching Others, he would rather do so without destroying the Wall, so his people may find shelter behind it as well. His hope is that the free folk can take the Gift as their own, knowing from his own trips over the Wall that it has seen little use in recent decades. Having no interest in bowing to the lords of the South, Mance Rayder knows his people will not change their ways, and thus gaining the agreement of the Southern kingdoms to this arrangement will be difficult to get at best. He hopes the threat of destroying the Wall will be enough to sway them. While Mance Rayder would rather have the Wall protecting him from the Others than destroy it, better to give his people a few more years away from the cold of the Others than see them slain.

MANCE RAYDER

The current King-beyond-the-Wall, Mance Rayder is inarguably the most powerful mortal north of the Wall. Commanding a vast horde of followers, he is set on saving his people by moving them south of the Wall, hopefully without destroying the Wall in the process. If he succeeds he will change the free folk forever.

HISTORY

Mance Rayder was born among the free folk, adopted as a babe by the Night's Watch. Mance grew up among the Night's Watch, serving loyally for most of his life, doing well due to his natural cunning and skill both in war and leadership. It was these skills that often earned him a place among the rangings north of the Wall, and it was on such a mission that his place in the Night's Watch was lost.

While ranging north of the Wall, Mance and his patrol were hunting an elk when they were attacked by a shadowcat drawn by the smell of the elk's blood. Mance was badly wounded in the ensuing fight and was taken to a nearby village of the free folk for treatment since his brothers did not think he would survive the trip back to the Wall. The free folk woman who cared for him also patched his rent and torn black cloak using red silk taken from a wrecked ship from the Frozen Shore, her greatest treasure. When Mance returned to the Wall, he was ordered to give up this cloak that the woman had given so much to mend for an undamaged black cloak, and this was not a choice Mance was willing to make. While the people of the South claim he was motivated by greed or lust, Mance was in truth driven by a desire for freedom where he could honor the woman who had done so much

MANCE RAYDER

ABILITIES

AGILITY	3	
ATHLETICS	3	
AWARENESS	5	EMPATHY 4B, NOTICE 2B
CUNNING	4	
DECEPTION	3	BLUFF 2B
ENDURANCE	3	
FIGHTING	5	LONG BLADES 3B
KNOWLEDGE	3	
LANGUAGE	3	COMMON
LANGUAGE	2	OLD TONGUE
PERSUASION	3	CHARM 2B, CONVINCE 1B, INCITE 2B
STATUS	4	REPUTATION 3B
SURVIVAL	3	
WARFARE	4	COMMAND 1B, STRATEGY 1B
WILL	4	COORDINATE 2B

ATTRIBUTES

COMBAT	11 (9 IN ARMOR,	INTRIGUE	13
DEFENSE	+1 WITH DAGGER)	DEFENSE	
HEALTH	9	COMPOSURE	12
DESTINY POINTS	2		

BENEFITS: ADEPT NEGOTIATOR, BLOOD OF THE WILDLINGS, DANGER SENSE, FAMOUS, INSPIRING, LEADER OF MEN, MUMMER (WOOD HARP)

DRAWBACKS: NEMESIS (NIGHT'S WATCH)

ARMS & ARMOR

HARD LEATHER: AR 3 ☉ AP -2

BULK 0 (MOVEMENT 4, SPRINT 16)

AWARENESS 5 ☉ PASSIVE 24 (EMPATHY), 22 (NOTICE)

LONGSWORD	5D+3B	4 DAMAGE	ADAPTABLE, DAMAGE 5 WITH BOTH HANDS
DAGGER	5D	1 DAMAGE	DEFENSIVE +1, OFF-HAND +1

PERSONAL GEAR: Longsword, leather armor, wood harp, dagger, winter furs

for him by wearing her gift. He left the Night's Watch next morning for the lands of the free folk.

Mance quickly found a place among the free folk where his charisma and gift for song and tale telling made him popular among the southern tribes. His readiness to fight against the Night's Watch allowed him to quickly make his allegiances clear. Rangings became much more dangerous for the Night's Watch with Mance Rayder working against them. While Mance helped the free folk against their foes to the south he could do little to help them against the ancient evils awakening to the north. At first, Mance had not believed the stories of the Others while he served with the Night's Watch and during his earliest days among the free folk—but in more recent years, he has had several encounters with them, each time only barely escaping.



He learned the hard lesson that the Others could not be fought and avoided only with great luck.

It was this lesson that drove Mance Rayder to become the King-beyond-the-Wall, as he knew the fractious nature of the free folk would mean they would be destroyed tribe by tribe by the Others if they did not stand together. Mance immediately set about gathering what legend and lore he could about the Others, how they were fought in the past, all the while working to unite the free folk as best he could. At the time there were five others claiming (or planning to claim) the title “King-beyond-the-Wall,” so Mance spent several years building up his followers, forcing tribes to acknowledge him through force of arms and cunning, before confronting these would-be rulers. He was forced to kill three of the contestants for the title of King-beyond-the-Wall because they would not submit to him; Magnar Styr of the Thenn tribes and Tormund Giantbane joined his cause instead of dying.

With the submission of the Thenn tribes, Mance controlled enough of the free folk that he began to organize them into a great horde, marching them south to the Wall with promises of a new life in the lands beyond. Tribes that would not submit were forced, though at this point most soon realized which way the wind was blowing. Mance’s reputation for fairness and interfering little in the lives of those sworn to him helped him gain the allegiance of many free folk who would otherwise fight tooth and nail against a more domineering leader. Mance was even able to convince the giants to join his cause with the assistance of Tormund Giantbane, adding their formidable and much-needed strength to his army.

PERSONALITY

Mance Rayder is a remarkable man, possessed of both skill at arms and the charisma to unite the squabbling clans and villages of the Far North into a single, albeit chaotic, alliance. He combines sharp wits and a diplomatic manner with the strength needed to maintain the other wildlings’ respect, as well as the will to overcome dissenters among the free folk. He has told the free folk he intends to see them safe to the South, leaving the dangers of the Far North and the threat of the White Walkers behind, and many wildlings take him at his word.

APPEARANCE

Unremarkable and undistinguished is probably the best way to describe Mance’s appearance: he is a middle-aged man with graying hair who dresses simply, without ornamentation. His only peculiarity is his insistence on wearing his red-patched cloak. Mance’s true strength of character and charisma are evident in his steady, bright-eyed gaze that can peer into the heart of anyone he encounters.

MANCE RAYDER’S LIEUTENANTS

Mance Rayder does not personally command the forces at his disposal. Like any king south of the Wall, he has the loyalty of many leaders of men, and an army as a result.

Unlike the armies of the lords of the Seven Kingdoms, however, the men and women who follow Mance’s lead do not do so due to claims of blood, lineage or nobility. Each of his followers are leaders of the Free

Folk in their own right, and Mance Rayder has won each's loyalty in the way necessary to do so with that leader: some by force of arms, some by victory on the field of battle, and some by wits and charisma at the negotiation table. The following are some of his lieutenants.

VARAMYR SIXSKINS

Varamyr is a skinchanger who keeps company with three wolves, a shadowcat, and a snow bear. Little is known of the background of Varamyr, called "Sixskins." Some believe his origin lies with the Ice Wives, and claim that the council of grandmothers, scandalized to see a man bonded with a snow bear, cast him out before the time of Morga Bearkin. He returned to his people as a part of Mance Rayder's forces, and may have been instrumental in Rayder's defeat of Bearkin. By the time of the great encampment at the head of the Milkwater, he was a close confidant to Rayder, included in many of the highest councils.

It is obvious, then, that Rayder values and trusts Sixskins, though less clear exactly why. While Sixskins brought neither war band nor tribal group with him, his animals do have a sense for when the Others are near, which is invaluable to a king in Rayder's position. Rayder may additionally have found Sixskins useful as an intimidating presence.

PERSONALITY

While not very physically intimidating, Varamyr Sixskins is a frightening person to be near. He generally speaks softly and with a mild tone, but his animals' expressions and behaviors give away stronger feelings of antipathy or enmity. Some say that his bonds with his animals have made him a predator as much as they, and indeed, when looking into his eyes one gets the feeling he is sizing them up for his next meal.

APPEARANCE

Varamyr is a small mouse of a man, gray-faced, round shouldered, and bald. He is slumped and soft, and physically unprepossessing, but he has the eyes of a predator. He is barely armed and armored, having about his person at most a knife, as likely used for dining as for combat, or a hand-axe, and wearing at most soft leathers. He is rarely seen without at least some of his animal companions, which include three wolves, a shadowcat, and the white snow bear he rides.

SIXSKINS' SNOW BEAR

As **Bear**, *SIFRP* CHAPTER 11: THE NARRATOR, except with Athletics 5 and Endurance 6, a Combat Defense of 10 and Health 18. Its claws are: 5D, 5 damage, Grab.

SIXSKINS' SHADOWCAT

As Shadowcat, *SIFRP* CHAPTER 11: THE NARRATOR.

SIXSKINS' WOLVES

Varamyr's wolves are named One Eye, Stalker, and Sly. They have Abilities and Attributes as a **Wolf**, *SIFRP* CHAPTER 11: THE NARRATOR.

VARAMYR SIXSKINS

ABILITIES

AGILITY	3		
ANIMAL HANDLING	6	CHARM 3B, TRAIN 3B	
ATHLETICS	3		
AWARENESS	3		
CUNNING	3		
DECEPTION	3		
ENDURANCE	3		
FIGHTING	3		
KNOWLEDGE	3		
PERSUASION	3	CONVINCE 1B, INTIMIDATE 3B	
STATUS	3		
STEALTH	3		
SURVIVAL	3		
WILL	6	COURAGE 3, DEDICATION 3	

ATTRIBUTES

COMBAT	9	INTRIGUE	9
DEFENSE	(8 IN ARMOR)	DEFENSE	
HEALTH	9	COMPOSURE	18
DESTINY POINTS			0

BENEFITS: ANIMAL COHORT, BEASTFRIEND, BLOOD OF THE WILDLINGS, SKINCHANGER, WARG, WARG DREAMS

DRAWBACKS: FLAW (ATHLETICS)

ARMS & ARMOR

SOFT LEATHER ARMOR: AR 2 ⚔ AP -1
BULK 0 (MOVEMENT 4, SPRINT 16)

HAND AXE	3D	1 DAMAGE	FAST, OFF-HAND +1
HAND AXE (THROWN)	2D	2 DAMAGE	CLOSE RANGE, FAST

PERSONAL GEAR: Soft leathers, winter furs, hand axe.

The eldest of them, One Eye, has an Agility 2 and Athletics 2, a Combat Defense 7 and Health 6. Its Movement is also 5 yards.

TORMUND GIANTSBANE

TALL-TALKER, HORN-BLOWER, BREAKER OF ICE, THUNDERFIST, HUSBAND TO BEARS, MEAD-KING OF THE RUDDY HALL, SPEAKER TO GODS AND FATHER OF HOSTS

Tormund Giantsbane is a great warleader, but he's an even greater liar. When Mance Rayder fled the Shadow Tower, Tormund Thunderfist was already a force to be reckoned with among the free folk, and one of five leaders who thought they could claim the title of King-beyond-The-Wall. Tormund was one of two (along with Styr, the Magnar of Thenn) who elected to follow Mance, the other three dying at Rayder's hand. Tormund brings with him a significant portion of Rayder's power base, not just military but by his presence at Mance's side, lending credence to the proposition that Rayder is indeed the King-beyond-The-Wall.



TORMUND GIANTSBALE

ABILITIES

AGILITY	3	
ANIMAL HANDLING	2	RIDE 1B
ATHLETICS	4	STRENGTH 2B
AWARENESS	3	
DECEPTION	3	
ENDURANCE	4	RESILIENCE 1B, STAMINA 2B
FIGHTING	4	BRAWLING 3B, SPEARS 2B
KNOWLEDGE	3	
LANGUAGE	2	COMMON
LANGUAGE	2	OLD TONGUE
PERSUASION	4	CHARM 2B, SEDUCE 2B
STATUS	3	REPUTATION 1B
SURVIVAL	3	
WARFARE	4	COMMAND 2B, STRATEGY 1B
WILL	4	COURAGE 1B

ATTRIBUTES

COMBAT	10 (8 IN ARMOR, +2 W/ SHIELD)	INTRIGUE	8
DEFENSE		DEFENSE	
HEALTH	13	COMPOSURE	12
DESTINY POINTS			1

BENEFITS: BLOOD OF THE WILDINGS, BRAWLER I, BRAWLER II, INSPIRING, LEADER OF MEN, TOUGH

DRAWBACKS: NAIVE, FLAW (ATHLETICS)

ARMS & ARMOR

RINGMAIL ARMOR : AR 4 ⚔ AP -2			
BULK 1 (MOVEMENT 4, SPRINT 15)			
SHIELD	3D	2 DAMAGE	DEFENSIVE +2
WOODEN SPEAR	3D+3B	4 DAMAGE	FAST, TWO-HANDED, POOR QUALITY*
FIST	4D+3B+4	4 DAMAGE	GRAB, OFF-HAND +1, FAST, POWERFUL

PERSONAL GEAR: Round shield, winter furs, fire-hardened wooden spear, black ringmail, rune-graven gold arm bands, garron with saddle and tack. * Poor Quality: -1D to attack tests

PERSONALITY

Tormund Tall-Talker is an extremely affable fellow, always ready with a tale or a joke. His distinctive “Har!” laugh comes readily to his lips, and he is as happy to tell a tale mocking himself as he is to sing his own praises. He laughs at others as well, but without any malice. He may trust a bit too readily, but he is staunch in his defense of those he has decided deserve his protection. He has been termed a man who “would make good friend and a bad enemy,” commanding great loyalty and discipline from his troops, as much by virtue of both his generous heart as his thunderous fists.

APPEARANCE

Tormund is short but immensely broad, a powerful man with massive arms and huge hands. His full white beard flows down his chest, and when he laughs, which is frequently, a gap-toothed smile splits his broad face. He wears the black ringmail of a brother of the Night’s Watch, and rune-graven gold bands on his forearms. If armed, it is generally with a round shield and wooden spear with a fire-hardened point.

ALFYN CROWKILLER

Alfyn Crowkiller is a name spoken in hushed tones on both sides of the Wall. Wildlings with a hatred for Brothers of the Night’s Watch hold him in awe for the number of crows he has killed with his own hands. The crows themselves fear him for the same reason. While other raiders prefer to avoid contact with the Watch as much as possible, for as

long as Crowkiller has been raiding he has pursued a dangerous game of cat and mouse, seeking out contact with the Watch and with it the opportunity to kill more brothers, while being very careful to always have an escape.

PERSONALITY

It is not known what caused Alfyn Crowkiller’s vendetta against the Night’s Watch, but whatever the cause, it is his primary reason for being. Some say he was a crow himself, and ambitious, hoping to made First Ranger or, in some versions of the tale, Lord Commander. When

ALFYN CROWKILLER
ABILITIES

AGILITY	4	
ANIMAL HANDLING	2	RIDE 1B
ATHLETICS	4	
AWARENESS	3	
ENDURANCE	4	RESILIENCE 1B, STAMINA 1B
FIGHTING	5	AXES 2B, LONG BLADES 3B
KNOWLEDGE	3	
MARKSMANSHIP	3	BOWS 3B
PERSUASION	2	
STATUS	2	
STEALTH	3	
SURVIVAL	3	
WARFARE	3	COMMAND 2B
WILL	4	

ATTRIBUTES

COMBAT	11 (9 IN ARMOR,	INTRIGUE	7
DEFENSE	+1 W/ HAND AXE)	DEFENSE	
HEALTH	14	COMPOSURE	12
DESTINY POINTS			2

BENEFITS: BLOOD OF THE FIRST MEN, ARMOR MASTERY, LONG BLADE FIGHTER I, LONG BLADE FIGHTER II

DRAWBACKS: NEMESIS (THE NIGHT'S WATCH)

ARMS & ARMOR

RINGMAIL ARMOR: AR 5 ☉ AP -2

BULK 0 (WITH ARMOR MASTERY) (MOVEMENT 4, SPRINT 16)

LONGSWORD	5D+3B	5 DAMAGE	FAST, OFF-HAND +1
HAND AXE	5D+2B	3 DAMAGE	DEFENSIVE +1, OFF-HAND 1
HUNTING BOW	3D+3B	4 DAMAGE	LONG RANGE, TWO HANDED

PERSONAL GEAR: Black ringmail, winter furs, longsword, hand axe, hunting bow with 24 Arrows, garron with saddle and tack.

another was selected he cursed his brothers there in the place where the naming was done, and fought his way free, living since that day only to exact his revenge on those he believes slighted him. The leader of a war band needs to collect enough loot for little enough risk to keep his followers happy, but Crowkiller has pushed that balance to the very limits. Only the most bloodthirsty, crow-hating fighters stay with him for long, as the risks of constantly seeking out the Watch scare off everyone else.

APPEARANCE

Tall and lean, with clear gray deep-set eyes, the Crowkiller is armed and armored almost exclusively in gear looted from Brothers of the

HARMA THE DOGSHEAD
ABILITIES

ANIMAL HANDLING	3	RIDE 2B
ATHLETICS	3	STRENGTH 1B
AWARENESS	3	
ENDURANCE	5	
FIGHTING	4	AXES 1B, SHIELDS 1B, SPEARS 3B
KNOWLEDGE	1	
LANGUAGE	2	COMMON
LANGUAGE	1	THE OLD TONGUE
STATUS	3	
SURVIVAL	3	
WARFARE	5	COMMAND 1B, STRATEGY 1B
WILL	3	

ATTRIBUTES

COMBAT	8 (6 IN ARMOR;	INTRIGUE	8
DEFENSE	+2 W/ SHIELD)	DEFENSE	
HEALTH	15	COMPOSURE	9
DESTINY POINTS			2

BENEFITS: BLOOD OF THE WILDLINGS, MASSIVE, WEAPON MASTERY (LONG AXE)

DRAWBACKS: FURIOUS

ARMS & ARMOR

HIDE ARMOR: AR 5 ☉ AP -2

BULK 2 (MOVEMENT 3, SPRINT 10)

SHIELD	4D	1 DAMAGE	DEFENSIVE +2
WOOD & STONE LONG AXE	3D+1B	7 DAMAGE	BULK 1, POWERFUL, REACH, TWO-HANDED, VICIOUS, POOR QUALITY*
FIRE-HARDENED WOODEN WAR-LANCE	3D+3B	7 DAMAGE	BULK 2, IMPALE, MOUNTED, POWERFUL, SLOW, VICIOUS, POOR QUALITY*

PERSONAL GEAR: Hide armor, wood and stone long axe, fire-hardened wooden war lance, shield, garron with saddle and tack.

* Poor Quality: -1D to attack tests

Night's Watch who he has personally slain. His mail is Watch-issue, as are his sword and hand axe. Apart from arms and armor, though, all his clothing is of the type worn by the Free Folk, as Crowkiller refuses to wear any of the garb from his days in the Watch.

HARMA THE DOGSHEAD

A squat keg of a woman with cheeks like slabs of white meat, she uses a dog's head for her banners, slaying one every fortnight to mount a fresh head on her pole. Harma the Dogshead's standard (the head of a hound impaled on a spear) is well known to the rangers of the Night's Watch, as she's been raiding along and across the Wall for years. She has also warred against the Lord o' Bones' war band in a long-term dispute that



some say some say arose when Rattleshirt dubbed her “the Dogshead.” Those who repeat this tale claim her standard is derived from the name, rather than the other way around. While the Dogshead and the Lord o’ Bones remain unfriendly, Mance Rayder brokered a ceasefire between them in building his grand coalition of wildlings.

PERSONALITY

Harma the Dogshead is neither subtle nor gentle. She has a fierce temper, and her preferred approach to affronts and interpersonal challenges is to behead the source of the problem and mount it on a spear. She hates dogs, killing one every fortnight to make a fresh head for her banner. Like her enemy Rattleshirt, she is one of those among the wildling leaders who show little respect for life and honor. She has no affection for Tormund Giantsbane, and less for crows or turncloaks, deeming them worse than dogs.

APPEARANCE

Harma the Dogshead is a huge woman, not tall but muscular on her frame, to such an extent that she has been describe as “squat” and “keg-like.” Her red and jowly cheeks have been likened to slabs of meat. She never goes anywhere without her standard.

HARMA’S WARBAND

Harma’s warband is about as close to heavy cavalry as wildlings can get. She has a band of thirty riders, all mounted on sturdy garrons. They are considered *Veteran Cavalry-Raiders*.

LORD O’ BONES

RATTLESHIRT

The wildling war leader known as Lord o’ Bones bears a grim reputation for ferocious savagry. He wears armor assembled from the bones of humans and a variety of animals, as well as a helmet fashioned from a broken giant’s skull. Lord o’ Bones has a long history as raider along and across the Wall, and is known to the Brothers of the Night’s watch as Rattleshirt.

In addition to warring on the Night’s Watch and the Wall, he has had an ongoing feud with Harma the Dogshead. Rumor has it that the dispute originally centered around a dog, though the details are not clear. Mance Rayder ultimately brokered a peace between the two, though their antipathy remains, seething constantly beneath the surface. His war band includes the spearwives Ygritte and Ragwyle, Longspear Ryk and Lenyl, and the skinchanger Orell.

PERSONALITY

Rattleshirt’s reputation is a dire one. He has been called treacherous and bloodthirsty, and it has been observed that he would “as soon slit you as spit on you.” His armor is also a foul trophy, as well as serving as personal protection; he collects the bones of his slain enemies and incorporates them into his armor and that of his mount. Lord o’ Bones relishes the grim visage he presents, and is known for holding a grudge tightly. A venal and petty man, he revels in his authority, but has a finely tuned sense of how far he can push it without losing the allegiance of his raiders entirely.

LORD O' BONES

ABILITIES

AGILITY	4	
ANIMAL HANDLING	3	RIDE 1B, TRAIN 1B
ATHLETICS	3	
AWARENESS	3	
DECEPTION	3	
ENDURANCE	4	
FIGHTING	4	AXES 2B, SHIELD 1B
LANGUAGE	2	COMMON
LANGUAGE	1	OLD TONGUE
MARKSMANSHIP	3	
PERSUASION	3	
STATUS	3	
SURVIVAL	3	
WARFARE	5	COMMAND 2B, STRATEGY 1B
WILL	3	

ATTRIBUTES

COMBAT	10 (7 IN ARMOR,	INTRIGUE	
DEFENSE	+4 W/ SHIELD)	DEFENSE	8
HEALTH	12	COMPOSURE	9
DESTINY POINTS			2

BENEFITS: ARMOR MASTERY, IMPROVED ARMOR MASTERY,
BLOOD OF THE WILDLINGS

DRAWBACKS: DISTURBING HABIT

ARMS & ARMOR

BONE ARMOR: AR 6 ❄️ AP -3

BULK 0 (INCLUDING ADJ. FOR BENEFITS) (MOVEMENT 4, SPRINT 16)

LARGE ROUND SHIELD	4D	1 DAMAGE	BULK 1, DEFENSIVE +4
BONE & WOOD BATTLE AXE	3D+2B	3 DAMAGE	ADAPTABLE, POOR QUALITY*

PERSONAL GEAR: Bone armor, large shield, bone and wood battle axe, garron with saddle, tack, and bone barding (AR 4, AP -2)

* Poor Quality: -1D to attack tests

APPEARANCE

The Lord o' Bones presents a gruesome image clad in his grim armor. Helmed with the gap-toothed skull of a giant, the rattling of bones sounds a ominous counterpoint to his every movement. Out of his armor, though, Rattleshirt is much more ordinary, a small man with a knobby chin and a thin mustache. His cheeks are sallow and pinched, and a single brow runs above close-set yellow eyes. His hair is dark, but thinning behind a widow's peak.

