

# DRAGON'S HOARD



LEE HAMMOCK, IAN IRELAND,  
SCOTT HOLDEN, LAUREN ROY,  
AND NEALL RAEMONN PRICE

A CHRONICLE FOR  
A SONG OF  
ICE AND FIRE  
— ROLEPLAYING —

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A SONG OF  
ICE AND FIRE  
— ROLEPLAYING —  
A GAME OF THRONES  
EDITION

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# INTRODUCTION

Ned was aghast. “Aerys Targaryen left a treasury flowing with gold. How could you let this happen?”

—A GAME OF THRONES

The chronicle of *Dragon’s Hoard* is inspired by this throwaway line in *A Game of Thrones*. Just after Ned Stark becomes Hand of the King, he is shocked to discover how poor the Crown is, deeply indebted because of Robert Baratheon’s profligate spending, and Stark is baffled by what could have happened to the massive treasury left behind by the Mad King.

But what if, instead of being depleted by Baratheon, the Targaryen treasury hadn’t been quite so rich as believed when Robert first took the Iron Throne? And if wasn’t, what happened to it?

This chronicle posits that as King Aerys Targaryen inexorably descends into madness, and the fires of Robert’s Rebellion are stoked, the Red Cofferer, coin-tender of the Targaryen household in the Red Keep, takes measures to preserve the legacy (and riches) of the last of the Valyrian Houses. The cofferer engineers the smuggling of a huge portion of the Targaryen treasury out of King’s Landing, hiding it in an ancient vault built on an island in the Stepstones, intent on keeping it safe until the Targaryens are restored to the throne.

Nearly 15 years later, Robert still sits (but now somewhat heavily so) upon the Iron Throne, with Jon Arryn as his Hand. The Targaryen heirs remain in exile across the Narrow Sea, living in constant fear of the assassin’s blade. The Mad King’s cofferer dies, and with him, the secret of the Dragon’s Hoard is lost forever.

Or is it?

## A SYNOPSIS

The chronicle of *Dragon’s Hoard* occurs over a total of five Stories, each of which has multiple scenes to it.

### PART I

## BOUND FOR THE WALL

This chronicle opens with a flashback that takes place just in the aftermath of Robert’s Rebellion. This flashback sets the stage for the rest of the story that takes place throughout this chronicle, establishing certain connections beforehand, along with story hooks to whet the player characters’ curiosity.

After the opening flashback, the story begins with the Home House receiving a small band of cutthroats and lawbreakers bound for the Wall. Among them, however, is someone with information of possible interest to the Home House: Aeron Waters, bastard son of the “Mad King” Aerys’s Red Cofferer. In exchange for the Home House helping him find a way out of taking the black, Waters dangles an incredible reward: the secret of the smuggled-away riches of the Targaryen treasury... and the means to find it, hidden in a book in a place not far from the Home House’s lands.

Shortly thereafter, however, the Home House discovers that they are not the only ones aware of the secret that Aeron Waters holds,

as their keep comes under attack by a band of soldiers hunting the young man.

As this part concludes, the player characters of the Home House set out to recover the book hidden by Aeron.

### PART II

## THE BETROTHAL TOURNEY

This portion of the chronicle involves two plotlines: the retrieval of a book from the libraries of House Sunglass in the Crownlands, and a journey into the Riverlands to attend a tourney. At the tourney, which is being held by Lord Bracken to find a suitable suitor for his niece, the Home House will seek to recruit the aid of the Red Cofferer’s old maester, now in service to one of the Houses attending the event. And, yet again, the Home House runs afoul of those who seek the Dragon’s Hoard for themselves.

As this part concludes, the Home House will have acquired two leads: the first, the name of a knight who once served the Mad King’s cofferer and has since fled to Braavos; the second, the knowledge that the craftsman who secretly designed the traps and other safeguards within the ancient Valyrian vault that holds the Dragon’s Hoard lives on the Home House’s very own lands!

### PART III

## ACROSS THE NARROW SEA

The search for Ser Danyal Whitehelm, the old Red Cofferer’s retainer, takes the characters across the Narrow Sea to Braavos. There they discover that the old knight has since died, but has left a household behind that he established in his final years, after marrying one of the famed courtesans of Braavos. The PCs encounter his widow and sons as they seek whatever lore of the Dragon’s Hoard the old knight might have left behind—with their enemies in hot pursuit of the same.

## A NOTE ON CANON

It should be obvious that the contents of this adventure are in no way “canonical.” As far as we know, the Targaryen treasury was quite intact in *A Song of Ice and Fire* when Robert Baratheon was crowned, and then promptly squandered over the following years of Robert’s reign.

This chronicle, however, takes advantage of a roleplaying game that provides use with the opportunity to muse “What if?” in the settings and stories we know and love so well... and then to go wherever these flights of fancy take us, to explore the “alternate” worlds created by our musings.

## DON'T SPLIT THE PARTY?

Although conventional roleplaying wisdom always warns against “splitting the party,” doing so as of the end of **The Betrothal Tourney** is probably wise, maybe even preferable. With two leads to follow up and enemies close on their heels, the PCs might best use their time by attempting to accomplish their two goals simultaneously. The Narrator might even encourage them to do so, which mimics well the “split cast of characters” perspectives that characterize how the stories of the *A Song of Ice and Fire* novels are told.

In such an instance, the Narrator might suggest that the players create entirely new characters sent by the Home House to round out the portion of whichever of the “split cast” that does not include their main character. Alternately, if the chronicle has some notable Narrator Characters who would be sent on the task, the Narrator might suggest that players play them instead. The Narrator can then switch back and forth between the two groups, advancing the storyline as well as providing the players with even more opportunity to experience roleplaying in the world of *A Song of Ice and Fire*.

Of course, the player group might not decide to split up, and the Narrator need not penalize them for this. This is simply a suggestion for enjoyable play that should work well with a clever group, which keeps the split plotlines developing at the same time rather than a storytelling “trap” that spells failure for groups who do not consider splitting up.

As this part concludes, the Home House finally discovers the whereabouts of the ancient Valyrian vault.

### PART IV

## HEARTH AND HOME

On the lands of the Home House, the search unfolds for the identity of the mason who helped the Red Cofferer find the vault, as the characters comb through their own House's archives, as well as seek out any rumor of the mason among the smallfolk who work their lands. It soon becomes obvious that their enemies have discovered the old man's existence as well, and are seeking him as well.

As this part concludes, the Home House discovers the information about the various traps and safeguards that defend the vault, providing them (hopefully) with the foreknowledge for getting past them.

### PART V

## THE DRAGON'S HOARD

Finally, armed with their knowledge, the Home House will set out for the ancient Valyrian vault themselves. Of course, as they do so, their enemies close in on them, bringing to bear all the force they can muster in hopes of getting to the lost treasury first...

## A HISTORY OF THE DRAGON'S HOARD

The history of this chronicle's events go back almost two decades. Here is a short timeline of those events, most of which will likely be discovered by the player characters as the chronicle progresses:

### 280 AL

Jothos Velaryon, the Red Cofferer of King Aerys Targaryen, visits House Cressey on business. While there, he meets the beautiful Edmie Cressey, a maiden of 17 years, and the two fall in love. Despite Velaryon's marriage to another, a loveless match of convenience, he dallies with the young woman. When the affair is discovered, only his position as the King's Cofferer saves him from the wrath of Edmie's older brother Mikkell.

### 281 AL

Shortly after Jothos's departure, Edmie is discovered to be pregnant with his child. Edmie names the bastard son Aeron, intending to raise the child as her own. Her father Lord Cressey, however, takes the child from her arms immediately after he is born, handing him to a wet-nurse. He tasks Mikkell with taking the infant and the nurse to Jothos at the Red Keep, giving him charge of the bastard and bidding him never return to the lands of House Cressey, on pain of death to both him and his son.

### 283 AL

After the Battle of the Trident, with the victory of Robert's Rebellion now all but certain, Aerys finalizes his insanely horrific plans to engulf King's Landing in a storm of wildfire as his enemies enter, killing everyone within. Jothos, realizing that the end is near, sets a desperate scheme in motion to preserve as much of the vast royal treasury as possible from falling into enemy hands. His good friend Cyrol, a member of the Home House, brings him Renys, a mason who is a direct descendant of an architect who long ago served Aegon I Targaryen. Renys tells Jothos an old family tale about his ancestors building of a secret vault for the Targaryen king on an island somewhere in the Stepstones.

Sending his toddler son with his friend back to the lands of the Home House to escape the impending sack and/or immolation of the city, Jothos races against time to move a substantial portion of the treasury onto a ship waiting in the harbor. As the rebel vanguard approaches, Tywin Lannister's army enters the city under banners of loyalty to Aerys, and instead betrays the Mad King and begins sacking the city. As the Lannister soldiers swarm through King's Landing, the ship casts away from the dock and sets sail for the Stepstones, with Jothos, his retainer Ser Kael Stormsword, Renys the Mason, and the Dragon's Hoard aboard.

## 284 AL

- With the Targaryens overthrown and the treasury safely hidden away, Jothos returns to Westeros, evading capture as he travels from one former ally's household to another in search of shelter. Jothos remains loyal to the Targaryens, sure that they would return to the throne one day, vowing to see their treasury returned to them. He arrives at the seat of the Home House to retrieve Aeron. Upon discovering that a Targaryen loyalist came to his house, the lord of the Home House is about to send out men to have him seized and taken to the king, to prove the Home House's loyalty. Only the old lord's love for Cyrol prevents the lord from arresting Jothos, as Cyrol begs the lord to let his good friend take his bastard son and go. Jothos and Aeron begin their long, wandering exile.

## 289 AL

- Despite trying to keep his identity hidden, Jothos sometimes runs afoul of those who remember him and his unfailing loyalty to the Targaryens. After one such incident that involved being pursued by armed men intent on arresting him, Jothos and Aeron flee onto Cressey lands, where Jothos secretly sends a message to Edmie, begging her for help. Having never married and still deeply in love with Jothos, she comes to him immediately, and they travel to a small hut on the seacoast. Their romance instantly rekindles, and Edmie is reunited with her son. Jothos recounts the tale of his years wandering to Edmie, including the secret of the Dragon's Hoard, but he never reveals its location to her or Aeron.
- Edmie's whereabouts are betrayed by Perrienne, her lady-in-waiting and confidant, who is secretly in love with Mikkil Cressey. Mikkil arrives on the scene to find them abed, and is about to run his sword through Jothos, but Edmie instead interposes herself between them and is gravely wounded. Fearful of her dying, Mikkil immediately rides with her to their maester, as Jothos and Aeron flee Cressey lands, into wandering exile once more.
- While in a fever state from wound-related infection, Edmie tells Perrienne about the Dragon's Hoard, unaware of her lady-in-waiting's treachery. Under the maester's care, Edmie soon recovers only to find that Jothos and Aeron have fled once more, and that her father has arranged her betrothal with an aged knight of the Cressey household. In despair, Edmie casts herself into the ocean and drowns.

## THE HOME HOUSE

Throughout this adventure, we refer to the player characters' House as the "Home House," leaving it to Narrators to fill in the name of the players' House when they see these references.

## 293 AL

- The old Lord Cressey dies, and Mikkil inherits the House title. Since Edmie's death, Perrienne has become a lady-in-waiting to Mikkil's wife, refusing all marriage suits because of her secret love for Mikkil.

## 296 AL

- Mikkil takes Perrienne as his mistress while his wife is pregnant with their second child. During one of their clandestine meetings, he laments about the money problems of his House to her. Perrienne offhandedly mentions the story of the Dragon's Hoard that Edmie told her, thinking it no more than Edmie's fever dream at the time. Mikkil believes otherwise, and send knights and men-at-arms to search for Jothos and Aeron.
- Just after giving birth, Mikkil's wife dies of fever, giving birth, and Mikkil marries Perrienne a month later, and they begin to plan in earnest on how to secure the Dragon's Hoard.

## 297 AL

- After several months' searching, the Cressey knights and men-at-arms find Jothos and Aeron in a small house on the seacoast in House Sunglass lands. The Cressey force attempt to capture them, but Jothos and Aeron fight them off. Jothos, however, is mortally wounded in the melee. As he dies, Sunglass soldiers arrive on the scene and arrest Aeron for killing his father, putting no stock in his story about the sellswords' attack. Aeron is thrown into the dungeon of Lord Sunglass and shortly thereafter given the choice to take the black.

And this is where the story of *Dragon's Hoard* begins...

# PART I: BOUND FOR THE WALL



A decade and a half ago, after Robert Baratheon's warhammer smashed Rhaegar Targaryen's breastplate and scattered its rubies across the Trident, a huge portion of the royal treasury in the Red Keep was smuggled away into hiding by a cunning and determined man, dedicated to preserving the ancient legacy of House Targaryen, the last surviving House of the Valyrians.

## THE COFFERER'S BASTARD

Just before the Tywin Lannister's army sacked King's Landing, priceless ancient artifacts and wealth beyond measure were secreted out of the Red Keep, in freshly emptied ale casks under cover of darkness. The casks were loaded onto a ship sailed down the Blackwater out into the Narrow Sea and then due south to the Stepstones, to an island upon which an ancient Valyrian vault was secretly built to keep the Targaryen dead (and their riches) safe until their eventual reburial in Westeros once it was fully conquered.

Somewhere just beyond the shores of Westeros barrels full of gold and other treasures await discovery, reeking of stale ale, a vast and priceless hoard that belonged to an ancient House that once mastered the breeding, training, and use of dragons in warfare. A house whose ancestors once ruled the Valyrian Empire until its Doom, and then arrived on the shores of Westeros and conquered it, whose kings and queens called themselves Dragons.

And within that hidden vault the barrels yet remain... for the man who hid this Dragon's Hoard is now dead, slain by men seeking the legendary treasure.

But his son is alive.

Fifteen years have passed since the end of Robert's Rebellion—or the War of the Usurper, depending upon which faction you pledged your loyalty to. The dead man's son, Aeron Waters, arrives in the early evening during a nasty rainstorm at the keep of the player characters' Home House, bound in chains held by Ser Georg Weller of the Night's Watch. A bastard of House Velaryon, Aeron has been branded a criminal by Lord Sunglass and condemned to a life on the Wall.

But Aeron remembers the tales his father, Jothos Velaryon, told of the Home House and their aid to him in his hour of need, taking his young bastard son out of King's Landing to safety in their lands as the Lannister army approached. His father, the Red Cofferer, steward of the Red Keep of King's Landing, serving the family of the king, Aerys II Targaryen, a crazed despot who history more commonly remembers as "the Mad King."

Emboldened by these tales, and desperate to escape his fate, Aeron seeks to barter his knowledge of the Dragon's Hoard for his freedom.

## MIDNIGHT ASSAULT

During the night, the Home House's holding is assaulted by a military force, intent on taking Aeron and putting him to the question. The force is led by Ser Leof Cooper, accompanied by Ser Henry Addey, both of whom are sworn swords to House Cressey, a minor house in the Crownlands. They are aided in the assault by a spy in the Home House, a Braavosi girl named Falea, who assists the raid by slitting the throats of unsuspecting guards and opening the keep's postern gates. If

the player characters didn't believe Aeron's story before, the fact that another house was willing to wage war should add an element of truth to his tale.

From here, the PCs must secure Aeron's release from the Night's Watch in order to hear the bastard's tale in full. This is no easy task. Ser Georg is deeply embittered by his situation, and he's unlikely to release a prized captive without significant recompense. If the PCs suspect a spy's involvement in the raid but do not know that it is Falea, they must discover her and hunt her down within the House holding to prevent Cressey men from hounding their every move. Finally, after listening to Aeron tell the tale of the Dragon's Hoard, the PCs must decide what they will do with this knowledge and how to best go about securing the Targaryen treasure in the wake of House Cressey's aggression.

## DARK ALLIANCES

At this point, the story's major conflict isn't between the Home House and House Cressey: it's between the PCs and the Night's Watch. Aeron represents a critical source of information, and if Ser Georg isn't willing to release the Velaryon bastard, the PCs will be hampered throughout other adventures. Should the PCs secure Georg's alliance, however, they could potentially find the Night's Watch coming to their aid during the final part of the story.

By the end of **Bound For the Wall**, the PCs potentially have obtained solid evidence that House Cressey has planned the assault; they have earned the fast friendship of Aeron Waters; and they have forged an alliance with the Night's Watch to secure the Dragon's Hoard—all while having sustained minimal casualties and ferreted out the spy in their House.

The reverse, of course, is also quite possible: the Home House suffers crippling damage from the surprise attack, the PCs lose Aeron completely, the Night's Watch refuses any contact or provision of aid, and the PCs will have only scraps of information to go on in further adventures.

## BEFORE YOU BEGIN

Before starting **Bound For The Wall** and the *Dragon's Hoard* adventure path, the Narrator should consider the following advice:

**Resolve all long-term plots and leave the Home House in a state of relative calm.** If the Narrator chooses to incorporate the adventure path as part of an ongoing campaign, be aware that it will consume much of the narrative space available. The PCs should leave their holdings in some degree of stability. It's difficult to justify venturing across the Narrow Sea if raiders are poised to swarm out of the Wolfswood and into the House's holdings (though this may lend some urgency to the proceedings).

You may wish to incorporate long-term plots or enmities into your story, however. For example, if House Lugus is a mortal enemy of the Home House after the events of **Peril at King's Landing**, they will happily join in with House Cressey during the assault on the PCs' holding. If the Narrator is planning to run **The Betrothal Tourney** as the next story arc, it's wise to try to drop hints (such as an invitation to Stone Hedge just before tourney season) sometime prior to the start of this adventure.

**Determine the house's disposition and the whereabouts of the PCs during the War of the Usurper.** Whom they sided with (and when) and how the Home House fared as of Robert's Rebellion may not have an overall effect on the *events* of the adventure, but it *will* change how the characters react. A Home House first founded during Aegon's Conquest (thus implicitly owing their existence to the Targaryens) will react far differently to a house founded during the War of the Usurper (owing their origin to Robert's rage).

**Introduce Narrator Characters who will be part of the adventure as a part of the House.** If **Bound For The Wall** is being run as part of an ongoing campaign, the Narrator should take a session to have the house running as normal, and introduce **Scene One** as the end of that session. It's best to aim for emotional resonance and keep the future of the NCs in mind. **Scene Two** will have a far more visceral impact if the guardsman the players are so fond of ends up a mutilated corpse.

The most important NC to introduce is Falea, the Cressey spy. Falea—or Jeyne, as she's known to the PCs—has been working for months to insinuate herself into the Home House. The Narrator should endeavor to subtly keep her in the background, less the game be given away too soon. Ideally, "Jeyne" is a bedwarmer for a player character, having approached the PC during a time of emotional need and continues to exploit the situation.

**Identify areas of deficiency within the Home House.** Determining a specific lack or need within the Home House will allow the Narrator to tailor the Dragon's Hoard for maximum appeal (see **What's In the Box in Scene Five**). Any house power statistic below 20 is considered an area of deficiency.

## WHAT'S COME BEFORE

While the Home House will probably never learn the true sequence of events, it's important for the Narrator to clearly understand all that has happened.

Two weeks prior to **Scene One**, Jothos Velaryon met his end at the hand of the Cressey men sent to collect him. Ser Henry Addey led Ser Leaf Cooper and a number of house hunters and men-at-arms to the modest former lord's home in one of the seaside hamlets supporting Sweetport Sound, the holdfast of House Sunglass. With the sealed orders to collect the former Red Cofferer in their packs, the men-at-arms slammed down the weathered oaken door, naked steel in their hands.

Jothos had long suspected this day would come, and was prepared thusly. Ripping one of many blades from one of many hiding spots, Jothos engaged the surprised men-at-arms, who were further dismayed to find the room perfectly arrayed to limit their movement and force them into a chokepoint. Aeron Waters fought through the confusion, wounding two Cressey men-at-arms and slaying a third before managing to escape in a small fishing boat, his father's shouted command to "*Flee!*" still ringing in his ears. Jothos slew seven men in the cramped home before Ser Henry's bloodlust ended him—his fury was quickly replaced by panic at the escape of his quarry. Ser Henry ordered the entire force to retreat along the coast, countermanding Ser Leaf's command for the hunters to pursue Aeron in order to have all hands to drag out the Cressey slain so as to not implicate the house.



## SCENES IN BOUND FOR THE WALL

The following scenes make up **Bound For the Wall**. **Scene One** opens the chronicle, but every subsequent scene—even the **Prologue**—may take place at any part of the story thereafter. The story is designed to be highly adaptable and modular, incorporating house creation, player decision and choice into the flow of events.

The conclusion of **Scenes Two** and **Five** should be considered the fulfillments of story goals (and thus, the refresh of Destiny points), with a potential fulfillment in **Scene Four**.

## PROLOGUE

A flashback for the chapter and story as a whole, taking place during the waning years of Robert's Rebellion in 283 *AL*. The characters, much younger, encounter Jothos Velaryon in the midst of collecting his son from the Home House.

**CONFLICT:** None

**LOCATION:** The Home House

**NOTABLE NPCs:** *Cyrol*, a relative of the Home House. *Jothos*, a pale stranger and friend to Cyrol. *Aeron*, a toddler who is Jothos's son.

**REWARDS:** None.

## CONNECTS TO...

*NONE:* Use at beginning, or as a flashback at any point

## SCENE ONE: A CHILLY WELCOME

As Robert Baratheon sits on the Iron Throne for his 15th year, a knighted recruiter for the Night's Watch begs the PCs for hospitality in the face of a brutal storm. With him are several prisoners, including a familiar face from the past.

**CONFLICT:** Minor • Intrigue, Skill

**LOCATION:** The Home House

**NOTABLE NPCs:** *Ser Georg*, a Wandering Crow with the Night's Watch. *Aeron*, a murderer that has taken the Black. *Davin*, *Hender*, *Josef*, *Seren*, and *Dagbert*, myriad rapers and thieves who have taken the Black.

**REWARDS:** 2 Experience.

## CONNECTS TO...

*SCENE TWO:* If characters did not listen to Aeron, or wait until morning.

*SCENE FIVE:* If characters believe Aeron, but demand to know what he is offering.

## SCENE TWO: MIDNIGHT ASSAULT

Bedding down for the night, the Home House is breached by intruders, leading to a running battle during the hour of the wolf.

**CONFLICT:** Major • Combat, Warfare

**LOCATION:** The Home House

**NOTABLE NPCs:** *Ser Leof*, commander of the Cressey forces. *Ser Henry Addey*, sub-commander of the Azure Helms. *Local Ruffians*, a pack of wastrels gathered from the Home House's territory. *Gallows Rats*, House Cressey's band of cutthroats. *Seven-Coin Snipers*, a band of hunters. *Azure Helms*, House Cressey's home forces. *Two Heads*, a pair of Cressey ships.

**REWARDS:** 2 Experience. 200 Coin. 1 Glory.

## CONNECTS TO...

*SCENE THREE:* If Ser Georg survives and wishes to depart the next day.

*SCENE FOUR:* If the PCs discover a spy in their midst.

*SCENE FIVE:* If the PCs demand information from Aeron.

## SCENE THREE: THE FALL OF NIGHT

Ser Georg must be convinced to let Aeron out of the Night's Watch. The PCs must overcome decades of bitterness to accomplish this goal.

**CONFLICT:** Major • Intrigue

**LOCATION:** The Home House

**NOTABLE NPCs:** *Ser Georg*, a Wandering Crow who's had enough.

*Aeron Waters*, a bastard who is the key to the Dragon's Hoard.

**REWARDS:** 6 Experience.

## CONNECTS TO...

*Any* unresolved scene.

## SCENE FOUR: A SPY IN THE HOUSE

The aftermath of the attack reveals that the breach of security was primarily an inside job. The PCs have a spy to root out!

**CONFLICT:** Moderate • Ability, Intrigue

**LOCATION:** The Home House

**NOTABLE NPCs:** *Falea*, a spy posing as a girl named Jeyne.

**REWARDS:** 2 Experience, 1 Glory.

## CONNECTS TO...

*Any* unresolved scene.

## SCENE FIVE: DRAGONS DROWNED IN ALE

Aeron reveals the story of the Dragon's Hoard, and how they can find it.

**CONFLICT:** None

**LOCATION:** The Home House

**NOTABLE NPCs:** Aeron Waters, who has a tale to tell.

**REWARDS:** None.

## CONNECTS TO...

*SCENE THREE:* If the PCs haven't freed Aeron of his promise to the Night's Watch.

## WESTEROSI TIME CONVENTIONS

Nobles in Westeros are occasionally fond of poetic turns of phrase. Absent a system of mechanical timekeeping, the evening's passage is a relative and subjective event, as the sun remains the primary method of telling how many hours have come and gone. Westerosi nobles will occasionally use the phrase "hour of the wolf" or "hour of the owl" as if they were set periods during the night, but there is no hard-and-fast definition. Only the rich can afford the fuel and tallow required to stay up all night considering poetry.

In general, the hour of the bat describes dusk, with the hour of the eel around midnight and the hour of ghosts just thereafter. The hour of the owl is next (they tend to hoot). The hour of the wolf describes the period from about 3am to 5am, when "the wolves are outside your door." The hour of the nightingale refers to the period prior to dawn, when the sky begins to lighten and the birds begin to sing. Occasionally, the early dawn will be described as the hour of the spear, the sword and the axe; this refers to the succession of arms during army clashes, since many battles occur at first light.

When Aeron returned that evening to see what had become of his father, he was apprehended by Lord Guncer's men, who refused to listen to his tales of men without badges or sigil attacking the small home. Lord Guncer was known to be close to Stannis Baratheon, and as Jothos never dared to reveal his identity, neither did his son. Faced with the gallows for the crime of murdering his sire, Aeron pleaded to be allowed to take the black, seeing no other options left. Guncer agreed, and Aeron was left to rot in the dungeons.

Ser Leof proved more capable than his fellow sworn sword, despite a commoner's upbringing. After a few coins to a Sunglass guardsman revealed Aeron's fate, the party returned to Mikkell Cressey with the news. Mikkell upbraided Addey severely, stripping him of all but command of the Azure Helms. Granting Leof the rank to lead Cressey men-at-arms, Mikkell commanded the knight to do whatever it would take to capture Aeron—including an assault on Sweetport Sound, if necessary.

By the time the Cressey men returned to Sunglass shores, though, a knightly recruiter from the Night's Watch, Ser Georg Weller, had already collected Aeron. Ser Leof resolved to follow Weller, attempting an ambush so they could reclaim Aeron with minimal difficulty.

## WHAT COMES AFTER

Here's where **Bound for the Wall** begins. Whether by the will of the Seven or simple luck, Georg's path happens to run past the Home House. Aeron recognizes the surname of the PCs from tales his father told; Jothos spoke highly of a relative who helped him. By this time, he has reasoned that the knight who slew his father was after the Targaryen treasure—if they'd been agents of the king, why hide their affiliation? If he had to guess, he'd put the blame on his uncle, but since Aeron doesn't know who to trust he defaults to those his father before him had trusted.

Aeron's plan is simple and desperate: tell the Home House what he knows of the Dragon's Hoard and swear his aid in retrieving it in exchange for freedom and a chance at vengeance. The sudden storm that blows up provides the perfect excuse for shelter in the Home House's holdfast.

The storm also delays the Cressey attack. Ser Leof had planned to intercept the Night's Watch on the road, but his men are forced to seek shelter from the sudden, fierce summer squall. But by chance, Aeron's fled to one of the only houses in Westeros that Mikkell Cressey has an interest in. Falea, having been alerted to Ser Leof's arrival, will coordinate the attack. She slips out the afternoon Ser Georg arrives, meets

with the Cressey knight outside the castle even as the rain still falls, and disguises the conspiracy as part of her daily duties. Should the Home House's defensive holding be situated in a city or village, this is an easy task—villagers come and go all the time, and constantly interact with the staff—but if not, Falea will find a way. At the hour of the wolf, she will slip away from her sleeping arrangements, killing at least the pair of sentries on watch, thus allowing the infiltrators entrance to the holding.

Having now been given proof of Aeron's tale (albeit bitter and bloody evidence), the PCs must decide how they will secure his release from Ser Georg. From there, they must decide how to go about recovering the Dragon's Hoard for themselves.

## DRAMATIS PERSONAE

Here are some of the characters important to the action in this section of *Dragon's Hoard*.

### JOTHOS VELARYON

Jothos Velaryon dies before the story begins, but his life and actions created the impetus for the chronicle's path. The uncle of Monford Velaryon, the current Lord of the isle of Driftmark, Jothos was a boyhood friend to Aerys II. His noble blood and skill at managing a house earned him the prestigious title of Red Cofferer of the Red Keep of King's Landing. When Aerys fell into madness and Prince Rhaegar died on the Trident, Jothos set plans in motion to smuggle out the royal treasury and hide it in an ancient Valyrian vault hidden on an island somewhere in the Stepstones twixt Westeros and Tyrosh.

### AERON WATERS

Aeron Waters is the bastard son of Jothos Velaryon and Edmie Cressey, nephew to Edmie's older brother Mikkell. Through fate and circumstance, Aeron has been orphaned, losing both his parents at the hands of his uncle (indirectly, at least). Though Jothos had not yet trusted his son with the location of the vault, Aeron has been able to piece together enough facts to begin the search. However, doomed as he is to spend his life on the Wall, he sees little opportunity to profit from his knowledge.