RATTLESIRT'S WARBAND

Rattleshirt fields a small group of about twenty garron-mounted lightly armored fighters, armed with bows, spears, and mauls. They are considered *Veteran Cavalry-Scouts-Infantry*.

TRIBES OF THE FAR NORTH

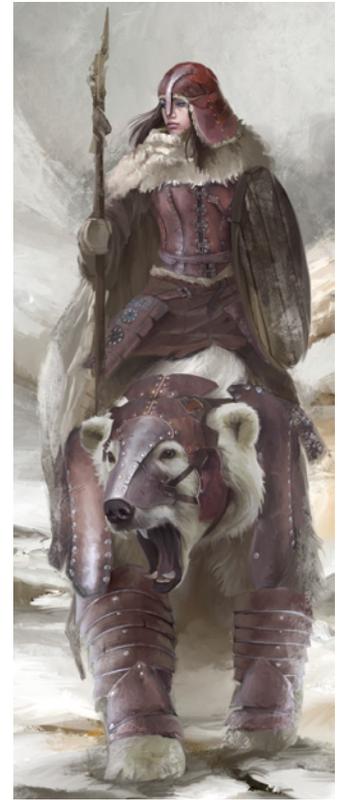
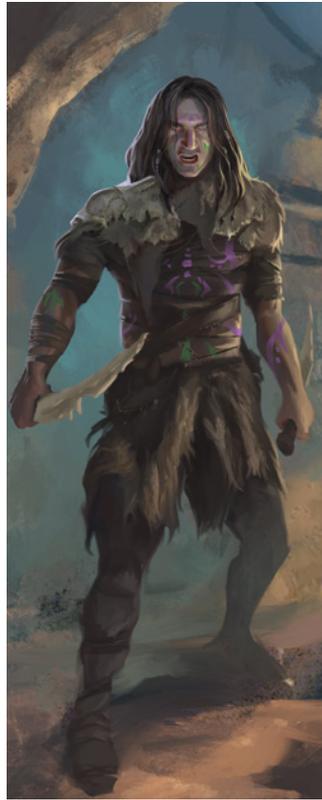
There are scores of tribes across the lands north of the Wall, most consisting of a several dozen members. Their customs and cultures vary dramatically, but at their heart they are all free folk. A handful of these tribes have become especially influential in recent years during the rise of Mance Rayder as other tribes are beaten into submission to the King-beyond-the-Wall or slaughtered by the Others. These few tribes have become some of the most important among the ranks of Mance Rayder's forces, though there are dozens of other tribes looking to share in such honors.

CANNIBAL CLANS OF THE ICE RIVER

Made up of a handful of clans living among the banks of the Ice River before it meets the Milkwater, the cannibal clans are usually grouped together by outsiders due to the similarities in their customs. These clans all partake in the eating of the flesh of their defeated enemies, hoping to take some part of their enemy's strength. According to the legends of the cannibal clans, they are descended from tribes of skin-changers who feasted on the hearts of beasts to gain the skin of their brothers, and then as beasts feasted on the flesh of men. Thus to the cannibal clans eating of any flesh is a thing of great ceremony where the spirit of the deceased must be appeased with praise and song else it will haunt the living until it is avenged. The truth of these legends are not known, but skinchangers are unusually common among the cannibal clans, and each of the tribes within the cannibal clans is named after an animal totem they revere, like the Stone Fish tribe or the Black Elk tribe.

Of all the tribes of the free folk, the cannibal clans are some of the most primitive, knowing little of metal or cloth. They wear skins, and use weapons of bone and wood, with any more advanced possessions being those taken in raids on other clans. Despite their limited resources, the cannibal clans are widely feared due to their ferocity in combat. The warriors of the cannibal clans fight with no regard for their own safety, wanting only the glory of feasting on their enemies. This enables them to ignore wounds that would fell most men, but the nigh suicidal nature of the cannibal clans cost them dearly whenever they are outmatched.

While the free folk look askance at the practices of the cannibal clans, most believe cannibalism a very unpleasant necessity at times, and the cannibal clans are seen by most as being better allies than enemies. The cannibal clans are longstanding enemies of the Thenn tribes, Walrus Men, and the Hornfoots, but often ally themselves with the cave dweller clans. They have joined Mance Rayder's horde after suffering numerous attacks from the Others that resulted in the complete destruction of the Rock Bear tribe. The cannibal clans see the Others as anathema to everything they believe, animating their defeated enemies as mockeries of life instead of giving them the death they deserve.



The cannibal clans have no overall leader with each tribe having its own chief. These tribal chiefs come together to argue decisions that affect the clans as a whole, such as joining Mance Rayder's army, but such meetings are raucous and usually end in a fight. Currently the tribal leader with the most influence is Korm the Wolf, leader of the Snow Wolf tribe.

CAVE DWELLER CLANS

Inhabitants of the lower reaches of the Frost Fangs, the cave dweller clans are a network of smaller tribes that live in the massive cave system beneath the Frost Fangs. Their legends claim they are the people of Gorne who were to follow their ancient King-beyond-the-Wall in a second trip through the caves under the Wall. This never happened, since Gorne was killed by the Starks, Umbers, and the Night's Watch during their first foray. The cave dweller clans have been waiting ever since for their king to return, with some saying that Mance Rayder is Gorne reborn. Whatever the case, the cave dweller clans know more about the caverns north of the Wall than anyone except Gendel's lost children, who the cave dwellers claim to combat regularly. Few believe these stories of subterranean cannibals swelling up from below, but the cave dwellers believe them vehemently and some even have bite-marked scars they claim were earned turning back Gendel's children.

The cave dweller clans are broken up into a handful of tribes, each of which claims surface territory and caves as its own. Members of these tribes use a complicated system of face paint to denote their allegiance, most of which use green and purple dyes made from various fungus that grows in the caves they call home. Several versions of these paints exist for different social situations, including paints that include mind-affecting drugs for use in rituals and combat. When the cave dweller

clans go to battle they are near numb to pain and have no fear thanks to the strange substances that have leached into their skin.

Despite living in caves much of their lives, the cave dweller free folk have no knowledge of metallurgy or stonework. Their tools are crude, made of bone, wood, and stone. The cave dweller clans often raid other tribes for better tools, especially the Thenn tribes who live in the mountain valleys above their homes. The cave dweller clans are also known to raid the Nightrunners and Hornfoots on occasion, but these targets are much further away. The Thenn tribes and the cave dweller clans have a longstanding hatred of each other, which has occasionally burst into violence within Mance Rayder's army.

While the cave dwellers have not suffered the attacks of the Others, they readily joined the Mance Rayder's horde in the hopes of escaping Gendel's children and finding a better place to live. While the cave dweller clans do have some love for their subterranean homes, they would much prefer to live in the comparative mountain valley paradise of the Thenn tribes. From the stories they have been told such places abound south of the Wall just waiting to be claimed from the weak men of Westeros.

The cave dwellers have no overall leaders but usually follow the words of Orgot, a wizened but still wiry old man who knows every crack and crevice north of the Wall, who is more respected as an advisor than a leader. Each of the tribes within the cave dweller clans has its own leader and while they usually fight outsiders, these clans have gone to war with each other on occasion.

HORNFOOT MEN

One of the larger nomadic clans among the free folk, men of the Hornfoot tribe are known for their small stature and wide feet. Said to be descended from grumkin or snarks, the Hornfoots are a hardy people who walk

through the deepest snows barefoot, the soles of their feet as resilient as boiled leather. Making little use of mounts or pack animals, the Hornfoots carry their belongings on their backs and believe that a man should only own as much as he can carry as anything else is too easily taken. Other tribes sometimes look at them as being foolish or simple, but the Hornfoots see themselves as living closer to the land itself. There may be some truth to this as the greensight comes more to the Hornfoots than most tribes.

The Hornfoots follow the migratory patterns of elk and reindeer through the course of the year, ranging from the edges of the Frozen Shore to the Haunted Forest in their wanderings. They are not much concerned with raiding other tribes, having little interest in wealth they cannot carry, and are one of the less aggressive tribes of the free folk because of it. Hornfoots are not known as particularly fearsome or skilled fighters, but they are always the last to break in battle and will stand to the last man without flinching. With better training, discipline, and weapons they could be a fearsome fighting force. Hornfoots favor hunting bows and spears and their weapons are made of stone, bone, and wood. They sometimes trade for metal weapons with other tribes and during yearly visits to Hardhome, but such items are rare.

Despite their relatively passive nature, the Hornfoots are still free folk and do not take insults or attacks lightly. When threatened, the Hornfoots are tenacious fighters and it is said no free folk hold grudges like the Hornfoots. Making an enemy of a Hornfoot is making an enemy for life, and Hornfoot tribes have been known to hang onto the smallest grudge for generations. For example, the Nightrunners and the Hornfoots are sworn enemies due to a past wife-stealing incident whose details have long since been forgotten. The Hornfoots have joined Mance Rayder's horde in the face of many attacks from the Others in hopes they can escape to the south and are even willing to work with the Nightrunners to see this goal achieved.

ICE WIVES

Claiming the northern reaches of the Haunted Forest, the Ice Wives are one of the few matriarchal tribes among the free folk. The tribal legends claim it was founded by Kala, the wife of Gorne, the first King-beyond-the-Wall, when he did not return from his trip under the Wall. The tale tellers of the Ice Wives claim Kala wanted a tribe free from the folly of men, allowing no men in their tribe for centuries, kidnapping men as needed for reproductive purposes and then killing or releasing them, depending on whether they fathered a female child or not. Now they are a tribe made up of men and women as other tribes are, but the leadership of the tribe remains firmly in the hands of women.

The Ice Wives are known among the free folk for the white-furred snow bears they train and ride into combat, making them a fearsome fighting force. These bears are raised from birth to be obedient to their mistress, who must pass trials of strength and endurance in order for her to earn the right of becoming a bear warrior. Those who pass will care for their bear until one of them dies. If the bear companion of a warrior of the Ice Wives is slain, that warrior will likely never have another, such is the difficulty of training a new mount and the depth of the link between them. It is common among the Ice Wives for a warrior to kill herself if she somehow survives her bear companion.

The Ice Wives are semi-nomadic, moving among a handful of settlements over the course of the year. They subsist primarily by hunting herds

of elk and moose along with fishing in the Milkwater. They often come into conflict with the cannibal clans and the Hornfoots, but the bears of the Ice Wives give them a distinct advantage in most situations. The Ice Wives wield weapons of bone, favoring long spears usable from the back of their bear mount. Metal weapons are looked at askance, many believing metal to be some sort of corrupting influence on the mind since it drives so many to possess it. The Ice Wives wear thick hide and leather armor made from the hide of fallen bear companions, often making it hard to see where a warrior of the Ice Wives ends and her bear mount begins.

Mance Rayder recruited the Ice Wives to his cause when he killed their leader, Morga Bearkin, during a battle between Mance's followers and the Ice Wives. Morga had been one of the contenders for the title King-beyond-the-Wall who would not submit to Mance Rayder, and so he put all his military strength into forcing her to submit or die. The Ice Wives have accepted this for the time being and the council of grandmothers that advised Morga Bearkin now leads the tribe until a new leader is chosen, but the Ice Wives are not ready allies of Mance Rayder. Given the opportunity they would rather fight the Others than run to the South, but for now they cooperate.

NIGHTRUNNERS

At home among the trees of the Haunted Forest, the Nightrunners were once a nomadic tribe that has become more sedentary over time. Over recent decades they have begun raising their own animals rather than hunting them in the wild, having learned more of animal husbandry from those who flee over the Wall. They have also built settlements and resettled ancient villages, at first moving from village to village throughout the year but now usually staying in one settlement all year. Where they were once known for their night time raids on the Hornfoots and Thenn tribes, the Nightrunners have become more and more like the people to the south of the Wall, and are scorned by the free folk because of it. Considering the Nightrunners have a higher proportion of members from south of the Wall than any other tribe, this is little surprise.

The Nightrunners are now found in settlements near the Wall like Whitetree, where the climate is mild enough to support raising animals and growing some particularly hardy crops year-round. Also their settlements sometimes boast industries more common south of the Wall, like mills. The Nightrunners do not have the supply of metal to warrant smithies despite having several smiths from south of the Wall among them. Some hope to find such supply through Hardhome, thus making the Nightrunners the only supplier of steel weapons north of the Wall.

Unlike most other tribes, the Nightrunners actually hold territory the whole year through and do not take well to other tribes entering it, since the Nightrunners already have a hard time seeing to their own needs. Any tribe that moves into Nightrunner territory is likely to be attacked if it does not depart in a day or two, though tribes that intrude for the first time are often given a warning first (not that many heed it). The Nightrunners regularly come to blows with the Hornfoots, with whom they have a longstanding feud with over some ancient instance of a Hornfoot man carrying off the wife of a Nightrunner chief, or at least that's how the Nightrunners tell the tale. Any time the Hornfoots are found in Nightrunner territory they are attacked with the full might of the tribe as soon as it can be marshaled.

Due to their sedentary nature, the Nightrunners have suffered more than most with the coming of winter, and several of their settlements have been lost to the Others. These factors combined with the knowledge they have of life south of the Wall have made the Nightrunners ready allies of Mance Rayder. Indeed Mance lived with the Nightrunners first lived among after leaving the Watch and they know him well. Now the Nightrunners have emptied their villages to follow Mance Rayder, taking up the nomadic lifestyle again in the hopes of finding a new land they can call home.

THE THENN TRIBES

Living in a network of mountain valleys within the Frost Fangs known as Thenn, the Thenn tribes control some of the most valuable land north of the Wall. Possessing a surprisingly mild climate for the Far North, fertile soil, and both copper and tin mines, the valleys of Thenn are desired by all the tribes of the region. The Hornfoots, cave dwellers, and cannibal clans all raid the Thenn tribes regularly, seeking their bronze weapons and plentiful crops, but rarely achieve a great deal of success in such endeavors.

The Thenn tribes have not held onto their territory for so long by being weak; indeed the Thenn tribes are arguably the best fighting force north of the Wall. The Thenn tribes are unique among the free folk in that they serve the leader of their tribe, the Magnar, or "lord" in the Old Tongue, with absolute dedication bordering on fanaticism. The Thenn tribes believe the Magnar is a god chosen by battle to lead their people, obeying him or her without question. The Thenn tribes also spend more time training than other tribes and actually use concepts like formations and tactics whereas other tribes operate as mobs moving through battles as the urges take them. There are legends that say the Thenn

tribes are descendants of some ancient army of the First Men that stood against the Others and kept them from conquering further south, but such things are rarely believed outside the ranks of the Thenn tribes. Regardless of the truth the Thenn tribes believe they are the last true descendants of the First Men, seeing all others claiming the bloodline north or south of the Wall as mere pretenders.

In addition to their discipline and training, the Thenn tribes produce the most advanced weapons made north of the Wall. Using their copper and tin mines, the Thenn tribes produce high-quality bronze weapons and armor that may not be the equal of steel but are certainly more effective than bone or wood. The warriors of the Thenn tribes are more like the heavy infantry of the lands of the South than the raiders most free folk tribes usually field. They may not be fast-moving, but few free folk tribes can withstand the Thenn tribes on the field.

Under the direction of their current leader Magnar Styr, an aging warrior of great skill who lost his ears (and some say his humor) to frostbite, the Thenn tribes have joined the cause of Mance Rayder after Mance lured Styr into an ambush outside of Thenn and forced him to submit. The Thenn tribes have not suffered attacks from the Others like other tribes, and are bold enough to claim they could best the Others, but they follow their lord, and Magnar Styr follows Mance Rayder... for now. The Magnar is one of Mance's main rivals for leadership, with both of them aware of it, creating much tension between them.

WALRUS MEN

The largest tribe of the Frozen Shore, the Walrus Men are a large tribe made up of nearly a score of smaller groups united by lifestyle and



shared history. According to stories, the Walrus Men once lived in harmony with beings similar to the Children of the Forest but who dwelt in the seas off the Frozen Shore. These stories claim that the walruses that now dwell along the Frozen Coast are the half-breed children of the Walrus Men and these water spirits, making them holy in the eyes of the Walrus Men. Anyone caught hunting walruses by the Walrus Men are put to death by being thrown naked into the freezing waters off the Frozen Shore.

The Walrus Men primarily subsist by fishing, as well as hunting whales of all varieties, from orcas and narwhals to humpback whales. Walrus Men hunt in packs using kayaks and harpoons, with multiple hunters harpooning a single creature, waiting until it tires itself from dragging their kayaks behind it, before they kill it with spears. This is an extremely dangerous process, with numerous hunters dying each year from drowning or hypothermia. Occasionally they also manage to catch other aquatic beasts such as sharks, dolphins, and giant squids, many of which are seen as delicacies. While the Walrus Men have not encountered a kraken in recent memory, they have legends of fighting such monsters, which often appear in cautionary tales about going too far from land or hunting alone.

The Walrus Men have developed a variety of specialized tools for surviving in their frozen homeland, the most important being the whalebone chariots they use for transportation. Longhaired dogs are used to pull these chariots, and the chariot wheels can be switched out for skis for particularly soft or deep snow. Walrus Men also make use of whale oil lamps, whalebone snow goggles, and numerous other devices to make their lives easier. One of their more disgusting habits, at least in the eyes of other tribes, is rubbing whale fat on themselves under their coats when the weather turns extremely cold. A similar technique is used among some Walrus Men hunters who fear being pulled underwater while hunting.

While the Walrus Men do not have many competitors for their food supply, they are still active raiders, attacking other tribes to take wives, metal goods, and other foods. Using their whalebone chariots, the Walrus Men are the most mobile armed force north of the Wall. In combat they use javelins from their chariots, preferring to stay out of reach of their enemies while striking from a distance. They can move their entire tribe at speed for days at a time, allowing them to easily outmaneuver enemy tribes and strike when least expected. The Walrus Men have long been enemies of the cannibal clans of the Ice River, as the Ice River flows rather close to the Frozen Shore, leading the two tribes into regular conflict—and the Walrus Men do not take kindly to their own being eaten. Since joining the horde of Mance Rayder, the Walrus Men have become the cavalry of the army, providing mobile, ranged support fire wherever they are needed, as well as giving cover for siege engines and giants as they move into position.

The Walrus Men were led by Aekin Bonespike, a massive warrior who wielded a spear of whalebone, until he was slain by Mance Rayder for actively working against Mance's attempts to unite the free folk. Ever since, the Walrus Men have followed Mance, more out of the need to escape the Others than due to his victory over their previous leader. The Walrus Men value the ability of a hunter above strength on battle, choosing their leaders based on whoever can bring the most food to the tribe during the yearly Great Hunt. With their departure from the Frozen Shores, the Walrus Men do not have a single leader and thus are fragmenting, their distance from their homeland making the Great Hunt all but impossible.

GEOGRAPHY OF THE FAR NORTH

To the people of the south, the Far North is a desolate wasteland with no discernible features. They see only snow, impassable mountains, and forests haunted by all manner of villains and monsters. As is the case with many things in the lands north of the Wall, there is some truth to these descriptions, but at the same time there are ruins from ancient times, thriving settlements, and natural wonders to be seen north of the Wall.

The territory of the Far North is extremely cold and any character braving it must be prepared, or face the effects. While such conditions do not persist eternally across the entirety of the Far North, most regions north of the Fist of the First Men suffer from such conditions daily, as does the entirety of the Far North at night. Only a few scant special areas, like the valley of Thenn, are protected from these harsh conditions.

HAUNTED FOREST

Stretching from the Wall north to the Deadfields, and from the Frost Fangs east to the Shivering Sea, the Haunted Forest covers the low lands of the Far North. Rarely touched by fire or the axes of man, the Haunted Forest is ancient. In its depths are trees that saw the arrival of the First Men, and were once the homes of the Children of the Forest. Only at the southern end of the Forest, where it approaches the Wall, has it been cut significantly. In the heyday of the Night's Watch, the Haunted Forest was regularly cut back to prevent wildlings from using it as cover to approach the Wall. With the waning of the Night's Watch, this duty has fallen by the wayside, and the Forest has grown right up to the Wall in most places.

The Haunted Forest is primarily made up of sentinels and ironwood trees, though weirwoods also dot the forest. Godswoods are common throughout, due to the many Children of the Forest that once called it home. Now the Forest provides shelter to the majority of the free folk including the Hornfoot, Ice Wives, and Nightrunner tribes. The climate of the Haunted Forest is not pleasant, but the trees do provide some shelter from the fierce winds of the Far North, and provide a ready fuel for fire. The soil of the Haunted Forest is sufficiently rocky and frozen that it is poorly suited for agriculture, forcing most who live in the forest to exist as hunters and gatherers.

For Warfare, the Haunted Forest is considered heavy forest.

CRASTER'S KEEP

Located within the southern reaches of the Haunted Forest near the Wall, Craster's Keep is the home to the wildling Craster, renowned on both sides of the Wall for his vices, cruelty, and repugnant behavior. The center of the keep is no castle, but only a daub-and-wattle longhouse made from wood, dung, and sod. The space within is divided up into rooms by hanging skins, the only real separate area being the loft where Craster's daughter-wives sleep. While the longhouse is warm, it is filthy and reeks of the many humans and dogs that live within.

Outside the longhouse is a pigsty, sheepfold, and midden heap surrounded by an earthen wall. A single gate allows entrance through



the wall flanked by a bear and a ram skull mounted on posts. The entire keep sits atop a low hill, giving it a good command of the surrounding region. While Craster's Keep is nothing compared to the smallest fortress south of the Wall, in the Far North it is a respectable fortification.

For Warfare, Craster's Keep is considered a hall.

THE CROW'S GODSWOOD

Located a few miles north of the Castle Black's passage through the Wall in the Haunted Forest, the Crow's Godswood is used by those members of the Night's Watch who still worship the gods of the First Men to swear their vows. In recent years it has seen little use as the Night's Watch is increasingly made up of the people of the South, but the free folk still avoid the area. This godswood is seen as somehow tainted by the Night's Watch, but so far none have dared to attack any crows who make use of it. Respect for the Old Gods has thus far kept safe those who travel from Castle Black to the Crow's Godswood.

WHITETREE

Representative of the small villages that are scattered across the Far North, Whitetree would be considered little more than a hovel south of the Wall. In the Far North it is a settlement of note, though this is mostly due to the large weirwood tree that stands at the center of the settlement. Massive in size, the mouth on the weirwood is large enough to hold a sheep. Some say the people of Whitetree once placed their dead in the mouth of this weirwood, but if this is true there are no signs of bones or other remains within the weirwood.

Whitetree only has four buildings to its name, each of which is a crumbling one-room house of unmortared stone with a sod roof. A sheepfold sits between the buildings. Less than a score of the free folk call the settlement home, and all of those are Nightrunners. The Night's Watch regularly passes through Whitetree and it has become one of the main avenues of trade between the free folk and the crows, developing into a sort of neutral ground between the two groups.

STORRHOLD'S POINT

Located on the eastern coast of the Far North, Storhold's Point is a peninsula reaching out into the Shivering Sea. The Haunted Forest ends where Storhold's Point begins, leaving the peninsula a windswept land of rocks, scrub, and moss. Storhold's Point has little value in terms of resources and strategic position, but it does have easy access to the trade routes of the Shivering Sea and a number of natural harbors. This has turned Storhold's Point into the region of the Far North that has the most contact with the world beyond Westeros, if not with Westeros itself.

Storhold's Point has developed in recent decades such that it has become more and more focused on supporting Hardhome and the trade that goes on there. The tribes that call Storhold's Point home are focused on acquiring goods to trade to foreign merchants and often deal with other inland tribes to do so. These tribes are effectively becoming the merchant class of the free folk, something not everyone is pleased about. Some of the free folk see this evolution as another route for Southron culture crawling into the Far North and several tribes have gone to war in order to stop this infection. Thus far the power of trade and freedom has won out over such attempts.

HARDHOME

The largest free folk settlement of the Far North, Hardhome sits at the end of Storrhold's Point north of Eastwatch-by-the-Sea. While those of the South would not think much of the makeshift buildings, muddy streets, and primitive docks of Hardhome, among the free folk it is a metropolis. While the population of Hardhome varies through the year, it rarely drops below a hundred, and the town has twenty permanent structures, most made of driftwood, planks from the Haunted Forest, and bits of salvage, in addition to a continually shifting mass of tents pitched by visiting tribes. The population of Hardhome shifts throughout the year as different tribes stop in the settlement to trade, each tribe only staying for a few days before moving on again. There are handfuls of festivals through the year when many tribes come to Hardhome, causing it to explode into a small tent city with a population nearing a thousand. During such celebrations there are dozens of parties, duels, deaths, and stolen wives, as one would expect among the free folk. Until Mance Rayder's army these gatherings were the largest collections of free folk in the Far North.

Hardhome survives by being the only port that regularly trades with the world beyond the Far North, bringing a steady influx of metal weapons, cloth, and other supplies to the free folk. Most of those outsiders who come to Hardhome to trade are from the Free Cities, Ibben, or smugglers from Westeros, though all comers are welcome at Hardhome with no questions asked. The free folk bring skins, ivory, ambergris, and other goods to trade, though the merchants usually make out better than the free folk in these deals. Any visiting merchant who cheats the free folk is unlikely to survive long enough to leave port if he is caught, so while merchants may push a hard deal, they learn quickly there are limits. For the most part the free folk get along well with the merchants and sailors that come to Hardhome since they are usually free spirited, not "kneelers" like the people of Westeros.

Hardhome is not controlled by any one tribe, and its value to so many keeps it from being seized by any one tribe. Several have tried to claim Hardhome over the centuries, but all have been dealt with in short order by other tribes that depend on the settlement. Hardhome has no ruler, but the aged hunter Kaygra the Grayhaired serves as the default leader of the settlement. Over forty years old, she uses her great cunning and charisma to keep the peace in Hardhome—or at least keep the violence to acceptable levels. She holds no official power in the settlement, but everyone listens to her for fear of her turning the settlement against them. Even Mance Rayder treats her as an equal, bringing her a gift each time he has come to Hardhome.

Since the raising of Mance Rayder's army, Hardhome has all but emptied, with only a handful of merchants staying behind to carry on trade with foreign merchants who still come. If Mance Rayder's plan somehow fails, Kaygra the Grayhaired wants to have a backup plan.

THE FROST FANGS

One of the largest geographic features in the Far North, the Frost Fangs dominate the western half of the Far North from the Fist of the First Men westward. They reach from the New Gift north to the Wall and beyond to the Land of Always Winter. The mountaintops of the Frost Fangs are continually covered in snow and ice, earning their name with their sharp, tooth-like peaks jutting up into the gray skies of the north. The Frost Fangs are extremely dangerous due to a mixture of cold, harsh



winds, rock slides—and the free folk who call them home. From afar, there looks to be no reason to ever venture into such a terrible place, but between the austere stone peaks hide some of the most desirable territory north of the Wall.

Hidden among the Front Fangs is a network of fertile mountain valleys protected from the worst of the storms of the Far North. These wildflower-filled valleys are not only suitable for farming but also have sizable deposits of tin and copper, representing the largest mineral wealth in the Far North. Massive waterfalls dot the edges of these valleys, creating beautiful vistas for those who survive to see them.

These mountain valleys are some of the most verdant and fertile land north of the Wall, and much free folk blood has been spilled over them. Currently the largest network of valleys, called Thenn, is controlled by the bronze weapon-wielding Thenn tribes that have lived in the region since the Age of Dawn. Smaller tribes have claimed some of the less valuable valleys, but they must continually fight to keep control of their territory. Since the mountain valleys of the Frost Fangs are the only source of metal weapons in the Far North, their value cannot be overstated.

For Warfare, the Frost Fangs should be considered mountains, making it very difficult for any military units to move through them, with the mountain valleys counting as hills.

THE FIST OF THE FIRST MEN

Located on the western edge of the Frost Fangs, the Fist of the First Men is the last mountain as one travels east into the flatlands of the Haunted Forest. It stands on the banks of the Milkwater, the highest point for leagues in every direction. Even discounting the ruins of the



ancient fortifications that rest atop it, the Fist of the First Men still has strategic value as it ensures control of the Milkwater.

The Fist of the North Men is made of earth and gray stone, with a single narrow path that winds around the slope. While it is possible to climb the Fist without using this path, it is far more difficult and dangerous. The top of the Fist is crowned with an ancient, crumbling wall, which is all that remains of the fortress built by the First Men during the Age of Dawn, standing as high as a man in most places, with a handful of places where it has collapsed.

The Fist of the First Men has been used in conflicts among the free folk for centuries, though no one has kept claim on it for long. The area has come to be seen as cursed by some, and free folk generally avoid it. The Night's Watch have used it on occasion during larger rangings primarily due to the fact that free folk avoid it, providing even more reason for the free folk to look elsewhere for shelter.

For Warfare, the Fist of the First Men is considered a small castle.

THE GORGE

Located on the far western edge of the Wall, the Gorge reaches from the Shadow Tower southwest to the Bay of Ice, forming a massive natural obstacle for any free folk trying to cross to the South. When the Wall was constructed, Bran the Builder left the Gorge to serve as the border between Westeros and the Far North, confident that the sheer cliffs on either side of the Gorge would keep out any intruders. This has been true for the most part, but since the Night's Watch does not station men along the Gorge, it is seen by some free folk as a preferable way to make their way to the South.

Traversing the Gorge requires climbing down several hundred feet of nearly sheer stone, crossing a raging river, and then scaling back up

the cliffs on the other side. Some free folk have managed to travel down the Milkwater via canoe or raft, but the rapids and waterfalls along the lower Milkwater make this process extremely dangerous. Even if such adventurous free folk survive the Milkwater, the Bay of Ice is even more inhospitable.

For Warfare, the Gorge is considered as mountains, but a military unit that wishes to cross the Gorge must pass a **HARD** (15) Athletics check, a process that takes 2 days. Units that fail take 1 point of damage for each point they failed the Athletics check by, representing members of the unit lost or wounded due to falls, landslides, and so forth. The unit can become disorganized or routed as normal from this damage.

ICE RIVER

Born in the mountain valleys of Thenn, the Ice River is fed by snowmelt that has carved a deep channel through the Frost Fangs to the lowlands of the Haunted Forest. The Ice River eventually merges with the Milkwater just north of the Fist of the First Men. While the Ice River is fast-moving among the Frost Fangs due to the quick change in elevation, once it reaches the Haunted Forest it slows, becoming a broad, ambling river that is almost always frozen. For most of its expanse the Ice River is frozen year-round, though not always frozen enough to support those who try to cross it—dozens of free folk die each year trying to cross the Ice River.

Despite being frozen much of the year, the Ice River is a ready source of food for the free folk. Many tribes ice fish along its length, but must do so carefully because it's the home of the cannibal clans. Any tribe passing through the region that is not a known ally of the cannibal clans must keep a constant vigil to avoid falling prey to their ambushes.

MILKWATER

Flowing from the Frost Fangs through the Haunted Forest, splitting the Gorge down to the Bay of Ice, the Milkwater is one of the most important rivers of the Far North. It not only provides a ready source of food in the form of a variety of fish, but its swift current prevents it from freezing over easily. This allows the Milkwater to function as one of the main trade routes in the Far North, connecting the settlements of the Frost Fangs with the tribes of the Haunted Forest.

A number of enterprising free folk buy bronze weapons and armor from the mountain tribes, which they then transport via the Milkwater to trade to the tribes of the Haunted Forest for hides, food, and wood, and then these goods are carted back up to the mountain tribes by caravan. Several tribes also use the Milkwater as part of their yearly migratory patterns, constructing rafts each year to travel to the south before working their way back north over the course of the year. All this travel along the Milkwater has given birth to a number of raiders along its length who attempt to use rafts or makeshift dams to catch their prey.

THE SKIRLING PASS

Located in the middle reaches of the Frost Fangs just south of the Milkwater, the Skirling Pass is a series of winding passes, trails, and valleys that allow the knowledgeable to travel across the Frost Fangs with relative speed. Only a few among the Night's Watch and the free folk know all the twists and turns of the Skirling Pass, though many are familiar with certain portions of it. The Skirling Pass is reached from the east via the Giant's Stair, a massive stone formation resembles large stone steps carved into the very mountain.

While the Skirling Pass is long, winding, and confusing, it is still a common route. Free folk regularly use it to travel among the mountain valleys of the Frost Fangs so much so that some raiders have taken to ambushing travelers on some of the more difficult stretches of the Pass. Shadowcats and bears hunt lone free folk in the area, never having learned to fear man.

For Warfare, movement along the Skirling Pass is considered Slow Movement instead of Very Slow Movement, which is normal for mountains.

THENN

One of the larger mountain valley networks of the Frost Fangs, the region known as Thenn is arguably the most desirable territory north of the Wall. Blessed with a temperate climate, fertile soil, and mineral wealth, many free folk tribes look hungrily at the easy life that Thenn promises. Unfortunately for those tribes, Thenn is inhabited by those who call themselves the Thenns, a collection of tribes united under the leadership of the Magnar. Equipped with bronze weapons and a dedication bordering on fanaticism, the Thenn tribes have thus far proved the equal of every attempt to unseat them.

The valleys of Thenn are filled with grass, wildflowers, and boulders, except in those areas cleared away for cultivation. Fog clings to the valleys late into the day, and most valleys only receive a limited amount of direct sunlight each day due to the high mountain walls surrounding them. Most of the southern valleys are dominated by agriculture, while the northern valleys are home to most of the mines of Thenn. Crude roads connect the various regions of Thenn, most of which are little more than cart tracks. There are a half-dozen different obvious entrances to Thenn, all guarded by the bronze weapon-equipped warriors of the Thenn tribes. Several more discreet ways into Thenn can be found by those willing to climb the mountains of the Frost Fangs, but such efforts are often as dangerous as fighting the Thenn tribes directly. The Thenn tribes suffer from attacks, both overt and covert year-round, and thus have become very vigilant in protecting their homeland, and extremely suspicious of any visitors with whom they are not familiar.

Sitting near the center is the settlement of Thennheld, the home village of the Thenn tribes. Dominated by the longhall of Magnar Styr, this settlement serves as the seat of his power and is always protected by his most skilled soldiers. Thennheld is also home to a number of smithies, producing the majority of the bronze weapons and armor used by the Thenn tribes. Only the most trusted visitors are allowed into Thennheld, due to the vital role it plays in the defense of the valleys of Thenn.

For Warfare, Thennheld is considered a hall, and the terrain of Thenn is considered hills.

THE DEADFIELDS

Where the Haunted Forest ends and the vast polar expanse of the Land of Always Winter begins is a huge uneven field over which a handful of barrows rise. According to the legends of the free folk, this field was where the Children of the Forest and the First Men gathered to fight their final battle against the Others. The free folk claim that this battle gained Bran the Builder enough time to construct the Wall, buying the survival of the lands to the South with the blood and destruction of the ancient peoples. Some free folk still bitterly begrudge this unacknowledged sacrifice against the people of Westeros.

According to the stories of the Deadfields, the slaughter was so great that the bodies of the slain were not buried, with the field instead bathed in oil and burnt in a single, giant pyre. Only a handful of the leaders of the free folk were buried in barrows, and these ancient heroes are said by some to not be dead but merely waiting until the Others' return. On that day they will awaken the army of the dead that waits in the Deadfields, and give battle again to the ancient enemies of man. While this belief was common in the past, the recent encroachments of the Others have made such beliefs seem like wishful thinking.

A large godswood is located on the northern edge of the Haunted Forest, said to be a tribute from the Children of the Forest to those who gave their lives against the Others. For centuries it was considered a place of power among the free folk. Those gifted in the greensight were regularly drawn to it, but in recent years something has changed. Now there are rumors that the godswood has been cut down, but no one knows by whom and no one who has dared to investigate has returned.

THE FROZEN SHORE

Dominating the western shore of the Far North, the Frozen Shore reaches from the Gorge north along the western edge of the Frost Fangs all the way to the Land of Always Winter. Rocky and jagged throughout, the Frozen Shore is neither inviting nor hospitable. Riddled with fjords and jagged peninsulas, the Frozen Shore is a harsh place to live. While home to a wide variety of animal life, walrus, seals, and ice bears being the most common, only a handful of tribes of the free folk make their home on the Frozen Shore. The largest of these is the Walrus Men who hunt whales in the Bay of Ice.

The Frozen Shore has little in the way of natural resources aside from the animal life in the region. The Bay of Ice can be extremely treacherous due to its many ice floes, but it is home to whales, squids, and other aquatic creatures. The Frozen Shore is ice-locked for nearly half the year, requiring the inhabitants to ice-fish or travel to the edges of the ice formations to find food. During these times of the year, the Frozen Shore becomes an almost featureless expanse of white with little difference between earth and sky. Many a free folk has been driven mad by this world of white, and the Walrus Men developed their ice goggles to prevent that from happening.

During the winter, military units may move across the ice of the Frozen Shore as if it were snowy plains.

THE LAND OF ALWAYS WINTER

Located far north of the Wall, beyond the Haunted Forest and the Frost Fangs, lies the edge of the world. Called the Land of Always Winter by most of the free folk, this barren polar expanse is little more than ice, permafrost, and stark white sky. Nothing lives there—plants, beasts, and birds all have deemed the place too desolate. Once traveling to the edge of the Land of Always Winter was seen as a rite of passage among some free folk tribes, but even they have stopped coming this far north. No one who has traveled to the Land of Always Winter has returned in recent memory, and most assume the region has been overrun by the Others. So far no one is much interested in going to find out the truth of the situation.

Moving across the Land of Always Winter counts as moving across tundra. Anyone in the Lands of Always Winter is continually exposed to extreme cold, risking frostbite and death accordingly.



CHARACTER CREATION

While both the free folk and the people of Westeros struggle daily to survive and prosper, those struggles are very different. Few in the lands south of the Wall have to deal with a daily threat of frostbite or death at the hands of a mythical beast, while those in the Far North know little of scholarly matters, agriculture, or the demands of service to a lord. Life in the Far North teaches a different selection of abilities than life in the south, and the character creation process for free folk characters represents this.

These rules are suggestions on how to create a character that accurately represents the free folk. They need not be followed to the letter as there are exceptions to every rule, especially among the heroic characters of the players. Characters from south of the Wall, such as criminals who have fled north of the Wall or crows who have left the Night's Watch, should use the appropriate character creation rules.

These rules can either be used for creating a campaign entirely made up of members of a free folk tribe, or to create free folk characters for other campaign types, such as a free folk hunter who is helping the Night's Watch, or a wildling who has snuck over the Wall and is now trying to live in the lands of Westeros. In such cases, overcoming the societal prejudice against the free folk will take some extreme circumstances, but as demonstrated by Osha, the wildling who serves House Stark, it can happen. If you wish to play such a character, work with the Narrator to determine how they will fit into the campaign.

Creating one of the free folk follows the same steps as creating a character from Westeros, with only a few modifications.

ARCHETYPES OF THE WIDLINGS

The following are a small selection of wildling characters for those who prefer to use pre-generated characters, or for Narrators to use in describing wildlings in his chronicle.

CHARACTER GENERATION

For a campaign focused on wildlings, the Narrator may choose to permit the age-dependent maximum starting benefits from **Table 3-10, *SIFRP***, to be increased by one, provided the additional benefit is used on an appropriate heritage benefit, e.g., Blood of the Wildlings or Blood of the First Men.

WAR LEADER

MIDDLE-AGED LEADER

The lands beyond the Wall exist in a constant state of strife, with a myriad of tribes and clans vying for access to and control of resources. Successful raids can benefit a community by bringing in valuable booty, as well as wives or slaves. Likewise, any group must be able to hold whatever it wishes to keep, or see its people and valuables divided among those stronger and bolder than they. While not the classical war of castles and armies as practiced in the southern lands, this guerilla warfare nonetheless calls for men and women capable of understanding the battlefield and seeing how best to apply the forces at hand. These men and women are the war leaders of their clans and tribes.

A war leader may lead a independent war party, in which case he is the supreme leader of his group—so long as his followers remain convinced of his ability to lead them to victory or fortune. Or his war party may be a part of a larger tribal community, in which case he will be responsible to the tribe as a whole. As a popular war leader he will of course command a certain amount of influence, which again will last only as long as he maintains his ability to attract followers to his party.

The war leader described here has passed his physical prime, and seen some of his abilities start to decline. He retains his personal charisma and his understanding of the battlefield, and by dint of his seniority and experience, is better armed than many of those who would follow him, having acquired weapons of the quality commonly available in the lands south of the Wall.

ABILITIES			
AGILITY	3		
ANIMAL HANDLING	2	RIDE 1B	
ATHLETICS	3		
AWARENESS	3		
CUNNING	4		
ENDURANCE	3	STAMINA 1B	
FIGHTING	3	AXES 2B, SPEARS 1B	
KNOWLEDGE	1		
MARKSMANSHIP	2	THROWN 1B	
PERSUASION	4	INTIMIDATE 2B	
WARFARE	5	COMMAND 1B, STRATEGY 1B	
QUALITIES			
BENEFITS: BLOOD OF THE WILDLINGS, INSPIRING			
DRAWBACKS: FLAW (AGILITY -1D)			
ATTRIBUTES			
COMBAT	9 (7 IN ARMOR,	INTRIGUE	9
DEFENSE	+2 w/ SHIELD)	DEFENSE	
HEALTH	9	COMPOSURE	6
DESTINY POINTS		2	
MOVEMENT 4, SPRINT 16 (WITH ARMOR: 3, SPRINT 11)			
AWARENESS 3, PASSIVE 12			
ARMS & ARMOR			
HIDE ARMOR: AR 5 ❄ AP -2 ❄ BULK 2			
BATTLE AXE	3D+2B	3 DAMAGE	ADAPTABLE
SHIELD	3D	1 DAMAGE	DEFENSIVE +2
SPEAR	3D+1B	3 DAMAGE	FAST
KNIFE	3D	1 DAMAGE	FAST, OFF-HAND +1
PERSONAL GEAR	Clothing (fine furs), hide armor, shield, battle axe, spear, knife, garron with saddle and tack		



SCOUT

MIDDLE-AGED ROGUE/FIGHTER

Whether raiding another tribe or following the seasonal movement of wildlife, any group moving across the wild lands north of the Wall needs to know where they are going, and who (or what) else is likely to cross their path. The scout serves as the advance eyes of the war or hunting party, ranging far afield from the main line of travel and returning to report on the lay of the land. As a part of a more sedentary community the scout can serve as a picket, providing advance warning of incursions, or as a hunter, supplying the village with game. In any case, the scout must have a broad and balanced skill set, to be able to operate independently for days at a time, living off the land and surmounting challenges on his own.

Though he may be something of an outsider, the scout knows the value of the community, and from bitter experience the consequences of being alone in the wild. His missing ears, lost to frostbite, pay testimony to the hazards of isolation, and he counts himself fortunate to have lost as little as he did.

ABILITIES			
AGILITY	4		
ANIMAL HANDLING	3	RIDE 1B	
ATHLETICS	3		
AWARENESS	4		
CUNNING	3		
DECEPTION	3		
ENDURANCE	3		
FIGHTING	4	AXES 2B	
MARKSMANSHIP	3	BOWS 2B	
STATUS	1		
STEALTH	4	SNEAK 1B	
SURVIVAL	3	HUNT 2B, ORIENTATION 2B	
WILL	3		
QUALITIES			
BENEFITS: BLOOD OF THE WILDLINGS, PROVIDER (SEE PAGE 105), WEAPON MASTERY (AXES)			
DRAWBACKS: FROSTBITE I (SEE PAGE 34)			
ATTRIBUTES			
COMBAT DEFENSE	11 (10 IN ARMOR, +1 W/ HAND-AXE/ DAGGER)	INTRIGUE DEFENSE	8
HEALTH	9	COMPOSURE	9
DESTINY POINTS		1	
MOVEMENT 4, SPRINT 16 (WITH ARMOR: 3, SPRINT 11)			
AWARENESS 3, PASSIVE 12			
ARMS & ARMOR			
SOFT LEATHER ARMOR: AR 2 * AP -1 * BULK 0			
HAND AXE	4D+2B	3 DAMAGE	DEFENSIVE +1, OFF-HAND+1
BONE DAGGER*	3D	2 DAMAGE	DEFENSIVE +1, OFF-HAND +1
HUNTING BOW	3D+2B	4 DAMAGE	LONG RANGE, TWO-HANDED
PERSONAL GEAR	Clothing (furs and skins, equivalent to Northern Garb), soft leather armor, 2 hand axes (one steel, one stone and wood), bone dagger with sheath, hunting bow with 24 arrows, garron with saddle and tack. * - Poor Quality: -1D to attack tests		



HEALER

ADULT EXPERT

The perils of life beyond the Wall include any number of injuries and ailments. In addition to accidents and natural hazards, poor nutrition and exposure can make the free folk susceptible to a variety of diseases. They also face the prospect of intentional insult and injury at the hands of their fellow free folk. While the kneelers turn to their Maesters for treatment when sick or injured, the free folk instead turn to their folk healers. While the worst of these are little more than hacks practicing superstition or preying upon the ignorance of their patients, the quality of care given by the best of these folk healers compares well with that provided in Oldtown itself.