### SER GEORG WELLER

Ser Georg Weller is a ranger of the Night's Watch, one of the few wandering crows authorized to traverse Westeros in the search for new re-

## CONFLICTS &amp; COMPLICATIONS

There is one *highly notable* exception to the scene progression of the following adventure: if the Home House is located within the Crownlands and considers Mikkel Cressey to be their staunch ally or liege lord, he will reluctantly give them the benefit of the doubt considering their leal service (and proximity, if it comes to military retaliation). In this case, Ser Leof and Ser Henry will simply show up after the storm has passed, asking to see the head of house, and further demand that Aeron be turned over to them.

This event is handled as an Intrigue. Ser Leof will attempt to Intimidate the characters, bluntly stating the consequences of disobeying their liege lord; Ser Henry will attempt to Convince (which he's not particularly good at), saying that it's their liege lord's request and should thusly be honored. The PCs are free to point out that this is a Night's Watch matter, and they have no say in it. Furthermore, Aeron is protected by guest-right, if only nominally. Only if they're rebuffed do the Cressey forces attack, but now they do so under shield of legal sanction—they're dealing with a disobedient vassal, after all!

If Falea is introduced before the story commences (which we recommend) but the players decline to trust her—their suspicions roused, perhaps, by her interest in them—she will eventually retreat to a nearby village. She cannot work when she's constantly being watched, after all. She'll still participate in the battle (see **Scene Two**), but she does so having to infiltrate the castle first.

cruits. While Jeor Mormont doubtless had a noble goal in mind when he assigned Georg to the recruiters, the Weller knight is bitter and jaded. Every lord's castle reminds him of everything he lost in service to the Targaryens. He privately fears that without significant recruiting success this time out, this will be his last trip south.

## FALEA

**Falea** is a Braavosi spy, hired by Mikkel Cressey to discern what the Home House knows of the vault and locate its architect (who is living on House lands; see **Hearth And Home** for more information). She's been insinuating herself into the Home House, trying her level best to worm her way into the confidence of at least one PC. She coordinates the attack on the Home House during **Scene Two**.

## SER LEOF COOPER

**Ser Leof Cooper** is a knight sworn to House Cressey. Born to smallfolk, Leof spent his adolescence and much of his adult life serving as a hired sword in some border conflict or another. Now a knight and a person of respect and importance, Leof radiates a sense of quiet but amoral competence. He leads the attack on the PCs holding during **Scene Two**. He does not carry a shield with his arms, unlike Ser Henry, but for reference, the Cooper sigil is chequy vert and sable with two argent hoops.

## SER HENRY ADDEY

**Ser Henry Addey** is a minor knight, the commander of the Azure Helms, House Cressey's elite military force. His shield is blazoned per pale gules, with a countercharged two-headed harpy, representing House Addey's descent from Astapori nobility in centuries past. Addey has a heavy frame and oiled hair, teased into horns. To keep them in place, he needs a traditional heavy Astapori helm (itself quite distinctive). He begrudges Ser Leof's favored position and will gladly try to steal all the glory.

Ser Henry Addey is represented by the Hedge Knight Archetype, save that he does not possess the Blood of the First Men (thus, his Health is reduced by 2), possessing Sponsor instead; for this Archetype's traits, see page 36 of *SIFRP*, though Ser Henry will likely be a secondary character.

## PROLOGUE

## THE VISITOR

CONFLICT: NONE

The long, bloody chapter of Robert's Rebellion winds to its close. Prince Rhaegar's blood has emptied into the Trident and down to the sea, and that of his wife and children, brutally murdered by Lannister men, still stains their bedchambers in the Red Keep. The Mad King is dead, his throat slit by his own Kingsguard Jaime Lannister, and his pregnant Queen Rhaella and son Viserys grimly await Stannis Baratheon's coming assault on Dragonstone.

As Robert Baratheon—or the Usurper, as Targaryen loyalists call him—takes the Iron Throne and the lords of the Seven Kingdoms swear fealty to him, a cloaked rider arrives at the Home House just before dawn...

## SETUP

As a prologue, this scene may be run with little preamble. If **Bound For The Wall** is being run as part of an ongoing story, it's recommended to run the scene before starting the adventure. However, if the Narrator wishes to maintain surprise or suspense with the players, or if **Bound For The Wall** is the first adventure they run, they may consider running the scene during an interlude in **Scene One** after encountering Aeron.

Regardless, this scene takes place firmly in the past of Westeros, allowing the characters a limited degree of interactivity and a chance to firmly establish the house's allegiance to one side or another. The players should understand that this is a chance to establish their personal reactions to the War of the Usurper in the heat of the moment, rather than a decade and a half later.

## OBJECTIVES

The PCs don't have many goals at this point in the adventure, other than uncovering the mystery of who Aeron is. The Narrator has a greater burden, as they must establish the House's loyalties, the state of the war's impact on the House, the PCs' relationship to the young Aeron, and the reactions of the Cyrol to the rest of the PCs.



## KNOWN FACTS

Westeros was engulfed in civil war on a scale not seen since the Blackfyre Rebellion. While no land in the kingdom is untouched, some have seen much more fighting than others. At this point, the war is winding down: Aerys the Mad is dead, and the remaining Targaryen loyalists have either bent the knee or fled Westeros. Claiming the Iron Throne for his own, Robert Baratheon now rules from King's Landing.

- **The Riverlands** see some of the fiercest fighting through the war. Being located in the midst of Westeros, the lords along the rivers are used to shifting borders and skirmishes. Both the Battle of the Bells and the Battle of the Trident, two decisive victories for Robert, occur in the Riverlands.
- **The Iron Islands** largely stay out of the war, though they send ships to contribute to Robert's fleet. The kraken that sits the Seastone Chair prefers to bide his time and wait to strike. Five years hence, his patience will end, and the Greyjoy Rebellion will begin.
- **The North** sees very little fighting, though they suffer as many casualties as any other of the Seven Kingdoms. Ned Stark calls his banners, and the North fights and dies sweating in southron lands.
- **The Westerlands** doesn't see heavy fighting; Tywin Lannister purges the ardent supporters of either side and waits until the Sack of King's Landing to make his allegiance known.
- **The Reach** finds most of their forces besieging Storm's End throughout the war, more an imposition on Robert's morale than any serious military threat. The Battle of Ashford, an indecisive royalist victory, happens early in Robert's Rebellion.

- **Dorne** sees fighting early in the northern Marches, with the Battle of Summerhall (actually three separate battles, but we'll leave that argument to braggarts and maesters). Prince Doran later sends 10,000 men up the Kingsroad into Rhaegar's command late in the war, but only grudgingly, given how the Prince treated his daughter Elia.
- **The Stormlands** see relatively little fighting, though the occasional skirmish or small battle occurred here and there.
- **The Crownlands** escaped relatively unmolested, though they lose a great deal of men and wealth to Aerys's madness. When the Lannister host sacked the city, a great number of minor knights and men-at-arms were slain. For now, the Stark and Lannister hosts occupy King's Landing.

## UNKNOWN FACTS

The Home House is unaware of Aeron's parentage and the depth of Cyrol's friendship with Jothos.

## NOTABLE LOCALES

The holdings of the Home House are the same as in **Scene One**, but the Narrator should tailor it according to the Known Facts (see above). If the House is a banner of House Lannister, the men-at-arms are edgy at having been cooped up for so long in a state of readiness. A Riverlands or Stormlands house would bear the scars of fighting, while a Northron house would be largely empty with the men still in the field. If a PC is of an age to have taken the field, it's probable that illness or injury forced them to remain at home. Alternately, they may have stayed

behind to act as castellan and heir in case the family saw misfortune in battle. This option creates a degree of tension between the heirs and Cyrol (since he claims an inheritance if all the heirs die).

## NOTABLE CHARACTERS

Cyrol is the relative featured in this scene. Naturally, his family name is dependent on the Home House itself. The Narrator is advised to make him a brother or cousin of the head of house's father. Cyrol was a contemporary of Jothos Velaryon, and introduced the man to Renys, a stone-crafter in the Home House who is the descendent of the architect who built the ancient Valyrian vault. He kept Aeron safe for over a year at the Home House, claiming the boy to be his bastard by a Lysian merchant's daughter. Ostensibly, the Home House exiles Cyrol for his deception and his staunch royalist loyalties and he later dies, or maybe he is forced to take the black—his fate depends on the disposition of the Home House towards House Targaryen, and/or the Narrator's wish to use him as a plot device again in the future.

Cyrol has no place in this chapter beyond the prologue. If traits are necessary, use the Heir archetype (see *SIFRP*, page 35) to represent him, adjusting age and Benefits to account for bloodline and heritage as necessary.

Jothos and Aeron also make appearances, though Aeron is but a toddler. Jothos's traits may be found in the **Appendix**.

## RESOLUTIONS

Describe the characters in their youth—an aged maester has a great deal more vigor, moving up and down stairs without creaking joints and aching backs. Established lords with young children are barely into adulthood. It's not necessary to have the child versions of the characters have complete statistics—other than being age-restricted, a lessened rank (or a greater one, in the case of elder characters) will suffice.

The Narrator should relate what the characters are up to at the time, and tell of the effect the war has had on the House. The war is winding down, but young men-at-arms or lords will likely be training in the yard. Ladies, still maiden, will be learning to sew.

Aeron should be introduced subtly, as if he'd been there long enough to become a well-known member of the House (and he has). The characters have watched him go from a squalling babe to a toddler taking his first steps. In the chaos and death of the Rebellion, a young child is either a welcome respite or a dangerous liability.

Cyrol has, of late, been staying up later into the evening and loitering around the bailey until early morning. By chance, this particular evening the characters—preferably the heir and others—are staying up late with Cyrol. They're all in the main hall by the flickering, ember-filled hearth, as Cyrol drinks heavily from a skin of strong, dark ale, regaling them with stories of the Free Cities.

In the hour of the nightingale just before dawn, a rider arrives, his fine cloak tattered and mud-stained. The whinny alerts the characters to his presence in the bailey; they hear the faint shout of a guard. The horse has been lathered bloody. *"A rider, m'lord,"* the guard says to Cyrol, who then nods briskly to the guard and tells the rider to wait in the main hall.

*"Run along now, children,"* Cyrol says to the characters. If any but the heir refuses, he stiffly says that he's of greater status than they, and this is house business; if the heir objects, he starts to protest, and then

acquiesces. *"You'll need to learn of this, sooner or later,"* he says, his stern anger dissipating into grim resignation, as he motions the rider to come in. Characters excluded from the meeting may make a Stealth (Sneak) test against Cyrol's passive Notice (13) to avoid his attention. He's at -2 to all tests due to his inebriation.

*"Gods above, man,"* the stranger says as he enters. *"Are you drunk?"* He pulls back the hood of his cloak to show a face of striking features and close-cropped silver hair that the elder PCs will recognize as characterizing those of Valyrian blood. He is a well-built man in his prime, but his grey eyes reveal his exhaustion and a deep, inexplicable sadness.

To any PCs present, he nods courteously.

*"I am Jothos. Sadly, my family name is somewhat irrelevant now. It's always been relevant,"* Cyrol says, amiably. *"It got you a position, kept you alive."*

*"It did,"* Jothos concedes. *"And now it's necessary to discard it. But discarding the name doesn't mean discarding the family. Cyrol, I've come for my son."*

*The smile on Cyrol's face fades. He looks down at the floor and sighs. "Can you keep him safe?"* Cyrol asks quietly.

*"We've got a place on lands near the coast. You'll understand that it's best I don't tell you where,"* Jothos says. Cyrol nods at that.

*"I'll get the boy,"* he says, and then tells the PCs to wait there. Jothos does not make small talk, though he will tell the PCs that Cyrol is a good man, and true.

*"He'll suffer for this,"* Jothos says. *"Suffering for what you believe. Steel is beaten until it's hard and pure. You can't have strength without the beating. Always remember that."*

Within a few minutes, Cyrol returns with Aeron and a small pack, who is sleepy and ready to sob at the discomfort. Jothos smiles at the lad and produces a piece of candied ginger, which calms the boy considerably. Cyrol gives the pack to Jothos, which the PCs can see contains bread, jerky, and wine. *"Got a horse being saddled now. Best if you go before the lord wakes."* Jothos nods and claps Cyrol on the shoulder, then leaves with Aeron.

Cyrol refuses to explain much of what's happened, but once the boy's absence is noticed the next day, any maester characters learn of Jothos's identity. Depending upon the Home House's disposition to the Targaryens and/or Robert Baratheon's disposition towards them, it's entirely possible that this leads to Cyrol's banishment from the House, either into exile or to the Wall.

## FURTHER SCENES

Naturally, this scene may be run before any others, or even in the middle of **Scene One**. However, it can be run at any point to lend veracity to Aeron's tale.

## REWARDS

The Home House receives no experience, Glory or coin from this scene.

EXPERIENCE: None

COIN: None

GLORY: None

## SCENE ONE

## A CHILLY WELCOME

MINOR • INTRIGUE, SKILL (AWARENESS)

A recruiter for the Night's Watch journeys to the Home House, asking for an evening's food and shelter for himself and his recruits. He has six men in chains, the scum of lordly dungeons, fit only for a frozen life on the Wall. However, one of the men is familiar to the PCs, and he's obviously a product of gentle birth and martial training. In chains, he pleads for an audience.

## SETUP

The day is hot, charged with energy. Cooling winds kick up every few hours; those traveling outside must clutch their cloaks tightly to keep their footing. Wood witches and old men are in rare agreement: a great storm is coming. Word has spread rapidly, and assuming the Home House has smallfolk, the peasants are congregating in solid, defensible areas such as a sept or donjon. Stable boys struggle to keep horses calm and the Home House's garrison is nervous about patrolling the walls in high winds. Should the Home House be situated in the North or Dorne, the storm is a snowstorm or sandstorm, respectively. In any case, the actual inclement weather is irrelevant, though the adventure assumes a hailstorm or its equivalent for maximum damage.

The Narrator should ask the players what they're doing to prepare for the sudden storm, and whether they have any emergency contingencies in place in case of such an event. A House in the Stormlands will regard such occurrences as commonplace, and the North is built for worse, but the Vale or the Reach regard such inclement weather as a once-in-a-century storm.

As the characters prepare for the storm, they find themselves in the bailey, directing servants. A horse trots through the gates, rider atop it. This is one of the outriders of the House, a mounted attendant.

*"Night's Watch, milord," says the outrider. He dismounts and takes a knee, then rises quickly. "Crow ahorse, with arms and armor and wagon. Got some baby crows in fetters with him, milord. Asked me to come back here and beg shelter from the storm from you, if it pleases."*

## OBJECTIVES

Much of the ensuing adventure path relies on the PCs taking an interest in Aeron; thus, the goal of the Narrator should be to ensure that Aeron piques their interest. The inclement weather essentially forces the PCs to allow Ser Georg and the Night's Watch a measure of hospitality, because turning men out into a fierce storm risks death. If necessary, running the Prologue at a dramatic point as an extended flashback will undoubtedly stoke the interest of the players, allowing the PCs to recognize Aeron as an old ward (or playmate, if the PCs are new to adulthood).

The goals of the PCs are more nebulous during this early scene. Part of their goals should be to give orders to minimize the damage of the storm. However, their reaction to Aeron is paramount.

## KNOWN FACTS

Though they are free to deny hospitality to the Night's Watch, it's considered an affront and reflects poorly upon any House that would do so. Guest-right, along with the offering of bread and salt, is an ancient and honorable custom in Westeros (for the nobility or respected orders, at least); also, the Night's Watch regularly calls on certain lords. It's meant as a mark of prestige, not an imposition, and besides, the Home House may well have its own dungeon scum to give up.

Summer storms are not uncommon, though this particular one shows signs of being particularly damaging. A **ROUTINE (6)** Knowledge test and a clear, commanding view of the sky from a tower will identify a band of storms moving through the area, while three degrees of success will identify the resultant storm as a particularly fierce and damaging summer tempest. These storms can strike virtually anywhere in Westeros, except in the far North, where it should be characterized by an unusual line of snow squalls.

## UNKNOWN FACTS

Obviously, the true identity of Aeron and the existence of the Dragon's Hoard aren't known to the PCs. The history of Ser Georg Weller is a relative unknown, though if the PCs give him a flagon of wine they'll hear a great deal. As of this early scene, the PCs can't know about the Cressey attack. However, if the Home House has a high Law Resource and justifies it by saying they have frequent patrols, it's possible that they'll receive word of the Cressey encampment prematurely.

## FALEA

Falea slips out near the end of the scene just before the short, fierce storm has passed, attempting to meet with Ser Leof Cooper, who waits nearby incognito in a heavy cloak. If the characters are lowborn or sleeping with Falea, they might notice upon her return, a **CHALLENGING (9)** Awareness test, that her clothing is damp and her shoes muddy, indicating a deal of time spent outside the castle walls. If confronted by this, Falea will claim she simply needed some fresh air or wanted to pray to the Old Gods for the swift passage of the storm (provided the Home House has a Godswood Wealth Holding). If the character is already engaged in a relationship with her, she'll then attempt to Seduce the character to distract them from this oddity in her routine ("I was born in the Stormlands. You know what they say about us, m'lord? The storm stirs the blood...").

## NOTABLE LOCALES

Most of **Scene One** takes place in the bailey, in the main hall of the Home House (wherever they would hold a feast), or in the lord's solar.

## NOTABLE CHARACTERS

Ser Georg and Aeron are the most notable characters introduced here, but with them come five prospective crows. Ser Georg will provide information if he's asked. If statistics become necessary, the recruits use the following:



NIGHT'S WATCH RECRUITS      TERTIARY CHARACTERS

FIGHTING 2 (SHORT BLADES 1B), STEALTH 3 (SNEAK 1B)

COMBAT DEFENSE 6 (5 IN ARMOR)    HEALTH 6

INTRIGUE DEFENSE 6    COMPOSURE 9

SOFT LEATHER: AR 2    AP -1    BULK 0

MOVEMENT 4 YARDS (SPRINT 16 YARDS)

SMALL SWORD    2D+1B    1 DAMAGE, FAST

These stats presume the Home House provides the recruits with swords. They are clad in soft leathers, ragged cloaks and what articles of clothing they had on them.

DELICATE MATTERS

As a quick note for Narrators: you likely already know this, but rape should never be discussed lightly at the gaming table. The Narrator should always mention that the topic will be touched upon at the start of the gaming session, and ask if there will be a problem with the issue being raised. If any players are uncomfortable, a simple excising of the issue along with a substitution of other crimes committed should cause no plot complications. Davin's and Hender's stories are included for source emulation, but may well be too sensitive for some players.

*"Rapers, those two," Georg says, gesturing to Davin and Hender. His voice is gruff but well-spoken, reflecting his noble upbringing. "They chose the Wall over their balls, not that I blame them. That one there's a poacher, the other got in some lord's way, and that one said he wanted to see snow. He'll see it, no doubt about that." He simply scowls at Aeron and refuses to comment, which should only increase the characters' curiosity.*

DAVIN

**Davin** is a small, slight boy, in his early teens. He looks as if he's constantly about to burst into tears, and actually will if he's questioned directly about his rather terrible circumstances. Davin loved a tavern-keeper's daughter, a beautiful girl with gold in her hair. That golden hair was torn from her scalp when a hedge knight brutally raped her. Fearful of the knight's retribution, the tavern-keeper blamed Davin instead, and the local lord offered the boy a horrible choice: gelding, or going to the Wall.

HENDER

**Hender** is, unlike Davin, actually guilty of the rape he's accused of. An older man gone to fat, Hender is disgusting inside and out. He's got several teeth missing from a yellowed smile, and a **ROUTINE (6) Healing (Diagnose)** test will identify several faded bruises. A prominent miller, his crimes were ignored by his own local lord due to the tax revenue the man brought in. When the lord died, his heir decided he would no longer tolerate Hender's brutalities.

## JOSEF

**Josef** is a poacher out of the Kingswood. He's lean with strong arms and sharp eyes. Too young for the Brotherhood, he makes no apologies for what he did, saying that he needed to feed his family. In truth, he didn't: his brother worked as a butcher in King's Landing, and Josef would sell the fine meat so both men would profit. He's got Marksmanship 3 (Bows 1B) above and beyond the normal statistics.

## SEREN

**Seren** is a former man-at-arms for House Kern. When the house decided to claim an upriver dam belonging to House Webber, the latter house responded viciously (as they were historically wont to do in territory disputes). Seren fought bravely, but he was captured, the only survivor of the levy. Lord Kern neglected to ransom Seren back, and he rotted in a Webber dungeon until Georg passed through.

## DAGBERT

**Dagbert** is the odd one—he actually joined voluntarily. A smallfolk from one of the hundreds of nameless villages across Westeros, Dagbert isn't more than a boy, but Georg lured the lad with tales of the heroic Night's Watch. He came along to see the great Wall of Ice in the Far North. For a boy who's never left his village, it's the adventure of a lifetime.

## RESOLUTIONS

The winds kick up sharply, sending the black cloaks of the Night's Watch flaring out, wings of cloth as dark as their sobriquet. The knight in front is tall and burly, with a soldier's hair and long beard. He leads the prospect crows behind him—three with hands bound behind them (Aeron, Josef, and Hender; the rest come willingly). The captain of the Home House's guard leads them to the gate and the bailey, where Ser Georg offers a proper courtesy.

*"I am a knight of the Night's Watch, come to ask for your hospitality against the coming storm," he says, back tall and straight with the pride of a born noble. "I ask for lodgings for myself and these men here."*

A **CHALLENGING (9)** Notice (Empathy) test reveals that he's a tad bitter about even asking, but it's a truthful request for all that. Proper etiquette, a **ROUTINE (6)** Status (Breeding) test, demands the conversation and acceptance take place within the main hall.

The Narrator should have any PCs not talking to Ser Georg make a **ROUTINE (6)** Awareness (Notice) test as they enter the hall. The first man bound in the line is distinct from the rest—tall, aristocratic, obviously well-muscled. He simply *doesn't fit* with the others. If any of the players received two or more degrees of success on their Awareness test, they realize that the man has received Westerosi-style martial training with sword and shield, evident in his muscle definition and demeanor. Despite being bound, he carries himself the same way as Georg—better, maybe, less beaten down despite the circumstances. If the Narrator ran the Prologue before the session, and if any of the characters in that scene are now present, he fixes his gaze on them, boring into them with intensity born of familiarity.

## HOSPITALITY

The Home House's steward (or maester, or even cook in a smaller House) informs the highest-Status PC that the kitchens have cold beef, bread, salt, and mustard available on-hand, along with some dried roots. Given an hour or two, they could throw together a makeshift feast by expanding on the evening meal. It's up to the players how extravagantly they honor Georg. He's noticeably grateful if they fete him, but takes offense if they invite any of the recruits.

If one of the PCs stares back at Aeron, the Narrator should run the **Prologue** during an appropriate interlude (prior to the evening meal or the feast). If none of the PCs acknowledge his gaze, Aeron takes matters into his own hands as soon as they're fed, be it a feast or kitchen scraps.

*"My lords!" he cries suddenly. Georg sharply yanks the rope in response, dragging Aeron (and Josef and Hender behind him) along. "My lords, please, a moment! A word!"*

Aeron pronounces *my lords* with proper diction. The Narrator should forgo Awareness tests and simply note this to the players—whoever Aeron is, he's not a commoner.

*Georg rounds on him. "Our lords extended their hospitality, dog! Don't sully their halls with your lies!" He turns back to the characters. "Forgive him, my lords. It's a hard thing, to know that you'll see a life on the Wall. He only..."*

*"You'd not know of this House, if it weren't for me! A moment of your time, my lords!" And so on. Aeron is insistent.*

Aeron's attempt to influence the PCs may be resolved as a Simple Intrigue (if they've run through the Prologue) or a Standard Intrigue (if they haven't). Aeron is attempting to garner a service from the characters; a moment of their time, for now, but ultimately his freedom from the Night's Watch.

*"My lords," Aeron says, if they give him the barest hint of acknowledgment, "I know you, and I know your house. Your family did mine a great boon, once. I would repay that boon a hundredfold! Gold, power, fire and blood... it's all yours! An audience is all I ask, please!" Thunder booms ominously, nearly drowning him out. Georg's face is bright red, a vein pulsing on his forehead. They start shouting as the storm begins to rise.*

Ultimately, it matters little how the scene is resolved, whether the players allow Aeron an audience or consign him to the dungeons. The storm rolls over the Home House before a definitive decision is reached; what *does* matter is that the subject is broached at all.

*Fire and blood,* Aeron said. The words of House Targaryen.

## THE STORM

The storm hits as the Intrigue plays out in the main hall; the Narrator should gradually build tension and the descriptions of inclement weather within the scene until the brunt of the storm hits as the characters begin arguing with Aeron and Georg. Use the storm as a break point in the conversation.



Wind screams along the stones of the castle (or hall, or tower), followed by more human screams as hail begins to rain down. The light patter of hail and rain hitting the castle roof rises to a thunderous cacophony, drowning out all conversation. Animals within the house seek to hide, while horses whinny and scream in the stables. A guard bursts through the doors, dragging another man from the walls, unconscious and bleeding from an errant hailstone, the bruise on his face already forming. Lightning flashes, and thunder booms only scant seconds later. Looking out a window or an arrow slit reveals a land battered by wind, rain, and hail.

Hail counts as Heavy Rain (indeed, there's also a lot of that) for the purposes of visibility. Characters who remain outside in a hailstorm suffer 1d6–2 damage (minimum 1 damage, armor negates) when they first step into the storm, and again at intervals determined by the Narrator.

The storm lasts about two hours, all told. When it's over, a stream of wounded, mostly smallfolk, begins to trickle into the hall and castle. The smallfolk moan that their houses have been damaged or destroyed. The ultimate extent of the damage is up to the Narrator (and dependent on how the characters prepared), but by default it inflicts significant damage on the holdings of the Home House. This counts as the infliction of a Curse during the next House Fortunes roll, *unless* the Home House is situated within the Stormlands. The characters should receive an accounting of the storm's damage by nightfall, giving them an impetus to seek the Hoard—to restore their fortunes, if nothing else.

## FURTHER SCENES

There are a few places forward (and one backward) that this scene can go, depending on how the characters reacted to Aeron. By the end of this scene, the characters should have an inkling that Aeron knows some secret of the Targaryens and that he's gentle-born, giving some credence to his tale.

- 🗨️ **PROLOGUE:** If the Narrator did not run the Prologue when Aeron first meets the characters, running it immediately after this scene is advised.
- 🗨️ **SCENE TWO:** If the characters did not listen to Aeron, or if they decided to let the matter wait until morning, the story proceeds to **Scene Two** with the attack.
- 🗨️ **SCENE FIVE:** If the characters *do* believe Aeron but demand to know what he's offering before agreeing to help them, he will acquiesce grudgingly to a meeting in their solar.

## REWARDS

This is primarily a social scene, but there's not yet an obvious benefit to the characters. Therefore, the scene awards primarily experience for surviving the storm and meeting Aeron. If anything, the Home House has *lost* coin to the tempest's damage. Sometimes glory is found in mere survival, but not here.

EXPERIENCE: 2

COIN: None

GLORY: None

## SCENE TWO

# MIDNIGHT ASSAULT

CONFLICT: MAJOR • COMBAT, WARFARE

In the middle of the night, a group of trained infiltrators steal up to the PC's home, aided by a Cressey spy in the Home House. They cut a quiet but bloody swath through the Home House, making their way to the dungeons. By chance, Ser Georg is awake; he and a Home House guardsman fight off the infiltrators, but are hard-pressed within the PC's dungeon. As the last of the infiltrators fall, a guardman's horn sounds—the holding is under attack!

## SETUP

The storm has passed and the sun sets on Westeros, golden against a sky filled with red and purple clouds. Lengthening the day with light requires a great deal of fuel; at some point, the PCs will want to bed down and sleep. The hour of the eel represents a good time to summon Aeron beneath Ser Georg's notice, and the Narrator should note this to the PCs. The characters might well be in their solar concluding **Scene Five** when infiltrators burst through the door, intent on seizing Aeron and dragging him off. Characters with a nocturnal attitude might encounter the infiltrators on the way to the dungeons, or spot Falea creeping around in the shadowed holding (a test of her Stealth (Sneak 2B) against the PCs' passive Awareness result). Otherwise, the PCs are awakened from their beds by screaming guards and the sound of an assault on the walls.

The scenario assumes that the primary defensive holding of the Home House is also their residence, much like others in Westeros—a castle or hall surrounded by a defensive wall. For holdings within large villages or port towns, the scenario will have an element of urban warfare. Similarly, for Houses on an island or a fortified peninsula, the scenario will involve a naval battle. Ser Leof doesn't much care for killing civilians (his bloodlust has faded greatly over the years), but he isn't above staging a sudden, brutal attack on a castle village to draw the defenders out from their walls.

## OBJECTIVES

The PCs have been attacked in their home by a hostile force intent on kidnapping Aeron. While the PCs might regard Aeron as a criminal, so long as he has fed on their bread and salt, he's under the guest-right. Even if they (dishonorably) extend no such right to him, Ser Georg has asked for their protection, and they will wish to defend their holdings against a forceful intrusion. The attack, with Aeron clearly being a target of the raid, should go far to validate his story and/or pique the interest of the PCs.

The Narrator should therefore endeavor to impress upon the players that Aeron's capture is the goal of these infiltrators. During the Warfare sequences, the Narrator should press the Home House, but not cripple them entirely. Should the Cressey forces prove victorious, the Narrator should leave enough of the Home House's forces intact to muster a counterattack during the next day. Again, the goal is not

to occupy the PCs' holding, but to leave them breathless, devastated, and furious.