A skilled healer, or even one who kills fewer than half of his patients, is valued by war bands and villages alike. The healer depicted here has a skill set fairly narrowly focused on healing, and so needs to rely on others to protect and provide for him. His relative paucity of other skills makes him somewhat of a rarity among the free folk, most of whom need a mix of abilities. His skills may be close-held family secrets, passed down from generation to generation, or perhaps his native community was prosperous enough for the most promising youth to have been selected to apprentice to and assist the village's aging healer. If he is no longer a part of that native community, how did his departure come to pass? Why would a village ever let its healer leave?

ABILITIES

AGILITY	3	
ANIMAL HANDLING	3	
AWARENESS	3	
CUNNING	3	
DECEPTION	3	
ENDURANCE	3	
FIGHTING	2	
HEALING	5	DIAGNOSE 2B, TREAT AILMENT 1B, TREAT INJURY 3B
KNOWLEDGE	4	
PERSUASION	3	
STATUS	3	
SURVIVAL	3	FORAGE 1B
WILL	3	COORDINATE 1B

QUALITIES

BENEFITS: BLOOD OF THE WILDLINGS, EXPERTISE (TREAT INJURY),
KNOWLEDGE FOCUS (NATURE)

DRAWBACKS: FLAW (FIGHTING)

ATTRIBUTES

COMBAT	8	INTRIGUE	9
DEFENSE	(7 IN ARMOR)	DEFENSE	9
HEALTH	9	COMPOSURE	9
DESTINY POINTS	1		

MOVEMENT 4; SPRINT 16 * AWARENESS 3, PASSIVE 12

ARMS & ARMOR

SOFT LEATHER ARMOR: AR 2 * AP -1 * BULK 0

KNIFE	1D	1 DAMAGE	FAST, OFF-HAND
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PERSONAL GEAR Clothing (furs and skins, equivalent to Northern Garb), knife, herbs and supplies suitable to the treatment of minor injuries and ailments.



SNEAK

ADLESCENT ROGUE

Not all wildlings are sinewy-thewed barbarian warriors. Sometimes it's better to be fast than to be strong—and it's even better to be invisible. When you lack martial or social power, you have to compensate, and the sneak does so through agility and stealth. Where some would ride in and take what they need at sword point, he prefers to approach stealthily, take what he needs, and be away before anyone notices. If he's caught, he may be able to talk his way out of a jam, but most likely he's going to have to run for it. He may not cover ground any faster than anyone else, but he's agile and hard to lay a hand—or a weapon—on once he's on the move. He maximizes that mobility by being extremely lightly equipped, which of course has nothing to do with his relative poverty.

There is little room for those who take what does not belong to them by guile and steal, rather than force of arms. Since the Free Folk keep what they have the same way they get it - that is, through violence, whether threatened or acted upon - the sneak lives by one overriding maxim. Don't get caught. The sneak described here is relatively young, and may have only recently been expelled from whatever village spawned him—there's little room in small communities for those with a tendency to steal. Or he may have run away to join a war band: he's little use in a fight, but he can get close, which is sometimes just what you need. He'll need to decide, if he survives, whether he wants to rely on wits, nimble fingers and agility as an outsider, or if he'll find his way into a lesser role in a war band and hope to keep his thefts covered up.

ABILITIES			
AGILITY	5	ACROBATICS 1B	
AWARENESS	3		
CUNNING	3		
DECEPTION	3		
MARKSMANSHIP	3	THROWN 1B	
PERSUASION	3		
STATUS	1		
STEALTH	4	SNEAK 1B	
THIEVERY	4	STEAL 1B	
QUALITIES			
BENEFITS: ACROBATIC DEFENSE, FURTIVE, LUCKY			
DRAWBACKS: NONE			
ATTRIBUTES			
COMBAT	10 (9 IN ARMOR,	INTRIGUE	7
DEFENSE	+1 W/ DAGGER)	DEFENSE	
HEALTH	6	COMPOSURE	6
DESTINY POINTS		3	
MOVEMENT 4; SPRINT 16 * AWARENESS 3, PASSIVE 12			
ARMS & ARMOR			
SOFT LEATHER ARMOR: AR 2 * AP -1 * BULK 0			
STONE DAGGER*	2D	3 DAMAGE	DEFENSIVE +1, OFF-HAND +1
BONE KNIFE*	3D+1B	4 DAMAGE	CLOSE RANGE, FAST
PERSONAL GEAR	Clothing (furs and skins, equivalent to Northern Garb), stone dagger, bone knife. *Poor Quality: -1D to attack tests		



SPEARWIFE

YOUNG ADULT FIGHTER

You're no man's chattel, so why would you wait to be stolen like livestock from your parents' clan? Rather, you've taken up weapons and set out to make your own way in the world. Life may be short, but you'll look it in the face and meet its challenges with the point of your spear.

The kneelers may keep their women locked behind walls or at work raising their children, but the free folk are free whether male or female. Nothing prevents women from taking up arms and fighting alongside men, and a fair number do. Spearwives, as these women are called, are fully as skilled and ferocious as men on the battlefield, and are as valued by their commanders as their male counterparts.

As a young woman of the free folk, you were expected to be able to defend yourself against prospective suitors, using your strength and cunning to ensure that any man who took you was worthy of you. From there it was but a small step to joining a war band yourself, using those abilities to further your personal goals and those of your war band. Honing your skills, you've become as dangerous as the point of your spear.

What is it that drew you to life as a warrior? Is it the promise of booty, or the appeal of adventure? Is it simply what the women of your people do between girlhood and motherhood? Or do you aspire to one day command your own war band?

ABILITIES

AGILITY	3	
ANIMAL HANDLING	2	RIDE 1B
ATHLETICS	4	
AWARENESS	4	
ENDURANCE	4	
FIGHTING	4	SHORT BLADES 1B, SPEARS 1B
LANGUAGE	2	COMMON
LANGUAGE	1	OLD TONGUE
MARKSMANSHIP	3	BOWS 1B, THROWN 1B
STATUS	1	
STEALTH	3	
SURVIVAL	3	FORAGE 1B
WILL	3	

QUALITIES

BENEFITS: BLOOD OF THE WILDLINGS, SPEARWIFE (SEE PAGE 105), WEAPON MASTERY (SPEAR)

DRAWBACKS: NONE

ATTRIBUTES

COMBAT	11 (10 IN ARMOR, +1 W/ DAGGER)	INTRIGUE	7
DEFENSE		DEFENSE	
HEALTH	12	COMPOSURE	6
DESTINY POINTS			2

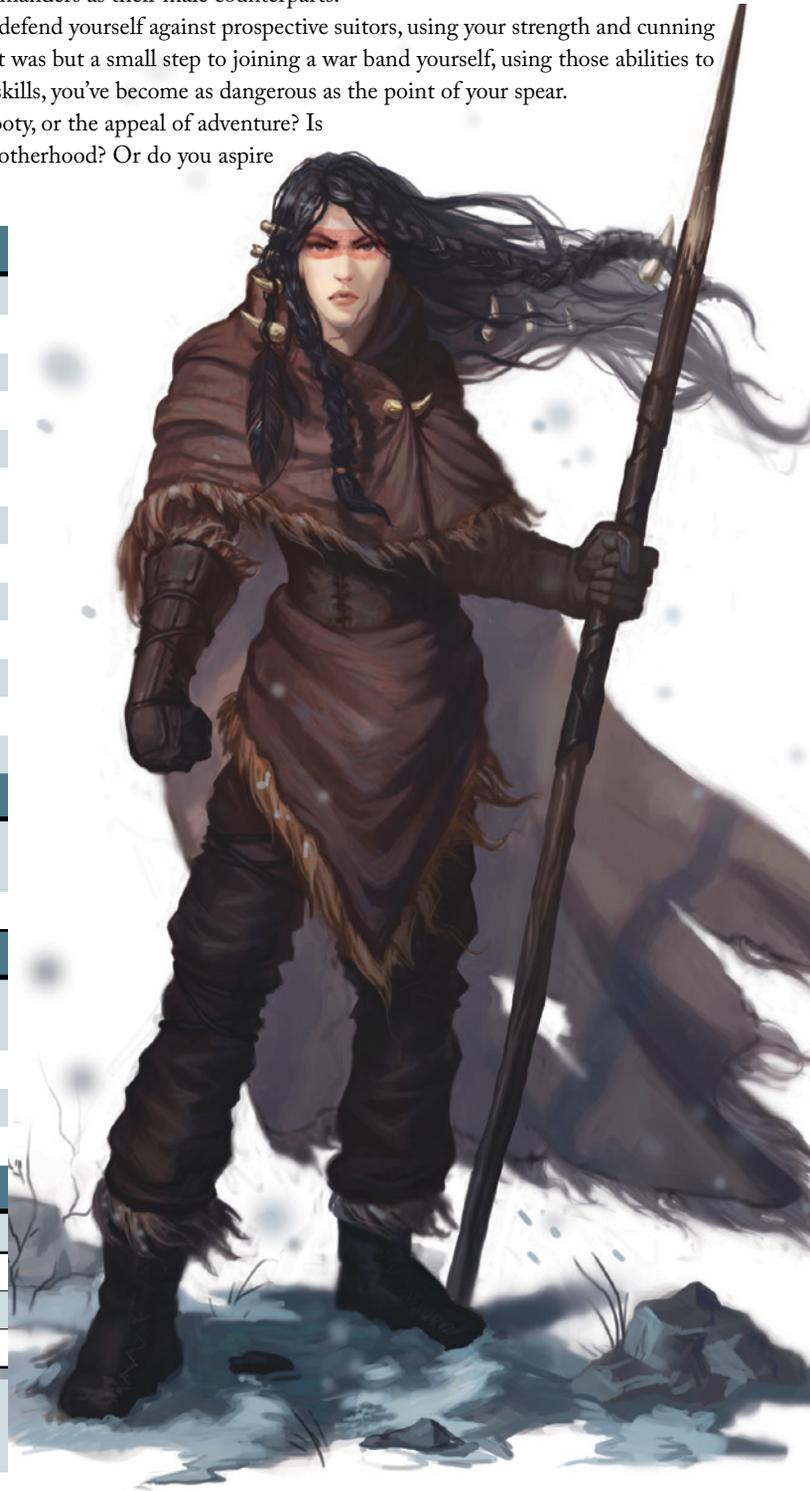
MOVEMENT 4; SPRINT 16 AWARENESS 4, PASSIVE 16

ARMS & ARMOR

SOFT LEATHER ARMOR: AR 2 AP -1 BULK 0

WOODEN SPEAR*	4D+1B	5 DAMAGE	FAST
STONE DAGGER*	4D+1B	1 DAMAGE	DEFENSIVE +1, OFF-HAND +1
HUNTING BOW	3D+1B	3 DAMAGE	LONG RANGE, TWO-HANDED

PERSONAL GEAR Clothing (furs and skins, equivalent to Northern Garb), fire-hardened wooden spear, stone dagger with sheath, hunting bow with 24 arrows. * Poor Quality: -1D to attack tests



CLAN ELDER

OLD SCHEMER

Tribal societies often venerate the elderly, and for good cause. Not only are they the repository of a society's accumulated knowledge, but with age comes the experience to excel at social intrigues. As the clan elder described here, you are an arbiter of the social mores of your community. Those around you rely on your accumulated knowledge for advice on a variety of topics, and you may be called on to resolve disputes amongst your neighbors or to guide collective projects, coordinating efforts to insure the best results.

You need not be totally altruistic in any of this, though, and may use your powers of persuasion and deception to solidify your place within the social order. After all, what is an old woman to do, as age begins to limit her physical capabilities? You've grown accustomed to your place within the social order, and tend to let your temper intimidate those within your community into following your dictates.

You speak both Common and the Old Tongue, and may be called upon to use those skills to negotiate or trade with outsiders. Your temper becomes a challenge in these situations, as without the threat of the social order your intimidation may seem laughable. Unless, of course, your tribe or clan is in a position to pose a real threat to those with whom you are negotiating.

While you use a staff to walk about, and ride a mule when required to travel, you may not be as infirm as you appear. Certainly your staff would do you little good in a full-out fight, but the threat of a rap with it serves to keep the village children (and even some of their parents) in line. Where your real strengths lie, though, are in your pride and your willingness to manipulate those around you. Or are those your weaknesses?

ABILITIES

ANIMAL HANDLING	2	RIDE 1B
AWARENESS	4	EMPATHY 2B, NOTICE 2B
CUNNING	3	
DECEPTION	4	BLUFF 2B, CHEAT 2B
ENDURANCE	2	
FIGHTING	2	BLUDGEONS 1B
KNOWLEDGE	4	
LANGUAGE	2	COMMON
LANGUAGE	2	OLD TONGUE
PERSUASION	4	CHARM 2B, INTIMIDATE 2B
SURVIVAL	3	
WILL	4	COORDINATE 2B

QUALITIES

BENEFITS: BLOOD OF THE WILDLINGS, TREACHEROUS

DRAWBACKS: FLAW (ATHLETICS), FURIOUS

ATTRIBUTES

COMBAT	7	INTRIGUE	9
DEFENSE		DEFENSE	
HEALTH	6	COMPOSURE	12
DESTINY POINTS	0		

MOVEMENT 4, SPRINT 15

AWARENESS 4, PASSIVE 16 (EMPATHY 18, NOTICE 18)

ARMS & ARMOR

ROBES: AR 1 AP 0 BULK 1

QUARTERSTAFF	2D+1B	2 DAMAGE	FAST, TWO-HANDED
PERSONAL GEAR	Clothing (furs and skins, equivalent to Northern Garb), quarterstaff, mule with saddle and tack		



THE FLOWN CROW

YOUNG ADULT FIGHTER

While a noble task, some men chafe under the discipline and privation of such a life, particularly in an age in which the Watch is seen as the midden of the Seven Kingdoms, a place to dump those for whom society has no other use. To be caught in the Seven Kingdoms after having taken the black is worth one's life, but life for these "flown crows" north of the Wall is not easy. The free folk have no love for the kneelers and those who defend them, and many would as soon kill a crow as treat with him.

Knowing this, you must have had good reason to fly down from the Wall. Was it the love of a wildling girl that drew you, or a tale of treasure deep in the Haunted Forest? Perhaps a cruel or foolish superior in the Watch left you (by your lights) no choice, or did you dream of a life as your own master, beholden to no one? Whatever the reason, you know you can never return to your former brothers, and should expect that you'll have to prove to any free folk you fall in with that you're no crow any longer.

The free folk will care even less about your history before you came to the Wall than your former brothers did, but you should know at least how you came to join the Black Brotherhood. Were you a convicted criminal, or the superfluous son of a noble house?

A brother of the Night's Watch might be a Ranger, a Builder, or a Steward. You were that bane of the free folk, a Ranger.

ABILITIES

AGILITY	4	
ANIMAL HANDLING	2	RIDE 1B
ATHLETICS	4	
ENDURANCE	4	STAMINA 1B
FIGHTING	4	LONG BLADES 1B, SHIELDS 1B
MARKSMANSHIP	3	BOWS 1B
SURVIVAL	2	FORAGE 1B
WILL	3	

QUALITIES

BENEFITS: BLOOD OF FIRST MEN, ARMOR MASTERY, HARDY

DRAWBACKS: NONE

ATTRIBUTES

COMBAT	10 (8 IN ARMOR; +2 W/ SHIELD, +1 W/ DAGGER)	INTRIGUE	6
DEFENSE		DEFENSE	
HEALTH	14	COMPOSURE	9

DESTINY POINTS 2

MOVEMENT 4, SPRINT 16 (WITH ARMOR: 3, SPRINT 11)

AWARENESS 2, PASSIVE 8

ARMS & ARMOR

RINGMAIL ARMOR: AR 5 ❄ AP -2 ❄ BULK 1

SHIELD:	4D+1B	2 DAMAGE	DEFENSE +2
LONGSWORD	4D+1B	5 DAMAGE	
LONGBOW	3D+1B	6 DAMAGE	LONG RANGE, PIERCING 1, TWO-HANDED, UNWIELDY
DAGGER	4D	DAMAGE 2	DEFENSIVE +1, OFF-HAND +1

PERSONAL GEAR Black rough-spun breeches and tunic, black sleeveless leather jerkin, black heavy wool cloak, black high leather boots, black ringmail hauberk and coif, shield, longsword, dagger, longbow with 24 arrows, garron with saddle and tack



CREATING WILDLING CHARACTERS

The following system is intended to be utilized to create wildling characters from scratch. It is similar to the core character creation system in the *SIFRP* core book, with differences noted below.

STEP ONE: TRIBE & LANDS

Instead of belonging to noble houses, the free folk belong to tribes. These tribes are created using the same process as creating houses. See **Tribe Creation**, page 107. If your character is part of a different organization, such as a wildling in the service to a noble house, use the normal rules for that organization.

STEP TWO: CHARACTER CONCEPT

Creating the character concept for a free folk character is at its heart the same procedure as coming up with a character concept for characters from other regions, only the parts used in building that concept are different. Gone are concepts like exuberant squires, shifty seneschals, and haggard hedge knights, replaced with wise hunters, savage berserkers, or daring raiders. The intrinsically savage and violent nature of life in the Far North colors any character who comes from there.

DETERMINE AGE

Free folk have a shorter life expectancy than the people of Westeros, with almost none making it past fifty years of age. Very Old and Venerable characters are possible, but they are people who suffer the effects of their hard lives rather than the grip of old age. Among the people of the Far North children are expected to contribute to the survival of their people early on and thus are put to work at an early age. By adolescence most free folk are adequate hunters and can survive the harsh climate of their homeland alone for some time if need be.

If you wish to determine your character's age randomly use the following table instead of **Table 3-1: Random Age** on page 42 of the *SIFRP* core book.

SET STATUS

The free folk put precious little stock in the idea of social status and rank, making Status a less important ability among them. Even Mance

TABLE 3-1: RANDOM AGE

3D6 ROLL	STARTING AGE
3	Youth
4	Adolescent
5-7	Young Adult
8-13	Adult
14-15	Middle Age
16	Old
17	Very Old
18	Venerable

Rayder, the leader of the largest collection of free folk, only has a Status of 4. The limits on Status due to a character's tribe are more stringent than in the South and no character of the free folk can have a Status higher than 4.

The leader of the tribe is assumed to have a Status of 3, with most of the rest of the tribe having a Status of 1, with respected elders at a Status of 2. While there are positions of respect within a tribe aside from the leader, such as the tribe's best hunter or warrior, but these do not have a pronounced effect in the same way that being a lord's master of hunts or a knight do in the south. The free folk also do not select heirs in the same fashion as in Westeros, thus heirs have no special status within the tribe except that which they earn.

DETERMINE ROLE

The same five roles exist among the people of the Far North, though in vastly different proportion. Nearly all the free folk can be considered fighters, leaders, or rogues; there are a few experts in the form of herbalists, trackers, or craftsmen, and schemers are those who learn to live by their wits and silver tongues as traders, storytellers and the like. Rogues are uncommon due to the free folk lack of subtlety, but are known. Fighter is by far the most common role among the free folk due to the value they place on cunning and strength.

DETERMINE BACKGROUND

The process of determining your background remains the same, except use **Table 3-2: Background Events**, below, instead of the table of the same name in the *SIFRP* core book on page 45. The other tables for determining goals, motivations, etc are equally suited to the people of the Far North.

TABLE 3-2: BACKGROUND EVENTS

2D6 ROLL	RESULTS
2	You encountered the Others and lived to tell the tale.
3	You were involved in the stealing of a wife.
4	You fought in a major battle between tribes.
5	You took part in a battle against the Night's Watch or the people of the south.
6	You were kidnapped as a child and raised in another tribe.
7	You achieved a significant deed, such as saving your tribal chief or helping Mance Rayder.
8	You kept the company of giants.
9	You climbed the Wall and traveled to Westeros.
10	You were involved in a treacherous plot.
11	You were outcast from your tribe after being wrongly accused of cowardly or wasteful behavior.
12	You had dealings with merchants of the south at Hardhome or across the Wall.

STEP THREE: ASSIGN ABILITIES

All free folk begin with rank 2 in all their Abilities as normal with their Language skill in either Old Tongue or Common. In order to better represent the conditions of the Far North it is recommended they reduce their Knowledge to 1 and use the resulting 50 experience points to raise their Athletics, Endurance, Fighting, Survival, or Language (this last so they can speak both Old Tongue and Common). This alteration represents the lack of formal education among the free folk and the toughening effect their homeland has on them.

Free folk tend to be skilled in Agility, Animal Handling, Athletics, Awareness, Deception, Endurance, Fighting, Marksmanship, Stealth, and Survival. They are rarely highly skilled in Knowledge and Language aside from Common and Old Tongue. Free folk may choose to speak Old Tongue rather than Common as their free native language.

STEP FOUR: ASSIGN SPECIALTIES

Specialties are assigned as normal for the free folk. Even in the skills the free folk favor there are some specialties they rarely pursue, such as free folk skilled in Marksmanship rarely pursue the Crossbow or Siege specialties or those trained in Fighting tend to stick to Axes, Bludgeons, Brawling, and Spear specialties.

The following specialties are not recommended for free folk: Fencing, Long Blades, Pole-Arms, Crossbows, Siege, Breeding, Tournaments, and Pick Locks.

STEP FIVE: DESTINY POINTS & BENEFITS

Free folk begin with destiny points according to their age as normal and can spend them in the same fashion as other characters. It is not required that all free folk characters have the Blood of the Wildlings benefit—it simply provides certain in-game mechanical benefits. Even a character born in the Far North from generations of free folk may not have the benefits that Blood of the Wildlings provides.

In addition, the free folk have a number of benefits and drawbacks available to them that are not generally suitable for other characters, although they may be selected with Narrator permission. These abilities can be gained by non-wildling characters who live among the free folk for a time, such as deserters from the Night's Watch. For these Benefits, see pages 104-106.

STEP SIX: FLAWS & DRAWBACKS

Free folk characters select flaws and drawbacks as normal, though some drawbacks fit the free folk better than others. Flaws for Cunning, Knowledge, Status, and Thievery are especially appropriate for the free folk, while characters with flaws in Athletics, Endurance, and Survival are unlikely to survive to adulthood in the Far North. Flaws in Awareness, Fighting, Marksmanship, or Thievery can also be used to simulate body parts lost to frostbite.

The following Drawbacks are especially appropriate to the free folk: Disturbing Habit, Flaw (Cunning, Knowledge, Status, Thievery), Furious, Ignoble, Lascivious, Marked, Outcast, Reviled, and Threatening.

The following Drawbacks are not appropriate to the free folk: Bastard Born, Childhood Disease, Debt, Dwarf, Eunuch, Feeble, Naïve, Poor Health, and Sickly.



STEP SEVEN: EQUIPMENT

While the average free folk is not substantially poorer than the average peasant in Westeros, the richest free folk is far poorer than the richest lord. There is far little variation in wealth between the poorest and richest among the free folk. All free folk start with a set of winter clothes, a pair of boots, a poor quality stone knife, and a poor quality club. *To determine the starting money of a free folk character make a Status test and multiply the result $\times 100$ to determine how many silver stags the character begins with.* Only a quarter of this number may be converted to cash at the start of play; the rest must be in the form of starting equipment or trade goods.

Most types and weapons and armor are available in some fashion north of the wall. The most common weapons are axes, clubs, maces, quarterstaves, spears, hunting bows, javelins, and slings. The most common types of armor are padded, soft leather, hard leather, bone/wood, or hide armor. The Thenn tribes also carry greatswords and bastard swords and wear scale armor, all made of bronze.

See the section **Wildling Goods** on page 106 for more information on the goods wildlings carry and trade.

STEP EIGHT: DERIVED STATS (AS NORMAL)

Your character's Health, Composure, and other derived statistics are calculated normally, as described on page 49 of the *SIFRP* core rules. Fill out the rest of the information on your character sheet, and your character is ready to take his place among the free folk beyond the Wall.

NEW & REVISED BENEFITS

It should be noted here that all of the **Born of the X** benefits can only be taken at character creation.

BORN OF THE THENN TRIBES

FATE

You demonstrate the stoic manner of Thenn peoples of the mountain valleys.

REQUIREMENTS: BLOOD OF THE FIRST MEN

Increase your Intrigue Defense by +2. Whenever testing Will you may add your Endurance rank to the result. Additionally, add an additional number of silver stags equal to a Status test × 200 at Step Seven of character creation. These must be used to purchase metal weapons and armor. These items can be of any quality.

RELEVANT QUALITIES FROM SERP

There are some benefits that are especially suitable or unsuitable for free folk. The following Benefits are especially appropriate for the free folk:

- ⚔ **ABILITY QUALITIES:** Beastfriend, Expertise (particularly for Survival), Furtive, Gifted Athlete, Great Hunter, Hardy, Keen Senses, Terrain Specialist
- ⚔ **FATE QUALITIES:** Animal Cohort, Greensight, Night Eyes, Skinchanger, Warg, Warg Dreams
- ⚔ **HERITAGE QUALITIES:** Blood of the First Men, Blood of the Wildlings, Massive
- ⚔ **MARTIAL QUALITIES:** Accurate, Berserker, Bludgeon Fighter, Brawler, Fast, Fury, Hail of Steel, Spear Fighter, Tough

The following Benefits are generally not appropriate for the free folk, running counter to the character and history of the free folk. They should not be available to free folk without Narrator permission (and a really good story as to how the character gained such a benefit).

- ⚔ **ABILITY QUALITIES:** Connections, Evaluation, Head for Numbers, Knowledge Focus, Trade
- ⚔ **FATE QUALITIES:** Anointed, Brother of the Night's Watch, Head of House, Heir, Heirloom, Landed, Maester, Man of the Kingsguard, Master of Ravens, Sponsor, Ward, Wealthy
- ⚔ **HERITAGE QUALITIES:** Blood of the Andals, Blood of the Iron Men, Blood of the Rhoynar, Blood of Valyria,
- ⚔ **MARTIAL QUALITIES:** Braavosi Fighter, Tourney Knight, Water Dancer
- ⚔ **SOCIAL QUALITIES:** Favored of Nobles, Favored of Smallfolk, Worldly

BORN OF THE CANNIBAL CLANS OF THE ICE RIVER

FATE

You have spent most of your life among the savage cannibals who live along the Ice River, feasting on your enemies as is their custom.

REQUIREMENTS: BLOOD OF THE WILDLINGS

Increase your Health by +2. If you consume the flesh of an opponent you defeated in combat you may add your Will to your Combat Defense and Intrigue Defense for one intrigue or combat within the next week. You may only gain this effect once per enemy, and the flesh must be ritually consumed within one day of the opponent's death.

Those who take this Benefit are good candidates for the Disturbing Habit and Reviled Drawbacks with folk outside of the clans.

BORN OF THE WALRUS MEN

FATE

The Frozen Shore has been your world for most of your life and there you have learned whale hunting, chariotteering, and the other arts of the Walrus Men.

REQUIREMENTS: BLOOD OF THE WILDLINGS

When testing Marksmanship (Thrown) or Animal Handling (Drive) you may reroll a number of 1s equal to your Will. When testing Athletics (Swim) you may add your Endurance to the result.

BORN OF THE HORNFOOT TRIBES

FATE

From your oversized feet to your long-lived grudges, you are of the Hornfoot tribes.

REQUIREMENTS: BLOOD OF THE WILDLINGS

Increase your Composure by +2. When affected by extreme cold you may add your Will to your passive Endurance result.

You may spend a Destiny Point to develop a grudge a character who has wronged you. You receive +1B in all future tests working against that character but suffer a -1D penalty on any test to aid that character. Ending the grudge requires spending another destiny point. A character can only have a number of grudges active equal to his Will. In intrigues, you may not start with a Disposition better than **Dislike** toward a character against whom you hold a grudge. If your Disposition is forced to improve during an intrigue it returns to Dislike as soon as the intrigue is over.

BORN OF THE CAVE DWELLER CLANS

FATE

Beneath the Frost Fangs your people live, among the caves and tunnels that burrow through the Far North. You have grown up in the dark places of the world, and know them well.

REQUIREMENTS: BLOOD OF THE WILDLINGS

You halve any penalties to tests due to darkness. When testing Survival underground add your Awareness to the result. You gain a +2 bonus to all passive results for resisting poison and to all tests involved in creating, identifying, or treating poisons.

TABLE 3-3: NEW BENEFITS

QUALITY	REQUIREMENT	EFFECTS
Born of the Thenn Tribes	<i>Blood of the First Men</i>	You were raised among the Thenn tribes.
Born of the Cannibal Clans	<i>Blood of the Wildlings</i>	You were raised among the Cannibal Clans of the Ice River
Born of the Walrus Men	<i>Blood of the Wildlings</i>	You were raised among the Walrus Men.
Born of the Hornfoot Tribes	<i>Blood of the Wildlings</i>	You were raised among the Hornfoot tribes.
Born of the Cave Dweller Clans	<i>Blood of the Wildlings</i>	You were raised among the cave dweller clans.
Born of the Nightrunners	<i>Blood of the Wildlings</i>	You were raised among the Nightrunner tribes.
Born of the Ice Wives	<i>Blood of the Wildlings</i>	You were raised among the Ice Wives.
Giant Friend	<i>Blood of the Wildlings, Language (Old Tongue) 1</i>	+2B in all intrigue with giants.
No Kneeler	<i>Blood of the Wildlings</i>	You have suffered too much to scare easily.
Provider	<i>Blood of the Wildlings, membership in a wildling tribe</i>	You are a great hunter for your tribe.
Spearwife	<i>Blood of the Wildlings, female</i>	You throw those unused to warrior women off balance
Terrifying	—	Your demeanor alone scares others.
Well-Equipped	<i>Blood of the Wildlings</i>	You have access to the goods of the South.
Winter-Touched	<i>Blood of the Wildlings or Blood of the First Men</i>	Ice flows in your veins.

Finally you start with a number of doses of poison equal to your Survival. These can be selected from greycap, nightshade, wasting potion, widow's blood, and wolfsbane.

You gain +2B on any Deception or Persuasion tests involving giants. Giants will also be at worst Indifferent to you on first meeting.

BORN OF THE NIGHTRUNNERS	FATE
You grew up near the Wall in the settlements and tribes of the Nightrunners.	
REQUIREMENTS: BLOOD OF THE WILDLINGS	

When testing Deception or Persuasion against non-wildlings you may add your Will to the results. Also when testing Status (Stewardship) you may reroll a number of 1s equal to your Survival.

NO KNEELER	SOCIAL
You kneel to no one.	
REQUIREMENTS: BLOOD OF THE WILDLINGS	

When the target of Bargain, Charm, Convince, or Intimidate techniques in an intrigue your Intrigue Defense increases by your Will. When defeated in combat you can always choose to die instead of accepting the victor's consequences.

BORN OF THE ICE WIVES	FATE
You were born and raised in the bear-riding Ice Wives tribe of the Haunted Forest.	
REQUIREMENTS: BLOOD OF THE WILDLINGS, FEMALE	

When testing Animal Handling you may add your Will to the result. When testing Fighting while mounted you reroll a number of 1s equal to your Animal Handling.

Finally if you gain the Animal Cohort benefit you can select a snow bear as your animal cohort.

PROVIDER	ABILITY
You are a skilled hunter or gatherer who provides for his people.	
REQUIREMENTS: BLOOD OF THE WILDLINGS, MEMBERSHIP IN A WILDLING TRIBE	

When your tribe makes a tribal fortunes roll you may add your Survival skill to the total. A single tribe may only gain this bonus from a number of people equal to the Coordinate specialty of the tribal leader with a minimum of one.

GIANT FRIEND	SOCIAL
You are known among the giants, having spent time among them or having done them some great service.	
REQUIREMENTS: BLOOD OF THE WILDLINGS, LANGUAGE (OLD TONGUE) 1	

SPEARWIFE	FATE
You are a warrior woman of the free folk, causing those of other realms to underestimate you.	
REQUIREMENTS: BLOOD OF THE WILDLINGS, FEMALE	

You receive a +1D bonus to Fighting against enemies from cultures aside from the wildlings for the first five rounds of combat. Also your Intrigue Defense increases by +1 against such opponents.

TERRIFYING

SOCIAL

Your obvious strength, skill at arms, or bearing causes others to quake with fear.

When using the Intimidate technique in an Intrigue you may add your Athletics, Fighting, Marksmanship, Status, or Will to the result. The skill used is chosen when you select this benefit. You add the same skill to your Intrigue Defense when targeted by the Intimidate technique.

WELL-EQUIPPED

FATE

Through trade, combat, or deceit you have gained access to the goods of Westeros.

REQUIREMENTS: BLOOD OF THE WILDLINGS

You begin play with weapons and armor worth a number of gold dragons equal to a Cunning, Deception, or Persuasion test. This money can only be spent on goods from Westeros of any quality. At the start of each month you can make a ROUTINE (6) Cunning, Deception, or Persuasion test to acquire southron goods valued at 100 silver stags per degree of success.

WINTER-TOUCHED

FATE

Ice runs in your veins, making you extremely resistant to the terrible cold of the Far North.

REQUIREMENTS: BLOOD OF THE WILDLINGS OR BLOOD OF THE FIRST MEN

When wearing normal clothes you are considered to be wearing sufficient clothes to protect you from extreme cold. You add +2 to Endurance tests to resist the effects of extreme cold.

TABLE 3-4: TRADE GOODS VALUES OF THE FAR NORTH

GOODS	PRICE
Ambergris (per pound)	30ss
Bear Hide	15ss
Deer Hide	1ss
Mountain Goat	2ss
Preserved Meat (per pound)	4cp
Shadowcat Hide	10ss
Whale Bone (per pound)	1ss

TABLE 3-5: GOODS & SERVICES

GOODS	COST
Bone Chariot	400ss
Dog Sled	50ss
Sled Dog	15ss
Snow Shoes	20cp

WILDLING GOODS

Though the average kneeler below the Wall doesn't know it, he lives in a lap of luxury compared to the lives of the wildlings. As such, the majority of the goods available to most Westerosi are relatively rare or even wholly unknown north of the Wall. Use the following tables for those goods in the lives of the Free Folk.

Note that though values are given in coin, the use of actual coinage is almost wholly unknown north of the Wall. Trade is the order of the day, and most peoples' wealth is measured in the number of trade goods they own and can bring to trade.

WEAPON QUALITY

Weapons in the Far North are usually constructed of wood, bone, and stone, with bronze weapons common among the Thenn tribes. Steel weapons are the results of trading with foreign merchants in Hardhome, plunder from raids over the Wall, or gained from the Night's Watch.

Mechanically most weapons that would normally be steel but are made with other materials are considered Poor quality weapons, though some of the better bronze weapons of the Thenns are considered Common or even Superior weapons. Poor weapons cost half as much as Common weapons, thus meaning many cash-strapped free folk characters may be starting with poor weapons until they can acquire something better.

See the **Weapons** section of **CHAPTER 7: EQUIPMENT** in the *SIFRP* core book for more information on weapons and their quality.

GOODS & SERVICES

BONE CHARIOT

These vehicles are built by the Walrus Men and are designed to carry two passengers when pulled by eight sled dogs. These chariots are designed for both travel and combat, having both storage space and racks for javelins. Bone chariots are built with interchangeable wheels and skis.

DOG SLED

Used by many of the tribes of the Far North, dog sleds carry one or two passengers and are generally pulled by six to eight dogs. Dog sleds are designed solely for travel and are not very effective in combat, but they do allow travel over the deepest snows quickly.

SLED DOGS

There are a number of longhaired dog breeds used by the free folk for guard, hunting, and sled dogs but they are very similar. They use the stats for Hounds but have a +4 bonus to all Endurance tests to resist extreme cold.

SNOW SHOES

Developed by the tribes of the Haunted Forest, these wide-bottomed shoes allow the wearer to move across snow without suffering a movement penalty.



TRIBE CREATION

Where the people of Westeros rely on noble houses for structure and organization, the free folk rely on their tribes. These tribes struggle continually to survive in the face of limited resources, rival tribes, and ancient evils. With some slight modifications the House system from *SIFRP* can portray that struggle.

Groups of free folk characters belong to a tribe in the same fashion as characters of the south belong to noble houses, only with some structural differences. The free folk do not believe in heirs or bastards, so while there is a tribal leader his successor may or may not be his child, if a successor is named at all. In many tribes a new leader is chosen without any attention paid to the wishes of the previous leader. The tribe created by the players may have a Narrator run leader, or one of the players may be the leader at the discretion of the Narrator, but players would do well to remember if they are the leader they must work to maintain that position every day. Unlike the South where centuries of tradition have reinforced the powers of the nobility, in the Far North one bad decision can cause an entire tribe to turn on their leader and remove him from power.

The process of creating a free folk tribe is much the same as creating a noble house, with some minor differences that will be addressed step by step through the creation process. These Resources ratings are meant for comparison between tribes of wildlings, not between tribes and the Houses of the south.

STEP ONE: STARTING REGION

Each tribe has a specific region of the Far North that it calls home, staying in that general area most of the time even if the tribe is nomadic. Like choosing a noble house's realm, this affects the resources of the tribe as each region has its own resource modifiers. The players or Narrator can choose the region, or they can use **Table 3-6: Starting Region** to determine randomly.

FROST FANGS

LOCATIONS: SKIRLING PASS, THE GORGE,
THE UPPER MILKWATER AND ICE RIVER

Dominating the western half of the Far North, the Frost Fangs are an extensive mountain range that reaches all the way from south of the

TABLE 3-6: STARTING REGION

ROLL	RESULT
3-4	Mountain Valleys
5-8	Frozen Shore
9-13	Haunted Forest
14-16	Frost Fangs
17-18	Storrhold's Point

Wall to the Land of Always Winter. These mountains are eternally covered in snow at the higher elevations and are made up of gray stone and granite. Home to shadowcats, eagles, and bears, they are a harsh place that gives birth to equally harsh tribes of free folk. There are no major settlements in the Frost Fangs, though small hovels and temporary camps are plentiful.

FROZEN SHORE

LOCATIONS: THE TERRITORY OF THE WALRUS MEN

North of the Frost Fangs on the banks of the Bay of Ice, the Frozen Shore stretches north to the Land of Always Winter, a vast expanse of tundra bound by a rocky, broken coastline. Home to whales, walruses, seals, snow bears, and other arctic beasts, the Frozen Shore is also home to the Walrus Men and their whale bone chariots. With little to be had from the frozen ground of the tundra, the people of this region must rely on the bounty of the sea to survive.

HAUNTED FOREST

LOCATIONS: WHITETREE, FIST OF THE FIRST MEN, THE LOWER MILKWATER AND ICE RIVER

The heart of the Far North, the Haunted Forest covers the land from the Wall to the Land of Always Winter and from the Frost Fangs to the Shivering Sea. Covered in thick forests that have rarely felt the axes of man, the Haunted Forest is an ancient and primal place within which the bulk of the population of the free folk find shelter. The people of the Haunted Forest rely on migratory animal herds and the scarce bounty of the forest to survive.

MOUNTAIN VALLEYS

LOCATIONS: THENN

Nestled between the snow capped peaks of the Frost Fangs, the mountain valleys of the Far North are some of the most hospitable terrain north of the Wall. Protected from storms, invaders, and stranger threats by the Frost Fangs, these valleys are also home to most of the mineral wealth of the Far North. Control of these valleys and their mineral deposits is heavily contested and any tribe that live in the mountain valleys of the Frost Fangs will have to fight to retain their home.

STORRHOLD'S POINT

LOCATIONS: HARDHOME

Located on the eastern edge of the Far North, Storrhold's Point is the heart of trade north of the Wall such as it is. Home to the largest settlement in the Far North, Hardhome, it is also the primary place of contact with the world outside of Westeros. The tribes in this area have become focused on the pursuit of this trade and improving their lives through it, causing some conflict with more traditionally oriented tribes among the free folk.

STEP TWO: STARTING RESOURCES

Resources for tribes are determined in the same fashion as for noble houses, rolling 7d6 for each resource and adjusting the result according to the region the tribe lives in.

The functions of the Resources are essentially the same for free folk tribes, but there are some minor differences.

DEFENSE

There are few fortresses or roads north of the Wall so most tribes have low Defense scores. Those fortifications that do exist are usually the remains of ancient fortresses of the First Men or recently constructed wooden structures.

INFLUENCE

While politics are not as complex a game in the Far North as they are in the South, each tribe has some level of respect in the eyes of other tribes and power over them, which is represented by a tribe's Influence. Tribes with high Influence will be well respected and feared, courted as allies and avoided as enemies, while tribes with low Influence will be seen as weaklings or cowards to be abused or ignored.

LANDS

The land a tribe controls do not belong to it in the same fashion as lords in the South own land. Instead, that land is the territory the tribe commonly makes use of it throughout the year either by traveling from camp to camp, hunting, and so on. Other tribes may use the same territory as long as the two do not come into conflict. There is little sense of ownership of land among the free folk, but there is a sense of having a right to the resources in the territory over which a tribe has influence. A tribe may not care if you

TABLE 3-7: STARTING ATTRIBUTES

REGION	DEFENSE	INFLUENCE	LANDS	LAW	POPULATION	POWER	WEALTH
Frost Fangs	-5	-5	+30	-10	-10	+5	-5
Frozen Shore	-10	-5	+30	-5	-5	-5	
Haunted Forest	-10	+5	+20	-5	-5	+5	-10
Mountain Valleys	-5	+5	-5	+5	0		
Storrhold's Point	-10	+10	+10	-5	-5	0	

pass through, but they will take you to task if you hunt their elk herd. Generally free folk tribes have more land than noble houses to the South, as it requires more space to feed each person in the barren Far North.

LAW

Since the free folk have no code of laws, this resource represents how much control the tribal leader has over his people and territory. A low Law means the free folk of the tribe do not respect the leader much nor heed his leadership, while a high Law means the tribe holds the leader in high esteem, following without all the posturing common to the free folk.

POPULATION

Same as with noble houses, Population is an abstract measure of how many people are part of the tribe. Tribes rarely have a Population over 25; while a noble house and a free folk tribe may have the same Population, the tribe will have fewer actual people in it. The affect on house fortune rolls remains the same.

POWER

Among the free folk Power does not represent how many soldiers the tribe has at its command, but how many combatants the tribe can field from its own ranks when it goes to war. Every able-bodied member of the tribe is expected to fight in such circumstances. Free folk have a very limited selection of troop types they can support due to their environment, but also have access to troop types not seen in the South.

WEALTH

Few free folk tribes have much in the way of coinage or mineral wealth, instead using trade goods, steel weapons, and similar items to measure wealth. Free folk tribes are extremely limited in their Wealth scores for the most part due to this.

STEP THREE: TRIBAL HISTORY

The determination of the tribe's history uses the same process as creating the history of a noble house, but the tables used are a 2d6 roll on **Table 3-8: Tribal Founding**, and a 3d6 roll on **Table 3-9: Historical Events** instead of using the *SIFRP* core book tables. Historical events that do not work well with the free folk, like scandals, have been removed, since the open nature of the free folk requires outright treachery to create a scandal, which better fits in other types of historical events.

The first historical event rolled is the event that led to the founding of the tribe. Unlike noble houses, tribes are not created by other nobles, but instead by free folk deciding for whatever reason they need to found a new tribe. So while in the South winning a great victory may result in a great house founding of a lesser house for the winner of that victory, among the free folk a group of the victor's tribe would break off to follow him and form a new tribe. Among the free folk power comes from the bottom up as opposed to from the top down, so the formation and evolution of tribes flows very differently in terms of flavor than with noble houses, even if the rules are the same.

TABLE 3-8: TRIBAL FOUNDING

ROLL	FOUNDING	EXAMPLE	HISTORICAL EVENTS
2	Ancient	Age of Heroes	1d6+3
3	Very Old	Andal Invasion	1d6+2
4	Old	Rhoyнар Invasion	1d6+1
5-6	Established	Aegon's Conquest	1d6
7-9	Recent	Blackfyre Rebellion	1d6-1
10-12	New	War of the Usurper	1d6-2

TABLE 3-9: HISTORICAL EVENTS

ROLL	EVENT	DEFENSE	INFLUENCE	LANDS	LAW	POPULATION	POWER	WEALTH
2	Ascent	—	+1d6	+1d6	—	—	+1d6	+1d6
3	Catastrophe	—	—	-1d6	-1d6	—	—	—
4	Conquest	-1d6	+1d6	+1d6	-1d6	+1d6	—	—
5	Defeat	-1d6	-1d6	-1d6	—	-1d6	-1d6	-1d6
6	Decline	—	-1d6	-1d6	—	—	-1d6	-1d6
7	Doom	-2d6	-2d6	-2d6	-2d6	-2d6	-2d6	-2d6
8	Glory	+1d6	+1d6	—	+1d6	—	+1d6	—
9-11	Growth	Choose two and increase each by +1d6						
12-13	Invasion	—	—	—	-2d6	-1d6	-1d6	-1d6
14	Madness	+6-2d6	+6-2d6	+6-2d6	+6-2d6	+6-2d6	+6-2d6	+6-2d6
15	Treachery	-1d6	—	-1d6	—	—	+1d6	—
16	Victory	+1d6	+1d6	—	—	—	+1d6	—
17	Villain	—	+1d6	—	-1d6	-1d6	+1d6	—
18	Windfall	+1d6	+1d6	+1d6	+1d6	+1d6	+1d6	+1d6

TABLE 3-10: INFLUENCE & STATUS

RESOURCE	MAXIMUM STATUS
0-20	2
21-40	3
41+	4

TABLE 3-11: TERRAIN COSTS

TERRAIN	COST	EXAMPLE
Hills	7	Haunted Forest
Mountains	6	Frost Fangs
Plains	5	Land of Always Winter

TABLE 3-12: FEATURE COSTS

FEATURE	COST	EXAMPLE
Coast	+3	Frozen Shore
Community		
Hamlet	+20	Whitetree
Small Town	+30	Thennheld
Large Town	+40	Hardhome
Food Supply		
Available	+3	Haunted Forest
Plentiful	+5	Waters off the Frozen Shore
Island	+10	Skagos
Road	+10	Skirling Pass
Ruin	+3	Giant's Stair
Snow		
Light	+1	Most of the Far North
Heavy	+2	Land of Always Winter
Tundra	+1	Land of Always Winter
Water		
Stream	+1	Any of many tributaries of the Milkwater
River	+3	Milkwater
Pond	+5	
Lake	+7	
Frozen	+1	Iceriver
Woods		
Light	+2	Haunted Forest near the Wall
Dense	+3	Most of the Haunted Forest

TABLE 3-13: FEATURES & TERRAIN OF THE FAR NORTH

REGION	TERRAIN	FEATURES
Frost Fangs	Mountains	Food Supply, Road, Ruin, Water, Woods
Frozen Shore	Plains	Coast, Food Supply, Island, Tundra
Haunted Forest	Hills, Plains	Coast, Community, Road, Ruin, Water, Wood
Mountain Valleys	Hills, Mountains	Community, Food Supply, Road, Ruin, Water
Storrhold's Point	Hills, Plains	Coast, Community, Food Supply, Island, Ruin, Tundra, Water, Wood

STEP FOUR: HOLDINGS

The holdings of a tribe are determined using the same rules as those used for noble houses, only tribes have a slightly different set of holdings they can select from. There are no great fortresses in the Far North, no warships among the armies of the free folk, and no named heirs.