## KNOWN FACTS

Characters with a passive Awareness of 6+ catch the sound of an horn blowing in alarm. A few moments later, the door of the captain of the guard (if a PC), the heir or head of house, or the chief knight of the house thumps loudly, and the ranking guardsman enters, his face glowing a lambent orange in the torchlight. "*Pardons, my lord,*" says the guardsman. If a knight, the PC's squire already has his arms at the ready. "*There's a disturbance in the dungeons.*"

It is late in the hour of the wolf, the hours after midnight but before the sky lightens into dawn. The guardsman's flickering torch barely fights off the chill and darkness of the evening. Bear in mind that characters may still be suffering from fatigue if they have not received a full night's sleep (see **Fatigue** in *SIFRP*, page 175). The guardsman and PC head towards the dungeons, with the guardsman explaining that the alarm has been raised and that several guardsmen reported sounds of a shouting and struggle in the dungeons; the guardsman ordered them to investigate while he roused the PC.

## UNKNOWN FACTS

Naturally, the location and disposition of Cressey forces are unknown to the characters. If particularly cautious PCs regularly schedule border patrols of the Home House lands, or if the House has a particularly strong Law score, the gathering army may be detected shortly before dusk. If so, the Narrator should let the PCs mount an attack and capture Ser Leof alive.

The Cressey force suffered casualties during the storm, but the exact number and severity is left to the Narrator. If the Narrator wishes to indicate that Cressey considers them a far greater threat, the forces allocated to the attack were initially much higher (see **Forces** on page 18), but the storm incapacitated and/or even killed a large number of Cressey men. The wounded have been carried away, and the bodies of any dead are stripped of identifying marks and hastily buried in a shallow, mass grave before **Scene Two**.

A **FORMIDABLE (12)** Awareness (Notice) test reveals the dead guards in the dungeons were either stabbed from behind or had their throats cut (Falea's doing). By the time a PC and guardsman arrive at the dungeons, she has written the infiltration off as a loss, and uses the distraction to send a signal to the marshaling Cressey forces. Falea will slip up to the battlements and toss a blazing torch over the front gates, a signal to Ser Leof to begin the assault. Characters responding to the battle call with quickness might catch a glimpse of her stalking the halls or tossing the fiery brand over the walls. If another PC has taken her as a bedwarmer, she will likely still be gone by the time they awaken.

The PCs have no reason to suspect an army is encamped on their lands, but if they have concluded **Scene Five** and believe in Aeron's importance, they might well have assigned extra guards to him or even begun (or concluded) **Scene Three** in order to free him. Either possibility means the infiltration will fail outright, as Falea has no real way to counteract them. This might lead to her capture, thus preventing her from signaling Ser Leof.

## THE FINE ART OF SUCKER-PUNCHING

While the scale of House Cressey's attack is variable and subject to your discretion, we urge you to lean heavily toward brutality in the opening exchanges. The purpose of this scene is to bloody the nose of the Home House a bit. This might seem like unnecessarily adversarial advice, but the characters should feel harried, ruffled, and angry after the scene concludes—and more importantly, *so should the players*. Given that the best way to make Mikkel Cressey pay is to deprive him of the Dragon's Hoard, an emotional experience in the early chapters will help propel them through the rest of the adventure.

There's another reason for being hard on them. Players are a determined (or intolerably hardheaded, if you prefer) bunch, and given the slightest opportunity they will go after a foe to finish him off. If you want Ser Leof to remain an NC in the chronicle, and for House Cressey to remain a viable military threat, don't give the Home House that opportunity. Make it clear that pursuit means blood and steel every step of the way, likely leaving the Home House even more vulnerable after both the vicious tempest and the craven attack—their holding and its denizens should be a primary concern for them, in the long run. A guard captain's protest allows you to voice the optimal course of action in-character without breaking verisimilitude.

The goal for the Narrator is for the players to consider gaining the Dragon's Hoard as proper revenge for the attack they've suffered. Above all else, the Narrator must avoid demoralizing the players. Given the damage of the storm and the ensuing attack, there's a fine line between inspiration and discouragement.

## NOTABLE LOCALES

The only notable locale for this encounter is the PCs' holding, but this scene presents an opportunity for the Narrator to examine that locale in a different light (pun intended). While the solar or banquet hall of the holding might be well-defined at this point in the chronicle, high-born lords rarely grace their own dungeons; during this scene, however, they'll be forced to fight for their lives amongst rotten rushes and pails of dried night soil. A castle lit only by torchlight is a dreary and demon-haunted place. Outside, the yard stinks of rain, and the air is devoid of pressure from the storm that's just passed. The Narrator should twist familiar surroundings into a fortress of shadows, with every glimmer of light reflecting off a knife in the dark.

While the terrain, defenses and forces involved are largely determined by the Home House's holdings, two elements of the battlefield remain unchanged: the night and the players' fortification. The dark of night is a powerful influence on the battle, simultaneously hiding an enemy's strengths and movements while hindering any combat that results. If torches or braziers (or even night fires) are lit along the battlements, they fill an appropriate area around the bailey with dim light; otherwise, all areas around the castle are covered by darkness (see *SIFRP*, page 161).

Though the various degrees of Castles and Towers differ greatly in scale and mechanical strength, they both act as a barrier between the

PCs and the Cressey army and will have similar points of vulnerability. A map of the battle should include any gates, doors or other points of access.

It's possible that the PCs have defenses so strong that nothing short of a full-on siege will defeat them. In this case, the Narrator should use

## THE CRESSEY ARMY

### LOCAL RUFFIANS

GREEN MERCENARIES \* POWER 2 \* DISCIPLINE FORMIDABLE (12)

ARMOR RATING 4 \* ARMOR PENALTY -2 \* BULK 1

COMBAT DEFENSE 4 \* HEALTH 6

FIGHTING DAMAGE 3 \* FIGHTING 3

### GALLOWS RATS

VETERAN CRIMINALS \* POWER 6 \* DISCIPLINE CHALLENGING (9)

ARMOR: RATING 1 \* ARMOR PENALTY 0

COMBAT DEFENSE 6 \* HEALTH 12 \* FIGHTING DAMAGE 3

ENDURANCE 4, FIGHTING 4, STEALTH 3

### SEVEN-COIN SNIPERS

TRAINED GUERRILLAS \* POWER 5 \* DISCIPLINE CHALLENGING (9)

ARMOR: RATING 3 \* ARMOR PENALTY -2

COMBAT DEFENSE 5 \* HEALTH 6

FIGHTING DAMAGE 3 \* RANGED DAMAGE 4 (CLOSE RANGE)

ATHLETICS 3, MARKSMANSHIP 3, STEALTH 3

### AZURE HELMS

(VETERAN INFANTRY) \* POWER 9 \* DISCIPLINE EASY (3)

ARMOR RATING 3 \* ARMOR PENALTY -2

COMBAT DEFENSE 5 \* HEALTH 12 \* FIGHTING DAMAGE 4

ATHLETICS 3, ENDURANCE 4, FIGHTING 4

### THE LEFT HEAD

TRAINED WARSHIP RAIDERS

POWER 13 \* DISCIPLINE: CHALLENGING (9)

ARMOR: RATING 5 \* ARMOR PENALTY 0

COMBAT DEFENSE 8 \* HEALTH 6 \* MOVEMENT 60

FIGHTING DAMAGE 3 \* AWARENESS 3, AGILITY 3, FIGHTING 3

### THE RIGHT HEAD

TRAINED WARSHIP \* POWER 10 \* DISCIPLINE ROUTINE (6)

ARMOR RATING 5 \* ARMOR PENALTY 0

COMBAT DEFENSE 8 \* HEALTH 6 \* MOVEMENT 60

FIGHTING DAMAGE 3 \* MARKSMANSHIP DAMAGE 3 (LONG RANGE)

AWARENESS 4, MARKSMANSHIP 3

## NOTABLE CHARACTERS

The primary commander of the Cressey force is Ser Leof (page 35), who will be positioned near the gate the Ruffians are assaulting. If the Snipers are included in the army, he will instead command from their position. Should the Snipers engage in melee combat, he will join the unit and add his strength. Otherwise, he will remain separate and mind the battle.

The Azure Helms' sub-commander is Ser Henry Addey. Should Aeron catch sight of Ser Henry, he will attempt to cut his way through guards to engage the knight and avenge his father's death. Aiding Aeron in this will significantly increase his disposition in **Scene Five**.

While it can be assumed a PC will command the battle, it is possible the Home House does not have a capable war-leader. If they do not already have an NC assigned to take charge, it is possible for Ser Georg Weller to take charge. While the Night Watch remains neutral in the affairs of the kingdom, the Cressey army is disinclined to notice or care for his neutrality. It will require a limited Intrigue to convince him that this serves the best interests of the Watch. If he agrees to lead the defense, the Narrator should consider assigning his character to a player to play for the duration of the attack. The assassins who attempt to free Aeron by stealth are Gallows Rats; individual members of the entire company may be represented by Footpad statistics (see *SIFRP*, page 217).

## FORCES

The Home House's units are greatly hindered by the surprise attack. Most of their troops are asleep and unarmed, and will take time to organize. However, a unit with the Garrison type is most likely guarding the walls and may be prepared to fight with little or no notice. Other units must be given an order to awaken, and will be automatically Disorganized once they do. Units with the Cavalry type must be ordered to awaken *twice* before becoming Disorganized, as they must wake and saddle their horses.

The Cressey forces must be adjusted to fit the military capabilities of the PCs' house and according to the Narrator's preference. Either Ser Leof did not bring additional forces along, or many of his men were killed or wounded during the storm, due to lack of shelter. Again, the Narrator should tailor the assault force to give the PCs a tough, but not impossible, fight. The following units are organized both by ascending power and the general order in which they will assault the fortifications.

### LOCAL RUFFIANS

These are whatever smallfolk scum Ser Leof's gold could attract. Poorly organized and best used against minimal threats (or the completely unprepared), they also break easily, but they're useful as fodder and for propping up the size of the threat. They are equipped with crude rams (like as not cut from the Home House's own trees) and will be deployed near a gate or door just outside the dim light cast by sconces. If the Home House possesses a particularly potent Garrison unit, the Narrator may choose to add a second unit of Ruffians equipped with climbing

gear. However, if the Home House has a strong (60+) Law Resource, Ser Leof will be unable to find any ruffians for hire, thus obviating the unit completely.

## GALLOWS RATS

Mikkel Cressey isn't the most honorable of lords, and he maintains a small group of cutthroats for just such a black-hearted mission. The Rats bear grapples and other climbing gear. Ser Leof will be deploy them on a different wall from the Ruffians, hopefully near a window or other vulnerable point, such as the stained-glass windows of an adjoining sept—for cutthroats, gold always trumps the gods. Unlike the rest of the Cressey forces, they do not have torches and begin the battle as a Concealed unit.

## SEVEN-COIN SNIPERS

This band of hunters serves more as an auxiliary force, rather than front-line fighters. They will be positioned to support the Ruffians and will immediately light torches to aim their arrows. They have been given upgraded ranged weapons in the form of powerful crossbows; the Narrator should describe the menacing twang of several crossbows firing in unison and the horrific impact of bolts on the chainmail and flesh of the Home House's guards.

## AZURE HELMS

Part of Cressey's main army, this unit is powerful, disciplined and, most importantly, *recognizable*. Though bereft of their trademark blued-steel helms, and bearing shields painted black, they could be used to prove Cressey's involvement in the raid if captured and put to the question. Accordingly, Ser Leof will not utilize them until the battle becomes desperate (but still winnable). If the Narrator uses them as part of the battle, they will be encamped a short distance from the edge of the battle map. They march carrying torches, and make no effort to disguise their movement.

## TWO HEADS

House Cressey contributes two ships to the Crown's fleet, known to the master of ships as the Two Heads. If the Home House is on a fortified peninsula or island, Mikkel will order Ser Leof to command the Two Heads and land the Gallows Rats and Azure Helms on the island. One of the Heads (the "Left Head") is a dedicated ship-to-ship attacker, built to board and capture an enemy ship; the other (the "Right Head") is designed to rain fire and arrows down on land units. Like the Azure Helms, the Two Heads are a distinct, recognizable part of the Cressey forces and may be identified as such.

## RESOLUTIONS

Gruff voices sound from the dungeons. "Give us the bastard!", and "We only want Waters!" echoes down the dark corridors. The flickering orange light of the torches lends false color to the pale shadows cast by moonlight. The scene is surreal: the PCs fling open the heavy, splintery door to the dungeons to find three Home House guards lying in pools of blood and viscera, black in the dimness. Four unshaven men clad

in black leather wait by the door to the dungeons with short swords at the ready, while a fifth crashes his battleaxe through the door in a single heavy heave. Beyond that shattered door waits Ser Georg, eyes bloodshot and sword gleaming in the fire's light. He roars a challenge.

At this point, the PCs must fight the infiltrators, who expect no quarter and give none in return. Most of the Night's Watch recruits huddle back, but Aeron darts forward when the first infiltrator falls and grabs a sword, despite his hand chains. One of the other infiltrators will hiss to his compatriots, "*Don't hit him! He's why we're here!*" and attempt to disarm Aeron.

After they lie dead, Ser Georg wonders aloud why they'd come after dungeon scum and a moldy old crow. "*Me! They were after me!*" Aeron cries. Ser Georg cuffs him hard in response, but the Velaryon bastard is insistent. "Damn you, Weller! Let me keep the sword! I can help you fight!" Aeron cries, his blood up and his ire raised. "Strike these chains, damn you! Let me *bloody help!*"

At that, another horn sounds: enemies at the main gate!

## TO ARMS!

The Narrator should allow any PCs who wish to don their armor to run back and do so. The defensive holding is alive with men struggling in the darkness to strap into cold armor, confused shouts ringing out all around them in the night. If none of the PCs have a martial bent,

## INTO THE BREACH

The defense of the broken gateway is an excellent place for a Combat, especially if the player characters are ill-suited for the Warfare system. The crush between the two forces is cramped and deadly, but allows the courage of one man to alter the course of the battle. The exact number of soldiers that can fight in the breach at a time varies depending on the size of the gate, but should not exceed five. As soon as one soldier falls, another will move to take his place. There is no way to "win" the combat, but it lasts until one side or the other has lost ten men.

This scene should be dark, bloody, and frantic, as both sides push their own soldiers further into the fray. The hard-packed, damp earth turns to mud mixed with blood and gore; the predawn darkness and the smoke from discarded torches renders it almost impossible to discern enemy from ally. Highborn PCs must fight shoulder-to-shoulder with common guardsmen against the press of the invading forces. The desperation is thick as steel in the smoky air. This one moment can make or break the entire assault.

Similarly, the fight on the wall's edge is a terrifying affair. The Rats pitch torches and bodies both over the edge, and their progress can be mapped by the spreading darkness. A defender can quickly become outnumbered and surrounded with nowhere to go except down. Thus, special care should be taken to note the light cast by the torches. Any strenuous movement by the edge of the wall requires Acrobatics tests. The Gallows Rats will often attempt to gain surprise attacks, and take delight in using the Maneuver Advanced Action to shove heavily-armored defenders over the wall.



assume that combat-capable NCs handle the matter of the infiltration. The battle goes poorly for the invaders, as Ser Georg and the NCs manage to slay them, though several Home House guards lay dead and others cry pitifully from their wounds, many grave and some mortal.

## THE BATTLE

Unlike conventional battles, there is no pause for parley or ultimatums. Ser Leof will use every advantage he can to overwhelm the PCs and reach Aeron. He sees little point in allowing the defenders to wake up, eat a breakfast, don their armor, and hold civilized conversation before wholesale slaughter ensues. If the PCs manage to rout the Ruffians and Rats, there may be an opportunity to negotiate with the Azure Helms. If Ser Leof is still in command, he is willing to listen to an alternative option, provided it ends with Aeron in his possession. Ser Henry Addey, the other knight present, is opposed to peaceful solutions.

Once the battle has commenced, Ser Leof will order the Gallows Rats (see page 19) to scale the walls while the Ruffians charge the gate. If present, the Snipers will attack any visible defenders, focusing on those with ranged attacks. From here, the battle will be fought on two fronts: the main gate and the wall.

The battle of the gate will initially be a contest of range and nerve, as the Ruffians attempt to break through the gate while suffering any defensive fire the defenders are capable of. If the Home House lacks projectile weapons, the defenders can do little but watch and wait for the inevitable assault. Shattering the gate requires a **Formidable (15)** Athletics test (see **Smash, SIFRP**, page 172). Defenders may be issued the Brace Advanced Order (Difficulty +3) in order to increase the difficulty of the Ruffians' Athletics test by 3.

Once the gate is broken or opened, the Ruffians will attempt to enter the fortification, followed by the Snipers (if present). The narrow passage only allows one unit from each side to engage in the fight and has the No Cavalry and Slow Movement Qualities (though Cavalry may still move through the gate). At this point, Ser Leof will issue a Force Back Order to the Ruffians in order to clear the gateway for any other attacking units. If that fails, he will settle for simple brute force and the battle devolves into butchery.

If the Azure Helms arrive and the gate remains, they will use their own rams to batter it down. Their superior Discipline and Athletics should ensure its destruction. Otherwise, they will move to the front of the invading forces and use Force Back.

## BATTLE OF THE WALLS

The Gallows Rats' attempt to covertly climb the walls requires an opposed Stealth test each round. If they remain unnoticed, Ser Leof will issue the Ambush Order once they reach the top. At this point, Ser Leof has little control over them, and they will continue to attack until the defenders are dead.

If the Rats successfully capture the walls, their actions will depend on the fight on the gate. They can move to support the Ruffians by engaging the archers or by attacking the gate's defenders. However, their actual assignment is the retrieval of Aeron at all costs. Unless they are ordered otherwise, they will strike further into the fortification.

Once Cressey forces have breached the walls, Ser Leof will direct them towards the cells where Aeron is held, led by Falea. While they

will stop to engage defending units, Ser Leof will try to keep at least one unit heading for his ultimate goal. Ser Georg will attempt to lead prisoners and guards in one final defense, handled as a Combat.

It is possible that the PCs' initial defense is quick and decisive enough to drive the invaders out into the field. If the Rats are still fighting, Ser Leof will call in all remaining forces and attempt a Fighting Withdrawal to stall for time. Only when the bulk of his forces have been routed or his own capture is threatened will he order a full retreat. Should a village surround the defensive holding, Ser Leof will leave it relatively unmolested, save for a few torches halfheartedly flung into smallfolk houses.

## COMPLICATIONS

If the Narrator allows the party to split—say, two PCs in the breach at the gate, one PC on the walls, another guarding Aeron—switching between the three groups may prove challenging. The Narrator is advised to switch between the groups after a dramatic beat or a break or lull in the action. Spending more than a few minutes on one group might leave the others bored. Keeping the action moving is the key to making the players feel frantic, harried, and hard-pressed.

Should Ser Leof or Ser Henry succeed in capturing Aeron by siege or stealth, they will endeavor to retreat with him. The PCs may see him dragged out past their shattered gates, or they may awaken to the first watch's alarm in the dim light of dawn. Some miles away from the Home House, Ser Leof will bivouac, allowing his exhausted forces to rest. Savvy characters will follow the Cressey forces until they rest and force a counterattack during the day. The undeveloped areas outside the Home House's holdings are still muddy and strewn about with debris from the storm, applying the Slow Movement terrain modifier to any battles.

The Rats themselves neither give nor expect quarter, but the Ruffians and Snipers see no point in fighting to the death. Ser Leof is aware that he and the Azure Helms represent a direct link to House Cressey and will not willingly surrender. Discerning characters may note (a **Hard (9)** Awareness test, Notice applies) that the retreating Azure Helms take care to strip their own dead of personal items. PCs may still take captives by knocking a foe unconscious during a Combat, but the Warfare battle alone will not provide concrete proof of Cressey involvement.

If the PCs are vassals of a banner lord (as most everyone in Westeros is), they may wish to take evidence implicating Cressey to their liege. However, this level of intervention requires the liege lord to interact with Mikkell Cressey's liege lord, Robert Baratheon, given Cressey's location in the Crownlands. The king is loathe to bestir himself for anything but the most credible of evidence, especially if the Home House was a Targaryen ally in times past. Furthermore, while such an intervention would protect them from any further Cressey attacks (especially if they travel), it invites the uncomfortable question of *why* the Home House was attacked, and they risk the Hoard becoming known to other parties if their answers do not satisfy. If the PCs do not realize all of this, the House maester will point out the complications of involving other houses great and small.

Even if they decide to involve their lieges, it likely won't do much. Robert would prefer to write this off as an ancient feud, and not even the testimony of Ser Leof will sway his opinion (though Ser Addey and a majority of the Azure Helms is another matter). Absent capturing a known sworn sword and Cressey men, only Mikkell Cressey's confession will move Robert to action, and that won't come from anywhere but the

## FIGHTING IN THE DARK

As a reminder, areas of dim light force units and characters to take  $-1D$  on all Agility, Athletics, Awareness, Fighting and Thievery tests. Units in darkness double these penalties, and consider all terrain to have slow movement besides. Despite the obvious difficulty of attacking in darkness, Ser Leof decided that the disadvantage to the defenders was worth the trouble.

If the Narrator finds darkness penalties to be too steep or inconvenient, the Cressey army may wait for daybreak to attack. Perhaps they were encamped too far away to mobilize quickly, or the infiltrating thugs returned in failure but without alerting the player characters. Dawn is considered to be dim light, with those areas in torchlight suffering no penalty. Cressey forces will still approach the battle in the same way, save that most attempts at stealth are abandoned and the defenders will have much more time to mobilize. The Cressey forces will march swiftly as a group and in the open, with only the Gallows Rats attempting a sneak attack at the fortification's rear.

tip of a bloodied blade. If he does receive credible evidence, Robert's vengeance is swift and sure—House Cressey loses their noble status, becoming landed knights and retaining their castle only. Mikkell becomes hamstrung for the rest of the adventure, but all the more desperate to acquire the Hoard to ameliorate his loss.

## FURTHER SCENES

It is entirely within the realm of possibility that a PC will react to the revelation of Aeron's importance with hostility and anger. After all, this *bastard* has cost the lives of men good and true! Aeron refuses to apologize for his very existence, but points to his captivity as the reason the Home House suffered an attack.

The Narrator should emphasize the losses the PCs have suffered. Again, the intent is not to cripple the Home House, but to leave them bewildered, intrigued, and furious. Perhaps they even experience a temporary reduction in Power or Law, above and beyond the standard losses for Warfare (see **Table 10—6: Survivors**). If Ser Leof gets what he came for, he will release any noble prisoners; however, if Aeron wasn't captured, they will be Ransomed in exchange for Aeron.

🗨️ **SCENE THREE:** Assuming he survived the battle with Aeron still in chains (metaphorically speaking), Ser Georg voices his desire to leave the Home House by high noon that very day. If the PCs wish for Aeron to remain behind for interrogation, or if they want him to aid in the search for the Dragon's Hoard, they will need to convince Georg to leave the bastard Velaryon behind.

🗨️ **SCENE FOUR:** Should a PC or allied NC witness Falea opening the postern gate, killing a guardsman or flinging a torch over the walls, this scene will come naturally. Her involvement in the attack is definitive, and her capture will likely be an immediate priority in the aftermath of the battle. If none saw her, a **HARD (15)** Cunning (Logic) test after the fact reveals that the severity of the attack was the result of an opened postern gate, with several guards murdered

before the attack began; interviewing guardsmen and conducting an analysis of the battle reduces the test difficulty to **FORMIDABLE (12)**. If the Cressey forces successfully penetrated the Home House's holdings and made off with Aeron, Falea will withdraw with them.

**SCENE FIVE:** If the PCs demand an explanation for Aeron's importance, he will state that he can only give out such information in private, and only then upon his release from the Watch. If pressed by an angry PC in the aftermath of the attack, he will relent, pleading for clemency only after he has finished his tale.

## REWARDS

The Home House receives compensation from the recovered material, experience from driving off the attacks, and Glory for winning the battle.

EXPERIENCE: 2

COIN: 200 gd

GLORY: 1

## SCENE THREE

# THE FALL OF NIGHT

CONFLICT: MAJOR • INTRIGUE

Ser Georg is leaving the Home House, and he's taking Aeron Waters with him. Aeron is the reason for the attack on the Home House, and the Velaryon bastard represents the best chance for the PCs to learn about the Dragon's Hoard. However, the situation also presents a unique opportunity for the Home House to gain a strong ally in the fight for the Hoard.

## SETUP

At some point, the characters must confront Ser Georg over Aeron's fate. They may do so immediately upon resolution of **Scene One**. After **Scene Two**, Georg forces the issue in the light of day. There are ramifications for triggering this scene prior to **Scene Four** (since Falea may attempt to eavesdrop on the encounter, after which she will attempt to escape the castle and inform Mikkel Cressey of her findings). Finally, the characters may play this scene after **Scene Five**, but by then there's little reason to other than fulfilling honor—the PCs already have everything they need to proceed to the next part of the chronicle.

## OBJECTIVES

Only one man stands between the PCs and the full revelation of the Dragon's Hoard: Ser Georg Weller. A single roll cannot convince the former lord to abandon his sworn duty or shirk his bitterness. The PCs are out to secure Aeron's freedom and ultimately learn the details of the Hoard. Aeron is also looking to secure his freedom, and hopefully do so without becoming indebted to his hosts beyond the Hoard's revelation. Ser Georg, on the other hand, is looking to leave peaceably with Aeron and the other recruits in tow. If he was injured or led the Home House forces during **Scene Two**, Ser Georg will demand a boon from the PCs in turn, ranging from monetary compensation to an escort of men-at-arms to the House's borders.

## KNOWN FACTS

If the Narrator is following the sequence of scenes closely, the Home House should know that Aeron is the son of Jothos Velaryon, the last Red Cofferer of the Targaryen dynasty. They will know Aeron was captured for allegedly murdering his father on Sunglass lands. They may also know the exact disposition of the Dragon's Hoard, though Aeron is loath to part with this information prior to his secured freedom. However, if **Scene Two** has come and gone, the PCs have figured out that the information Aeron has is apparently worth starting a war over.

It's not precisely *legal* for Ser Georg to release Aeron, inasmuch as legality applies in a feudal system—at best, it's a slap to the face of House Sunglass, and at worst, a grave violation of the solemn oath the Night's Watch takes. If nothing else, Ser Georg will fall back on the fact that he can't release Aeron, since the bastard's life is contingent on his accepting the vows. This is a legal formality, however, and one easily ignored this far from the Wall; if the PCs have driven Georg to this point, let them know it's not much further until he gives in.

## UNKNOWN FACTS

Ser Georg Weller was a hardcore Targaryen loyalist, once upon a time. He yoked his ambition towards winning Rhaegar the throne against the Usurper. In return for loyalty and blood shed in battle, Georg lost his tower, his House, his land, and his betrothed. Understandably, he's a bit of a sore loser about the whole thing—hence all the drinking and swearing into his cups.

If the PCs did not garner Georg's history from him in **Scene One**, or they did not know of his fall from grace beforehand, this bitterness will be an unknown factor in the Intrigue. Trying to play on his loyalties to Rhaegar is likely to provoke a highly aggressive reaction. More than that, Aeron is an intelligent (if naïve) young man with a quick wit and a strong sword arm. Though not a knight, he's the next best thing, and the *only* thing that stands between Georg and harrowing midnight patrols atop the Wall.

The PCs have no way to know of Georg's fear that his incompetence will doom him to frosty ignominy, but this fear underlies every action Georg takes during the Intrigue. Alternately, the Narrator may decide that Georg is a deeply loyal member of the Watch; to this end, Aeron represents a significant resource. This change doesn't alter any of the surface exchanges Georg makes, but reflects a greater perception and resignation than the knight usually displays, making him a more selfless character.

## NOTABLE LOCALES

The holding is likely still recovering from the brutal attack in **Scene Two**. Wherever the Intrigue occurs, the Narrator should depict the aftermath of the battle. Ser Georg's conscience may be bolstered by his surroundings in the form of a bonus to his Intrigue Defense from inappropriate setting. This bonus is largely controlled by the players, even if they're not aware of it; as the recipient of guest-right, Georg is honor-bound to be courteous and obey any reasonable requests from his host, including meeting wherever they choose.

Any environment that reminds him of his obligations and vows (a sept for his knighthood, weirwood representing the Watch, or in plain

sight of Aeron or the recruits) is considered awkward (+3.) An official or public forum of any kind (such as a great hall, courtyard or lordly solar) will threaten his reputation and is considered inappropriate (+6).

## NOTABLE CHARACTERS

Ideally, having the PCs confront Ser Georg privately is best. If they do so, the scene stays between him and the PCs. However, a player might have the bright idea of including Aeron in the proceedings, which isn't as good an idea as it seems. Georg's willing to negotiate for Aeron, but if he succeeds in bringing Aeron back with him, he doesn't want his willingness to negotiate getting back to Jeor Mormont. Accordingly, he'll only speak plainly if he's alone.

## RESOLUTIONS

The basic participants in the Intrigue are Ser Georg and one or more PCs. For simplicity's sake, the Home House may nominate a spokesperson, with the remainder acting as support. Complication may arise if the PCs wish to parlay with Georg with Aeron present, resulting in one or two additional simultaneous intrigues between Aeron and Ser Georg or Aeron and the Home House.

## INTRIGUE OBJECTIVES

Ser Georg is only interested in what the Night's Watch (and himself, by extension) can get from the PCs. This expansive category includes money and men or supplies, thus qualifying it as a Service. There is unfortunately little the PCs could offer Ser Georg directly that could compensate for the loss of standing he would incur for returning empty-handed. However, a personal bribe might help soothe honor and pride over a less-than-optimal deal.