DEFENSE

The primitive civilization of the Far North has prevented any large scale defensive constructions from being built for millennia, meaning Superior Castles, Castles, and Small Castles are unavailable to tribes. Instead most tribes rely on stockades at best for their defenses, though some particularly well off tribes have halls they rely on for protection. Such structures are most common in the Frost Fangs and Mountain Valleys where stone is easily available.

STOCKADE

INVESTMENT: 10

TIME: 1D6 MONTHS

Stockades are wooden or earthen walls a little taller than a man constructed around a settlement. Each stockade constructed can protect one unit, but multiple stockades may be built together to protect more units.

BENEFIT: Units defending a stockade gain a +1 bonus to their defense.

WATCHTOWER

INVESTMENT: 5

TIME: 1D6 MONTHS

Little more than a wooden ladder and some manner of raised platform, watchtowers don't provide much protection but do allow anyone in the tower to survey the terrain around them. Watchtowers are commonly constructed in most long term free folk settlements to keep an eye out for threats like other tribes or the Others.

BENEFIT: Any commander in a watchtower gains a +1 bonus to his Warfare (Command) tests to give units orders and to Warfare (Strategy) tests to determine initiative.

INFLUENCE

Unlike in Westeros, leadership is not hereditary among the free folk thus Influence is not used to secure heirs with tribes as it is with noble

houses. Influence does still determine the maximum Status of the leader of the tribe, but using a different scale than noble houses.

LAND

The Far North is a vast, empty region allowing the tribes who live there to claim much larger tracks of land than the noble houses of the South. Also mountains are far more common north of the Wall than south of it, so the cost of terrain has been adjusted accordingly. Wetlands are not present in the Far North due to the rocky shores and low temperatures that dominate the coastal regions. Communities cost more in the Far North and cities are not available at all, nor is grassland. There are a number of new terrain features available in the Far North that are not available in Westeros and vice versa. The effects of these new terrain features are described in **Warfare in the Far North** on pages 112-113.

A new feature available for land is the Food Supply feature. Each unit of land with an Available Food Supply adds +1 to the tribe fortune rolls, while each unit of land with a Plentiful Food Supply adds +2 to the tribe fortune rolls.

LAW

Law holdings work the same with free folk tribes as they do with the noble houses of Westeros. Due to the chaotic and disorganized nature of the free folk their tribes tend to have low Law ratings.

POPULATION

Population holdings work the same with free folk tribes as they do with the noble houses of Westeros. Due to the harsh environment and limited food supply of the Far North, free folk tribes tend to have low Population ratings.

POWER HOLDINGS

Like noble houses, Power is used to build the military might of the tribe. Among the free folk this does not represent soldiers in the leader's pay, but the members of the tribe who will go to war. Because of this a tribe cannot have a higher Power than twice its Population. Also each unit that is destroyed reduces the Population score of the tribe by -5. Tribes that do poorly in war soon find themselves wiped out.

Free folk tribes may not have banner houses, but otherwise determine their Power holdings in the same fashion as noble houses. The free folk may purchase only guerillas, infantry, raider and scout units described in the *SIFRP* core book, as well as those new units described on **Table @-@: New Unit Types**.

WEALTH HOLDINGS

The poverty of the free folk means most tribes have very low Wealth scores, and even those who do not have few options open to them compared to the noble houses of the south. Guilds, maesters, and septs are not available to free folk tribes. Artisans may only be purchased if the tribe also has a mine and Artisans can never produce castle-forged goods.

STEP FIVE: IDENTIFIERS

Each tribe of the free folk has a name that is some clue to their beliefs, history, or character. Some tribes have specific totem animals they fol-



low or aspects of nature they seek to embody, using them in the tribe's name, like the Walrus Men. Others like the Thenn tribes use the name of their territory as their name, which is especially common among tribes that live in highly valued or contested areas. The tribes of the Far North do not use heraldry, instead relying on informative and memorable names combined with visceral symbols like skulls, painted skins, and war paint to make their tribe stand out.

While the players of a free folk tribe need not put time into puzzling out the arms of their tribe, putting time into deciding what their name is, why it is, and what the tribe's common symbols are is very worthwhile. Developing a name to equal the savage starkness of the Cannibal Clans of the Ice River, or the informative yet vague Walrus Men, is an important part of depicting the tribe's character. If the tribe's name does not evoke some mixture of mystery, fear, and savagery it probably needs some work.

STEP SIX: TRIBE MEMBERS

Tribes of the Far North do not have the vast households of noble houses of the South and, aside from the leader of each tribe, there is no common structure for the upper echelons of a tribe. There are no positions like steward, captain of the guard, or master of the hounds that are common across all the tribes of the free folk. Members of the tribe who distinguish themselves are often honored by the leader with titles or advisory positions, but such decisions are completely at the whim of the individual leader. Free folk are often recognized within their tribe for being the tribe's most skilled healer, best hunter, most fearsome warrior, respected mystic, valued craftsmen, beastfriend, or cunning planner, but not all of these equate to having an actual title. Instead he who performs best in the tribe is given respect for his skills regardless of what he is called.

THE LIFE OF THE TRIBE

Once the tribe is created it functions in the same fashion as a noble house, growing and shrinking over time according to the skill of its members and the whims of fate.

TRIBAL FORTUNE

Tribes of the free folk make tribe fortune rolls in the same fashion that noble houses do, though tribes cannot elect to increase a single resource by 1 instead of making a tribal fortunes roll. Instead they must make a tribal fortunes roll at least every three months, but not more than once a month. For each 1 rolled on a tribal fortune roll, the tribe suffers a -1 penalty on all future tribal fortune rolls until that tribe moves to a new land holding using the Migrate action, representing how tribes that stay in one place too long will consume all the resources in an area, rendering it barren. This penalty decreases by 1 for each month the afflicted land holding is not occupied. Non-nomadic tribes require skill in resource management, represented by the Stewardship specialty, to survive in the long term. This penalty can also be offset by spending one point of Law, Population, or Wealth per point of penalty removed.

Negative results on the tribal fortune roll are most likely to affect Law, Population, or Wealth as the people and order of the tribe break down in the face of the harsh nature of the Far North.

ADVENTURING

Tribal holdings can be increased through donating coin or trade goods, increasing the Wealth resource of the tribe by +1 for every 200 gold dragons worth of coin or goods, or by the expenditure of Glory using the normal rules.

ACTIONS

Free folk tribes can use the Manage Resources, Begin Projects, and Wage War actions, but cannot use the Host Tournaments action since they have no interest in such pointless displays. Tribes can also make use of the Migrate and Raiding actions.

MIGRATE

The land Far North is sufficiently barren that few areas can support permanent or even long-term habitation. This forces many tribes to remain on the move to avoid drawing too heavily on the resources of any one area. A tribe may taking the Migrate action moves the bulk of its population to another land holding, hopefully escaping penalties to its tribal fortunes roll. In the case of leaving settlements or fortifications, some small portion of the tribe is usually left behind to secure the previously inhabited holding.

Tribes may try to Migrate to another tribe's land holding, but doing so is likely to lead to war.

RAIDING

The free folk have few qualms about stealing from other tribes when necessary, especially if the other tribe has stolen from them in the past. Thus raiding is a common activity among the free folk. A tribe that takes a Raiding action sends its warriors out to attack and steal from another spe-

cific tribe, and may raid only nearby tribes. The tribal leader of the raiding tribe must make a Warfare (Strategy) test with a bonus equal to the Power of units involved in the raiding against the Defense of the targeted tribe, plus the Power of units defending the tribe. If the raiding tribe succeeds, its Wealth increases by 1 for each degree of success and decreases the targeted tribe's Wealth and Law by the same amount. If the raiding tribe fails, it loses Power equal to the amount it failed by. Any units involved in Raiding of Wage War actions cannot be used to defend a tribe.

WARFARE IN THE FAR NORTH

Waging war is very different in the Far North than in the lands of Westeros. Armies rarely meet in the field, instead playing cat and mouse in the boughs of the Haunted Forest or among the peaks and valleys of the Frost Fangs. Military units are made up of tribesmen, not professional soldiers. Speed and strength are favored over defensive strength. Formations aside from mobs are rare. While a free folk army would have a difficult time besting an army of the South half its size, any army that invades the territory of the free folk will pay dearly for every step it takes.

The Warfare rules remain the same in the Far North, but there are new options available in terms of units and terrain to better reflect the harsh climate and people north of the Wall.

EQUIPMENT UPGRADES

WINTER OUTFITTING

RESOURCE: 1 WEALTH PER UNIT OUTFITTED

All free folk tribal units are assumed to be equipped with winter clothes and snowshoes for non-mounted units. This allows them to ignore most cases of extreme cold, including terrain with the Freezing feature, and move over snow as if it were one category lighter. Non-free folk units may be equipped with winter clothes and snow shoes for 1 Wealth per unit.

NEW UNITS

Bear riders, charioteers, dog runners, giants, and mammoth riders are all available to free folk tribes as units. Bear riders, charioteers, dog runners, and mammoth riders all move like cavalry.

The numbers in parentheses reflect Equipment Upgrade purchases, as described in the *SIFRP* core book.

BEAR RIDERS

Primarily fielded by the Ice Wives tribe, bear riders are cavalry units that use the white-furred ice bears instead of horses. They are heavy hitting and fast, but extremely difficult and expensive to train and field. Bear riders work well both as skirmishers and assault troops, but they do not do well when fighting inside a fortification of any type since bears do not take such enclosed environments well. Bear rider units are made up of twenty bear riders and their mounts.

TABLE 3-14: UNIT TYPES

TYPE	POWER COST	DISCIPLINE	ABILITIES	ARMOR TRAITS	FIGHTING DAMAGE	MARKSMANSHIP DAMAGE
Bear Riders	+6	-3	Animal Handling, Endurance, Fighting	AR 5 (7), Penalty -3 (-4), Bulk 1 (2)	Athletics +3 (Athletics +5)	—
Charioteers	+4	+0	Agility, Animal Handling, Marksmanship	AR 3 (4), Penalty -1 (-2), Bulk 0 (1)	Athletics +1 (Athletics +2)	Agility +2, Close Range (Agility +3; Close Range)
Dog Runners	+3	+3	Animal Handling, Endurance, Survival	AR 2 (4), Penalty -1, Bulk 0	Athletics +1 (Athletics +2)	Agility, Close Range (Agility +1; Close Range)
Giants*	+8	+0	Athletics, Endurance, Fighting	AR 6 (8), Penalty 0 (-1), Bulk 0	Athletics +4 (Athletics +5)	Athletics +1, Close Range (Athletics +2, Close Range)
Mammoth Cavalry*	+4	-3	Animal Handling, Awareness, Survival	AR 8 (10), Penalty 0 (-1), Bulk 0	Animal Handling +6 (Animal Handling +7)	Athletics +1, Close Range (Athletics +2; Close Range)

*Mammoth Cavalry units must be purchased as Giant + Mammoth Cavalry units, for a total Power cost of 12. Giants and Mammoth Cavalry may only be Veteran or Elite units. They cannot have Endurance or Athletics below 4.

CHARIOTEERS

The whalebone chariots of the Walrus Men allow their soldiers great mobility and striking power both up close and at range. They are equipped both with long spears for close combat and javelins for ranged attacks. A unit of charioteers is made up of forty charioteers and twenty chariots. Charioteer units can move over snow as if it were one category lighter, so Light Snow causes no movement penalty and Heavy Snow causes Slow Movement.

DOG RUNNERS

Mounted on dogsleds and leading packs of wolfhounds, dog runners are effectively more mobile raiders who can move at speed over long distances in the worst winter weather. Dog runner units are made up of twenty raiders, each on their own dogsled and dog team. Dog runner units can move over snow as if it were one category lighter, so Light Snow causes no movement penalty and Heavy Snow causes Slow Movement.

GIANTS

Rarely found among humans, giants are ancient inhabitants of the Far North that can crush their enemies with boulders and tree limbs. Only those tribes that have put special effort into befriending giants can recruit them to their ranks, and even then they can be slow to motivate, difficult to understand, and unfeeling toward human weaknesses. A unit of giants represents twenty giants on foot armed with clubs and throwing stones. Giants are only available as veteran or elite units and must have Endurance and Athletics of at least 4.

MAMMOTH RIDERS

Mammoth riders are giants mounted on mammoths, making them some of the hardest hitting units in the world. Able to charge through infantry with ease, these behemoths can crush lesser troops as if they were grass. Mammoth rider units are only found among those tribes who have strong ties to the giants, and feeding such massive beasts can take its toll on the tribe. A unit of mammoth riders is made up

of ten giants and their mounts. A Mammoth Rider unit is never purchased alone; it must always be combined with a Giants Type. Thus, the Power cost for a Mammoth Rider unit is 12 + cost of Experience (8 for Giants, 4 for Mammoth Rider). Mammoth Riders are only available as veteran or elite units and must have Endurance and Athletics of at least 4.

TERRAIN

The north is a cold, desolate place and its battlefields reflect this. Several new terrain types exist north of the Wall to represent the near constant hold that winter has on the land.

FREEZING

Units not equipped with winter clothing must make a ROUTINE (6) Endurance test each day they are in Freezing terrain or become Disorganized. If the unit fails a second daily ROUTINE (6) Endurance test, it becomes Routed. If the unit fails a third daily ROUTINE (6) Endurance test, it is destroyed. This status remains until the unit gains winter clothes, finds shelter from the cold, or moves to a terrain without the Freezing terrain feature. A unit damaged by cold can be rallied or organized as normal once it enters combat, but if it suffers damage before this is done it acts normally for a unit in its condition. A unit of haggard, near-frozen soldiers can be whipped into fighting shape for a short time with effort, but if attacked before that happens they will scatter like untrained peasants.

TABLE 3-15: TERRAIN OF THE FAR NORTH IN WARFARE

TERRAIN TYPE		EFFECT
Snow Laden	Light	Slow movement, Freezing
	Heavy	Very Slow movement, Freezing
Tundra		Freezing
Water	Frozen	Can move across as if it were land, Slow Movement

STORY HOOKS

The following are a selection of scenarios and ideas to provide Narrators with a starting point for their own stories about life among the free folk beyond the Wall.

WIFE-TAKING

Most groups of free folk have occasional cause to have extended social contact with other groups. Whether migratory tribes converging on a given hunting ground, or villages convening for a seasonal market or a festival, these meetings are traditionally considered neutral ground. Participants are expected to maintain the peace, which allows for the exchange of goods and information between groups that might otherwise come to blows, as well as for socialization outside the relatively small groups most of the free folk live in.

It is at one such meeting that a male player character meets an attractive young woman from another community. Over a series of apparently chance encounters she makes it clear that she is romantically interested, but that he'll need to come and get her. Depending on the style of play, this can be gamed as a series of intrigues, with the Narrator character attempting to compel the player character to fall in love with and steal her, or through simple roleplaying between the Narrator and any characters involved in the encounters. The apparent challenge to the party, should the character ultimately become infatuated with the girl, is to successfully enter the girl's village or encampment, locate her, and get her out without rousing her relations to her defense. This will be no easy task, though, as the romantic interest is actually a trap.

Another member of the party is connected to a longstanding dispute with members of the girl's community. It may be over a question of hunting rights, or a matter of honor. They have prevailed upon the girl to entice the party into a raid, so that they may be captured or killed. The players may be able to avoid the trap by resisting the girl's intrigue, or by identifying the girl's connection to the dispute, and then either convincing the smitten character that it is a trap, or by physically restraining him. They may even be able to prevail by detecting the trap when scouting the girl's encampment, or by fighting their way free, either with or without the girl, after the trap has been sprung.

One additional challenge may be added if the characters successfully intrigue to modify the girl's attitude towards the character. In such a case, the girl may indeed fall in love with the character and attempt to covertly warn them of the trap, or at the very least not raise the alarm when they arrive to carry her off. The greatest potential success for the party in this situation might well be the successful seduction of the girl, her subsequent abduction, and then using the relationship between a character and the girl to somehow resolve the dispute between the other character and the girl's relations.

THE CROW'S CHILDREN

Word comes to the players that a party of crows has raided a nearby village and killed all the adults. Two children, a boy and a girl, have been orphaned and are being taken by the crows back to the Wall to

be made into kneelers. The boy will be raised by the crows to hate and kill his free kin, and the girl will be sold to brothels of the whore's town the crows keep. The girl happens to be the child of a character's beloved sister, married out to the destroyed village. The boy is the nephew, under similar circumstances, of the senior member of a powerful rival. Not only would rescuing the children from the crows be a good deed, but the nephew might be a very useful chip in the local power games.

The report the players receive is not entirely accurate, however. The village has indeed been raided, and all the adults been killed, but the deed was done by a raiding party of wildlings. A party of crows does have the two children in their custody, having happened on the attack in progress and driven off the raiders. The children will indeed go to the Wall and Mole's Town, respectively, but the crows would argue that their intentions are good, and it's the only option they have for orphaned foundlings. While the players could certainly attempt to win the children back from the crows by force, the black brothers are well armed, armored, and trained, and the likelihood of success is small.

Rather, the players will need to approach the crows and negotiate with them for the return of the children. The nature of the relationship to the children will affect their willingness to give them up, though. As the aunt or uncle of the girl, a player could make a very strong argument that they should care for the child. The boy, however, is not related by blood or allegiance to any of the characters, and will be a much harder sell. The crows may not be aware of the boy's relationship to the senior member of the powerful rival but, if made aware of it, may be interested in leveraging that relationship in the Watch's interest. Clearly there is benefit to be accrued to the characters, here, but they will need to determine to what extent they are willing to use children as pawns in their power games, and what they are prepared to give up in the course of doing so.

For example, a character who gains custody, however nominally, of one of the children will need to see to their care and upkeep until such time as they can care for themselves, or find someone willing to assume that responsibility. However it plays out, this story could ultimately define or redefine the character's relationships with the Watch, either revealing the despised crows to be humane and reasonable, or establishing a long-term enmity beyond even that common between the free folk and the crows.

RAIDED

Most of the village's fighting forces are away escorting senior members of the community to an important meeting. The characters have been left in charge of defending the village. They awake in the middle of the night to find they are under attack. They must respond quickly, to drive off the raiders with the minimum loss of life and resources. Their success will depend on the preparations they make. Scouting the surrounding territory will provide indications of the presence of potentially hostile forces, while posting pickets overnight will improve the party's response time when the attack comes. They will likely not have sufficient numbers to defend everything of value in their community, and will need to plan what to focus their defense on.

Vulnerable resources could include food stores, livestock, or otherwise defenseless member of the community. Depending on the ex-



tent to which they successfully defend the village, the party may need to track the raiders in order to recover livestock or tribemembers. In the course of this, or while cleaning up after the attack, it will become apparent to the players that the village was betrayed, and that someone passed information about the absence of the bulk of the village's strength to the raiders. They will need to determine who the traitor is and capture him or her. The choice of holding the traitor for the elders to deal with upon their return, or dealing with him or her themselves will also present a challenge.

Killing the traitor themselves would not be entirely unheard of, but could have social consequences, depending on the traitor's relationships to other members of the community. Likewise, determining the traitor's ultimate reason for betrayal, either through deduction or intrigue, would be a valuable objective, and could shed much light on the community's internal dynamics.

STAR-CROSSED

A senior member of the community has determined to have a young woman of a neighboring community to wife, and has sent the player characters to do his dirty work. They are instructed to sneak in, abduct the woman, and return her to him. She will, of course, make every effort to resist them. Should they succeed in abducting her, though, she will fall in love with one of her abductors on the return journey, and will use all of her abilities to get him to reciprocate. Depending on your players, whichever character the abductee falls in love with may need to be a Narrator character, though a player character would present a greater

(and far more interesting) opportunity for roleplaying challenges. The challenge to the characters is how to respond to the advances. All the characters see this happening, and have to decide how they deal with the developing situation. The beloved character can choose to reciprocate, or to resist the advances.

Other characters can choose to turn a blind eye, or to report back to the senior member of the community. Alienating the abductee is in some ways a bad idea, as she's ultimately going to be the wife of a powerful member of the community, and likely to accrue a certain amount of power to herself. On the other hand, the proposed bridegroom is already influential in the community, and not to be trifled with. Does the character dare to pursue a secret relationship? Will he be able to convince the proposed bride to go along with it? For additional challenge, have the character the abductee chooses be one that's already been set up as particularly loyal to the senior member of the community.

RUNAWAY

A notorious raider with a reputation for bloody conflict with the crows passes through the characters' village on the way to harry the kneelers. He and his band take advantage of the village's hospitality, resting the night and regaling the villagers with tales of their exploits. A very young Narrator character, a favorite of one or more important person in the village, is obviously fascinated by the raiders, and some time the next day is discovered to have disappeared from the village along with her personal possessions.

The characters' objective is first, to determine the circumstances of the departure and second, to return the youngster to the community. That all of the youngster's personal possessions have been taken should indicate that the youngster has left voluntarily, but a village elder insists that she has been abducted, and must be rescued. Another, more circumspect, insists that the characters must not alienate the raider and his band, as their protection has been valuable to the village in the past.

In either case it should be clear to the characters that the youngster is going to be in over her head. The characters' objective is first, to determine the circumstances of the departure and second, to return the youngster to the community. They will need to track either the raiding party or the youngster, unless they managed to learn details of the raiders' plans while hosting them in the village. If and when they catch up with the raiders, it will become clear that the youngster left the village and joined the raiders of her own free will. They could most likely simply overpower her and drag her back to the village, but once bands of raiders accept someone as one of their own, they will defend them ferociously.

Convincing the raiders to release the youth into their custody for return to the village may involve offering a replacement capable of filling the role the raiders had imagined for the youth, or performing a service of some kind for them.

INTERLOPERS

The characters are away from their village or tribe on an errand of some sort: it could be hunting, gathering, delivering a message, rounding up sheep, or something else entirely, depending on the mix of characters and skills. On their way to or from, though, they come across a smaller and weaker party of outsiders in territory they consider to be theirs. The challenge to the characters is to identify the interlopers and to determine how to respond to them.

The interlopers are members of a rival group, so driving them off or killing them would garner approval within the character's community, and maintain the status quo. However, one of the interlopers has information of use to the character's community, for example about the activities of a third (and also rival) party, or the location of natural resource of some sort. Extracting that information, or even discovering that it exists, could be of substantial benefit to the characters and their community. Doing so in such a manner that relationships with the rival community are improved at all might also have long-term benefits, of course at the cost of the displeasure of those in the larger community who prefer the status quo.

Finally, another member of the interloping group possesses skills not available to a comparable degree in the character's community and wishes to defect. The skills are valuable to his current community, though, so they will likely try to prevent any defection. Aiding in the defection would benefit the character's community, but worsen relationships with the rival group. If the characters choose not to encourage and aid in the defection, the defector will instead attempt to join the rival third party. The defector will attempt to cover his tracks by timing his departure so that it implicates the characters and their community, and may go so far as to make a point of being seen or overheard discussing his defection with them.

FUGITIVE

One or more of the players, out ranging or hunting, discovers a Brother of the Night's Watch, wounded and alone. The crow claims to be a ranger deserted from the Watch, disgusted by the unfair treatment of the free folk by his former brothers. He is wounded, apparently having been attacked by a bear, and is in fact no ranger at all, but a steward unjustly (in his mind, at least) put upon by his superiors, who clearly don't recognize his talents. He begs for assistance, and touts his prowess as a warrior and hunter as reason enough to take him in.

He'll need medical care and shelter if he's going to live, but will turn out not to be of much use even when he's in his best shape. But he is fairly familiar with certain sections of the Gift, in which he has worked as a forester, and in a general way with the patrol patterns of the Watch along the Wall. More impressively, he knows where the face of the Wall is fissured and cracked, such that scaling it might be possible. And finally, most enticingly, he took with him in his flight from the Wall a sizeable stash of steel weapons from the armories of the Watch, having hidden it somewhere in the Gift.

The players may be tempted to kill the steward out of hand, to turn him over to the Watch, to leave him for dead, or to pursue the course he obviously hopes they will, and grant him shelter and care. The consequences and rewards of any of these courses of action depend in large part on the tone of the players' community's relationship with the black brothers. If they are fairly friendly with the Watch, they may choose to return him to the Wall, maintaining a tacit peace between their people and the crows. In that case they will need to treat him at least enough to stabilize for travel, and to transport him, as he cannot travel on his own. The deserter will do whatever he can to delay his return, doling out the information he has as carefully as possible, intriguing to save his life. He'll be reluctant to reveal the specific location of the cache to someone he thinks is looking for an excuse to kill him, and he won't be in a hurry to reveal secret vulnerabilities of the Wall to anyone who seems likely to report as much to his former brothers. He will certainly drop hints, however, attempting to influence characters who seem sympathetic to his cause.

If the players elect to take the steward in, he will require a lot of medical care, and not be able to contribute a great deal to the community. Worse, the Watch will eventually hear of his presence among them. The leadership of the Night's Watch does not believe it could survive if deserters had any prospect of safe haven among the free folk. They therefore strike very hard against free folk who shelter deserters. The community will, at a minimum, find the Watch to be a lot more aggressive towards them, and may even find themselves the target of a full-scale ranging.

Against this there is only the information the deserter brings, which will need to be carefully drawn out of him. Time is against the players in this, as well, as patrols and security measures on the Wall are changed with fair frequency, and no damage to the wall sufficient to make it easier to pass goes unnoticed for long. As soon as they discover the damage the crows will set to work repairing it—unless they elect to use the point of access as a trap for any incautious raiders. If they players do manage to cross the Wall into the Gift, who is to say how extensive the weapons cache will be, or even if it will still be there... or what will happen if the Watch has discovered it first, and laid an ambush accordingly?

CHAPTER 4: LORDS OF THE LONG NIGHT



The men of the Watch worry about the wildlings and the threat that the King-beyond-the-Wall poses to Westeros. They worry about direwolves and winter storms and even the return of the giants. What no one dares give thought to, however, are the creatures that brought about the Wall in the first place: the Others.

It has been eight thousand years since Westrosi eyes have seen anything of the Others. They vanished back into the Land of Always Winter, a realm where no man has gone and returned to tell about it. It is unmapped and uncharted—if the Others still live there or in what manner they survive, there is no witness to say.

The mystery surrounding the Others is one of the biggest in *A Song of Ice and Fire*. We can gather that they are malevolent to some degree from legend if nothing else, but all our stories tell only our side. We know that they kill, but we also know they do not do so mindlessly. We know they can create thralls out of once-living creatures that they seem to then control, but to what end? What the Others want and how

they mean to achieve their goals are pieces of information that we just don't have.

As the books in the *Song of Ice and Fire* series continue, we will undoubtedly learn more about the Others. Winter is Coming, after all, and the very first chapter of the first book brings the Others back into the Westeros storyline. We are bound to learn more... much to the chagrin of those valiant men who man the Wall.

OTHER OTHERS

The core stat block for the Others is in the **Antagonists and Allies** section of **CHAPTER 11: THE NARRATOR** in the *SIFRP* core book. The initial encounters portrayed in the books focus on this portrayal of the Others: eldritch fighters who seem to embody the cold, against whom no man-made weapon can stand.

A shadow emerged from the dark of the wood. It stood in front of Royce. Tall, it was, and gaunt and hard as old bones, with flesh pale as milk. Its armor seemed to change color as it moved; here it was white as new-fallen snow, there black as shadow, everywhere dappled with the deep grey-green of the trees. The patterns ran like moonlight on water with every step it took.

— *A Game of Thrones*

THE BOOKS AND THIS APPENDIX

To be very clear, this chapter goes well into the terrain of non-canon. That is, the majority of the things described in this section are not taken from the *Song of Ice and Fire* series, being created for Narrators of the *SIFRP* game to introduce additional elements of the Others into their game. Though the series does talk about the legends written about the Others in the old and musty libraries of the maesters, and in the stories that goodwives like Old Nan tell their young charges about them, it doesn't go much into them.

That is too good of a hook for a Narrator not to use, though, so we've gone a little into the realm of conjecture to present some speculative story hooks and the "truths" behind them, to give a Narrator a place to start who wishes to extend his or her group's stories to include these horrors.

The material in this chapter is based primarily on the descriptions and legends of the Others provided in the books. This book expands upon that material in the ways that seem most plausible to offer a range of options for use in a campaign that focuses on the Wall and the struggle against the Others for the lands that lie beyond. George R. R. Martin is still writing, however, so the books yet to come may contradict what has been written here. If that should happen, we remind you again to make fun your primary goal. Use what you like, drop what you don't, and don't worry too much if you end up diverging from the canon. Remember, by engaging with Martin's stories in the form of *SIFRP*, canon has already changed for your chronicle. Embrace that and run with what makes your stories fun and interesting for your group.

The Others won't mind at all.

The legends of the Others, however, indicate this may not be all the Others are. Canny old grandmothers across the North still remember the tales of the Others, and many a boy was raised on the delightfully terrifying stories of the dangers they brought to kith and kin. But everyone knows that these are simply stories told to children, made-up creatures who are the very personification of the endless white nights of deepest Winter, story-lark monsters who have taken their place with stories of snarks and grumkins.

Or are they? Old libraries still have references to these Others and the bloody swath they cut through the First Men, until the combined heroism of the Children of the Forest and Bran the Builder drove them back. The very Wall itself was built to restrain them, spells woven into its foundations to keep them at bay.

But who or what are these Others?

From the White Lady who ensorcelled the Night's King to the mysterious forces appeased by the northern clans through offerings of animals or even children, there is more here than meets the eye. This section provides a number of different types of Others, from kings among the monsters to the vicious steeds they ride. Feel free to use them in any or all combinations to enhance your chronicle according to what's most appropriate for your game.

STANDARD OTHER POWERS

The fell creatures known as the Others share some common powers and abilities. They are listed here for convenient reference by the GM.

AURA OF CHILL	Others emit an aura of cold capable of panicking living creatures. All living creatures that start their turns within 10 yards of an Other must succeed on a CHALLENGING (12) Will test or take -1D on all tests. Those who roll a Critical failure must flee each round until they succeed on another Will save. Animals that fail their tests become panicked and flee.
COLD-BORN	Others can exist comfortably in extreme cold.
SENSE LIFE	An Other can pinpoint the location of any living creature within 10 yards as a Free Action.
SNOW STRIDE	Others ignore treacherous terrain resulting from ice and snow. Others gain +1D on Stealth tests made in ice or snow or +2D at night in these areas.
SPAWN WIGHT	Humans and animals slain by Others rise as wights upon the setting of the sun. Humans slain at night rise 1d6 rounds later.
SUNBANE	Others cannot abide the presence of the sun and take -1D to all tests when in it is light.
VULNERABLE TO DRAGONGLASS	Weapons carved from dragonglass ignore the Others' AR and deal Athletics+6 damage.

THE KING OF WINTER

Ancient stories make mention of the King of Winter. Not the Starks who ruled over the North from the Wall to the Neck, for long centuries before the coming of Aegon Targaryen, but another King of Winter. These stories claim that this first King of Winter was a mighty Other, a monarch among its kind.

This terrible creature, also called the Lord of the Long Night, was responsible for the rise of the Others with the onset of the Long Night. The combined forces of the Children of the Forest and the First Men managed to throw them back, led by the hero Azor Ahai with his sword of flame. Once defeated, the Wall was constructed and set with powerful spells to keep the Others gone forevermore.

Bran the Builder took up the fallen crown of the King of Winter, a strange bronze coronet set with small iron swords, and his clan bore it as their right from that day forward. Indeed, the people took to calling the Stark kings the Kings of Winter, as though they had won that title from the Lord of the Long Night. And perhaps they did.

The wildlings of the Frost Fangs, however, tell of a terrible pale monster who rules small clans of cannibal tribes high in the mountains where men cannot live. Those who have had the misfortune to encoun-

THE KING OF WINTER

OTHER

ABILITIES

AGILITY	5	BALANCE 3B, DODGE 3B, QUICKNESS 3B
ATHLETICS	5	STRENGTH 3B
AWARENESS	4	
CUNNING	6	
ENDURANCE	5	
FIGHTING	7	LONG BLADES 4B
LANGUAGE	4	OLD TONGUE
STEALTH	4	
WARFARE	5	COMMAND 3B, STRATEGY 2B, TACTICS 2B
WILL	4	COORDINATE 3B

ATTRIBUTES

COMBAT	14	INTRIGUE	12
DEFENSE		DEFENSE	
HEALTH	15	COMPOSURE	12

ARMS & ARMOR

UNNATURAL ARMOR: AR 8 ❄️ AP -0
BULK 0 (MOVEMENT 4, SPRINT 16)

BLADE OF THE LONG NIGHT	7D+4B	10 DAMAGE	PIERCING 4, POWERFUL, SHATTERING 2, TWO-HANDED, VICIOUS
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STANDARD The King of Winter has the standard set of traits and powers for a member of the Others.

ter them claim that they wear almost nothing, and their flesh appears blackened with frostbite, though they show no signs of hindrance or pain from their strange state. Their battle cry is a name in a strange language, and when they die, they rise again as horrible blue-eyed monstrosities stronger than they were before.

Some mad unfortunates even claim to have seen their liege, a lithe seven-foot-tall, pale-fleshed abomination with a mighty blade that shatters any armor it strikes. His brow constantly smokes, where a thin ring of flesh, indented as though missing a crown, constantly bubbles and steams. The few who claim to have seen him all say the same thing: his wrathful countenance and horrible blue eyes drive men mad with fear.

THE WHITE LADY

The Night's Watch still tells tales of Night's King. His name was wiped from the annals of history, so no one knows who he is, save that he was the thirteenth Lord Commander of the Night's Watch. Different stories claim he was a Bolton, a Magnar, an Umber, a Flint, a Norrey, or a Woodfoot. Some even go so far as to claim that he was a Stark of Winterfell. Whoever he was, though, all the stories agree: the evil he wrought stands for all time as a warning to those black brothers who would forsake their vows.



THE WHITE LADY

OTHER

ABILITIES

AGILITY	7	BALANCE 4B, DODGE 3B, QUICKNESS 3B
ATHLETICS	4	CLIMB 3B, JUMP 3B
AWARENESS	6	EMPATHY 3B
CUNNING	6	
DECEPTION	7	ACT 4B, BLUFF 4B, CHEAT 2B
ENDURANCE	5	
FIGHTING	5	BRAWLING 2B, SHORT BLADES 2B
LANGUAGE	4	OLD TONGUE
LANGUAGE	2	COMMON
STEALTH	6	
WILL	5	

ATTRIBUTES

COMBAT		INTRIGUE	
DEFENSE	17	DEFENSE	14
HEALTH	15	COMPOSURE	15

ARMS & ARMOR

NATURAL ARMOR: AR 3 (MOVEMENT 4, SPRINT 16)

TALONS	5D+2B	4 DAMAGE	GRAB, OFF-HAND +2, PIERCING +1
WHITE LADY'S DAGGER	5D+2B	7 DAMAGE	DEFENSE +2, OFF-HAND +1, PIERCING +2

INTOXICATING BEAUTY
The mere appearance of the White Lady is intoxicating to mortal men (and some women). The first time a target who is attracted to women beholds the White Lady, her simple presence triggers a single Intrigue attack using her Deception (Act applies). If this attack is sufficient to defeat the viewer, he becomes utterly devoted to her. This devotion does not compel such individuals to take actions they would not normally—it simply causes them to regard the White Lady with the same feelings as someone to whom they are lovingly devoted. All such targets have an Amiable Disposition toward the White Lady.

ENTHRALLING WHISPER
Once a man has fallen victim to her Intoxicating Beauty, the White Lady can further enslave him. By engaging in a normal Seduction Intrigue, she can cause that man to become slavishly obedient to her, completely transforming his outlook on the world. It does not overwrite who the person is, but does transform their goals and desires to be in line with the White Lady's desires. Thus, the Night's King—who took great pride in his command of the Night's Watch—had his ambition amplified, that he might present the whole of the Wall and its surroundings as a gift to the White Lady.

STANDARD OTHER POWERS
The White Lady has the standard set of traits and powers for a member of the Others.

The man who would become the Night's King returned from a ranging with a woman in his care: a woman whose ice-cold skin was as white as the moon, with piercing blue eyes, as cold as the stars in the Winter's night sky. She enflamed not just his passions, but his ambitions as well, declaring himself the King of the Night, and her his Queen. They ruled from the Nightfort, and he turned the Night's Watch into his own personal army, conquering lands on both sides of the Wall. Soon, though, he met defeat at the hands of the unlikely alliance between three enemies: the King-beyond-the-Wall, a wildling named Joramun, and the Stark King in the North. When he was defeated, it was discovered that he had been sacrificing to the Others. And his Queen of Night was gone.

Some stories claim that this Queen of Night was an Other known as the White Lady. Possessed of an intoxicating beauty equally enchanting and terrifying to behold, she is quite unlike most Others. A creature of deep cunning, with a rich voice said to enthrall lesser men, the White Lady prefers to enslave rather than kill. While deaths certainly follow in her wake, they are usually murders and sacrifices committed in her name by those who obey and love her.

The White Lady disappeared into the cold mists of history, and has never been seen since.

CHILD-TAKER

OTHER

ABILITIES

AGILITY	7	ACROBATICS 2B, BALANCE 2B, DODGE 3B, QUICKNESS 3B
ATHLETICS	4	
AWARENESS	4	
CUNNING	5	
ENDURANCE	4	
FIGHTING	7	LONG BLADES 3B
STEALTH	5	SNEAK 2B

ATTRIBUTES

COMBAT		INTRIGUE	
DEFENSE	15	DEFENSE	11
HEALTH	12	COMPOSURE	6

ARMS & ARMOR

UNNATURAL ARMOR: AR 8 ❄️ AP -0
BULK 0 (MOVEMENT 4 / SPRINT 16)

UNNATURAL SWORD	7D+3B	4 DAMAGE	PIERCING 4, SHATTERING 1, VICIOUS
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FATHER OF MISTS
The Child-taker is always surrounded by a strange, suffocating fog. This miasma inflicts a -1D on all Fighting rolls to strike him, and a -2D to all Marksmanship rolls. It also smothers most fires of bonfire size or less within a span of 1d6 turns of the fog enveloping the flame. New fires cannot be lit within the Child-taker's mists.

STANDARD OTHER POWERS
Child-taker has the standard set of traits and powers for a member of the Others.

THE CHILD-TAKER

CHILD-TAKER. THIEF OF SONS. FATHER FROST.

These are just a few of the names for the wildling legend that the free folk use to warn their children to behave. Remain quiet, or the Child-Taker shall come and claim you. Bad children who strike their mothers wake Father Frost, and he'll come for that wicked boy or girl when next the frost comes. As children grow up, they stop believing and eventually use those same stories themselves with their own young.

But some among the free folk tell other stories. Stories of fires that die down in the night, and parents waking, freezing cold, to find their huts or tents open to the frigid weather. Where their child was sleeping remains only a pile of snow and ice in their place, which rapidly melts with the coming of the dawn. Sometimes, the child's prints can be seen in the snow within the home. Outside, despite the freshly fallen snow, there are no footprints.

Sometimes it is only one child that is missing. Other times, a whole settlement's little ones are gone, and mothers can only wail their anguish to the winter skies. No matter their grief, these mothers pray to never again see their children, for the stories are very clear what happens to those children that come back. They are always pale, and their eyes gleam like hungry stars. And when the children return home, the free folk die.

To this day, when the Child-Taker steals away children, many of those settlements flee the very next day. Tribes dissolve, their people going a hundred separate ways, hoping to find shelter with other tribes, hoping to hide from the children they have lost.

THE HUNTSMAN

In the dark recesses of the Haunted Forest, the free folk dwell in relative safety. Food is easier to find here than nearly anywhere else north of the Wall, the forests provide some measure of security against one's enemies, with plenty of wood for both building and fire. But there are some rare nights when even the free folk would flee the Haunted Forest if they could.

When the first frosts of Winter settle into the sentinel-branches of the Haunted Forest's mightiest trees, somewhere in the wood will sound a long, lone horn note. It is low and deep, and the ice in the forest seems to reverberate with its sounding. The wise among the free folk know to hide themselves away from the darkness on those nights, crowding into shelters as densely as they can and still have a blazing fire within.

Though many have heard this horn, few have seen its sounder—for which they are deeply thankful. For it is the horn of the Huntsman, a terrible creature out of legend. One of the Others of lore, the Huntsman is accompanied by a terrible pack of blue-eyed, pale-furred direwolves, ravaging horrors given leave by their master to devour what they catch.

Occasionally, the free folk happen upon a settlement that has been wiped out entirely, its inhabitants all torn to shreds by the terrible, implacable jaws of direwolves. The remains are frostbitten and terribly mauled, and the wise free folk know to burn such places to ashes.

HUNTSMAN OTHER

ABILITIES

AGILITY	5	QUICKNESS 3B
ATHLETICS	7	CLIMB 2B, RUN 3B, STRENGTH 4B
AWARENESS	4	
CUNNING	5	
ENDURANCE	6	
FIGHTING	7	AXES 3B, SPEARS 3B
MARKSMANSHIP	6	BOWS 3B
STEALTH	5	
SURVIVAL	5	TRACK 3B

ATTRIBUTES

COMBAT DEFENSE	16	INTRIGUE DEFENSE	11
HEALTH	18	COMPOSURE	6

ARMS & ARMOR

WHITE DIREWOLF HIDES ARMOR: AR 6 ❄️ AP -0
BULK 0 (MOVEMENT 4, SPRINT 16)

WEIRWOOD AND ICE SPEAR	7D+3B	11 DAMAGE	IMPALE, PIERCING 2, POWERFUL, SLOW, TWO-HANDED, VICIOUS
WEIRWOOD AND ICE AXE	7D+3B	11 DAMAGE	POWERFUL, SHATTERING 2, VICIOUS
WEIRWOOD BOW	6D+3B	10 DAMAGE	LONG RANGE, PIERCING 2, POWERFUL, TWO-HANDED

STANDARD OTHER POWERS The Huntsman has the standard set of traits and powers for a member of the Others.

THE HUNTSMAN'S WIGHT DIREWOLVES

AGILITY 2, ATHLETICS 5, AWARENESS 4, CUNNING 1, ENDURANCE 5, FIGHTING 3, STEALTH 5, SURVIVAL 5, WILL 3

COMBAT DEFENSE 11 ❄️ HEALTH 15
NATURAL ARMOR: AR 1 ❄️ MOVEMENT 8 YARDS

BITE	3D	7 DAMAGE	POWERFUL, VICIOUS
CLAWS	3D	4 DAMAGE	POWERFUL

KNOCKDOWN	Whenever a direwolf gets at least two degrees of success on a Fighting test, it can forgo the extra damage to pull its opponent to the ground.
LEAPING CHARGE	When a direwolf charges, it may make two attacks, one with its claws and another with its bite.
VULNERABLE TO FIRE	All fire attacks that hit wights gain one additional degree of success. A wight that takes fire damage equal to or in excess of its Health is instantly slain.

SCENARIOS

The following is a selection of encounters that feature the handiwork of the Others, or even the Others themselves. They are provided as a starting point for a Narrator who wishes to introduce the alien horror of the Others to their *SIFRP* chronicle.

DEAD MAN'S FORD

There are few safe places to cross the Milkwater due to its fast current and lack of ice. One of the more commonly used crossings is the shallow ford known as Dead Man's Ford, which in actuality is little more than a scattering of rocks in a particularly broad and shallow portion of the river. Located just north of the Fist of the First Men, it has been a heavily traveled area for centuries.

Recent storms have brought an unusual amount of detritus down the Milkwater, much of which has become jammed in the rocks of Dead Man's Ford. Among the branches and debris are a number of wights who were caught in a flash flood or avalanche before being washed down the river. Those that survived the ordeal have been caught at Dead Man's Ford and have begun attacking travelers who choose to cross there.

TERRAIN

Once free flowing but shallow, Dead Man's Ford has become a debris field of branches, animal carcasses, and other refuse. Dead Man's Ford was previously considered Treacherous Terrain, but with the added debris that has collected there it has two Treacherous factors, meaning to move 1 yard a character must spend 3 yards of Movement. For military units it is considered to have the Very Slow Movement quality.