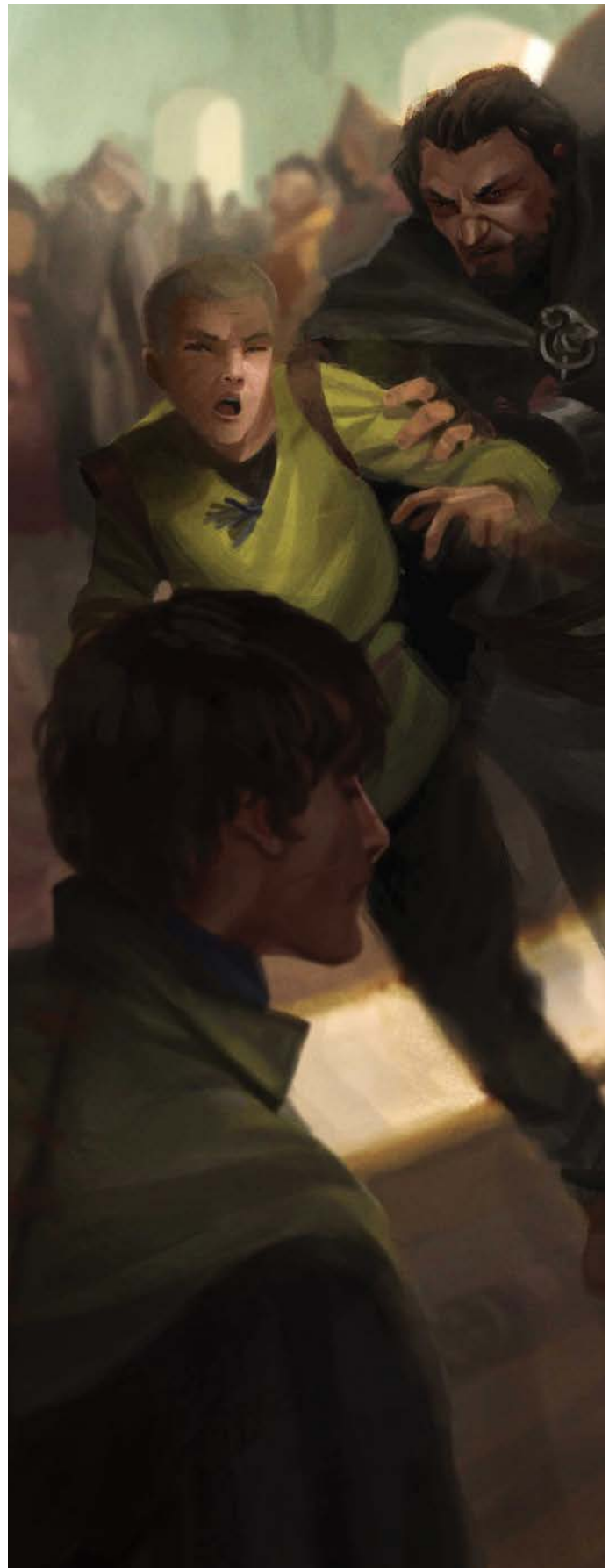
Aeron's presence in the conflict will significantly alter Georg's approach. The ranger now wants simply to leave and take Aeron (with all the potential the boy represents), and may engage Aeron in an Intrigue to obtain Information on why the bastard is so important. If Aeron reveals the presence of the Dragon's Hoard, Georg won't give it up without a fight, but he will remain wary of the PCs. He will still negotiate, but he's well aware that most men would kill for a treasure like this, and thus act accordingly.

If the PCs attempt to deal fairly, they are looking for a Service (free Aeron) from Ser Georg and Information (the treasure) from Aeron. Of course, they could lie to one (or both) about their true intentions, using the Deceit objective.

Aeron himself only wants one thing: freedom from whomever can grant it to him. However, if he can garner a promise of vengeance on House Cressey, so much the better.

## DISPOSITIONS

Ser Georg is by default Indifferent towards the PCs (suitably modified by whatever circumstances apply to the PCs and noting that the normal negative modifier for being a member of the Night's Watch does not apply if the characters are also brothers; see **We've Already Been Bound For the Wall** on page 37). However, this disposition may be further modified by the outcome of the Battle in **Scene Two**. If he person-





## WHY DON'T YOU JUST SHOOT HIM?

*"Tell me, Bronn. If I told you to kill a babe...an infant girl, say, still at her mother's breast...would you do it? Without question?"*  
*"Without question? No." The sellsword rubbed thumb and forefinger together. "I'd ask how much."*

—TYRION AND BRONN, A CLASH OF KINGS

The most expedient solution to the Night's Watch problem is to murder Ser Georg and feed his remains to the hogs. Yeah, we said it. You do remember that this is "the game of thrones"?

Naturally, this removes any possibility of an alliance with the Night's Watch, unless the Home House finds a way to blame House Cressey ("Ser Georg succumbed to his wounds from the attack! What a tragic end for a noble knight!"). The PCs will need to discreetly dispose of the criminals, lest they return to their homes and arouse the suspicions of the local lords. But the possibility of losing Aeron to the Watch or Mikkel Cressey is surely worth the murder of a few bound, unarmed men and one moldy old crow: the slain were criminals and a knight who chose the wrong banner, right?

The deaths of Ser Georg and the recruits, some of whom deserve far better than a shallow grave or a disposal in a pigsty, says a great deal about the characters. The Hoard represents prosperity for family and House, and it's up to the players whether or not the tree of their success is watered in blood. The PCs have established, very early on, that they are willing to be utterly ruthless in pursuit of their goals. Once they've the blood of innocents on their hands, other deaths come much more easily. Applied incautiously, this behavior will damn them in the long run; applied judiciously, they'll master the game of thrones.

If the characters lose the Intrigue, killing Ser Georg remains a totally viable option—certainly, it's better than letting Aeron get carted off to the Wall.

ally led the Home House forces in battle, his disposition is improved to Amiable as he revels in the afterglow of military command and the camaraderie of fighting alongside the PCs. In addition, if he was wounded during the fight his disposition is soured by pain and reduced to Dislike. Ser Georg will always be Unfriendly towards Aeron; the boy's not only a bastard, but a criminal and a murderer to boot.

Aeron has honor enough that he cannot fault Ser Georg for doing his duty, but Waters' situation has given him sufficient cause to Dislike the man. Aeron is a bastard, and unless the characters have discerned the reason for his imprisonment by Lord Sunglass, is considered a member of the Night's Watch as far as Disposition is concerned (he must be there for a just reason, naturally), for a cumulative  $-2$  modifier. He is attractive, however, so the total modifier is  $-1$ . If the Home House considers Dragonstone to be their liege's seat and are allied to House Velaryon, their Disposition increases by a further two steps. Remember that this modifier applies to the first exchange only.

The PCs' attitudes toward Ser Georg will largely depend upon the players' impressions, but they are reduced by one degree as his status in the Watch sets him apart. Similarly, their relationship with Aeron should

carry over from their previous conversation (characters interacting with him for the first time should recognize that as an attractive bastard in the Night's Watch, the cumulative circumstance bonus is minus one degree.)

## INITIATIVE

The Intrigue's initiative is handled as normal: each player rolls a Status test (Reputation bonus applies) and the Narrator arranges the results from highest to lowest, with the players treating this as a highest-to-lowest initiative order.

## TECHNIQUES

It's best to follow the guidelines established to determine which techniques the characters use for each round (i.e., logical arguments are Convince, an exchange of goods or services is a Bargain) from *SIFRP*, pages 146-148, based upon the social tack the character has taken. The following are suggestions for the approaches of the NCs.

Ser Georg's techniques vary based upon the amount of information he has about Aeron. If he is unaware of Aeron's true value, he will Bargain, attempting to obtain a concession that will improve his standing as a recruiter for the Night's Watch. Should he glean Aeron's true value, he will first try Convince the PCs that Aeron and his knowledge rightly belongs to the Night's Watch. If his relations with the PCs are amicable enough, he may attempt to Bargain for Aeron's true worth, but his last resort will always be an Intimidate technique. This technique takes the form of a defiant declaration that the Night's Watch will defend Aeron by force if necessary. This is of course, a bluff and he will use his Deception instead of Persuasion.

If Ser Georg is simultaneously conversing with Aeron, he will use either Convince or Intimidate depending on mood and the tone of the conversation. Both tactics take the form of his demand that Aeron has an obligation to the Watch to swear his oath or reveal the Hoard to the Watch. At the very least, he will use the same two techniques to try and keep Waters from telling the characters anything.

Aeron will initially attempt to Charm the players, playing off his youth and general unfairness of his situation, hoping that pity will sway their opinions. If the characters are willing to listen to the story of his arrest, he will attempt to prove his imprisonment unjust by using Convince. If both tactics fail, he will skip directly to Bargain, offering again to trade his freedom for the information he possesses.

Having used the lure as skillfully as a dagger before, Aeron will resort to the Hoard as a heavy bludgeon if the characters won't aid him. When dealing with Ser Georg, Aeron will forsake any attempt at appealing to the knight's better nature (and the Narrator should indicate that he has attempted to do so before; "The good ser's mercy is iron, my lords: as cold and unyielding as it is rusty,") and will hold fast to the Bargain technique. He firmly believes only greed will sway Ser Georg, and will privately voice that sentiment should the opportunity arise. Giving up the Hoard to Georg would lose Aeron's chance at revenge on his father's murderers, but he isn't above cutting the knight in on the profits if it means injuring House Cressey.

## ACTIONS

Ser Georg and Aeron are both straightforward in their tactics, befitting their nature as men of action rather than words. Influence is their pre-

ferred action: they stay directly on topic, without segue or misdirection. They are unlikely to use Fast Talk or Manipulate.

Until he discovers why the PCs are interested in Aeron or suggest something dishonorable, Ser Georg may also utilize Withdraw, attempting to brush off the advances and offers of the PCs. He is not inclined toward cautious actions like Mollify or Consider. The first time his honor or standing as a member of the Night's Watch is called into question, he will use Shield of Reputation. His first course of action when pressed or insulted is to Quit and leave in an insulted huff, against particularly grievous provocation or physical restraint, he will Switch to Combat.

Aeron has nothing left to lose and will not Quit until he is released. However, he will fall back on Mollify or Consider if the PCs are too overly aggressive or defensive for his liking. If he is in danger of losing the combat, he will Withdraw by retreating to the rear of his cell (or asking to be returned to his cell, if the Intrigue takes place elsewhere). If the PCs Bargain in earnest, Aeron may Yield, provided his release is part of the deal.

## RESOLUTION

Ironically, the best way to free Aeron is to let Ser Georg in on the spoils. Promising the Watch a piece of the Dragon's Hoard to Weller is *absolutely* worth Aeron's freedom, seeing as how he hasn't even sworn his vows yet. This will reduce the value of the Hoard to the PCs, but it also grants them an ally in Ser Georg and the Night's Watch itself.

The difficulty lies in the problem of promising anything if Aeron hasn't given details on the Hoard. Forcing information out of the bastard allows the PCs to free him much more easily, but he refuses to give it up until they do—and once they know the details of the Hoard, they don't need to free him. Still, persistent, honorable, or particularly silver-tongued PCs can get him to squeal by promising to free him, but it's up to them whether or not they follow through.

On the other hand, if Aeron is present in the Intrigue and the PCs appear to be losing, Aeron will act on his own accord and promise Georg details of the Hoard in exchange for his freedom. He declined to do so before because he hoped the Home House would aid him in avenging his father. If there's no other option, however, he'll attempt to buy off the knight. Aeron will let the PCs in on the information as well, but this scenario ensures he's by no means beholden to them, and the Night's Watch will become competitive adversaries rather than cautious allies.

Should the scene resolve with Ser Georg at an Amiable Disposition, or being able to take men-at-arms or knights with him to the Wall, he will gladly release Aeron from his custody. Additionally, if the characters promise the Watch a piece of the Hoard itself, the Home House may expect assistance from Georg and a contingent of Night's Watch rangers during the final adventure. Though the Watch takes no part in the politics of the South, Jeor Mormont pragmatically considers this to be investment protection and thus outside of the strictures of his vow.

## REWARDS

The Home House receives experience from this event; there's no Glory to be won or coin to be had.

EXPERIENCE: 6

COIN: None

GLORY: None

## SCENE FOUR

# A SPY IN THE HOUSE

CONFLICT: MODERATE • ABILITY, INTRIGUE

There's a spy in the Home House. She's going to run if she gets half a chance.

## SETUP

For months, Falea has been establishing a routine, building trust amongst the servants and masters of the House. Several weeks ago, she began sneaking into the nearby village to communicate with House Cressey via outriders and begin in earnest the search for the Targaryen vault. Close to tracking down a mason with some knowledge of the vault's design (see page 27), her routine was disrupted when Ser Leof arrived, seeking Aeron. Falea was previously comfortable in her ability to remain unnoticed, but the summons causes her to slip up in a number of ways. The characters can obtain evidence of Falea's perfidy thusly:

- **Catching Falea during Scene Two.** By far the easiest way to identify Falea as a traitor is to catch her in the act. This scene arises naturally if the characters see her murdering a guard or opening a postern gate. If she notices them in return, however, she'll try to flee during **Scene Two**.
- **Physical evidence.** At this point, the PCs have had the chance to see Falea's wet cloak and muddy boots, or caught her rifling through papers and receiving ravens. Falea's collusion becomes evident if the PCs learn that sabotage was involved in the assault, or if they discover that the Azure Helms carry a raven's cage with them.
- **Putting Ser Leof to the question.** Ser Leof is unlikely to reveal Cressey's culpability, even under torture (though the PCs are welcome to try), but he's got no such compunction against giving up the name of his source.

It's important to note that Falea won't know if the characters have discovered her unless they reveal that fact within her presence. Only if Ser Leof is put to the question will she concede that the game is up (see **The Chase** on page 27).

## OBJECTIVES

If the players are in this scene, they've come to the conclusion that a spy exists, and that it's likely Falea. Their objective is to definitively discover that she's the spy, and catch her.

For the Narrator, the objective is to convey the betrayal and panic that comes from the players discovering that they've been had. The characters trusted Falea, never expecting the knife driven into their backs. The surprise only accentuates the pain.

## KNOWN FACTS

"Jeyne" arrived at the Home House approximately two months ago to fill a vacancy, and quickly proved herself highly capable as a domestic



servant after simply outclassing all other candidates. She's endeavored to become a lady's maid (if one of the PCs is a lady) or share a bed with a PC, attempting to seduce the latter after a particularly exhausting moment (emotionally or physically).

Whether or not the character accepted should be left up to the player (along with the details), but the Narrator should plainly ask if the player was fine with the situation becoming a regular, if discreet, occurrence during a period of game downtime.

A lord taking smallfolk to warm his bed is far from uncommon. It makes the lord feel magnanimous and the smallfolk feel special. If none of the noble characters take the bait, Falea will try her luck with a character who's a man-at-arms or trusted retainer. Falea plays the stereotype of coquettish, unknowingly sensual commoner to her greatest ability. She should be all sweetness, innocence, and temptation—whatever she needs to be to slip neatly into the blind spot in Westeros's social mores. Her betrayal should sting worst of all, and if the Narrator can catch *player* along with character, so much the better.

## UNKNOWN FACTS

A good spy sticks to the cover story unless and until their cover is definitively blown, but Falea is smart enough to know when it's impossible to succeed at her mission. If the PCs have broken the cipher or arrived at the conclusion that they have a mole in their midst, she'll try to pin the blame on someone else, but she won't stake her hopes upon that. If the PCs have a maester, letters will turn up (found by a servant other than Falea) implicating the character in the attack.

This works if the Home House's maester is an NC, and even better if the character is a PC. A village foreman can also fulfill the same role, though the evidence is a few gold dragons and a promise of payment (found by a loyal soldier).

If the characters don't accept these or other sops, or if they're convinced it's a frame job, Falea will seek to gather her things and sneak out in the evening. She's hidden a dark cloak, some close-fitting leggings and a slim Braavosi-style sword in her serving cell, along with a loaf of bread and some jerky, but she's more than willing to forgo those items entirely for a clean getaway.

Finally, Falea was close to succeeding in her mission. Jothos's visit to the Home House was not only to find a safe haven for his son, but to find an expert mason to renovate the ancient Targaryen vault to hide the Hoard inside. The mason retired to the Home House's lands after the war. Falea was searching for journals or letters of Cyrol's that might point her to the mason, who's rumored to still be on the Home House's lands. She did, in fact, find several promising leads—these are recorded in her possessions, disguised in a Braavosi cipher.

## NOTABLE LOCALES

Should Falea be discovered, she'll flee through the Home House's holdings—first, the keep, dodging and ducking through the areas where lords seldom go. She'll keep a brisk pace on the roads, attempting to reach the nearest river town or port city. She will venture to King's Landing, sending a message to Mikkell Cressey once there, then make her way across the Narrow Sea to Braavos.

## NOTABLE CHARACTERS

Falea plays the largest role in the scene, but if the Home House has a particular Narrator character (NC) who's in charge of guard duties at the keep and didn't perish in **Scene Two**, they would be suitable for inclusion. Falea will stop at the stables if she can, so having a groom or stable boy on hand is appropriate. Other servants might be Falea's victim if a Chase occurs (see **The Chase**).

## RESOLUTIONS

If the PCs publicly investigate but take no actions to stop anyone from leaving, they find only an empty bed the next day. Falea is far too professional to steal anything on the way out. The only way the PCs will find her again is a chance encounter during the third part of *Dragon's Hoard, Part III: Across the Narrow Sea*.

## THE CONFRONTATION

"How can I aid you, my lords?" Falea says, altogether too much familiarity in her smile. It's insubordinate, but by now the characters have figured out that Falea isn't what she appears to be. Canny characters will cut off avenues of escape beforehand; if they don't, the scene proceeds to **The Chase**. If she's backed into a corner, Falea will drop all pretense and start to bargain.

*"Kill me," she rasps, the softness in her voice replaced by chipped steel, "and you'll answer to the Iron Bank of Braavos." Her Westerosi accent is gone, replaced by a vaguely Braavosi one.*

The resulting conversation is handled as a simple Intrigue, with Falea's goal being to give up just enough to secure her release.

### Who are you, really?

*"What, Jeyne isn't good enough? That's a good Westerosi name," Falea says, her snide attitude oblivious to her situation. If pressed, "My name is Falea. I was born to a sailor of this country, and then given to the Iron Bank. I can seduce anyone as easily as kill them, and then I'll indebt their heirs with a loan at points they can never repay," she says.*

### Who hired you?

*"I'm not paid enough to die, but enough to be discreet." If pressed, "I am an agent of the Iron Bank of Braavos. You know their transactions are sacrosanct. Kill me or don't—if I give up their confidence I'm just as dead." "Besides," she continues, "it's not as if it's very hard to figure out. Someone wants you dead, no? Or at least out of the way. If I wanted you out of the way, I'd have sent an army."*

If they continue to press her, she will continue to intimate that Mikkel Cressey hired her, and will do so more desperately if they put her to the question: at this point, it's a matter of honor, not of unwillingness. She will, however, give up a name of someone in Braavos: Ambadis Tremolo (see the third part of *Dragon's Hoard, Part III: Across the Narrow Sea*).

### How long have you been here?

*"Months. Long enough to do what I needed to do, but not long enough to find what I was looking for. If you let me live and let me go, what I have is yours."*

If the PCs have found the leads hidden amongst Falea's gear (or even if they haven't), she offers these in exchange for her life, with a solemn oath to report her mission as a failure. If not, Falea maintains that she's an agent of Braavos and the Iron Bank, and that killing her will have repercussions. In fact, killing her out-of-hand will have serious consequences when the characters venture to Braavos.

### However much you're being paid, we'll double it.

*"My client's contract is with the Iron Bank... but, if you wish, I can convey your offer to the Bank."*

Falea is being utterly truthful here—she'll take the offer to Braavos. If necessary, she can wait until the PCs venture across the Narrow Sea—she is, in fact, beholden to the Iron Bank (and their interests) above all.

## THE CHASE

Falea's flight plan is relatively simple, though a good spy is always ready to improvise. She'll wait until evening, retrieve her weapons, cloak, and rations if possible, and make her way to the stables. Once there, she'll spin a story to get a stable boy to saddle a horse, or simply saddle it herself and steal away if she's left alone. Having left the keep, she'll have a head start of at least six or seven hours. That's assuming, of course, the characters don't give her cause to flee.

She races through corridors as the shouts of the characters stir chaos through the keep. A scullery maid steps in her path, tries to stop her, and gurgles wetly as Falea scoops a wooden stool off the floor and—*crack!*—slams it into the maid's nose with a savage, smooth motion. No matter where the PCs confront her, the Narrator must have a clear visualization of her flight path. She'll run, unless she thinks she'll survive better by talking.

## PUT TO THE QUESTION

Torture is generally handled as a standard Intrigue. Wounds and injuries are applied directly to cause penalties to the subject's passive defenses (namely, Composure). As the subject of torture is fully bound and almost always helpless, this requires no roll. Generally, the subject of the torture will have the goal of resisting the question, though particularly canny captives can get more out of an inept torturer than they give up by engaging in an Intrigue with their own Abilities.

The subject may test Endurance as normal to remove injuries. The default technique is Intimidation, and torture's threat can range anywhere from slaps and humiliation to punches, brutal whippings, and outright mutilation. As an optional rule, the torturer may take Intimidation as a Healing specialty, using that in torture to cause the most exquisite pain. Houses like the Boltons generally keep a dedicated torture specialist as a retainer.

## WHAT IF THEY DON'T FIND HER?

Rather, what if they find the wrong person or never search at all? Then the Home House will have a knife in their backs that they're too busy to see coming.

If the Home House never suspects anything at all, or if the players bypass **Scene Four** entirely, or if the wrong person is fingered, Falea won't give the game away. Mikkel Cressey still pays gold dragons for reporting on the Home House's activities. She'll endeavor to accompany the PCs as a bedwarmer or servant, undermining their efforts every step of the way.

Even left at the Home House, Falea might locate the mason who helped to modify the ancient Valyrian vault long before the PCs do. Things will go wrong for the PCs, and they won't know why until they investigate—thus leading into **Scene Four**. But until the players cross the Narrow Sea, House Cressey will somehow always be one step ahead of them, with Falea always lurking in the background, undermining them at every twist and turn.

Falea cannot outrun the characters forever, and she knows this. Her flight pattern involves outrunning the characters and hiding until they create a search pattern, then avoiding that pattern long enough to escape. This isn't the first time she's had to evade an organized search by angry lords.

Falea has Athletics 4 (Run 1B), allowing her a fairly strong showing during any chase (see *SIFRP*, page 208). Her Movement is unencumbered by armor, and while the long hall of a castle is easy to traverse, the corridors of a castle are considered difficult terrain. She will never Attack. In the tight confines of a castle, Falea will attempt to Create Obstacles until she's garnered 2 points of advantage, and then she'll attempt to Hide. She's not above injuring others casually to do so; rather than resolving this as an attack, the Narrator should simply narrate the injuries Falea causes on her way. If the Narrator wishes the characters to be more merciful towards her, she'll use primarily nonlethal (if painful) methods of incapacitating her targets. If the characters are inclined to kill her for her betrayal, then a servant gets a knife in the eye.

Outside the castle, Falea will use Extra Effort to escape the characters and make for a portion of the domain where it is easy to hide (like the moors or woods), where she'll try to Hide yet again. If she successfully hides, Falea will remain in seclusion for half the day, moving if necessary to maintain stealth.

If the characters send out a search party, she'll sneak out but remain close to the castle for their return, whereupon she'll immediately make a break for it. If the characters are smart enough to figure out this strategy, reward the players by declaring a story goal achieved (thereby refreshing their Destiny points). They've earned it.

## FURTHER SCENES

Notably, this scene leads directly into **Hearth And Home**. The Narrator should take care, however—the PCs might be more inclined to stay around and find the mason, rather than pursue other leads.

**SCENE THREE:** From this scene, characters may get to **Scene Three** if they determined the battle's losses were the result of an inside job, and it's possible they'll want to resolve this after the Night's Watch. However, Georg wants to leave at first light.

**SCENE FIVE:** It's more likely the characters will want to resolve their traitorous spy situation before they handle Aeron, but after the Night's Watch situation.

**CHAPTER CONCLUSION:** From this scene, characters may conclude the chapter, especially if they've played through **Scene Five**.

## REWARDS

Detaining an enemy spy is worthy of a bit of Glory, and it's a learning experience for the characters.

EXPERIENCE: 2

COIN: None

GLORY: 1

## SCENE FIVE

# DRAGONS DROWNED IN ALE

CONFLICT: NONE

Aeron Waters tells his sad story, and informs the PCs of the Dragon's Hoard.

## SETUP

The characters have presumably granted their audience with Aeron and convinced Ser Georg to release him from a fate on the Wall. If the characters have done so, Aeron is extremely thankful and his Disposition begins at Indifferent. If the characters aided Aeron in slaying Ser Henry Addey, his Disposition further increases to Friendly. However, if the characters captured Ser Henry and refused to let Aeron slay his father's killer, the young man is sullen and Indifferent towards them.

Lastly, if the characters browbeat Aeron into telling them what he knows of the Dragon's Hoard before they negotiate his release from the Watch, his Disposition begins at Dislike or worse, depending on individual treatment.

Aeron is a bastard, and unless the characters have discerned the reason for his imprisonment by Lord Sunglass, is considered a member of the Night's Watch as far as Disposition is concerned (he must be there for a just reason, naturally), for a cumulative -2 modifier.

He is attractive, however, so the total modifier is -1. If the Home House has Dragonstone as their liege lord's seat and are allied to House Velaryon, their Disposition increases by a further two steps. Remember, this modifier applies to the first exchange only.

## OBJECTIVES

The PCs have already done the work of convincing Aeron to tell them what he knows of the Hoard; they should just sit back and listen.

The Narrator must capture the attention of the PCs with the full revelation of the Hoard. Ultimately, each group is different, but thanks to the variable nature of what was smuggled out of the Red Keep the Hoard has something for everyone. Between the storm inflicting a Curse on the Home House and the (possibly) significant damage inflicted by the Cressey attack, some PCs might desire to simply stay in their holding and oversee reconstruction. In this case, the Narrator should stress that the Home House will be able to better weather unfortunate events with a stockpiling of resources—and in any event, the possibility of the Hoard's existence caused a brutal attack on their holding.

Discovery of the Hoard by unfriendly parties will likely contain some evidence of the Home House's complicity in the theft of the treasury, via Cyrol's friendship with Jothos, and the role played by Renys the Mason in renovating and desecrating the ancient Valyrian vault (see page 27). Should a hostile House present this evidence to Robert Baratheon, the king's rage will be absolute, and the PCs will count themselves *lucky* to be on the Wall with Aeron.

If nothing else, the threat of annihilation of their House and/or its honor should stir the PCs to action.

## KNOWN FACTS

The day is dark and gloomy, still overcast from the storm. The wind carries the smell of water through the House head's solar. A brazier glows dimly, lending a fierce red cast to Aeron's face as he tells his entire tale.

At this point, Aeron's tale is good enough as enough blood has been spilled for it. The bastard's identity has been confirmed, or at least strongly hinted at.

## UNKNOWN FACTS

Aeron doesn't hold anything back from the characters at this point. He's bartered his freedom (and possibly his life, depending on his opinion of the characters) for the knowledge he holds, and he intends on paying his due.

Jothos never raised Aeron with any overt pro-Targaryen sentiment—a hot-blooded young man is hardly an ideal conspirator—but he did regale Aeron with innumerable tales of the great Targaryen kings, and the Cofferer's disdain for the Usurper was obvious despite his best efforts. Any prolonged conversation with Aeron reveals his disdain and contempt for the current occupant of the Iron Throne. If someone questions his own bastard nature, or reveals a pro-Baratheon view, Aeron will bristle and coldly remind the speaker that Orys Baratheon was himself a bastard brother of Aegon the Conquerer. "Ambition and nobility are not reserved for those who are so-called 'trueborn,' ser," he says.

## WHAT'S IN THE BOX?

What *exactly* did Jothos Velaryon smuggle out of the Red Keep? Gold dragons for sure—but also priceless artifacts, weapons, armor, historical documents, and other mysterious miscellany of the Targaryen dynasty that Jothos sought to keep from the greedy armies of Robert's Rebellion. Ultimately, what he actually hid away is up to you and the decisions you make for your chronicle.

The first part of what Aeron describes should appeal to any house. The Dragon's Hoard should contain enough Wealth to place the Home House

into the Rich category (51-60) if the Wealth Resource is less than 30, or increase their Wealth by 25 if they're already Prosperous or wealthier. It will not cause a poor house to suddenly equal the Lannisters or Hightowers—their holdings are diverse and manifold, not simply huge piles of gold—but the *lack* of the Hoard was enough to hamper Robert Baratheon's treasury at the start of his reign, so it's certainly a sizeable amount of liquid cash.

Look at what the Home House needs: whatever it lacks, the Hoard contains—at least according to Aeron. Even if Aeron isn't aware of the House's needs, the Hoard should seem like the treasure of a lifetime to the PCs. If the Home House doesn't have an Heirloom, Aeron's voice grows thick with the memory of his father describing the smoky Valyrian steel blades covered in rotting cloaks and thrust into ale-soaked kegs ("*Such beauty and power, wrapped in stinking rags...*").

If the House lacks Lands, Defense, or Influence, Aeron speaks of Jothos handling sheepskin-scroll deeds, conferring ownership of rich crownlands on the bearer and signed by kings prior to Aerys, such that their veracity may be argued in open court. Are the characters seeking information on their antecedents? Aeron slyly drops that the Hoard contains love letters illicitly tying the Home House to the royal bloodline—which may be the reason their Cyrol helped Jothos in the first place. Even if the House was staunchly for Baratheon, such a blood-tie would be an embarrassing revelation that could result in Robert's disfavor, questioning his claim to the Iron Throne.

If the House was an ally of House Targaryen prior to the War, the Hoard might also contain the crowns of the dynasty: from the Valyrian steel circlet set with huge square rubies worn by Maegor, Daeron I, and the first two Aegons to the ornate, heavy gold crown of Aenys I.

The Narrator should strive to make the Hoard's value worth more than simply mere gold. By tying it into the legacy of the past, attainment of the Hoard will come to represent the bright future of the Home House. Appeal to the immaterial avarice of the characters, make it clear that attaining the treasure also denies it to House Cressey, and the Hoard should become an obsession for the PCs...

## NOTABLE LOCALES

The scene should take place away from prying eyes. The lord's solar is a popular choice, or the great hall cleared of guests and servants. Through the scene, the Narrator should attempt to evoke a sense of the history and the magic in the tale: describing the leaping, dancing flames around the brazier, the cool stillness of the evening compared to the storm before, the shadows flickering around the house relics and banners.

## NOTABLE CHARACTERS

Aeron and the PCs are the only real ones worth mentioning in this scene—if, however, Falea hasn't been dealt with and her duplicities remain undiscovered, she will find a way to be there as well. If the characters have promised to share the Hoard with the Watch, Ser Georg will be present as well.

## RESOLUTIONS

The players will want to question Aeron, naturally. The entire chapter has been leading to this scene, and properly setting the atmosphere is of paramount concern.



## ASKED AND ANSWERED

### Who are you, really?

*“I am the son of Jothos Velaryon, the last true Red Cofferer of the Red Keep for the last of the Dragon kings, master of Maegor’s Holdfast,” Aeron begins, a hint of fierce pride in his voice. “My ancestors thrice provided brides for the royal line, and we both can trace our lineage to the Freehold. The Conquerer came from our line. My father’s family served the Targaryens as both kinsman and peer.”*

Aeron is proud of his paternal ancestry, and this pride is evident. Even his mother’s line is old and storied—he’s of gentle birth, better than a *common* bastard, and he’s not shy about saying it. After all, even Orys Baratheon was a bastard! Aeron can relate his father’s ancestry and biography, as detailed with his statistics on pages 31-33.

He may also relate the tale of his conception and his father’s death, detailed in the Introduction and in the **What Comes Before** section in this chapter. He’ll likely speculate that Perrienne, Mikkell’s second wife, is how his nuncle came to know of the Hoard, though he admits he has no proof of this.

### Tell us of the Dragon’s Hoard.

*“For much of the war, my father walked a line between friendly and unassuming, ensuring he would remain within Aerys’s good nature.”*

Aeron pointedly avoids Aerys’s madness, couching it in fairly neutral terms. If the PCs insist on using insulting titles for Aerys II, Aeron will angrily cut them short and resume his tale.

*“The Battle of the Trident saw Rhaegar and Robert clash and, yes, the Usurper won the day. Has time shown that was for the better? In King’s Landing, my father told me, the mood was far more somber. After Rhaegar was slain, to lift the morale of the king and the loyalists, my father bade the Crown host a mighty feast for the lords of the Crownlands secure within King’s Landing, and what men-at-arms they still had within. The only lords who hadn’t taken the field were old, cowardly men with insatiable appetites, or huge men with stomachs as large as their ambition, but far less than their courage,” Aeron says. Clearly, he thinks little of those who declined to do battle at the Trident, whatever their reason.*

*“As the Red Cofferer, the responsibility of such a feast fell to him,” Aeron continues. “My father was not interested in the feast itself, though, only in the barrels of ale for the common men, for they were large and more than well-suited to holding great weight inside them.” Aeron breathes, heavily. “Within these barrels, my father contrived to hide the finest wealth and legacy of the Targaryen treasury. ‘Dragons drowned in ale,’ he told me,” Aeron says. “My father packed as much as he could of the vast Targaryen treasury into empty casks left over from Aerys’s feast.”*

In short, The Hoard contains whatever it needs to; see **What’s In the Box** on page 27.

### He betrayed his liege?

*“No! Well... at least no more than the Usurper. And a great deal less, I’d wager,” Aeron says, angrily. “My father sought to save the Targaryen dynasty. Everyone knows that Rhaegar would have made a better king than*

*his own father, and certainly Baratheon... but the Usurper killed him at the Trident. Aerys's fears wouldn't allow him to abandon his throne, and everyone save a fool knew how the war would end. My father wanted to save the Targaryen name, the line... and their kingdom, you see?"*

Aeron defends his father and won't brook any doubt of his father's motive, despite whatever the historical technicalities might argue.

#### Where is the Hoard now?

*"My father had several confederates, men good and true. Ryon, a maester of the Keep in service to Maester Pycelle. Two of our house retainers, Ser Danyal Whitehelm and Ser Beros Wallain. They had long ago located an ancient Targaryen vault, somewhere off the shore of Westeros. My father told me that he sailed a ship out of King's Landing under the guise of merchants carrying casks of ale right as Tywin Lannister his traitor dogs raped King's Landing."*

Ser Danyal turned out to be a traitor (see **Part III**), and Aeron knows this, but he'll not get into the details at the moment.

#### Where are these confederates now?

*"Maester Ryon escaped Robert's purge of loyalists, by virtue of being in service to Maester Pycelle. He became the house maester for Lord... umm... Jonos Bracken, I think?", Aeron says, struggling to remember. "Ser Danyal fled across the Narrow Sea, or so my father said, though he'd only curse and speculate in his cups. I don't know what became of Ser Beros."*

Ser Beros swore an oath to Jothos to watch over Ryon, and is with the maester. Aeron, however, is unaware of this fact, and thus cannot relate it.

#### Do you have any proof of any of this?

*"Was last night's attack was a wanton, random gambol? Because my father's blood was spilled over a gambling debt, perhaps?" Aeron says, angry at the implication he might be telling anything less than the truth. He stops, takes a breath, and cools rapidly. "I understand... no, I know, this is all hard to believe. It's an incredible tale and I know that it sounds like I'm trying to save my own skin. In fact, that's exactly what I am doing," he says, grimly. "But that doesn't make it any less true. I am selling my father's good name, or what's left of it, and my honor for this. I don't do this lightly, and would not at all, had I any other choice. Make of that what you will."*

*"My father kept a journal, which he kept hidden. In fact, he was writing in it when his murderers, led by Addey, burst through our door. He pressed it into my chest before he reached under the table to grab a sword." Aeron clutches at his chest, his eyes clouded with the memory. "I fought by my father's side. And when he bid me to do so, I ran with the journal. I kept it safe. But when I returned to see what became of him, Lord Sunglass's men took it from me. Patricides, it seems, don't get to keep their father's last words," he says, bitterly.*

*"All that I've said is proved true in that journal. The whereabouts of the ancient vault, how to get there, and...", he pauses. "Much of it was written in some kind of cipher that is beyond my ken. Everything else was plain ink, and is as I've said. My father knew that anyone who laid hands on that journal would know who he was and what he'd already done. He had little reason to lie, given how he lived his life completely in the service of House Targaryen, the last of the Dragon kings."*

This is all true. Aeron's tale is contained within that journal, backed with seals, letters from all involved (spanning years) and detailed sketches of the Red Keep, as well as Edmie Cressey, Aeron's mother. Currently, the heavily bound book is in the possession of the Maester of Sunglass (see **Part II: The Betrothal Tourney**, pages 61-63).

Should Aeron somehow be lost to the PCs, the journal will provide a link to the rest of the adventure. If nothing else, Falea will offer the suggestion of trying to find any of Jothos's belongings.

## FURTHER SCENES

**Scene Five** is meant to be the final scene of **Bound For the Wall**, but there might well be some unfinished business.

☛ **SCENE THREE:** If the characters haven't freed Aeron from his promise to take the vows, he'll expect them to follow through on this matter. If the PCs renege (and nothing stops them), Aeron will fly into a rage and likely attack, depending on their choice of words.

☛ **CHAPTER CONCLUSION:** It's possible this is the last scene of the chapter. From here, Aeron's tale has given the characters have several leads to pursue: the maester, his father's retainers and, of course, the journal.

## REWARDS

If these story hooks aren't enough for your players, there's not much more to give them. While this scene opens the rest of the chronicle to the PCs, it offers no essential conflict to resolve, and thus no experience awarded.

## APPENDIX

# PEOPLE, PLACES & THINGS

Herein you'll find statistics on the characters of **Bound For the Wall**, both primary and secondary. Additionally, this appendix contains a brief lesson on castle terminology.

## NARRATOR CHARACTERS

Most of the NCs presented here are primary characters, including Falea and Ser Leaf Cooper, should the Narrator wish for them to be useful beyond this adventure.

## JOTHOS VELARYON

### THE LAST RED COFFERER, DECEASED

Jothos is long dead by the time this chronicle begins, which is actually fortunate for the PCs. While he could have led them directly to the vault, he wouldn't have done so unless the PCs could prove beyond doubt that they were sworn to the continuance of the Targaryen line. Despite seeing little screen time beyond the Prologue, the Narrator



should endeavor to still make Jothos's hand felt throughout the entire chronicle.

## HISTORY

Since the days of Aegon the Conqueror—whose mother, Valaena, was half-Targaryen and half-Velaryon—the Velayrons, Jothos's family, have been close allies with the Targaryens. Jothos himself was raised in the shadow of the Red Keep, his father a member of the small councils of both Maekar and Aegon V. While the courts of King's Landing were no proper place for a young man to grow to adulthood, the young Velaryon was a second son, among the many unaccounted for and oft overlooked in the “game of thrones.”

Despite not being his father's heir, the elder Velaryon impressed upon Jothos the importance of friendship and service to the royal



house. Thus, Jothos grew up with Aerys II Targaryen as a childhood friend, and both received arms training from the then-Lord Commander of the Kingsguard, Ser Duncan the Tall. Jothos rose to prominence in his own right during the short reign of Jaehaerys II, his crafty intelligence and quiet ambition parlaying a sinecure position as Lord Gaoler.

As the steward of Maegor's Holdfast during the early years of his boyhood friend's reign, Jothos was privy to the secrets of the Red Keep, including many of the passages in and out of its towers, some of which he shared with his young bastard son Aeron. From Lord Gaoler, Velayron would eventually be appointed Red Cofferer to the Targaryen household, an honor the second son of a House, even as great and old as House Valaryon, might never have dreamt could ever happen.

While residing in the Red Keep, Jothos became an ally of Tywin Lannister during the latter's tenure as Hand of the King, the two often sharing wine by a hearth's fire. Despite his tortuous imprisonment during the Defiance of Duskendale, Aerys insisted on leaving the Red Keep again, and it was then that Jothos heard a rare note of strong complaint and dissent from Tywin. Sadly, Jothos also had ample and heartbreaking opportunity to watch his boyhood friend Aerys plunge headlong into madness and paranoia.

As Aerys's actions became increasingly erratic and capricious, he completely alienates his greatest ally Tywin Lannister when he names Tywin's eldest son Jaime to the Kingsguard. This effectively makes Jaime Aerys's hostage, as well as diminishes the continuance of the Lannister line due to the requirement of the Kingsguard vow to take no wife or father any children. Shortly thereafter, Tywin resigns as Hand, and Jothos begins to realize that the Targaryen legacy might be in jeopardy because of Aerys's unpredictable behavior.

By the time of the Battle of the Bells, Jothos realized there was a very real chance that the Targaryen dynasty would perish. If Prince Rhaegar vanquished Robert—and Jothos was frank enough to admit that it was an *if*, not a *when*—it was clear the Prince could not allow his father to remain on the throne, as Aerys's paranoia would likely plunge the realm into a renewed cycle of civil war, even against his own son. As a direct descendent of high Valyrian blood, Jothos found himself loyal to the continuance of the Targaryen line and its heirs, more so than supporting its current (and clearly insane) patriarch—and his focus shifted thusly to the preservation of the future of the dynasty itself, particularly after Rhaegar was slain at the Battle of the Trident.

The last vestiges of his loyalty to Aerys disintegrated when Jothos learned of the Mad King's enlistment of maester-pyromancers to immolate King's Landing in wildfire as soon as the rebels entered the capital. Horrified by the depths of Aerys's madness, Jothos set in motion the desperate plan he conceived when Prince Rhaegar's tensions with his father became evident.

The story of Jothos's love for Edmie and Aeron's conception has already been told earlier in the Introduction. Aeron himself tells the story of how Jothos smuggled out the Dragon's Hoard, as well as the man's sad fate, in **Scene Five**.

## PERSONALITY

“The strongest wall is made from a thousand single bricks.” No force is truly singular, Jothos knew. Every great man has a thousand great men

### JOTHOS VELARYON

### PRIMARY CHARACTER

#### ABILITIES

ATHLETICS	3	
CUNNING	4	DECIPHER 2B
ENDURANCE	3	
FIGHTING	4	LONG BLADES 2B
LANGUAGE	4	
PERSUASION	4	BARGAIN 2B, CONVINCE 1B
STATUS	4	STEWARDSHIP 3B
SURVIVAL	3	
WILL	4	

#### ATTRIBUTES

COMBAT DEFENSE 7 (5 IN ARMOR, +2 W/SHIELD) ❁ HEALTH 9

INTRIGUE DEFENSE 9 ❁ COMPOSURE 12

BENEFITS: BLOOD OF VALYRIA, HEAD FOR NUMBERS, KNOWLEDGE FOCUS (ARCHITECTURE, HERALDRY), LONG BLADE FIGHTER I

DRAWBACKS: FLAW (AGILITY), OUTCAST

#### ARMS & ARMOR

MAIL: AR 5 ❁ AP -3 ❁ BULK 2 (MAIL)  
MOVE 3 (SPRINT 14)

LONGSWORD	4D+2B	4 DAMAGE
SHIELD	4D	1 DAMAGE, DEFENSIVE +2

OTHER GEAR: NONE

OTHER NOTES: Prior to the War of the Usurper, Jothos also possessed the Landed Benefit, a small Velaryon castle taken from him when he was attainted by royal decree. His Status was 6, reflecting his noble blood and position as the Cofferer of the Red Keep.

working under him, and true strength is only mustered when they work in concert. As the Red Cofferer, Jothos was patient and methodical, keenly aware of the thousand myriad bricks of the kingdom that supported his (and his king's) position.

Jothos smuggled the Hoard out of loyalty to the Targaryen line (if not Aerys, singularly), but he also expected he'd be around to help the dynasty return to the Iron Throne. Isolated in exile, he was never part of a plot to return Viserys, the remaining Targaryen heir, to power but instead methodically prepared for the long-term, for the resurgence of the day of the Dragon king dynasty, whenever that day might come.

Jothos loved his son, but knew his boy was not yet the man to welcome the Targaryens back to Westeros. While Aeron certainly wasn't stupid, Jothos knew he did not yet possess little of his own caution or methodical nature. Although he raised Aeron on a steady diet of stories regaling the Targaryen name and the dragons of yore, he never confided the secret location of the Dragon's Hoard. Jothos feared his young son might crack under duress and reveal the location of the treasury—a fear since confirmed by the prologue events of this chronicle.

IMAGE

In life, Jothos was every inch a Velaryon lord. Tall and blessed with Valyrian features, Jothos could command with a look and quell with a stare. He kept his hair short and dyed after Robert's Rebellion, to keep his obviously noble features while hidden in exile. In death, Jothos is a hacked-apart corpse, split by Ser Henry's repeated blows, the quiet dignity he possessed in life lost to a brutal knight's savagery.

AERON WATERS

BOUND TO THE BLACK (PRIMARY)

Bastard of a cadet branch of House Velaryon, Aeron is one of the main characters of the chronicle.

HISTORY

Much of Aeron's ancestry and recent history is covered in the introduction. Aeron himself has come to regard his current captivity and ultimate destiny in the Night's Watch as a grave injustice. His father spoke often of the nobility of the Targaryen reign; should he survive the story, Aeron will speak—and do so in an annoyingly open manner—of the need to restore the Targaryens to the Iron Throne. If he doesn't accompany the players, he will seek to travel to Dorne or Lys to further this end.



PERSONALITY

It's difficult to ascribe noble bastards any sort of common element (no pun intended), but Aeron's demeanor is rather typical of what is expected of one in his situation: he is a hothead, the archetypal exuberant young bastard with a chip on his shoulder and a sense of that

AERON WATERS		PRIMARY CHARACTER
ABILITIES		
AGILITY	3	QUICKNESS 1B
ATHLETICS	4	STRENGTH 1B
CUNNING	3	
ENDURANCE	3	
FIGHTING	5	LONG BLADES 1B
LANGUAGE	3	
PERSUASION	4	CHARM 2B, CONVINCE 1B
SURVIVAL	3	
WILL	3	DEDICATION 1B
ATTRIBUTES		
COMBAT DEFENSE 7		HEALTH 9
INTRIGUE DEFENSE 8		COMPOSURE 9
BENEFITS: BLOOD OF VALYRIA, CHARISMATIC, TALENTED (FIGHTING)		
DRAWBACKS: BASTARD BORN		
ARMS & ARMOR		
ARMOR: NONE		
MOVE 4 (SPRINT 16)		
LONGSWORD	5D+1B	6 DAMAGE
SHIELD	4D	1 DAMAGE, DEFENSIVE +2
OTHER GEAR: NONE		

he deserves more out of life. He does, however, possess a born-and-bred loyalty to his sire and his loyalties when alive. Brash and eager, he wishes the Dragon's Hoard to be put to use to further the restoration of the Targaryen dynasty. He knows next to nothing about Viserys or Daenarys Targaryen, however; whatever schemes his father hatched in that area, Aeron wasn't privy to them. He's swift to anger but quick to forgive, a somewhat morose young man prone to something approaching sardonic wit.

APPEARANCE

Aeron is tall, aristocratic, and obviously of a Valyrian bloodline. He keeps his silver-gold hair at a soldier's close-crop, and moves his head with a swordsman's feral grace. He doesn't casually glance at anything, but bores into the target of his gaze with the intensity born of a life stolen from him. In short, he's an angry young man who glares at everyone and everything. That gaze issues from eyes of deep blue, rather than the lilac purple of pure Valyrians. Lean and hungry, his skill with a blade has led to a muscular, wiry frame and a hard, flat stomach.

SER GEORG WELLER

THE BLACK GOAT

While most wandering crows dredge up dungeon scum, Ser Georg was originally tasked with winning nobles and hedge knights to the service of the Watch. Jeor Mormont miscalculated gravely when he assigned Georg to this task, however: the knight's bitterness tainted every noble word he

spoke about the Night's Watch, and he preferred to bury himself in a goblet during welcoming feasts. After precious few successes, Mormont ordered Georg to begin dungeon diving. The knight fears this will be his final trip south, and he dreads spending the remainder of his life on the Wall.

## HISTORY

Ser Georg wasn't always meant for a life on the Wall, though. Born heir to a Riverlands house rich in history if little else, the randy young goat quickly distinguished himself in the field as a fierce and competent soldier under Lord Darry. His relationship to the Targaryens during the war was complex: while he sincerely believed in the supremacy of the royal House, Georg also saw its peril as a means to advance his own position. In the deeply divided Riverlands, Georg's loyalty and prowess in battle meant House Weller would become a major regional power once the dragon proved supreme. With the rally of loyalist forces after the disastrous Battle of the Bells, Lord Jonothor Darry made Ser Georg a part of the war council. Georg personally commanded the left



cavalry wing during the Battle of the Trident.

Any hope for raising his station was shattered along with Rhaegar's breastplate. Georg himself took a wound on the banks of the Ruby Ford, and found himself a captive of both the Starks and his own success. While Robert Baratheon allowed House Weller to retain Wether Tower and their lands, their heir was forced to take the black, and his father's death a year later saw a lesser cousin inherit Georg's birthright. After a brief acclimation at Castle Black, Jeor Mormont came to believe that a skilled warrior such as Georg could attract men just like him to take the black, and dispatched the knight to the South as a recruiter.

## PERSONALITY

"Charging Forward" were the words of House Weller, but where has he to go? Georg's loyalty and ambition went unrewarded, and while he's managed to avoid significant time on the Wall due to his post, traveling to fine castles only reminds him of how much he's lost. He honestly believes Rhaegar would have made a better king than Robert, but Rhaegar is dead, and Georg has lost his birthright, condemned to serve the Watch for the rest of his life, which he will likely drink away, ever cursing his fate.

## APPEARANCE

Georg still has the bulk of a born and bred knight, but his face is tired and his eyes bloodshot from the constant strain of binging. His long goatee, very nearly Tyroshi in style, is usually accompanied by several days' worth of stubble—Georg no longer has the discipline nor care to shave every day. His clothes are fine but threadbare, the remnants of a noble in exile. A polished silver ram's-head, the sigil of his former house, clasps a faded black cloak to his shoulder.

## FALEA

### THE SPY

Raven-haired and wide-eyed, Falea exudes both innocence and carnality, toeing the intriguingly thin line between coy and coquettish. She has an exotic cast to her Westerosi features, which makes sense given her Braavosi origins. Mikkell Cressy first encountered her several years ago during a trip to the Free Cities while negotiating a loan for his house from the Iron Bank. Falea caught his eye during a chance encounter beside the canals.

A lovely Westerosi girl far from home and a starry night left Mikkell enchanted, but after he bedded her, he found the lender's contract in her place come morning. The message was clear: the Iron Bank could slip a dagger under his guard with practiced ease. Mikkell was impressed. He contacted the lender again when it was decided that a spy was needed to discern what the Home House knew of the Dragon's Hoard. Falea has been in Mikkell's employ ever since.



### SER GEORG WELLER

### PRIMARY CHARACTER

#### ABILITIES

ANIMAL HANDLING	4	RIDE 1B
ATHLETICS	3	STRENGTH 1B
ENDURANCE	4	RESILIENCE 2B
FIGHTING	5	LONG BLADES 2B
SPEARS	1	—
PERSUASION	3	CONVINCE 2B, INTIMIDATE 1B
STATUS	3	REPUTATION 1B
SURVIVAL	3	STRATEGY 1B
WARFARE	5	COMMAND 2B, TACTICS 2B
WILL	4	

#### ATTRIBUTES

COMBAT DEFENSE 7 (5 IN ARMOR, +2 W/SHIELD) 🎯 HEALTH 12

INTRIGUE DEFENSE 7 🎯 COMPOSURE 12

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

DRAWBACKS: BOUND TO THE BOTTLE, FLAW (AGILITY)

#### ARMS & ARMOR

MAIL: AR 5 🎯 AP -2 🎯 BULK 3  
MOVE 3 (SPRINT 14)

BASTARD SWORD	5D+1B	5 DAMAGE, ADAPTABLE
SHIELD	5D	2 DAMAGE, DEFENSIVE +2

OTHER GEAR: SORREL

FALEA		SECONDARY CHARACTER	
AGILITY 4 (DODGE 2B), ATHLETICS 4 (RUN 1B), AWARENESS 4, DECEPTION 5 (BLUFF 1B), DISGUISE 2B, FIGHTING 4 (FENCING 1B), LANGUAGE 3, PERSUASION 3 (SEDUCE 3B), STEALTH 3 (SNEAK 2B), THIEVERY 3, WILL 3			
COMBAT DEFENSE 7 (+2 W/LEFT-HAND DAGGER) 🌀 HEALTH 6			
INTRIGUE DEFENSE 8 🌀 COMPOSURE 9			
BENEFITS: BRAAVOSI FIGHTER I, WATER DANCER I			
DRAWBACKS: FLAW (UNSTEADY)			
ARMOR: NONE 🌀 MOVE 4 (SPRINT 16)			
STILETTO	3D	4 DAMAGE, PIERCING 2	
LEFT-HAND DAGGER	3D	3 DAMAGE, DEFENSIVE +2, OFF-HAND +1	
THROWN KNIFE	2D	3 DAMAGE, CLOSE RANGE, FAST	
OTHER GEAR: NONE			

### HISTORY

Falea's history is far from unique. She was a pretty child even in her youth, born to a Braavosi whore and a Westerosi sailor. The sailor was long gone by her birth and remained so thereafter, and her mother quickly found that she was in no position to provide for the child. Selling Falea into the service of one of the many old and hoary information brokers in the city wasn't necessarily an act of cruelty, as the man had no taste for women and could give the girl a far better life.

The old spymaster, brother to a high official of the Iron Bank, bred her specifically as an asset for punishing those in Westeros who defaulted on loans to the Bank. The old man taught her the ways of seduction, stealth, and the Common Tongue. Falea learned the art of Water Dancing from the old man, surprising those who underestimate her with her skill in wielding a blade.

### PERSONALITY

Falea's flirting is largely an act; any excitement in seduction she derives beyond the physical is purely at her own prowess in fooling the sons of great lords. Falea learned very early that much of her success depends on patronage, and that her coin may be spent much the same as any man's. She is delightfully mercenary in her few honest interactions, and appreciates honesty in return. If her cover is blown and there is no hope of escape, she'll use all of her charm to seduce and bargain for her escape. In many ways, though, she will be relieved to let the pretense drain away, if only for a few hours.

### APPEARANCE

Falea keeps her black hair short for a Westerosi woman, ending just above her chin. She often keeps a small braid on the right side of her hair, running from the middle of her part, an affectation derived from the few memories she has of her mother. Her body is compact but curved, easily drawing the eye of most men. Her Common is mostly flawless, but she occasionally slips into an accent or fails to grasp an idiom.

SER LEOF COOPER		SECONDARY CHARACTER	
AGILITY 3, AWARENESS 3 (NOTICE 2B), DECEPTION 3, ENDURANCE 3, FIGHTING 4 (BRAWLING 1B, AXES 3B), KNOWLEDGE 2 (STREETWISE 2B), MARKSMANSHIP 4 (CROSSBOWS 2B), PERSUASION 2 (INTIMIDATE 1B), STEALTH 3, WARFARE 4 (TACTICS 2B), WILL 3			
COMBAT DEFENSE 8 (6 IN ARMOR, +2 W/SHIELD) 🌀 HEALTH 8			
INTRIGUE DEFENSE 7 🌀 COMPOSURE 9			
BENEFITS: DEADLY SHOT, FAVORED OF SMALLFOLK,, SPONSOR			
DRAWBACKS: FLAW (ENDURANCE)			
RING: AR 4 🌀 AP -2 🌀 BULK 1			
MOVE 4 (SPRINT 15)			
BATTLEAXE	4D+3B	2 DAMAGE, ADAPTABLE	
SHIELD	4D	1 DAMAGE, DEFENSIVE +2	
CROSSBOW (MEDIUM)	4D+2B	4 DAMAGE, LONG RANGE, PIERCING 2, RELOAD (LESSER), SLOW, TWO-HANDED, VICIOUS	
OTHER GEAR: NONE			

## SER LEOF COOPER

### THE SWORN SWORD

The brutal swordarm of House Cressey has a surprisingly tender spot to him. Leof Cooper's loyalty to House Cressey isn't purchased with gold, or a marriage pact, but with the promise of a future for those Leof loves. Ultimately, there's little the Home House can do to him that life hasn't already, and they can't promise him any better than Mikkel.

### HISTORY

Leof's father was a man who fixed barrels when he wasn't lying drunk in a Flea Bottom gutter, which wasn't very often. The cooper's son learned his first fighting tricks from repeated beatings from the bigger boys, and in turn applied his lessons to boys smaller than he. When his father froze to death in front of Baelor's statue at the start of the last winter, Leof became a man-at-arms at Rosby. Once the winter had calmed enough for travel, he spent years going from one noble's army to another, killing men whenever he wasn't drinking and whoring.

And that was it. Leof was no lord, had no education, and many more men were better skilled at the one thing he *was* good at. This life was the best he would ever achieve, and Leof found that ambition was a bitter draught for those such as he. Drowning that ambition out wasn't easy. Leof caught a pox, then another; he took a wound, and again. Life became an endless series of killing, wine, scars, and killing again, and it seemed it would never, ever improve.



After a particularly memorable stint fighting a border dispute for House Deddings in the Riverlands, two strange things happened. One, Leof was knighted by Lord Deddings at the end of the campaign. The wealthy lord allowed Leof to swear his sword, and for the first time in his life, Leof had a meal every night. Two, Leof's celebratory romp with a camp follower resulted in her pregnancy. The follower died birthing his daughter and cursing his name, but Leof's life transformed the moment he beheld the bloody, screaming babe. Lord Deddings cared little for his sworn sword's paternal instincts and dismissed the knight at the end of the year, but by then Leof had already met Mikkel Cressey. Besides board and slaughter-for-hire, the lord promised a *life* for Cooper's daughter as maid to the wife of the lord, lady-in-waiting to their daughter.

## PERSONALITY

Leof liked blood and pain, but he loves his now-teenaged daughter more. No matter what the characters promise him or how hard they press the question, they can't match what Mikkel Cressey has given him: a future for his daughter. The young lady is surprisingly beautiful, given her parentage of Flea Bottom scum and camp follower. Mikkel has promised Leof that he'll personally see that the girl has a good match with a landed knight, and the sword sword actually *tears up* at the thought of his bloodline feasting in halls and ruling from a seat. Leof is gruff but not taciturn, and is as likeable as any other man in Westeros hires who kills for a living.

## APPEARANCE

Leof is every inch the sellsword made good. His clothes are well-worn, but altogether a little too fine for the likes of him. Under the sweat-stained silk is scarred skin, a man hardened by life. No finery can disguise his yellowed, cracked teeth, or his tendency to ignore shaving while on the road. Like every good fighting man, however, his armor is kept spotless and his sword razor-sharp.