The wights laying in among the debris gain +1B to Stealth and gain +2 to their defense, but cannot move without spending a Greater Action to extract themselves from the detritus around the ford.

KNOWN FACTS

Travelers have been going missing near Dead Man's Ford, but that is nothing out of the ordinary among the free folk. If someone important has gone missing local tribes may send scouts out to search the area, likely running afoul of the wights that now lurk around the ford. The players may well be one such group sent to find a missing hunter, trader, or scout, or the players could simply be passing through the area.

UNKNOWN FACTS

There are only eight wights washed up in the shallows of Dead Man's Ford, but that is more than enough to slay most who seek to cross. Dozens of corpses have been added to the ford since the wights arrived. The wights lay in ambush among the debris that has washed up in the ford, using it as camouflage so they can get within arm's reach of their target before they are detected.

A common tactic is to wait until travelers are around half way across the ford before striking, using the difficult terrain to prevent their targets from fleeing to shore. At night they tend to move around more, stalking around the Ford and the surrounding forest in the hopes of

finding more victims. They frequently drive those they find toward the ford, and the waiting arms of the other wights in such instances. They will pursue their prey up to a mile from the ford before returning.

THE OTHERS

The wights haunting Dead Man's Ford are standard wights, though they are unusually bloated due to all their time spent in the waters of the Milkwater. Their clothes and armor are continually waterlogged with metal items quickly rusting.

The wights use the standard statistics for wights from the **Antagonists and Allies** section of **CHAPTER 11: THE NARRATOR**, in the *SIFRP* core book.

WEIRDNESS

The wights have begun dragging in more branches and other detritus into the blockage at Dead Man's Ford, causing it to slowly creep up river like some manner of terrible beaver dam. As it spreads so do they, slowly claiming more of the river as they do so.

THE STONE HAIR TRIBE

The Stone Hair tribe has long lived in the Haunted Forest, calling a crudely built collection of unmortared stone buildings their home. Raising goats and eking out a bare living from the soil, the Stone Hair tribe was stable and quiet for a free folk tribe. It had regular trade with its neighbors, but otherwise had little contact with the world beyond its borders.

It wasn't until a small group of young warriors from a neighboring tribe came sneaking into the Stone Hair village one night hunting for brides that anyone realized something was wrong. No cook fires were seen and no movement until nightfall, when shuffling forms moved through the unlit village in silence. The young men quickly fled, and the tribes have avoided the place ever since, feeling it is cursed, but on a cold and snowy night the players may not be so picky.

While traveling near nightfall through the Haunted Forest the players come across the Stone Hair village, and even dark it seems it may be a good place to seek shelter for the evening. No calls are answered and no greeting given, and once in the buildings they find the remains of the Stone Hair tribe. Those that did not become wights were mercilessly slaughtered, and once this discovery is made wights soon beset the player characters. The Other who leads the wights, a patient and cruel creature called Frostheel, waits for the wights to wear down any visitors before moving in for the kill.

TERRAIN

The Stone Hair village is a small settlement, once home to sixty people, and comprised of three houses, a granary, a meeting hall, and a low stone wall mainly meant to keep livestock from wandering away. The ground within the village is kept clear, but inside the buildings is treacherous terrain due to all the corpses, debris, and other damage inflicted by the battle against the wights. For Warfare, it is considered a hamlet.

When the characters arrive the lighting is considered Shadowy, but within an hour of arriving it becomes Darkness. An hour after that, characters will be under the effects of Extreme Cold if they have not found shelter and heat.

KNOWN FACTS

Characters familiar with the tribes of the Haunted Forest will likely know the reputation of the Stone Hairs, though their disappearance is recent enough that it is likely unknown. Other characters can make a **CHALLENGING (9) Knowledge** test to identify the Stone Hair tribal home, and can make a **CHALLENGING (9) Awareness** test to notice something is definitely wrong in the hamlet.

UNKNOWN FACTS

The players may deduce something is wrong in the Stone Hair village, but it being occupied by the Others waiting in ambush is an unlikely conclusion. The Other leading the wights, Frostheel, is looking to claim territory within the Haunted Forest, slowly expanding from settlement to settlement. In the process he hopes to build up his wight forces, slowly cutting off the free folk from some of their most valuable territory.

THE OTHERS

The wights will try to kill the characters and turn them to wights, building up their numbers while continuing to use the village as a trap. The wights will pursue the characters a few miles from the village, relying on the darkness and cold to slow them down, but eventually will turn back.

The wights and Frostheel use the standard statistics for wights and the Others respectively, from the **Antagonists and Allies** section of **CHAPTER 11: THE NARRATOR**, in the *SIFRP* core book.

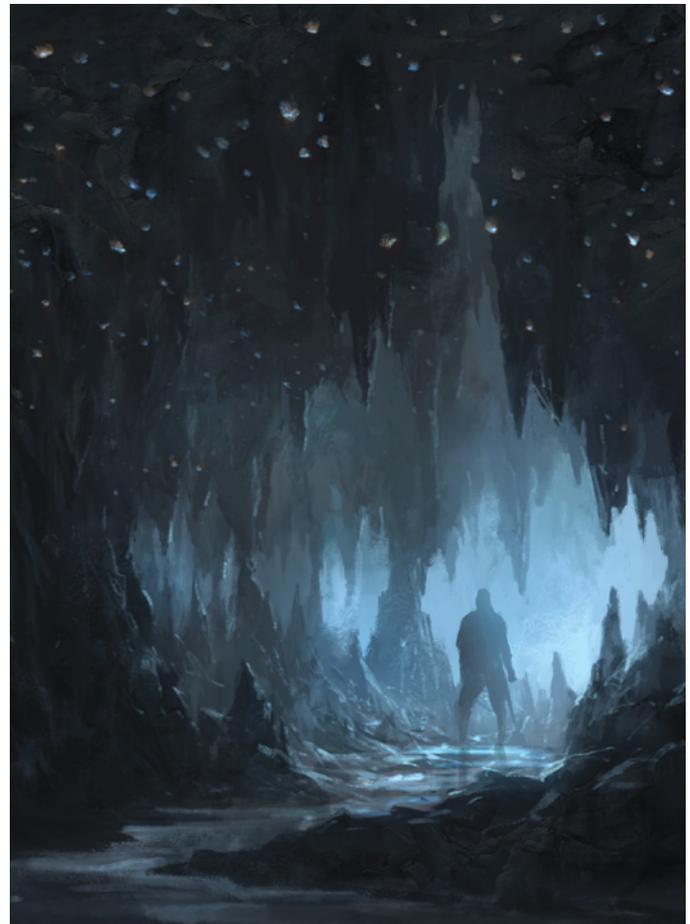
WEIRDNESS

In the long house the players will find several dead wights and an unusually cold pool of water pooled in a dip in the floor with two obsidian headed arrows sitting in it. The whole hall is filled with corpses, barricades, and other signs of the last stand made here by the villagers. Years back they had traded some goats for arrows made by the Cave Dweller Clans with obsidian shards, an unexpected boon when they come under attack from the Others. The chief of the Stone Hairs used these arrows to kill Frostheel's lieutenant and six of the arrows remain in the chief's quiver in addition to the two on the floor. Finding them requires a search of the room and a **ROUTINE (6) Awareness** test.

THE SPIDER'S CAVERN

When a pair of young free folk hunters stumble across a section of ground that crumbles out from beneath them, they are tumbled into a strange cavern. It glitters frigidly, and is bone-chillingly cold, covered in strange veins of ice like woven threads. Their warmth begins to melt the ice somewhat, awakening the denizen of the cavern: one of the crystalline ice spiders that accompany the Others in predations, according to some ancient pieces of lore.

The boys are quickly slain by the monstrosity, which binds them in an icy cocoon for a later meal. But that time never comes, for its awakening was sensed by one of the Others, who has since come to collect it for its ancient purpose. Both Other and spider are gone now, leaving only a horrifying scene for the wildlings to discover.



TERRAIN

The ground near the crevice is snow-covered and rough, making it difficult to spot. During the day, however, the icy air of the cavern interacts with the warmer air above it, causing wafts of steam to rise off the site. A **CHALLENGING (9) Awareness** test (Notice applies) is necessary to spot this upon arrival in the area.

Otherwise, searchers are likely to look until just before nightfall before finding the crumbled crevice opening. There is clear indication that someone fell into the crevice below, but the true nature of the cavern isn't revealed until one has entered it far enough.

The inside of the cavern is deeply treacherous, as it is almost entirely covered in tightly woven threads of ice, like being on the inside of an egg-sac. The ice is delicate, crunching underfoot. By this means, it is relatively simple to see that someone has been down here. From the blood spatters, however, it is possible to also determine that they met a bad end.

Now that the cavern is revealed to warmer air from above, the icy threads that make up its floor, walls and ceiling are treacherously slippery during the day. Moving at full speed in slippery terrain can cause a fall. Anyone moving more than half their normal Movement in one turn must make a **CHALLENGING (9) Agility** test as a Lesser Action just before the Move or Sprint action. Failure results in falling prone; Movement greater than a Move action is impossible. The character may spend a destiny point in order to negate the effects of this terrain for a single turn of normal movement (but not a Sprint).

At night, however, the ice begins to refreeze, returning to its strange, original state. Anything that touches the ice sticks to it, like a boy testing his tongue against a freezing metal object. Though falling is less likely, movement becomes slower as one's feet must be continually wrenched from the floor. For each yard a character moves through it, he must spend double the Movement to do so. Charging and running are impossible. If the character does not have enough Movement to move even 1 yard, he may spend a Greater Action to move 1 yard. Characters dealing with this terrain may spend a destiny point to ignore its effects for one turn.

KNOWN FACTS

Two of the tribe's young hunters went out together, and have not been seen since. Young Adma has finally talked his older brother, Robyn, into taking him out hunting, and the two left together nearly a week ago. They are now two days overdue, however, and their mother is worried sick. She finds some strong warriors willing to go and see what has happened to them; failing this, she will appeal to the chieftain and elders and get them to send a few men to find out what has happened.

It is known that they were going hunting along the edge of a nearby lake or river. With some searching, they can finally discover a strange, newly crumbled crevice near the water's edge. Nearby is a small boar, slung on a carrying pole, abandoned, half-eaten by scavengers and half-covered in snow.

UNKNOWN FACTS

Within the cavern, adhered to the back wall, are two cocoons with the corpses of the boys trapped within them. The ice-silk threads are easy to shatter individually, but breaking through the entrapping construction requires a **FORMIDABLE (12) Athletics** test (Strength applies). Up to two other individuals may lend aid to someone attempting to break through the cocoons.

Unfortunately for the wildling searchers, the Other who came to claim the spider left them a gift, transforming the two trapped corpses into wights. These wights do not animate until the first night following their liberation from the cocoons. Depending on the time frame involved, this may be as soon as the corpses are taken out of the cavern or on the trip back to the wildling settlement. If the settlement is close enough, it may not even take place until the corpses are back at the settlement, being mourned by their mother.

THE OTHERS

The Other and its ice spider are no longer here. The wights use the standard statistics for wights from the **Antagonists and Allies** section of **CHAPTER 11: THE NARRATOR**, in the *SIFRP* core book.

WEIRDNESS

There is plenty of weirdness to be found in the entirety of this encounter. One final detail may await, however: fallen in the ice-threads of the cavern floor is a veritable treasure trove of old First Men weaponry and extremely fragile, ancient bones, of the sort found only in hoary old barrows. Whatever once dwelt here, it has been here for a very, very long time.

THE HUNTSMAN'S HORN

Characters traveling through the Haunted Forest have something to fear. As they camp for the evening, the night suddenly grows extremely cold, very nearly extinguishing their campfire. As they attempt to keep the fire alive and huddle together for warmth, they hear it.

The low, terrifying sonorous tone of an otherworldly hunting horn, a sound that turns their blood to cold, and sets the icicles on the trees around them to reverberating. Wildlings from the Haunted Forest know what this is.

The Huntsman hunts tonight.

Suddenly, they hear something coming rushing through the underbrush towards them, faster and faster, thrashing through the half-frozen foliage savagely. A brace of deer, with a stag at the rear, come tearing through the clearing, scattering in all directions. Relief is short lived, though, for it is clear that they are not just running. They are fleeing something.

With that realization, they see them: a small pack of three pale-furred direwolves whose eyes gleam the blue of moonlight on ice.

TERRAIN

When the Huntsman's pack finds them, the night has become **Extremely Cold**, as per the *SIFRP* core book, **CHAPTER 11: THE NARRATOR**. The lighting is considered **Darkness**, unless the group manages to keep a fire lit, despite the strange suffocating cold that tries to kill it. While the **Darkness** condition predominates, all characters receive a **-2D** penalty to **Agility, Athletics, Awareness, Fighting** and **Thievery** tests, and a **-4D** penalty to all **Marksmanship** tests. Characters may spend a point of destiny to suddenly trigger a light source, negating their own penalties while blinding all targets (who keep their penalties), unless they also spend a point of destiny.

While the **Darkness** condition prevails, the terrain is also considered **Treacherous**. For each yard a character moves through it, he must spend double the Movement to do so. Charging and running are impossible. If the character does not have enough Movement to move even 1 yard, he may spend a Greater Action to move 1 yard. Characters dealing with this terrain may spend a destiny point to ignore its effects for one turn.

It should be noted that the wight direwolves do not suffer penalties from the darkness. A **ROUTINE (6) Awareness** test (Notice applies) demonstrates that the creatures try and avoid nearing the fire as much as possible.

KEEPING THE FIRE LIT (GREATER): A character who devotes an action to keeping the fire lit may make a **CHALLENGING (9) Survival** test. Success on this test means that the fire keeps burning for another 1d6 turns. At the end of that time, it gutters for one more turn, during which the fire can be restoked. If it goes out entirely, it will require a **FORMIDABLE (12) Survival** test to get the fire relit, a process that takes 1d6 turns in which everything is pitch black. While the fire is lit, the area is only **Shadowy**, which reduces the penalties from **Darkness** by half. A character who snatches up a burning brand to use as a weapon reduces the lifespan of the fire by 1 turn.

BURNING BRANDS: Sticks and logs from the campfire can be used as burning weapons against the wight direwolves, inflicting damage as a club, as well as a point of fire damage.

KNOWN FACTS

Those from the Haunted Forest are likely to know the legend of the Huntsman and his terrifying wight direwolves. See the Huntsman, on page 121, for that information. Although, it should be noted, it is not commonly known that he is an Other, specifically—merely that the Haunted Forest is sometimes haunted by a terrifying winter huntsman.

UNKNOWN FACTS

Unknown to the characters, these wolves are not the vanguard of the Huntsman. They are merely a few of his ravenous hounds who leapt into pursuit of the deer that fled in front of him. He continues on his own endeavor: some other poor unfortunate wildling.

If the Narrator wishes, the characters may encounter the Huntsman, but it should be noted that he is a truly fearsome foe, particularly for those unprepared for battling the Others. In such a case, hiding characters might see him catch his quarry, if the Narrator wishes to impress upon the players the horror of the Huntsman.

Alternately, he may simply never make an appearance at all, leaving the characters to watch around them in terror for the rest of their trip through the Haunted Forest.

THE OTHERS

The wight direwolves use the statistics for the Huntsman's creatures on page 121.

WEIRDNESS

If the characters manage to catch up to the Huntsman's quarry, they find him horribly mangled, clearly torn apart by multiple direwolves. The area where he fell is a scene of horror, spattered with frozen-black blood and bits of viscera that was once a man. The wildling's head has been propped up on a stone, as though some kind of warning, with a scream frozen on his face.

A **FORMIDABLE** (12) Awareness roll (Notice applies), however, reveals that the man threw his pack into the trees, probably just before the Huntsman found him. The pack is relatively simple to retrieve, and contains clothing, traveling food and a few furs that one might use for trading. Tucked into the bottom of the pack, however, is a rolled-up bundle containing a single obsidian dagger and a dozen obsidian arrowheads.

BENEATH THE SURFACE

As the sun sets, the black brothers come into a clearing on the edge of a small frozen pond. The snow on the pond shows recent signs of footprints, moving from one cleared spot on the ice to another. Any who venture out onto the ice will feel it crack and shift ominously as they move, threatening to send them into the water at any moment.

With a torch or lamp, it is possible to illuminate the cleared spaces in the ice. Doing so reveals the cold blue eyes of the dead staring back at them. Some may scabble at the ice from underneath, desperate to reach the brothers, but trapped on their side of the barrier.

Once the brothers have ventured onto the ice, the Other will stalk out of the trees from the opposite shore. It moves across the ice without a sound, even the crunch of its feet in the snow is inaudible. While the



wights cannot claw through the ice on their own, they are more than happy to come after anyone who falls through, and will use those opening to pull themselves to the surface.

TERRAIN

There are several battlefield qualities in play with this encounter. Like all encounters with the Others, the light is Shadowy (-1D on Agility, Athletics, Fighting and Thievery tests, -2D on Marksmanship tests). Because of the open terrain, brothers on the ice cannot spend a Destiny Point to hide from the Other's approach. Brothers who remained on shore may use Stealth to hide among the trees as normal.

The frozen pond is treacherous terrain for a battle, being both slippery and too thin for aggressive movement. To move 1 yard on the ice costs 3 yards of Movement. This cost can be reduced by 1 yard for a round if the brother succeeds at a **CHALLENGING** (9) Agility test (remember the poor lighting impacts this test). Spending a Destiny Point allows the brother to completely ignore the penalty for a round. Remember that the Others are immune to treacherous terrain effects from snow and ice.

Characters who roll a Critical Failure on the Agility test break through the ice. Not only does this expose them to **Extreme Cold** (*SIFRP*, CHAPTER 11: THE NARRATOR), it also allows the wights sealed beneath the ice to attack them. Should a brother survive long enough to be pulled beneath the ice, they can break through the barrier by spending a destiny point.

KNOWN FACTS

Even if the characters have not discovered the wights frozen beneath the ice, they will be apparent as soon as the Other appears. They slap

against the bottom of the ice, and the encounter is underscored by the desperate moaning of the dead as they struggle against the barrier.

It is easy to break open the ice deliberately. Succeeding at a **ROUTINE** (6) Attack test will create a hole in the ice that can slow the Other's advance, and allow a wight to crawl out of its prison.

UNKNOWN FACTS

The unknowns are plentiful in this encounter. Chiefly, the reason that the Others are sealing wights up in the lake is a mystery for the Narrator to resolve. Are they using the lake as a larder, or storing soldiers for a massive attack against the Wall? Is it a punishment for the wights, or the Other? Other mysteries that the Narrator may wish to consider: how many Others use the pond? Is there something special about this pond, or do the Others use all bodies of frozen water in this way? Why are the Others territorial about the ice?

THE OTHERS

The Others have been placing their victims beneath the ice for some months now, either to store them for some future need, or to keep from filling the woods with their victims. Should the shoreline be searched, the dead body of a wildling will be found where the Other dropped it before coming out to deal with the Sworn Brothers.

Because they desire the pond for their own use, the Other will not attack the characters once they have left the ice. Once the characters have all left the ice the Other will withdraw, but if it is attacked again, it will pursue them onto the shore and avenge what it considers a betrayal of its honorable behavior.

Use the Other and Wight stats from *SIFRP*, **CHAPTER 11: THE NARRATOR, Antagonists & Allies** for the creatures in this encounter.

WEIRDNESS

Although this encounter can be both very challenging and very frightening as written, there is more weirdness that can be introduced if the Narrator wishes. The wildling corpse in the words (see previous) can rise as a wight and attack characters who remained on shore. If this happens, it (and any wights created by the Others attacks) will withdraw when the brothers leave the ice. If they leave the ice and do not continue the combat, the Other will break a hole in the ice and seal any "surviving" wights beneath it.

THE WOODSMAN

The characters hear the rhythmic sound of an axe, and follow it to a wildling hut, where a man splits wood on a stump with careful slowness. The fruits of his labor are stacked to one side; several cords of carefully split wood in orderly piles. At first the woodsman does not seem to notice the characters, and continues with his task. If they approach within 3 yards or call out, he will turn to face them. Although his blackened hands and feet are covered, his pale face and blue-flame eyes (as well as the massive wound to his chest) make it immediately apparent that the woodsman has risen as a wight.

If the characters attack, enter the hut or approach the woodpile the wight will attack without mercy, using its axe as a weapon. If the characters withdraw and do not attack, the wight will pick up another log and

split it into firewood. If it runs out of logs, the wight will collect another dead tree, and begin to break it down.

TERRAIN

The clearing is very small, no more than 10 yards across, and surrounded by woods that provide cover (*SIFRP*, page 156). The hut is roughly round, and about 6 yards in diameter. Its walls are made of wood beneath a thatch roof. The door is a simple opening covered with animal skins to keep out the wind. Inside the hut, a rotting meal sits on a simple table, while more furs are piled on moldy hay as a makeshift bed.

KNOWN FACTS

The wight behaves in a manner unlike others of its kind, being territorial rather than a bestial predator. It also exhibits some memories of its former life, as evidenced by the use of the axe. While it is clearly the result of a White Walker's attack, there does not seem to be any sign of the Others around the hut. The hut itself shows signs of being inhabited in the past, but the hearth is long cold and the food stores that remain have spoiled.

UNKNOWN FACTS

One of the big unknowns is the nature of the wight itself: is it merely exceptional, or are wights slowly becoming more intelligent? Is it being controlled by a White Walker, like a grisly marionette? If so, then to what end? Is it merely a noise lure to attract new victims, or do the Others have some need for wood that requires them to employ wights as an unflagging labor force?

THE OTHERS

The presence of a wight indicates that a White Walker should be nearby, but one will not show itself. The wight chops outside the hut as it plays through a dim reminder of its former life—a revelation that should unsettle the characters with the implications of what a wight might or might not remember.

If the Narrator wants to include the Others in the encounter, one option is to wait into the middle of the night. Under cover of darkness, a White Walker will arrive with up to three more wraiths in tow. The wraiths will collect the wood and follow the Other back into the woods. If the characters attempt to follow, the Other and the wraiths will attack.

If the Narrator chooses the second option, the Others could be collecting the wood to fire a tunnel beneath the Wall (either a new excavation, or one of Gendel and Gorne's older tunnels) and collapse a section of the foundation.

Use the Wight traits from *SIFRP*, **CHAPTER 11: THE NARRATOR, Antagonists & Allies** for the wight. If it attacks with its axe, use the following traits: *Axe 2D, 4 damage, Two-handed*.

WEIRDNESS

Exploring the hut (after the wight has been killed) will uncover a woman's hair combs and a wooden doll tucked beneath the furs of the sleeping pallet. Both objects are stained with dried blood. If the characters go through the woodpile, they will eventually find the frozen remains of a young child, chopped and stacked with the same care as the rest of the wood. The woman's body cannot be found, and she may either have been dead of natural causes, or she has risen after death and left with her White Walker masters.

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