## LOCALES OF NOTE

Other than a village (whose layout is defined by the holdings there, and the relative wealth of the Home House) and a nearby wooded area for the Cressey forces to hid in (which may change to a small valley in the Vale, or a rocky outcropping in Dorne, or whatever's needed to match the geography of the area), the only real locale of note is the Home House itself.

To fully visualize **Scenes One** through **Five**, the Narrator should construct a rough map of the Home House's primary holding. Any map of the holding is going to be necessarily dependent on how the players built it, however.

Much of the action takes place within the Home House itself, or rather, the primary defensive structure. The Narrator should work out the rough design of the Home House's primary residence and defensive holding with the players. Most defensive holdings in Westeros are either single structures (towers and keeps) or keeps surrounded by an earthen bulwark and an enclosed courtyard (called a bailey).

It's assumed that the players also use their primary defensive holding as their living holding as well, with a smallfolk village nearby. This

isn't always the case; the Hightower of House Hightower, for example, is within the city of Oldtown (the city having grown around it), necessitating an urban assault before a siege of the castle can be implemented. The Narrator will need to adjust the adventure to account for how the players construct their castle. Keep in mind that size means a lot. The Hightower is technically a single tower, but the sheer size and complexity of the structure translates to a superior castle's Defense bonus.

The Narrator should also take time to describe the great hall of the house. As the main room of the castle or quite literally the room of the hall, it's important to convey a sense of the house and personality in the décor. Below is a great hall description for an old House, stressing the age and weight of the room:

Read this to the players and the heir:

*What strikes you first about your great hall is not the size, but the smell—wood burning, cold pine, and a slight hint of stray ash and dust. The cool pressure on your eyes abates as they adjust to the size and darkness of the room. Above, timbers stretch across the roof like ribs, blackened from centuries of roasts and torch smoke. Along the walls hang banners of faded wool, of your house and of foes long vanquished. Rows of sturdy tables and benches stretch before the banners, leaving a long corridor up the center of the room and drawing the eye to a high table of polished wood. Behind the table is the lord's seat, high-backed and ancient, belonging to him and his forefathers stretching unto antiquity.*

The lord's solar, by contrast, is the private office and room of the ruler. Besides conveying a sense of personality, the solar is meant to be a small room where momentous decisions happen. Momentous battles, feud-ending weddings, and the rankest betrayals have had their genesis here on a worn desk lit by candle. Below is a description of a common Riverlands House's solar:

Read this to the players and the heir:

*The room feels cramped, despite the space. Every wall is covered in shelves, weighed down with books that smell of old leather. History, philosophy, records—although small, the library is surprisingly comprehensive. A basket full of maps sits beside one of the shelves. A long table to one side is set with chairs, so as not to offend the dignity and weight of important guests, upon which you can see aged patterns of wax spots, remnants of long nights spent in conference and argument. On the other side of the room is a large desk accompanied by a huge, comfortable-looking chair. A stack of vellum on the desk is weighted down by a dagger, a thick pot of black ink sitting beside it. In front of the desk is an expansive window, thrown open to reveal the peaceful sight of green hills sliced by rivers. On the faint horizon, you can barely make out clouds crowding the tops of mountains.*

## HOLDING TERMINOLOGY

It's possible to have more than one defense holding on a land holding, representing two large structures within an area. White Harbor, for instance, has both the New Castle (likely, a castle) and the Wolf's Den (likely, a small castle). Even if the Home House possesses more than one defensive holding, defenders may only benefit from one Defense bonus—usually the highest, though savvy characters may place

## WE'VE ALREADY BEEN BOUND FOR THE WALL

If the player characters are members of the Night's Watch (as detailed in the **Night's Watch** sourcebook), **Bound For the Wall** requires some adjustment. The adventure still works both mechanically and thematically, and in some ways, might even heighten dramatic tension. Notably, the Prologue and **Scene Four** must be excised entirely, but the rest of the adventure fits into a Night's Watch game easily enough.

Aeron's pleas fall on deaf ears at the Wall—Jeor Mormont has heard every possible excuse, and then some—but the player characters might take notice of the new brother and listen to his story. The Cressey attack is reduced to mere infiltration due to the Wall's isolation from mainland Westeros, and the martial training of the Watch means the invaders are easily repelled. For all his faults, Lord Commander Mormont is an even-headed leader, and once Aeron talks of dragons drowned in ale, the Old Bear is quick to grasp the impact of such a treasure on the waning fortunes of the Watch. Gold can buy armament for rangers, material for builders, food for stewards, while a cache of weapons forged from ancient Valyrian steel could bring honor and prestige, attracting knights to a life of service.

Seeing as how the PCs have already heard Aeron's tale, Mormont assigns them the task of journeying south to uncover the location of the Hoard. This course of events takes the characters far from the Wall and the North, but presents a unique series of challenges. Are the wandering crows mistaken for flown ones shirking their vows? If not, curious southron lords might ask, what are a group of black brothers doing so far from their posts?

The Hoard represents more than the future of the Watch: it could be freedom for PCs who are resentful of their fate, and in that measure it's no different than for a noble house. The treasure is enough to turn paupers into princes across the Narrow Sea (petty ones perhaps, but princes nonetheless). Should the characters desire to turn the Hoard over to the Iron Throne, Robert Baratheon may even be grateful enough to release the crows from their vows. Such actions would be relatively unprecedented in recorded history, but a king can do as he likes—and this one is showing a predisposition to doing exactly that...

forces within a lightly defended area to invite attack as part of a pincer stratagem.

If the characters have a small castle (or larger), it will generally be a keep surrounded by curtain walls. Most halls or towers are their own defense, taking advantage of natural geography in lieu of massive amounts of quarried stone. Regardless of the defensive holding, all but the smallest towers have private solars for the lords.

**Keeps** are the huge main structures inside a castle. Many of the living quarters and functional aspects of the House are kept within the keep, though certain artisans may have structures just outside (a blacksmith, for example, could accidentally burn the keep down, while a tanner's work absolutely reeks. It's just prudent to keep them outside.). This is a risk—invaders might destroy the standing structure—but it's a necessary one. Generally, keeps are the last lines of defense, since nobody wants to fight in their kitchen.

**Curtain walls** form the outer defenses of castles. Many castles have towers placed strategically throughout castle structure, affording a commanding view over the curtain walls. The best-defended walls have thick layers and dedicated towers allocated to them.

**Motte-and-Bailey(s)** are a combination of the natural or artificial hills upon which a defensive structure stands (the motte) and the defensive structure itself (the keep). They are occasionally man-made, but defensive structures often try to take advantage of either ancient ruins or naturally defensive geography. Surrounding the entirety of the motte is a bailey, an enclosed courtyard that houses stables, training grounds, living structures, and sometimes an entire small village. This is one of the most common castle structures in Westeros.

**Solars** are private rooms within a castle, usually with a table and other living accouterments. Generally, a lord's solar is his office or

study, comprised of two rooms: a larger receiving room, with comfortable chairs and a table where guests can sit and talk privately, and a smaller room with a desk, paper and quills, and whatever necessary books the lord has on hand.

**Great halls** are generally the largest room in the hall or castle, or the second or third floor of a tower (above the entry halls, but below the living spaces). A hall is, as the name implies, pretty much *all* hall, with a few rooms off the main one. Halls are longer than they are wide, and are used for receiving guests, conducting public business, and dining. Occasionally, men-at-arms or members of the household will sleep upon bedrolls on the floors of the great hall. Castles usually have one large and one small hall, whereas superior castles can have multiple halls.

## OTHER INFORMATION ON THE UPSTART HOUSE

It's possible to generate a house (via **Table 6-3: First Founding**) in house creation that was founded during or in the aftermath of the War of the Usurper. If this is so, there wouldn't be a Home House in the Prologue, and Aeron won't have a common experience to draw from.

This doesn't need to obviate the adventure entire, of course. Cyrol could have been a stalwart friend, or even a fellow man-at-arms during the War. The characters could have been wounded and left at an allied castle with a small child, only to encounter Jothos along the way. A castle full of Robert Baratheon's supporters would be the last place anyone would look for a Targaryen loyalist, after all, and the war generated a number of refugees both highborn and low.

The essential components of the adventure require that the House need the Hoard to fuel their ambitions or the cycle of revenge against House Cressey—everything beyond those minimums is malleable.

# PART II: THE BETROTHAL TOURNEY



**H**aving learned that the key to the fantastic treasure hidden away by Jothos Velaryon is concealed in the journals the Red Cofferer kept, the Home House needs to acquire those journals, and to determine how to decode them.

The set of journals, referred to as the Main Journals, do not directly provide the PCs with the information they want, but do provide clues to the sad history of Jothos and Edmie, as well as everything the PCs need to locate Maester Ryon. These journals were last known to be in the Sprayside Village where Jothos died. In the time since, they have been moved to the library of House Sunglass.

A single volume of this set of journals—called the Scarred Journal for the extensive marring on its leather cover—contains the secrets they seek, albeit in a coded form. Only one man living understands this code: Maester Ryon. While this is the book that Aeron Waters originally had in his possession, it was seized from him when he was taken. It, too, has been sequestered to the Sunglass library.

Finally, another book plays a role in this chapter. This is called merely the Red Book, for its brilliant scarlet leather cover. The Red Book is entirely unknown to Aeron or the Home House, containing the textual keys allowing someone to decode the Scarred Journal's cipher. This will prove of benefit should the PCs be unable to win Maester Ryon to their cause. The Red Book remains where where Jothos Velaryon hid it in the Sprayside Village. Since its existence and location are unknown to the PCs, its presence will be discovered only by a very close and thorough search of the house.

The Home House is inhibited in their quest by not knowing the whereabouts of the documents they seek, as well as having a marked

man in their midst. As the PCs move around Sunglass lands, Aeron Waters may be recognized as a patricide and presumed deserted from the Night's Watch. They will be called upon to answer for his presence among them—see the section entitled **Dealing with Aeron's Presence** (page 42).

Finally, once they have retrieved what they can from Sunglass lands, the Home House needs to find and meet Maester Ryon and persuade him to assist them. However, the Maester is in service to House Bracken in the Riverlands. Due to personal eccentricities, he is generally kept unavailable. The PCs need to attend the Bracken betrothal tourney in order to catch up with him, and will thus encounter further resistance to their quest.

## ABOUT THE JOURNALS

The journals kept by Jothos Velaryon can be broadly understood as three separate resources, specifically “the Main Journals,” “the Scarred Journal,” and “the Red Book.” Recovering each resource presents its own challenges, and each gives the PCs different information about the history of the Dragon's Hoard.

The Main Journals consist of 20 volumes recovered by Maester Yvan from Jothos's house in Sprayside Village, and are currently shelved in the library at Sunglass. These volumes span the period from 275 AL to the present. The first 11 volumes detail Jothos's activities as Cofferer of the Red Keep for the period from 275 AL to the end of 282 AL. They are handsome volumes, uniform in size and construction, bound in elegant brown leather.

## TIMELINES AND TRIGGERS

The following events occur at set times after the events of **A Chilly Reception**, unless the PCs actions prevent, delay, or accelerate them.

- 1 WEEK BEFORE **A CHILLY RECEPTION**—The Home House receives an invitation to Lord Bracken's Betrothal Tourney for his niece.
- 2 WEEKS AFTER **A CHILLY RECEPTION**—Maester Yvan assesses the Cofferer's journals, becomes aware that there is a missing time period.
- 3 WEEKS AFTER **A CHILLY RECEPTION**—Maut, the clerk to Maester Yvan, identifies the Scarred Journal, files it with the Cofferer's journals, completing the set.
- 1 MONTH AFTER **A CHILLY RECEPTION**—Betrothal Tourney starts at Stone Hedge.
- 3 MONTHS AFTER **A CHILLY RECEPTION**—Sunglass guards occupy the Sprayside Village house in order to combat smugglers. The Red Book is discovered and transported to Sunglass Library.
- 4 MONTHS AFTER **A CHILLY RECEPTION**—The Red Book is catalogued, identified, and included with the Cofferer's journals. The entire history of the Dragon's Hoard is now available in one place, for anyone who cares to look.

The following conditions, whether caused by the actions of the PCs or of third parties, will trigger certain events.

- ☞ Maester Yvan, maester to Lord Sunglass, becomes aware of the Scarred Journal—whether because it has finally been catalogued, or because of an inquiry after it on the part of the Home House. Once Maester Yvan is aware of the Scarred Journal, he quickly discovers that it includes coded sections, and begins work on decoding them. The Narrator should time completion of the task for maximum storytelling effect, keeping in mind that four months after **A Chilly Reception**, Maester Yvan will have the Red Book in his hand, allowing him to proceed much more quickly.
- ☞ The Home House receives written confirmation from Maester Yvan that the Scarred Journal is in his library; if Falea or any other Cressey spy is still present in the household, they will confirm the location of the Scarred Journal to Ser Leof. Within two days of receiving this news, a group of sellswords sent by Ser Leof to recover the journal will break in to the Library, kill Maut the clerk, and take the journal.
- ☞ The Home House writes the Citadel seeking the whereabouts of Maester Ryon. Spies in Oldtown will note the query and report it to Mikkel Cressey. Messages to Mikkel will take about as long as a reply to the Home House, so Cressey will know about the interest in Ryon and Ryon's location at about the same time the PCs learn of his location. Even if Mikkel does not yet know about Ryon's importance, the mere fact of interest expressed by the Home House will be sufficient to prompt him to pursue the lead. Given that Mikkel received the tourney invitation at the same time the Home House did, he will lay plans to attend the tourney and enlist Ryon.

The remaining nine volumes detail his time on the run and in exile, beginning in 284 after the end of Robert's Rebellion. These volumes are mismatched in size and construction, and are of much lower quality than the first 11. While there is no direct information regarding the Dragon's Hoard in these volumes, the PCs can learn the history of Jothos and Edmie, as well as find clues that will direct them towards more valuable resources (see **The Main Journals** in **The Cofferer's Journals** for details on these volumes).

The Scarred Journal is this volume missing from the Main Journals, covering 283 to 284 AL. This book has been turned over to the Sunglass library, but has not yet been shelved. Instead, it remains with a collection of books that are still to be examined, identified, and archived. This book is identical to those used from 275 to 282 AL, except for the distinctive scar on the front cover from which it takes its name. This volume contains direct information that helps the PCs to locate the Dragon's Hoard, though some of that information is written in Jothos's personal cipher (see **The Scarred Journal** in **The Cofferer's Journals** for details on this volume).

The Red Book is the cryptographic key to Jothos's personal code, and the likely only way the PCs will be able to read the encoded information in the Scarred Journal. The Red Book is both thinner and smaller than the other volumes, bound in a striking red leather cover. It is well hidden in Jothos's house in Sprayside Village, but if the PCs do not discover it, it will eventually be found and make its way to the

library at Sunglass and used to decrypt the secrets of the Dragon's Hoard (see **The Red Book** in **The Cofferer's Journals** for details on this volume).

## SCENE ONE

ARRIVING IN  
SWEETPORT TOWN

CONFLICT: MINOR • INTRIGUE

The PCs arrive outside Lord Sunglass's holdfast at Sweetport Sound.

## SETUP

The PCs travel to Sweetport Sound because Aeron Waters told them that the last place he saw the Scarred Journal was when Sunglass guardsmen took him into custody. When he awoke in the Sunglass gaol and asked about his belongings, Daub the gaoler told him that everything had been confiscated.

When the PCs arrive at Sweetport Sound, whether by sea or by land, it is late enough in the day that the gates of the holdfast are closed for the evening. If the PCs are traveling by sea it will be because the run-



## SCENES IN THE BETROTHAL TOURNEY

## SCENE ONE: ARRIVING IN SWEETPORT TOWN

The PCs arrive at the Sunglass holdfast of Sweetport Sound after the gates have closed for the evening and must seek accommodations in the town.

**CONFLICT:** Minor • Intrigue

**LOCATION:** Sweetport Town, in House Sunglass lands

**NOTABLE NPCs:** *Con*, a cheerful gate-guard. *Gil*, a surly gate-guard.

**REWARDS:** 2 Experience

## CONNECTS TO...

*SCENE TWO:* If the PCs seek accommodations at the Cat's Head to await the coming of morning.

*SCENE THREE:* If the PCs manage to gain entry into the holdfast at night.

*SCENE FIVE:* If the PCs elect to investigate the house where Jothos and Aeron lived.

## SCENE TWO: THE CAT'S HEAD

The PCs locate accommodations in the Cat's Head Inn in Sweetport Town. There, they have to explain the presence of Aeron Waters to Sunglass guardsmen, and encounter the goaler who last had the Scarred Journal.

**CONFLICT:** Moderate • Intrigue, Combat

**LOCATION:** The Cat's Head public house, Sweetport Town.

**NOTABLE NPCs:** *Alix* and *Brevon*, off-duty Sunglass guardsmen.

*Sunglass Guards*, who investigate if violence breaks out at the inn.

*Daub*, the goaler of Sweetport Sound.

**REWARDS:** 4 Experience.

## CONNECTS TO...

*SCENE THREE:* If the PCs enter the holdfast after an evening in the Cat's Head.

*SCENE SIX:* If the PCs have gained information about the Betrothal Tourney and have identified Maester Ryon, and so travel to Stone Hedge for the tourney.

## SCENE THREE: ENTERING THE HOLDFAST

The PCs pass the gates of the Sunglass Holdfast at Sweetport Sound. Their actions the previous evening and how they handle themselves this morning effects how they are welcomed.

**CONFLICT:** Minor • Intrigue

**LOCATION:** The Sunglass holdfast gates

**NOTABLE NPCs:** *Sunglass Guards* on duty at the gate.

**REWARDS:** 2 Experience

## CONNECTS TO...

*SCENE FOUR:* If the PCs gain access to the library after gaining entry to the holdfast.

*SCENE TWO:* If the PCs are turned away, or simply seek accommodations while they search the library.

*SCENE FIVE:* If the PCs elect to investigate the house where Jothos and Aeron lived.

## SCENE FOUR: THE SUNGLASS LIBRARY

The PCs meet with either Maester Yvan, the maester to Lord Sunglass, or Maut the clerk, and try to recover the documentary resources needed for the quest.

**CONFLICT:** Major • Intrigue

**LOCATION:** Sunglass holdfast, Sweetport Town

**NOTABLE NPCs:** *Maester Yvan*, maester to Sweetport Town's holdfast.

*Maut*, clerk to Maester Yvan.

**REWARDS:** 4 Experience.

## CONNECTS TO...

*SCENE TWO:* If the PCs require accommodations while they search the library.

*SCENE FIVE:* If the PCs elect to investigate the house where Jothos and Aeron lived.

*SCENE SIX:* If the PCs set out for Stone Hedge to attend the Betrothal Tourney.

## SCENE FIVE: SPRAYSIDE VILLAGE HOUSE

The PCs visit the house where Jothos Velaryon died, seeking further clues.

**CONFLICT:** Moderate • Skill

**LOCATION:** An old house, in Sprayside Village.

**NOTABLE NPCs:** *Aeron Waters*, who used to live here as a boy.

**REWARDS:** 4 Experience.

## CONNECTS TO...

*SCENE ONE:* If the PCs came to the house first and then decide to journey to Sweetport Town to gain access to the library there.

*SCENE SIX:* If the PCs elected to come to the house before journeying to Stone Hedge for the Betrothal Tourney.

## SCENE SIX: THE KNIGHT PROTECTOR

Ser Beros Wallain, having heard of the Home House's inquiries after Maester Ryon, attempts to determine their intentions.

**CONFLICT:** Moderate • Combat

**LOCATION:** The road to Stone Hedge

**NOTABLE NPCs:** *Ser Beros Wallain*, an ambushing knight that has sworn to protect Maester Ryon. *Black Axes*, Ser Beros' six men-at-arms.

**REWARDS:** 4 Experience.

## CONNECTS TO...

*SCENE SEVEN:* If the PCs continue to the Betrothal Tourney.

## SCENES IN THE BETROTHAL TOURNEY

### SCENE SEVEN: THE MARSHAL'S TENT

The PCs arrive at the fairground outside Stone Hedge, and enter the encampment. They are directed to the Marshal's Tent, and are assigned a camp spot there and may enter the lists.

**CONFLICT:** Minor • Intrigue

**LOCATION:** Stone Hedge, site of the Betrothal Tourney

**NOTABLE NPCs:** *Ser Beros Wallain*, if the PCs won him over.

**REWARDS:** 4 Experience (if PCs succeed at a plan to reach Maester Ryon). 50 Coin to the winner of the archery competition; 35 Coin to each member of a winning side of the melee. 1 Glory for participating in the tourney, or 2 Glory if the Home House has any victors.

#### CONNECTS TO...

*SCENE EIGHT:* If the PCs successfully manage to gain access to Maester Ryon.

### SCENE EIGHT: A DISCREET VISIT TO A MAESTER

The PCs secure an audience with the Maester, and attempt to persuade him to their cause.

**CONFLICT:** Minor • Intrigue

**LOCATION:** The medical tent of the Betrothal Tourney, or the private tent of Maester Ryon.

**NOTABLE NPCs:** Maester Ryon, a maester treating injuries at the tourney. Aeron Waters, whose presence may be necessary. Ser Beros Wallain, if the PCs managed to win him over.

**REWARDS:** 2 Experience.

#### CONNECTS TO...

*None.*

ning tide forced their vessel to hold outside the passage to the sound. If traveling by land they will simply have been delayed by the poor condition of the roads on Crackclaw Point.

## OBJECTIVES

The PCs hope to recover the Scarred Journal from the holdfast at Sweetport Sound; however the gates of the holdfast have been closed for the night. The PCs may attempt to persuade the guards at the gate to grant them access, or may choose to seek accommodations in Sweetport Town.

### KNOWN FACTS

If the PCs arrive by sea, the crew of the vessel identify an inn called the Cat's Head as the most reasonable place to find accommodations.

### UNKNOWN FACTS

The holdfast closes its gates at sundown. The main gates are shut and barred, and will not be opened until morning, short of major arrival or departure of a royal company. The main gate includes a lesser gate, which can nominally be opened at any time of the day or night, but the admission of strangers to the keep while the gates are closed for the night requires the order of a senior member of the household, like the Sunglass Master-at-Arms or Maester.

Lord Sunglass and his family are absent, away at a religious retreat.

The only place to stay in Sweetport Town is the Cat's Head, an inn that caters to port traffic.

See **Dealing with Aeron's Presence** on page 42 for notes on how guards and townsfolk will be disposed towards the PCs, with or without Aeron Waters in their company.

## NOTABLE LOCALES

See the description of **Sweetport Sound**, **Sweetport Town**, and **Outside the Gate** in the **Locales of Note** section of this part.

If the PCs elect to approach the holdfast in the night, they arrive outside the gate just as a small door to the right of the main gate will swing open casting a wedge of warm hearth-light out in to the rainy night, and a dark figure will exit. A deep voice from within will call "... and a good night to you, Duck!"

The figure, apparently Duck, will reply with a string of profanity, and the door will swing closed as a deep voice inside says "*And you too, Duck! Give my best to Dorrie.*"

If the PCs are climbing the wooden ladders and walkways from Sweetport Town below, the figure will set off down the road and be gone from sight before the PCs reach the gate. If the PCs approach the holdfast by way of the road, Duck will disappear into the mess of ladders that leads down to Sweetport Town. If the PCs knock on the small door, they will be addressed by the same deep voice that spoke to Duck, a guardsman inside the guardhouse.

## NOTABLE CHARACTERS

The deep, genial voice inside belongs to a guardsman named Con, a generally easygoing man tasked with the night watch in the main gate's guardhouse of the main gate, who seems to enjoy his duties. His instructions are to let those that he knows to have business in the holdfast come and go as needed, but to deny access to anyone he does not know, or those he knows have no business in the keep after dark.

When his door is knocked upon he will cheerfully call out, asking the knockers to identify themselves. When he realizes the knockers are strangers, he will inform them, in a friendly enough manner, that the gates are closed, and suggest that they return in the morning. If ques-

## DEALING WITH AERON'S PRESENCE

The Sunglass guards and retainers that the PCs encounter in the holdfast and in Sweetport Town below it are part of a small community with a very active rumor mill. Jothos's murder and Aeron's taking of the black are recent and memorable history, readily recalled by the locals. Aeron is considered a patricide, and as such is generally feared or hated. He is recognized by sight or name by the people of Spray-side Village and the guards and gaoler of the Sunglass holdfast, who remember him from the time he was held there prior to sentencing.

Any mention of him or hint of his presence anywhere in Sunglass lands will be questioned, as he is expected to be on the Wall with the Night's Watch.

In game play, this means the Intrigue rules will be used to the potential issue of Aeron being recognized. Anyone the PCs meet in Sunglass lands who has been there more than a few weeks is initially Indifferent towards them, but on recognizing Aeron Waters will immediately Dislike him (based on the —1 step modifier for his membership in the Night's Watch). If the PCs do not immediately initiate an Intrigue to Convince (through either Persuasion or Deception) that Aeron is present on the business of the Night's Watch, any guards or townsfolk will decide that he is a deserter. Thereafter they feel Malice towards Waters (-2 additional steps based on a perception of his treacherousness), and become Unfriendly towards the PCs. Guardsmen who believe Waters to be a deserter from the Watch attempt to detain him and deliver him to the holdfast for the lord's justice. Whether they try to do the same for those accompanying Waters depends on their assessment of the relative strength of the party—they'll arrest everyone they feel they have the strength to do so.

The PCs may elect to disguise Aeron (*SIFRP*, page 62), in which case test as normal before establishing disposition. The Narrator should feel free to adjust disposition even further towards the negative should an attempted disguise fail.

Use this mechanic for the first interaction the PCs have with any Sunglass guardsmen. Because the guardsmen share information in their guardrooms and barracks, consider the guardsmen in any subsequent interactions to have full knowledge of the first interaction, and base the disposition of the guards involved on the results of that interaction. Use the same mechanic for any common folk the PCs meet in Sunglass lands, but allow them to make a new first impression each time.

tioned about Duck, he will cheerfully lie, insisting that no one enters or leaves the holdfast after dark, and even denying Duck's existence; he is fully aware of the absurdity of this. He is, however, perfectly happy to hear the PCs' arguments for why they should be admitted, for as long as they are willing to stand outside in the rain and present those arguments.

If the PCs make a persuasive enough argument, he might be willing to escalate the issue to the Master-at-Arms. If, for example, the PCs immediately present themselves as messengers, Con might reasonably admit them and arrange for them to deliver their message to the ranking member of the household in residence. However, if they don't mention this message until the interaction is well advanced, he will be reasonably suspicious of the claim. Likewise, the size and composition of the party might cast such a claim in doubt, as a seaborne message would arrive by way of Sweetport Sound and its docks rather than the holdfast's private piers. Con will in any case consult with another unseen person within before summoning the Master-at-Arms.

The other unseen man is Gil, another guard. From outside the guardhouse, the PCs will hear Gil only as a mutter. Gil, unlike Con, does not like the night watch at the main gate, preferring to either patrol the walks or be comfortably asleep in his own rack in the barracks. He will be annoyed at the interruption the PCs present to his sulking, and is in no way inclined to humor them or hear them out. Whenever Con seems in danger of either allowing the PCs to enter or summoning the Master-at-Arms, Gil will attempt to persuade him otherwise.

## RESOLUTIONS

The PCs will either gain admission to the holdfast tonight (unlikely), or be referred to the Cat's Head for lodging.

## FURTHER SCENES

The expectation is that the PCs will move to **Scene Two** from this scene. If they elect to seek accommodations in Sweetport Town without calling at the holdfast gate, they are directed to the Cat's Head. If they do call at the guardhouse gate, they are directed to come back in the morning, and if they remain cordial with the guards at the gate, the Cat's Head may be suggested to them. In any case, if the PCs spend any time at all in Sweetport Town after sundown it becomes obvious from foot traffic along the wharves that the Cat's Head is a public house.

If the PCs elect to make camp outside Sweetport Town and return to the holdfast in the morning, they spend an uncomfortable night (a camp laid after full night has already fallen is not the best laid camp), with penalties to pertinent skills tests applied by the Narrator. They move to **Scene Three** in the morning, once the gates have been opened. If the PCs either immediately lie to the gate guards identifying them-

### SUNGLASS SERGEANT

### TERTIARY CHARACTER

ATHLETICS 3, AWARENESS 3 (NOTICE 1B), ENDURANCE 3,  
FIGHTING 4 (BLUDGEONS 1B)

COMBAT DEFENSE 7 (+2 W/LEFT-HAND DAGGER) ● HEALTH 6

INTRIGUE DEFENSE 8 ● COMPOSURE 9

MAIL: AR 5 ● AP -3 ● BULK 2  
MOVEMENT 3 YARDS (SPRINT 10 YARDS)

CUDGEL	4D+1B	2 DAMAGE, OFF-HAND +1
BUCKLER	4D	1 DAMAGE, DEFENSIVE +1, OFF-HAND+1
THROWN KNIFE	2D	3 DAMAGE, CLOSE RANGE, FAST

## WHAT IF THEY JUST WRITE A LETTER?

The PCs, upon hearing of the missing Scarred Journal from Aeron Waters, may choose to send a letter to Sweetport Sound requesting the journal rather than traveling there themselves.

The primary advantage of recovering the Scarred Journal at a remove will be that of not taking Aeron back in to lands in which he is known a patricide, where he would be considered a deserter from the Night's Watch. This advantage would be likely be moot if the PCs have persuaded Ser Georg or the Night's Watch to participate in their plans, as Aeron would be considered their agent.

The disadvantage of this approach will be that it will advance the timetable for Maester Yvan to become aware of the Scarred Journal, without putting the PCs in a position to persuade him to their side. Any letter to Sweetport Sound requesting the Scarred Journal taken from the prisoner Aeron Waters will cross Maester Yvan's desk, prompting him to immediately investigate the intake shelf and discover that the Scarred Journal is part of the Cofferer's Journals. He will start his investigation of the contents of the journals sooner rather than later, as he would have without prompting. Once he recognizes himself to be in possession of a complete set, he will refuse to split the set. He will instead pen a message in reply, generously (in his mind) inviting any interested researchers to visit Sweetport Sound, offering them unlimited access to his archives, but only within his own walls.

From there it will require either a visit to Sweetport Sound to review the documents, or an appeal to Lord Guncer Sunglass to force Maester Yvan to release the Scarred Journal. While either of these events develop, Yvan will continue to pursue his investigation of the Journals, and will use whatever he discovers to preserve his possession of the documents. For example, he will make the case to Lord Sunglass that the documents should be held at Sweetport Sound and the information in them be used to take the Dragon's Hoard, or some portion of it, to benefit House Sunglass.

As soon as Maester Yvan's reply declining to send the Scarred Journal is received by the PCs, any spy still active within the Home House will report the journal's confirmed location in the Sweetport Sound to Ser Leof. Within two days of that report, a team of sellswords and thieves will arrive to steal the journal. Rather than negotiate with Maester Yvan or Lord Sunglass, this team will break in to the library, murder Maut the clerk in his sleep, and depart with the Scarred Journal.

Since the Home House will at this point be the only party to have expressed interest in the journals, suspicion will most definitely be cast upon them for the murder and theft.

selves convincingly as bearers of an important message, or if they have otherwise been remarkably persuasive, they move to **Scene Three** immediately.

### REWARDS

EXPERIENCE: 2

COIN: None

GLORY: None

### SCENE TWO

## THE CAT'S HEAD

CONFLICT: MODERATE • INTRIGUE, COMBAT

Seeking dry beds and warm meals in the Cat's Head in Sweetport Town will give the PCs the opportunity to gather news about Sweetport Sound and to meet some of those who live there.

### SETUP

The Cat's Head is the single public house and social hub of Sweetport Town, catering to the needs of townsmen, fisher-folk, ships' crews, and the smallfolk of the holdfast alike. The PCs arrive here from **Scene One**, either because they elected not to approach the holdfast until morning or because they were turned away at the holdfast gate; from **Scene Four**, if they need quarters while pursuing extended research in the library; or from **Scene Five**, if they return to Sweetport Town after visiting the

village house without already having met Daub or the Sunglass guards for the first time.

### OBJECTIVES

The PCs enter the Cat's Head seeking a dry bed and a hot meal, but may be able to obtain information from Daub the gaoler about the whereabouts of the Scarred Journal.

### KNOWN FACTS

The Cat's Head is the sole public house of Sweetport Town, and the best place to find accommodations for the night.

### UNKNOWN FACTS

Tonight, the patrons in the common room of the Cat's Head include a pair of Sunglass guardsmen. These guardsmen were present when Aeron Waters was taken from his father's house in Sprayside Village, and again at his sentencing where he took the black. Also present is Daub, the gaoler of Sweetport Sound, the man who confiscated the Scarred Journal from Aeron, ultimately turning it over to Maut the clerk. See **Dealing with Aeron's Presence** on the previous page for notes on the reaction of the locals and guardsmen to Aeron Waters' presence.

In the event of armed conflict between the PCs and the guardsmen, the other patrons of the inn flee the building as quickly as possible and summon help from the holdfast. A squad of three more guardsmen led by a sergeant arrives from their patrol of the docks within a minute

## THE BLOCKADE RUNNER

PCs traveling from Sweetport Sound to the Riverlands may elect either to travel overland, or to travel by sea. The terrain of Crackclaw Point is rough and the roads are poor, so overland travel is likely to be slow and uncomfortable. Sea travel is much more convenient, as passage can easily be booked from Sweetport Sound to either Maidenpool or Saltpans, and use either the better roads or the rivers of the Riverlands to reach their destination. In the case of travel specifically to Stone Hedge, Saltpans is a more sensible choice, as it places the travelers further west, with direct access to the main travel routes of the Trident. A land route from Saltpans to Stone Hedge mostly parallels the Red Fork, until breaking away from the river a day short of Riverrun.

Unless the Home House is a maritime force and the PCs are in possession of their own vessel, the PCs may need to book passage for travel in relation to the Cofferer's Journal and the Bethrothal Tourney. They certainly will need to do so when they elect to pursue Jothos's retainer Ser Kael Stormsword across the Narrow Sea to Braavos.

If the PCs inquire in the Cat's Head after a vessel on which they might book passage, they are directed to *The Surly Mistress*, captained by Alfo Yond. "The Mad Bitch," as nearly everyone refers to the ship, including the captain and his mixed crew of 22 Braavosi and Westerosi, is a versatile vessel, maneuverable enough to operate comfortably in the coastal waters of Westeros, yet sturdy enough brave the open ocean on passages across the Narrow or Summer Seas.

### THE SURLY MISTRESS

*The Surly Mistress* is a 100' brigantine, a vessel designed to be either sailed or rowed. A flexible sail rig makes her fast both with and across the wind, while the oar banks enhance her maneuverability, allowing her to make way against the wind or with no wind at all. The crew, consisting of Yond, two mates, and twenty sailors, is as morally flexible as the vessel is functionally so, and both crew and ship have engaged in everything from honest mercantile trade and blockade-running to outright piracy.

*The Surly Mistress* does well in both short coastal operations or long sea voyages. Depending on how her hold is configured, she can carry up to about 80 tons of cargo, a dozen passengers, three squads of soldiers, or one squad of cavalry with their mounts. She can sail at 15 to 20 knots and average about 200 miles in a day's sailing.

### ALFO YOND

See the **People, Places and Things** section at the end of **Part II** for complete details on Alfo Yond.

### CREW OF THE SURLY MISTRESS

Alfo's crew are fairly loyal to him. They consist of *Offridio*, his first mate; *Manis*, his second mate; and a general handful of other crewmen besides.

FIRST MATE	TERTIARY CHARACTER	
AGILITY 3, AWARENESS 3, FIGHTING 2 (FENCING 1B), LANGUAGE 2 (COMMON TONGUE), LANGUAGE 3 (BRAAVOSI), MARKSMANSHIP 2 (CROSSBOWS 1B), PERSUASION 4 (INTIMIDATE 1B), WILL 4 (COORDINATE 2B)		
COMBAT DEFENSE 8 (+2 W/LEFT-HANDED DAGGER) ⚔ HEALTH 6		
INTRIGUE DEFENSE 7 ⚔ COMPOSURE 12		
SOFT LEATHER: AR 2 ⚔ AP -1 ⚔ BULK 0 MOVEMENT 4 YARDS (SPRINT 16 YARDS)		
SMALL SWORD	2D+1B	2 DAMAGE, FAST
LEFT-HANDED DAGGER	2D	2 DAMAGE, DEFENSIVE +2, OFF-HAND +1
MYRISH CROSSBOW	2D	4 DAMAGE, FAST, LONG RANGE, PIERCING 1, RELOAD (LESSER), TWO-HANDED

SECOND MATE	TERTIARY CHARACTER	
ATHLETICS 3, AWARENESS 3, FIGHTING 2 (AXES 1B), LANGUAGE 3 (COMMON TONGUE), LANGUAGE 2 (BRAAVOSI), MARKSMANSHIP 2 (THROWN 1B), PERSUASION 4 (INTIMIDATE 1B), WILL 4 (COORDINATE 2B)		
COMBAT DEFENSE 8 (+1 W/HAND AXE) ⚔ HEALTH 6		
INTRIGUE DEFENSE 7 ⚔ COMPOSURE 12		
CLOTHING: AR 0 ⚔ AP 0 ⚔ BULK 0 MOVEMENT 4 YARDS (SPRINT 16 YARDS)		
HAND AXE (x2)	2D+1B	2 DAMAGE (3 THROWN), DEFENSIVE +1, OFF-HAND +1 (CLOSE RANGE THROWN)

CREWMAN	TERTIARY CHARACTER	
AGILITY 3 (BALANCE 1B), ATHLETICS 3 (CLIMB 1B, JUMP 1B), AWARENESS 3		
COMBAT DEFENSE 9 (+1 W/DAGGER) ⚔ HEALTH 6		
INTRIGUE DEFENSE 7 ⚔ COMPOSURE 6		
CLOTHING: AR 0 ⚔ AP 0 ⚔ BULK 0 MOVEMENT 4 YARDS (SPRINT 16 YARDS)		
SMALL SWORD	2D	2 DAMAGE, FAST
DAGGER	2D	1 DAMAGE, DEFENSIVE +1, OFF-HAND +1
LIGHT CROSSBOW	2D	4 DAMAGE, LONG RANGE, RELOAD (LESSER), SLOW

(10 turns) of the outbreak of hostilities, and a troop of nine, led by an additional sergeant, arrives within 10 minutes. If the PCs do engage in armed combat with Sunglass men in Sunglass's main town, at the very least they will likely find a complaint lodged against the Home House at Robert Baratheon's court, and will certainly not be permitted access to the Sunglass library until that issue is resolved.

## MEET MAUT

If Aeron is present and the PCs manage to avoid an armed incident in the common room, he points out Daub, the holdfast's gaoler who regularly takes his evening drink in the common room. Daub, like the guardsmen, doubts Waters' right to be there, but does not want to draw attention to himself by making an issue. The guardsmen, who originally arrested Waters, confiscated his weapons, which ended up in the Sunglass armory. Daub turned over the Scarred Journal to the Sunglass Library, as per Lord Sunglass's standing orders. Daub pocketed the remainder of Waters' coin and minor valuables, which have been nearly all liquidated by now. The one exception is a small locket, containing a miniature painted portrait of Edmie Cressey, Aeron's mother. As an uniquely identifiable item, Daub has been reluctant to sell it too soon, and he keeps it safe on his person, worn around his neck.

Daub notices Aeron, but tries not to be noticed by him (a Stealth test against Aeron's passive Awareness), intensely aware that he has something stolen from Aeron hanging around his neck. If approached by the PCs, he feigns unconcern unless he starts to feel threatened. He then attempts to use knowledge of Aeron's outlaw status in a distinctly menacing manner. If the PCs are non-threatening he is quite helpful, hoping to get them whatever they want and get them out of his life. If they make it clear to him that they are looking for the Scarred Journal, he gladly tells them that he turned it over to Maut, and then explains Yvan's plan for the library, and Maut's resistance to it. (The details on Yvan's plans for the library, and Maut's antipathy to it, are provided in their character descriptions in the **People, Places & Things** section at the end of this chapter.)

Daub has the liar's tendency to talk over-long and over-willingly on any subject not related to that which he is trying to hide. If the PCs notice the locket on its chain around his neck, a **CHALLENGING (9)** Awareness test, the threat of reporting his theft to Lord Sunglass strongly motivates him to assist them. In any case, it should be relatively easy for the PCs to learn from him that the Scarred Journal is in the library, that Maut resents Maester Yvan, and that scholars who wish to use the library for research are always welcome at the holdfast. If credibly threatened with loss of life, or with exposure and punishment for thieving, Daub agrees to take the PCs into the keep and to the library.

If the PCs left Aeron safely at the seat of the Home House, Aeron begs them before they leave to locate for him his lost locket, describing it in great detail. Without Aeron present in the Cat's Head common room, Daub (having no reason to be cautious about the locket) is very casual with it. If the PCs are having trouble locating the Scarred Journal, the Narrator may allow each character a **CHALLENGING (9)** Awareness test to Notice and recognize the locket, providing them with an entry point to the library if all else fails.

## GATHERING INFORMATION

If the PCs inquire of the innkeeper or any of the patrons of the inn, they will hear general news about the state of the fishing fleet and what trading vessels are currently in port, have recently departed, or are expected to return soon. With this information, they will easily be able to take passage from Sweetport Sound to either Maidenpool or Saltpan. Those two ports will provide the easiest overland access to Stone Hedge and the Bracken Betrothal Tourney, if the PCs seek to attempt to recruit Maester Ryon to their cause. The PCs will also be able to take passage directly to Braavos from Sweetport Sound if they elect to do that first.

If the PCs engage in conversation with locals in the Cat's Head, they will learn that Lord Sunglass and his family are not present in the holdfast, having recently departed on a religious retreat. If they inquire as to who the ranking member of the household is, they will learn that it is Yvan, the Maester to Sweetport Sound.

If the PCs bother to inquire about procedures for entering the holdfast, they will learn that the gates are "closed" at sundown, and that traffic in and out officially ceases at that point. However, people known to the guards and with business inside the holdfast are frequently passed in or out through a lesser door into the guardroom itself, with little thought given to it.

They can also learn that during daylight hours the holdfast gates remain open, and while there are guards posted at the gate, they generally do very little to hinder the flow of traffic in or out of the keep. *"Of course, if ye charged up with a bare blade and banners flying, I expect they'd have thing or two to say..."*

If the PCs inquire among the locals in the Cat's Head about news or rumors from the holdfast, they will hear about Maester Yvan's ambitions for the library, even if they have not heard about it from Daub the gaoler. Some will be impressed by Yvan's ambition, others scornful, but the library is a very popular topic of conversation.

## NOTABLE LOCALES

The action develops in the common room of The Cat's Head, a public house in Sweetport Town. See the complete description in **Appendix: Locales of Note**.

## NOTABLE CHARACTERS

The two off-duty Sunglass guardsmen, Alix and Brevon, are present in the common room. They wear the Sunglass shield and stars on their padded armor, and are lightly equipped, carrying only cudgels apart from their personal knives.

A squad of three Sunglass guards and a sergeant respond within one minute (10 turns) if a fight breaks out in the Cat's Head. The guards are equipped as the off-duty guards listed above, with the addition of a buckler. The sergeant is more heavily armed and armored, carrying a mace and wearing mail. A troop of nine more guards and an additional sergeant will arrive within 10 minutes of the outbreak of hostilities in the Cat's Head.

For more information on Daub, see the complete description in **People, Places & Things**.

OFF DUTY SUNGLASS GUARDS TERTIARY CHARACTERS

ATHLETICS 3, AWARENESS 3 (NOTICE 1B),  
ENDURANCE 3, FIGHTING 4 (BLUDGEONS 1B)

COMBAT DEFENSE 8 \* HEALTH 9

INTRIGUE DEFENSE 7 \* COMPOSURE 6

ARMOR: NONE \* MOVEMENT 4 YARDS (SPRINT 16 YARDS)

CUDGEL 4D+1B 2 DAMAGE, OFF-HAND +1

ON DUTY SUNGLASS GUARDS TERTIARY CHARACTERS

ATHLETICS 3, AWARENESS 3 (NOTICE 1B), ENDURANCE 3,  
FIGHTING 4 (BLUDGEONS 1B)

COMBAT DEFENSE 8 (7 IN ARMOR, +1 W/BUCKLER) \* HEALTH 9

INTRIGUE DEFENSE 7 \* COMPOSURE 6

PADDED: AR 1 \* AP 0 \* BULK 0  
MOVEMENT 4 YARDS (SPRINT 16 YARDS)

CUDGEL 4D+1B 2 DAMAGE, OFF-HAND +1

BUCKLER 4D 1 DAMAGE, DEFENSIVE +1, OFF-HAND+1

SUNGLASS SERGEANT TERTIARY CHARACTER

ATHLETICS 4, AWARENESS 3 (NOTICE 1B), ENDURANCE 3, FIGHTING 4  
(BLUDGEONS 1B), WILL 3

COMBAT DEFENSE 9 (6 IN ARMOR, +1 W/BUCKLER) \* HEALTH 9

INTRIGUE DEFENSE 7 \* COMPOSURE 9

CHAIN: AR 5 \* AP -3 \* BULK 2  
MOVEMENT 3 YARDS (SPRINT 10 YARDS)

MACE 4D+1B 4 DAMAGE

BUCKLER 4D 1 DAMAGE, DEFENSIVE +1, OFF-HAND+1

RESOLUTIONS

If the PCs have disguised Aeron, or manage to persuade the Sunglass Guards that he is on Watch business, they will manage to either avoid his arrest or open conflict with House Sunglass. Otherwise, they will face either moving forward in their quest for the Dragon's Hoard with one of their most valuable resources imprisoned in remote Crackclaw Point, or outright hostility between the Home House and Sunglass.

Depending on how they manage Daub, the PCs may learn about the Sunglass Library, the Scarred Journals presence there, and of the bitterness Maut feels toward Maester Yvan. They may recover Aeron's locket of Edmie, or may even with great success secure Daub's assistance in recovering the Scarred Journal.

FURTHER SCENES

SCENE THREE: It is expected that the PCs, regardless of the events in the Cat's Head, will move to **Scene Three**, as everything they need is inside Sweetport Sound. If their interaction with the

guards in the common room went poorly, this will likely turn violent. However, sufficient success in persuading the common room guards of their (and Aeron's) legitimacy may carry over, by way of barracks grapevine, in smoothing the PCs' entrance to the holdfast. See **Dealing with Aeron's Presence** on page 42 for details.

SCENE FOUR: If, however, they are exceptionally successful with Daub, they may find a way to bypass the guards of the holdfast and move directly to the Library. This could be by sneaking them in to the holdfast, or simply by providing them with enough information about what would provoke the attention of the guards that the PCs are able to avoid such attention entirely.

SCENE SIX: If the PCs have identified and located Ryon before this point, they may elect to travel to Stone Hedge for the Betrothal Tourney, in which case they encounter Ser Beros Wallain en route.

REWARDS

EXPERIENCE: 4

COIN: None

GLORY: None

SCENE THREE

ENTERING THE HOLDFAST

CONFLICT: MINOR • INTRIGUE

Entering the holdfast of another noble House is not as easy as strolling up and announcing oneself, particularly if the visit comes without previous arrangements.

SETUP

The PCs can arrive at this scene either from **Scene One** or from **Scene Two**.

OBJECTIVES

This scene is a transitional scene, as the PCs move towards **Scene Four**. As such, the PCs' objectives are primarily not to mess up whatever momentum they have going for themselves. However, the PCs path to this point and their behavior in the previous scenes will influence how well they are received once the holdfast gates have been opened.

KNOWN FACTS

If the PCs return to the holdfast gates during daylight hours, they find the large main gates standing open, with a pair of Sunglass guards stationed to either side of the gate, watching foot traffic come and go.

If they gain admission to the holdfast at night, while the gates are still closed, the small sally port swings open, letting a flood of hearthlight out in to the night, and they are admitted to the small room inside that gates that serves as the guard post for the overnight guards. If the

PCs are mounted, the guards instruct them to hitch their mounts outside the sally port, to be taken back to a hostelry later.

## UNKNOWN FACTS

If the PCs have not completed **Scene Two** before entering the holdfast, they will not be aware that Lord Sunglass and his family are not currently in residence, having recently departed on a religious retreat. If the PCs are admitted as messengers in the night, Con will instruct Gil to *“take them to the library and summon the Maester.”* Neither Con nor Gil will feel it is their business to explain why the Maester is being summoned rather than the Lord, but may be persuaded to explain why. Otherwise, the PCs don't receive this explanation until they are greeted by Maester Yvan.

If the PCs approach the gates in the daytime, they're recognized as not among the usual traffic and hailed by one of the guards at the gate. The guards greet them and attempt to identify them and determine their business in the holdfast. See **Dealing with Aeron's Presence** (page 42) for details on the guards' disposition towards the PCs in various situations.

If the PCs establish their bona fides, or have done so previously, and request an audience with Lord Sunglass, the guards explain that Lord Sunglass and his family are absent on a religious retreat, and will escort them to the library to meet Maester Yvan.

If the PCs request access to the library, assuming the absence of known patricides and deserters from the Night's Watch, a guard will escort them to the library.

## NOTABLE LOCALES

The action starts outside the gatehouse of the holdfast. See the complete description in **People, Places & Things**.

## NOTABLE CHARACTERS

The gates are watched over by a pair of Sunglass guards. Though different individuals than those on duty the previous night, they are statistically identical. See On Duty Sunglass Guards in **Scene Two**.

## RESOLUTIONS

The PCs' prior interactions with the Sunglass guards is the major determining factor for the outcome of this scene. If the PCs have not previously encountered guards more directly than as a voice behind a door, see the **Dealing with Aeron's Presence** side bar on page 42 for details on the guards disposition and reactions.

If the PCs indicate they bear a message for House Sunglass, seek an audience with Lord Sunglass, or seek to guest in the holdfast, they are escorted by a guard to the library, and Maester Yvan will be summoned to meet them.

If the PCs indicate that they merely seek to use the library, they are not particularly remarked upon, as Maester Yvan has left instructions that anyone should be permitted access to it. They are given plain directions to the correct part of the keep to visit the library, and will there encounter Maut the library clerk.





## LETTERS TO THE CITADEL

Jothos Velayron's journals give the PCs Maester Ryon's name, but do not tell them where he is today. Indeed, information in the journals may incorrectly lead them towards Raventree Hall, where Ser Beros has reported that Ryon resides and is well.

The most direct approach to locating a given maester is to write the Citadel and ask. If once the PCs know Ryon's name they take this approach, they have his location as quickly as a message can return to them from Oldtown. However, Cressey spies at Oldtown will just as quickly report that information to Mikkel Cressey, along with the Home House's interest in him. If Cressey is not to this point aware of Ryon as a potential resource, he is now and moves accordingly.

Jothos's journals do contain other information that will allow the PCs to seek his location of the Citadel without playing their hand. Enough of Ryon's interest and expertise with the Pox is recounted in the uncoded portions of the journals to suggest to the PCs that requesting the name and whereabouts of a maester especially expert in the treatment of the pox would yield Ryon's name and location. Cressey's spies at the Citadel will in this case report that the Home House harbored a shameful secret in the infection of one of the members. Mikkel Cressey will file this information away for future use, but will not immediately move to control Ryon.

Finally, the PCs have in Yvan's library a resource that will allow them to locate Maester Ryon without contacting the Citadel at all. The Sunglass library includes a copy of a recent monograph entitled the "*Efficacy of the Yi Ti Herb, Known as The Lion's Fire, in the Treatment and Control of The Pox,*" authored by one Maester Ryon. It includes an introductory note of thanks to "my Lord Bracken and his household at Stone Hedge, for his generous support of this research."

## FURTHER SCENES

- SCENE TWO: If the PCs are particularly incautious or unlucky, they may find themselves barred from the holdfast. In that case, they may proceed to **Scene Two** if they have not already completed that scene, and seek shelter in Sweetport Town to consider their options.
- SCENE FOUR: From this scene the PCs typically get to the library in the Sunglass holdfast. Whether they are escorted there and who they meet first will depend on the resolutions discussed previously.
- SCENE FIVE: If they elect to investigate the house where Jothos and Aeron lived, they may proceed to **Scene Five**.

## REWARDS

EXPERIENCE: 2

COIN: None

GLORY: None

## SCENE FOUR

## THE SUNGLASS LIBRARY

CONFLICT: MAJOR • INTRIGUE

With effort, the PCs can finally make their way into the Sunglass Library, with their objective close at hand.

## SETUP

The PCs arrive at the Sunglass library from **Scene One**, from **Scene Two**, or from **Scene Three**.

If the PCs arrive from **Scene One**, they have made a case convincing enough to the gate guards to have been admitted to the holdfast and ushered to the library to await Maester Yvan. In this case a guardsman named Gil escorts them to the library, sends Maut to locate Maester Yvan, and waits with them until the maester returns.

If the PCs arrive directly from **Scene Two**, they have persuaded or forced Daub to escort them into the holdfast and to the library. In this case, Daub takes them directly to the library, but will not enter, excusing himself before they enter. They find only Maut present when they enter.

If the PCs arrive from **Scene Three**, they have presented themselves at the holdfast gate after a night at the Cat's Head and were given permission to visit the library. The gate guards have passed them through without comment, providing directions to the library if asked. The PCs find only Maut present when they arrive.

## OBJECTIVES

The PCs hope to recover or gain access to the Scarred Journal. They also need to keep Maester Yvan unaware of the value of the Scarred Journal, or any further details of the Dragon's Hoard, so as to prevent the involvement of House Sunglass in the pursuit of the treasure.

## KNOWN FACTS

If the PCs arrive directly from **Scene One**, they know only what Aeron has told them: he last had the Scarred Journal when he was taken by the Sunglass guards. They will have heard from the gate guards that Lord Sunglass and his family are absent, and that they are waiting to see Maester Yvan.

If the PCs arrive directly from **Scene Two** or **Scene Three**, they will additionally have whatever information they have acquired from Daub in the Cat's Head. This will likely include the fact that the Scarred Journal was turned over to Maut the clerk, as well as a general sense of Yvan's ambition for the library—and the antipathy Maut feels towards Yvan.

## UNKNOWN FACTS

The PCs are unaware that the Main Journals are present in the Sunglass library, though if Aeron is with them and is permitted or encour-



aged to scan the shelves, a successful **EASY (3)** Notice test allows him to point them out to them. If the PCs have not yet visited the Village House, or not visited it with Aeron in their company, they may not even be aware that the Main Journals are no longer present in the house.

The PCs are not aware that the Scarred Journal is among a number of volumes still to be catalogued, and will not easily be able to locate it without assistance from Maut or Maester Yvan. Locating it without assistance requires a successful **FORMIDABLE (12)** Notice test, and it will be very clear to anyone present in the library, whether Yvan, Maut, or a guard, that they are searching for something specific.

## NOTABLE LOCALES

The scene takes place in the Sunglass library. See the description in **People, Places & Things**.

## NOTABLE CHARACTERS

Maester Yvan and Maut are the main players in this scene. See further descriptions for them both in **People, Places & Things**.

## RESOLUTIONS

PCs can come away from the Sunglass library with the Scarred Journal, all the information in uncoded portions of the Main Journals, and even the information in the coded portions of the Main Journals. However,

doing so comes at a very high cost in time, as it requires days of either uninterrupted study (with the Red Journal in hand,) or a return to Sweetport Sound with Maester Ryon in tow. The most optimal result is that the PCs acquire the Scarred Journal and enough details from the Main Journals to point them towards Maester Ryon in Stone Hedge, plus a clue or two regarding Kael Stormsword.

In roleplaying the PCs interactions with Maester Yvan, it is important to keep his ambitions in focus. Yvan's primary motivation is to build a great library, and he jealously guards any document that he believes will grant prestige to that library. Further, if he learns of the real world value hidden inside those documents, he will think first of how that value might best be used to the benefit of the library.

Likewise, Maut the clerk looks for opportunities to undermine the maester, while not jeopardizing his position in the household. If anything, Maut is an easier source of information than Yvan, though he would in no way be able to hide the PCs' interest from the Maester.

See **Decoding the Journals** on page 50 for details about how the PCs can extract information from the journals. See **The Main Journals** on page 61 and **The Scarred Journal** on page 62 for details on the contents of the journals that are present in the library.

## FURTHER SCENES

☛ **SCENE TWO: The Cat's Head.** If the PCs researches in the library take more than a single day, they will be directed to the seek quarters in Sweetport Town. If they have not already encountered Daub, they will do so during the dinner hour at the Cat's Head.

## DECODING THE JOURNALS

Decoding the encoded portions of Jothos Velayron's journals will require Cunning (Decipher) tests of **HARD (15)** difficulty. If the PCs attempt this without the benefit of either the Red Book or Maester Ryon's help, allow them to do so using the Decipher rules (see *SIFRP*, page 60-61). Each test should take about an hour, and a character should be allowed as many as 10 tests in a day devoted to the task. Each degree of success will allow the PCs to unveil about a paragraph's worth of information, but as much of what is encoded in the journals is not germane to their search, only a 1 in 6 chance that a given success actually reveals anything.

Maester Ryon's understanding of Jothos's code is equivalent to that of a language in which he has a rank of 3, so he tests to decipher the journal with a difficulty of **ROUTINE (6)**. Furthermore, he knew Jothos and much of his history, and provided he knows what the PCs are searching for, he has a 2 in 6 chance of decoding a useful paragraph.

The Red Book provides a complete index for Velayron's code, and grants +3B bonus dice to anyone testing against the journals. These bonus dice apply to Maester Ryon as well, so if he has the Red Journal in his possession when decoding the journals, he will be able to extract all the information in the journals much more quickly.

If the PCs decode substantial parts of the journals themselves, either with or without the Red Book, rather than recruiting Maester Ryon to do it for them, an Experience award of 8 to each character involved is appropriate.

**SCENE FIVE:** If the PCs do not become aware that the Main Journals are already in the library, they may elect to visit the Village House seeking after them, as that is the last place Aeron knew they were.

**SCENE SIX:** If the PCs elect to set out for Stone Hedge and the Betrothal Tourney, they will encounter Ser Beros Wallain on their journey.

Journals are already in the Sweetport library, they are not aware that those journals are no longer here.

## OBJECTIVES

The main objective here should be recovering the Main Journals. While the PCs may have come here seeking those journals, they will not find them. They discover that the journals are missing, a fact which should lead back to the Sunglass library.

Neither Aeron nor the PCs are aware of the existence of the Red Book. If, however, they were to discover it in its hiding place in the Sprayside House, they would be able to decode the Scarred Journal even if they are unable to access the Main Journals and recruit Ryon. This makes this a huge prize, and also an important way for the Narrator to, if they so choose, provide an escape clause if the PCs should fail in some of their objectives.

## REWARDS

EXPERIENCE: 4

COIN: None

GLORY: None

## SCENE FIVE

# SPRAYSIDE VILLAGE HOUSE

CONFLICT: MODERATE • SKILL

Aeron Waters leads the PCs to the last home of Jothos Velayron, and the scene of his death. Whether they come here because other leads have been unfruitful, or they start here as the last place where all the documentary materials were gathered together, the Home House may discover valuable clues in this abandoned house. This scene will also provide an opportunity for Aeron to give them more of his backstory, and for the Narrator to add more depth to Aeron's character for the PCs, if necessary. While an adult in the eyes of the law, after all, Aeron is still very young, and this house was his last home (see **What Aeron Remembers** on the next page for details on the events of that night).

## SETUP

In search of the Main Journals, the PCs come to the small house that Jothos and Aeron made their home. Whether they come here before going to Sweetport Sound, or if they failed to discover that the Main

## KNOWN FACTS

The PCs know only that they are visiting the house where Jothos Velayron died, and the last known location of the Main Journals.

## UNKNOWN FACTS

The Main Journals are no longer in the Sprayside Village house. When Maester Yvan realized who Jothos had been, he investigated the house. Upon discovering "the Red Cofferer's Journals," the maester removed them to Sweetport Sound for addition to the library.

The Red Book, the code key for all the coded portions of Jothos's journals, is hidden within the walls of the Sprayside Village house. For the details of how this document is concealed, see the description of this location in the Locales of Note section of the Appendix.

## NOTABLE LOCALES

The scene takes place in the Village House, which sits on the outskirts of a small Sunglass village called the Sprayside Village. See the descriptions in the **Appendix**.

## WHAT AERON REMEMBERS

Depending on how their relationship between Aeron Waters and the PCs of the Home House develops, he may share with them any of the following story of his father's death and the events that followed:

When Waters returned to his father's house in the village of Sprayside, still clutching the journal, he did so on foot rather than in the pinnace he had hastily pushed off from the pebble beach below the village in his escape from the unknown assailants earlier in the day. Waters waited until nightfall and crept in to the village. When he entered the house, he lit a lamp and found his father dead. He is reluctant to admit to any weakness, but will admit that he does not know how long he sat on the floor by the hearth with his father's body.

Suddenly, he became aware of a noise outside the house. He secreted the journal inside his own tunic as he rose to his feet, but before he could do more than step away from his father's body, the door burst open and Sunglass men poured in to the room. The guardsmen were on him before he could draw a weapon, and the last thing he remembers is a blow to the head and then going down under their weight.

Waters woke with a terrible headache, finding himself clothed only in a coarse shift, all his personal belongings missing. Daub, the gaoler who brought him his meals, informed him he was being held for judgment by Lord Guncer for the most vile murder of his father. When asked about his belongings, Daub replied that "if he was judged innocent everything would be returned to him." And if he was judged guilty, "well, the dead needn't worry too much about their earthly belongings, do they?" Aeron had not dared to ask more pointedly about the journal, for fear of drawing undue attention to it.

When Waters was called to judgment before Lord Guncer, he had despaired of convincing him of the reality of the anonymous attackers who had slain his father. An appointment with the headsman had seemed inevitable, until a Black Brother spoke up, requesting that the bastard be offered the chance to take the Black. Waters accepted the offer with a haste he now finds somewhat shameful, that he should be so afraid of dying. Ser Georg took his prison shift and clothed him in black. He was so glad to not be facing The Father; he did not even think of the Scarred Journal until it was much too late.

If the PCs have lost or alienated Aeron Waters, their information about what passed in Sunglass lands will need to come from Ser Georg, depending on the nature of the relationship they've developed with him.

Ser Georg knows from the judgment proceedings in Lord Guncer's court that a passing villager (not named in the court) in Sprayside saw Aeron returning to the house after dark, and whether curious or suspicious, peered in the window after Aeron lit the lamp. He rushed away, horrified, and reported to the nearest detachment of Sunglass men that he'd seen the lad stabbing his father where he lay on the floor. The guardsmen rushed to the house, and reported that when they entered they saw the lad standing over his dead father. He attempted to draw a sword and they heroically subdued him and returned him to Sweetport Sound. They reported that there were indeed signs of a struggle inside the home, but despite Waters' claims to the contrary, reported that there was no sign of any large number of armed men.

## NOTABLE CHARACTERS

No new notable NCs are introduced in this scene. Aeron Waters will be with the PCs, having brought them here.

## RESOLUTIONS

Ideally the Home House PCs will have to locate and co-opt Maester Ryon to be able to extract the details of the Dragon's Hoard from the Scarred Journal. If the PCs miss other opportunities or become stuck, the Narrator has the option of using this scene and the hidden book as a way to help them get back on track. Finding the Red Book will allow the Home House to decode the Scarred Journal even without Ryon's assistance, and potentially to access **Part III: Across the Narrow Sea**, **Part IV: Hearth & Home**, or **Part V: The Dragon's Hoard**.

It also sets a clock ticking against their progress. Regardless of what other actions the PCs take, if they do not recover the Red Book, three months after the events of **A Chilly Reception**, a squad of Sunglass Guards, occupying the Sprayside House as part of an operation combating smuggling, discovers the volume and delivers it to the Sunglass library.

A month thereafter, or four months after **A Chilly Reception**, the Red Book is catalogued and identified, and shelved with the Main Journals.

At this point any portions of the collection (Main Journals, Scarred Journal, and Red Book) that the Home House has not removed will be gathered in one place and accessible to all who care to investigate them.

Should this come to pass, the Narrator should feel free to use this remaining loose story thread to generate storytelling opportunities. At some point Maester Yvan will certainly have the time to work on decoding the Scarred Journal, and once he understands the magnitude of the Dragon's Hoard, he will certainly be interested in acquiring it for the benefit of House Sunglass and his library.

If by that point Aeron is known to be in some way associated with the Home House, it might draw them into conflict with House Sunglass. Otherwise, any other house in rivalry to the Home House (be it Cressey or some other house) could certainly at the worst possible time suddenly have access to the resources of the Dragon's Hoard.

## FURTHER SCENES

**SCENE TWO:** If the PCs come to Sprayside Village without a stop at Sweetport Sound first, and the players appear to be prepared to abandon the Sunglass lands portion of their search, then Sweetport Sound should be presented as a reasonable place to overnight before heading back to house lands. Traveling to Sweetport Town and seeking accommodations will transition them to **Scene Two**.

**SCENE ONE:** If the PCs remain disinclined to visit the Sunglass seat, an encounter with a villager may be staged. The villager will notice the PCs' investigation of the Sprayside House and mention that Maester Yvan came out to the house recently as well. This will segue into a discussion of how odd Yvan is, with his ideas about the library, and people turning in books from all over. If this suggests to the PCs that they might visit the holdfast, it will transition them to **Scene One**.

**SCENE FOUR:** If the PCs have previously visited the Sunglass library, but failed to notice the main journals there, their absence from the Sprayside house should suggest to the PCs that those volumes might be in the library. While the Main Journals are not critical to the quest for the Dragon's Hoard, the information in them will certainly smooth the PCs' path, as well as filling in the context of Aeron's place in the world. If the PCs elect to pursue this broader information, they may return directly to **Scene Four**.

**SCENE SIX:** If the PCs elect to set out for Stone Hedge and the Betrothal Tourney, they encounter Ser Beros Wallain on their journey.

## REWARDS

EXPERIENCE: 4

COIN: None

GLORY: None

## SCENE SIX

# THE KNIGHT PROTECTOR

CONFLICT: MODERATE • COMBAT

On their way to Stone Hedge for the Betrothal Tourney, with the intention of locating Maester Ryon, Ser Boros Wallain ambushes the PCs in order to keep them from finding the maester in order to protect his identity.

## SETUP

The final night before their arrival at Stone Hedge, the PCs find themselves in an unremarkable inn. Staying overnight would make sense, but regardless of whether the PCs stay or pass through, they are handed a message sealed in wax, but not stamped with anyone's sigil. Opening it, they will read the following: "I have information regarding the Maester you seek. Meet me at moonset at Fishweir Bridge." The message is unsigned. If the character inquire at the inn, they will learn that Fishweir Bridge is about two hours ride farther east, toward Stone Hedge, where Fishweir Creek enters the Red Fork.

## OBJECTIVES

The PCs enter this scene seeking more information about Maester Ryon.

## KNOWN FACTS

The PCs will be expecting to meet their correspondent at Fishweir Bridge. They will be able to learn at the inn that it lies two hours west of the inn. Fishweir Creek enters the Red Fork of the Trident there, and a weir has been built across the mouth of it to make fishing easier. An open wooden bridge runs above the weir. Just after the road crosses this bridge, the road to Stone Hedge turns south, away from the Red Fork.

An armed and armored man delivered the message to the inn earlier this day, described the arms of the Home House, and gave the innkeeper a silver stag to deliver the message. No one at the inn recalls having seen him before, and he wore no blazon on his shield, nor livery about his person. If pressed a generic description based on the arms and armor carried can be obtained, but no further details are available.

## UNKNOWN FACTS

Ser Beros Wallain, charged by Jothos Velaryon with the protection of Maester Ryon, received word that the Home House is seeking his old lord's maester. Knowing that the PCs are approaching from the east, he plans an ambush.

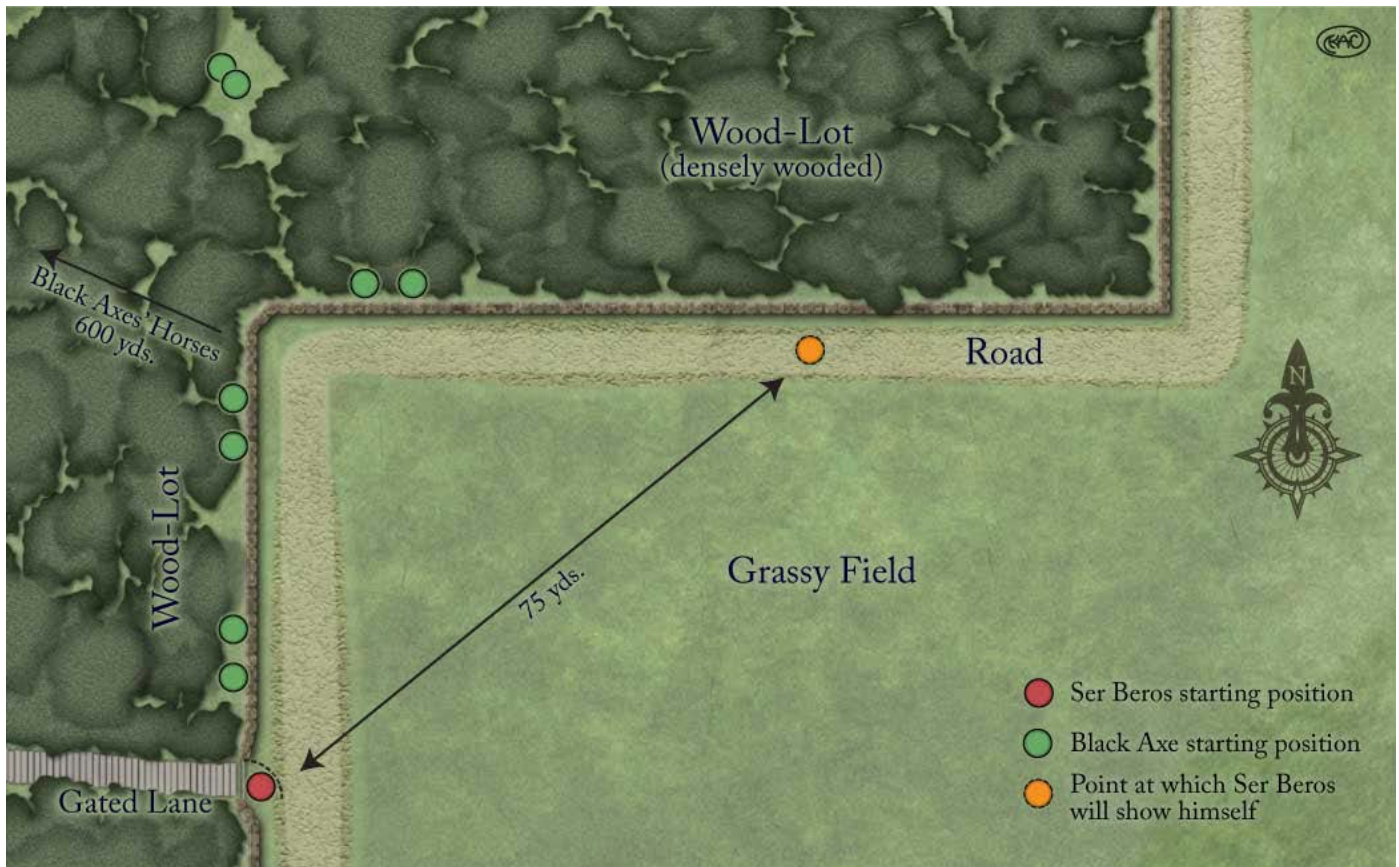
While the note invites the PCs to meet at Fishweir Bridge, Ser Beros plans to meet the PCs short of that point, on ground of his choosing, and to demand that they abandon their search. If they refuse, he will attack them, with eight of his Black Axes in support.

The tourney has been timed so that its last day will be the eve of the full moon. This will allow moonlight to supplement the torchlight and bonfires for the night of feasting that will celebrate the naming of the winners and betrothal of some lucky knight to Mariaynne Fernly. Assuming that the PCs plan, as most attendees do, to arrive the day before the start of the tourney, then this evening the moon is two-thirds full, rising late in the afternoon (3pm) and setting early in the morning (3am). Ser Beros plans to use this to his advantage.

One of Ser Beros' Black Axes, dressed in unremarkable clothes, loiters around the inn's yard. This man sees the message delivered to the PCs, make a quick assessment of the number in their party and how they are equipped, and then departs, unnoticed, to report to Ser Beros.

## NOTABLE LOCALES

**Ambush Site**—An hour's ride west of the inn, about halfway to Fishweir Bridge, is the spot that Ser Beros has chosen for his ambush. The road here runs between a densely wooded lot on the right (more northerly) side, and an open grassy field on the left side. The road is separated from each of these on both sides by a drainage ditch. Immediately beyond the ditch on the right-hand side is a low stone wall, backed by the dense woods. Traveling from the Inn towards Fishweir Creek, the road, takes a right-hand turn to a 100-yard stretch heading generally west, followed by a nearly right-angle left turn to a southward direction. The woods are dense and close beyond the stone wall to the right of road, while the field to the left is open. About 5 yards beyond the hard left turn a wooden gate in the stone wall opens on to a narrow wooden path. It is here that Ser Beros Wallain will await the PCs, with six of his Black Axes hidden spaced out behind the wall to the north of him, with two more farther back in the woods, guarding their mounts.



## NOTABLE CHARACTERS

**Ser Beros Wallain**, a knight in service to House Blackwood. See further description in **People, Place & Things**. He is accompanied by the Black Axes, six dismounted veteran mercenaries, with two other mercenaries guarding their mounts back in the woods.

## RESOLUTIONS

Ser Beros has planned his attack for an hour before moonset, which is when the PCs will arrive at this spot if they set out on time to make the moonset rendezvous at the Fishweir Bridge. The moon is nearly full and low in the west, meaning that anyone in the open is clearly visible by moonlight, while those with the dense woods immediately to their west will be in deep shadow and very hard to see. Beros will have positioned his six dismounted Black Axes in three pairs as indicated on the map, so that they are behind the low stone wall and deep in shadow. He will wait in shadow in the gated lane, mounted, and able to see the turn on the 100-yard stretch of road.

The information his man from the inn has provided him as to the composition of the party will, unless they have made radical changes since they passed the inn, allow him to identify them as his targets shortly after they round the corner, but he will remain in shadow until they are approximately halfway down the 100-yard stretch of road, as marked on the map. When they reach that point he steps his mount out into bright moonlight, showing himself and hailing the PCs. *“Hold*

### BLACK AXE MERCENARY

### TERTIARY CHARACTER

ATHLETICS 4, AWARENESS 3 (NOTICE 1B), ENDURANCE 3, FIGHTING 4 (AXES 1B), MARKSMANSHIP 3 (CROSSBOWS 1B)

COMBAT DEFENSE 9 (6 IN ARMOR, +2 W/SHIELD) \* HEALTH 9

INTRIGUE DEFENSE 7 \* COMPOSURE 6

MAIL: AR 5 \* AP -3 \* BULK 2  
MOVEMENT 3 YARDS (SPRINT 10 YARDS)

MEDIUM CROSSBOW	3D+1B	3 DAMAGE, LONG RANGE, PIERCING 1, RELOAD (LESSER), SLOW, TWO-HANDED
BATTLE-AXE	4D+1B	4 DAMAGE, ADAPTABLE
SHIELD	4D	2 DAMAGE, DEFENSIVE +2, OFF-HAND +1
LONGSWORD	4D	5 DAMAGE

*there, please!”* he calls, *“I have information about the Maester you seek.”* He proceeds to tell that PCs that the information he has is that they will be killed if they continue to pursue the maester. If they ask who he is, or how he knows that they will be killed, or even who it is who will prevent them from finding the maester, he identifies himself as the one who will kill them.

Ser Beros had considered attacking the PCs completely unannounced, as perhaps the best tactical approach to this situation. He is, however, an Anointed Knight and, by his own estimation, an honorable soldier. Before initiating hostilities he feels he should identify himself and declare himself hostile, which is what he is doing here. He is not

## RUMORS ON THE ROAD

- ❖ The Betrothal Tourney is an elaborate ruse designed by Lord Bracken to draw away House Blackwood's leadership in advance of a surprise attack upon Blackwood's forces in the field.
- ❖ House Blackwood is planning on breaching the peace of the Betrothal Tourney in order to kill as many members of House Bracken and their allies as possible, which is why they have brought an unusually large number of men-at-arms with them.
- ❖ Lord Bracken's niece, Mariaynne Fernly (his sister's daughter), and object of the tourney, is secretly in love with someone far below her station. She's conspiring to rig the tourney so that her paramour can win her hand.
- ❖ No, the object of Mariaynne's affections, is a Blackwood bastard, and an acknowledged one, at that. The speaker, though, is unable to name a single Blackwood bastard, acknowledged or otherwise.
- ❖ Yes, there's certainly a Blackwood, but Mariaynne's never laid eyes on him. He's a mighty fighter, decades her senior, who spied her once in passing, and developed a fixation on her. He intends to win the tourney and her hand, though it is not know whether he will do it honorably.

so foolish, though, to feel he has to identify himself by name or make the PCs aware of his hidden allies. Having made his declaration and presented his ultimatum, Ser Beros attacks the players unless they agree to give up their search and return the way they came.

If the PCs refuse him, attack him, or approach any closer once he has issued his ultimatum, Ser Beros lifts the cocked heavy crossbow he has concealed by his side and attack the PCs with it. His concealed Black Axes immediately attack as well. Based on the information as to arms, armor, and mounting provided from the inn, they have determined in advance which of the PCs they believe to be the most dangerous, and all concentrate their fire on that character until either the character goes down or they are under direct threat themselves.

## THE AMBUSH

The PCs and Ser Beros should be considered to be in Shadowy conditions (*SIFRP*, page 161) while the hidden Black Axes are in Darkness. For the purposes of marksmanship, attacks against the Black Axes should have a -4D penalty, while attacks against Ser Beros or the PCs should take a -2D penalty. If the Narrator wishes to make the combat even more of a challenge, she may require success against a Notice **CHALLENGING (9)** test for a character not personally hit by more than one bolt to realize there is more than one shooter. Once aware of the hidden shooters, PCs may be required to succeed against a Notice **ROUTINE (6)** test to locate the shooters, this test taking a -4D penalty for Darkness.

After the first volley of crossbow bolts, Ser Beros discards the crossbow, draws his sword, and charges the PCs across the diagonal of the open field, jumping the ditch and low wall to do so. His intention is to keep the PCs in the moonlight with the attention on him, so that his hidden crossbowmen can continue to pick the PCs off.

The crossbow-wielding Black Axes remain in cover, shooting at the designated target until that target falls, then moving on to the next priority, until the PCs counterattack against them. If either Black Axe of a pair is attacked with a ranged weapon, both Black Axes of that pair shift their fire to the marksman targeting them, until that target goes down, and then return to their targeting priorities. If PCs move to make melee attacks against either pair of shooters, one of the pair discards his

crossbow and engages the attacker with battle-axe and shield. Having dropped their crossbows, these Black Axes will not attempt to recover them and resume marksmanship, but instead move forward on foot to engage the nearest hostile.

## RETREAT

If the PCs retreat from the conflict, Ser Beros pursues as far as the initial right-hand turn, and the crossbowmen continue to attack until the party is out of sight, but they will not pursue any further. The Black Axes mounts are tethered several hundred yards into the wooded lot, so as to not give away their position to the character's horses, and they will not be able to get to horse quickly enough to engage in mounted pursuit. Ser Beros will not pursue without support, allowing the PCs to escape and assuming his warnings will be heeded.

## VICTORY

If Ser Beros falls, or if he issues the order to retreat, the Black Axes fall back by pairs, alternating move with covering fire with their crossbows. The first Black Axe of a pair to move uses a Lesser Move to either Reload or Attack, and a second Lesser Action to Move. In the next round, the other Black Axe of the pair uses two Lesser Actions to Move, effectively leapfrogging his compatriot, while that Black Axe either Attacks and then Reloads, or Reloads and then Attacks.

If Ser Beros senses he is about to be defeated, he uses a Free Action to shout an order to his men to fall back, and then uses a Greater Action to Yield. If the PCs accept his surrender, they may be able to learn why he is attacking them, or persuade him to their cause. If the PCs decline to accept his surrender, or if they defeat him and elect to kill him, they will not be able to determine his motivation or gain his assistance.

## DEFEAT

PCs defeated by Ser Beros and the Black Axes should be considered to be unconscious, unless Ser Beros has been forced to switch to his longaxe, in which case any PCs defeat by him are dead, barring the expenditure of a Destiny point.

If Ser Beros holds the field at the completion of the combat, any defeated PCs still living are taken prisoner by the Black Axes. Any living or dead PCs are searched, and any items associated with Jothos Velaryon come to Ser Beros's attention. Beros does not recognize the locket, if the PCs have recovered it, but he will recognize Edmie from the portrait it contains. If the PCs hold the Scarred Journal, he does not recognize the volume (it dates from after his tenure with the Red Cofferer, and its distinctive scar from years later), but he will recognize the contents and handwriting as belonging to Jothos. Similarly, if Aeron Waters is with the PCs, Beros will notice that the lad looks enough like his father to prompt him to verify his identity.

Regardless of the presence of these clues, Ser Beros wishes to determine who the PCs are and what their interest is in Maester Ryon. His questions provide the PCs opportunity to explain their story to him and make their case that he should release or assist them rather than either killing or ransoming them back to the Home House. If Aeron Waters is with them and they can convince Ser Beros that they are pursuing the lad's interests, he considers it an extension of the oaths he swore to Jothos to assist his son. In this case he escorts the party as far as Stone Hedge, assists them in seeking an audience with Maester Ryon, and potentially helps convince Ryon to assist them. If the PCs do not persuade Ser Beros to assist them or to at least release them, he and his Black Axes hold them until the Betrothal Tourney is complete, knowing that once the tourney is over, Maester Ryon will return to his regular duties with House Bracken's military forces, and will be practically impossible for the Home House to locate.

## RECRUITING SER BEROS

One scenario to consider, if Aeron Waters is with the party, is the extent to which Waters feels his interests directly coincide with those of the Home House. If Aeron does not feel secure he is strongly inclined to attempt to recruit Ser Beros to his cause, based on Beros's loyalty to his father. Having Ser Beros join the party, either with or without his Black Axes, would make Waters less dependent on the Home House to achieve his aims. If Aeron pursues this course, he conceals it from the Home House as much as possible.

If Ser Beros is defeated and not slain, either via surrender or by being knocked unconscious, the PCs may elect to question him. His motives and interests are the same as indicated previously, though he will not have the advantage of having searched the PCs' possessions. Military force having failed, in his mind, to protect Maester Ryon, he attempts to learn as much as he can about the Home House and their motives, so he can protect Ryon by other means.

## FURTHER SCENES

**SCENE SEVEN:** The PCs only encounter Ser Beros and the Black Axes on their way to the tourney. If they survive the encounter, and are not detained past the completion of the tourney, they are able to travel to Stone Hedge and enter the lists.

## REWARDS

EXPERIENCE: 4

COIN: None

GLORY: None

## SCENE SEVEN

# THE MARSHAL'S TENT

CONFLICT: MINOR • INTRIGUE

Arriving at Stone Hedge, the PCs will be directed to the Marshal's Tent to enter their names in the Lists, and be assigned their camping site.

## SETUP

Once the PCs have resolved the encounter in **Scene Six**, they may continue to Stone Hedge and join the Betrothal Tourney. Success at a **ROUTINE (6)** Status test lets them know that they need to present themselves to the Tournament Marshal to enter their names in the Lists and be assigned their camping spots. If they fail this test, a passing knight will shout them directions to the Marshal's tent as they arrive.

## OBJECTIVES

The PCs have come to Stone Hedge seeking Maester Ryon, and need to negotiate the structure of the tournament in order to reach him. This scene also provides the Narrator with a variety of information about the operation of and goings on at the tourney, in case the PCs elect to pursue acclaim, fame, or fortune by participating in the events of the Tourney.

## KNOWN FACTS

The PCs should know by now that Maester Ryon, who can assist them in decoding the Scarred Journal, is in service to House Bracken. However, if they've been very unsuccessful in their quest so far they may be attending the tourney completely unaware of the presence of someone essential to their quest for the Dragon's Hoard.

The PCs also know, based on the invitation they received before the events of *A Chilly Reception* that Lord Bracken is arranging the marriage of his niece, Mariaynne, and that the winner of the tourney will be awarded her hand in marriage. He has invited nobles from all over the Riverlands. The joust will determine who will take fair Mariaynne's hand, but Lord Bracken also plans a melee and an archery tournament.

## UNKNOWN FACTS

Maester Ryon is indeed in service to House Bracken, but his obsession with the Pox has evolved into a disturbing habit of talking about the disease constantly. Bracken has taken to minimizing the social damage this habit causes by keeping Ryon constantly in the field with his armies. Ryon has been recalled for the tourney, as his medical expertise is likely to be required. He is, however, being kept strictly sequestered, in hopes of preventing him from starting a diplomatic incident.

PCs asking after Maester Ryon with any members of Bracken's household or staff are referred to the medical tent for medical attention, with assurances that the medical staff there can handle any issues that might present. If PCs persist in asking specifically for Maester Ryon by



## CRESSEY AT THE TOURNEY

House Cressey avoids the Bracken betrothal tourney unless they have good and specific reason to attend it—Mikkel Cressey insisting that his forces not be wasted “playing at war” at a time like this. One such exception is if the PCs have been unusually successful in preventing the leak of information regarding the Scarred Journal and Ryon’s ability to decode it. In such a case, Cressey is still operating under the presumption that the person of Aeron Waters is the best hope of recovering the Dragon’s Hoard.

If the PCs take Aeron with them to the tourney, rather than leaving him safe on House lands, a group of Cressey’s Gallows Rats (see **Part I: Bound for the Wall, Scene Two** for details) are sent to join the tourney crowds and observe the Home House contingent. Each day the PCs are at the tourney, make a Stealth (Blend-In) 2+2B test against each character’s Passive Awareness, with a failure alerting the character that their party is being watched.

If the PCs leave Aeron alone and unguarded at any time, they return to find that he has disappeared. When they investigate, they hear reports that a lad matching his description “staggered off with a group of friends ... looked to be deep in his cups.” Once the Rats have abducted Aeron, the PCs need to decide whether to attempt to rescue him—by this point they may have as much information as they need from him.

Short of this direct action, which only occurs if the PCs leave Aeron unguarded, Cressey observes the PCs and learns from their behavior. If Cressey known about the Scarred Journal but does not yet know of the connection to Maester Ryon, then any rumors circulating the tourney grounds regarding the Home House’s need for the Maester are understood by Cressey as what they really are. Further, if Cressey knows the PCs are looking for Ryon, they spread the rumor among the participants at the tourney that the Home House has desperate need of treatment for the Pox.

Additionally, if Cressey’s watchers determine that they are unable to abduct Aeron, they deliver an anonymous letter to the Marshal identifying Waters as a convicted murderer and deserter from the Night’s Watch. Aeron will be arrested by Bracken guards and the PCs will have to Intrigue with or against yet another lord who would be very interested in the Dragon’s Hoard.

Finally, any participation by the PCs in the joust, archery, or melee is keenly observed and reported to Mikkel Cressey and his lieutenants. In any future direct tactical conflicts between Cressey and the Home House, Cressey has strong knowledge of the capabilities of any PCs who participate in the tourney.

If Cressey at any time prior to the start of the tourney becomes aware of Ryon’s connection to the Scarred Journal, they develop a plan to get to him. They are constrained by the same factors that limit the Home House; specifically, Ryon is impossible to locate prior to the tourney, and it is socially very dangerous to breach the peace of the tourney. They therefore abduct him as he departs Stone Hedge to return to his unit, on the day after the one labeled “Departure Day” on the tourney schedule. From that point forward, Ryon will be unavailable, unless actions taken by the PCs forestall the abduction.

name, apologies are given, explaining that Maester Ryon is terribly busy, and has so many responsibilities. Further requests for Maester Ryon are not productive, but start a rumor to the effect that some member of the Home House requires Maester Ryon’s special expertise in the treatment of the Pox. This may negatively effect future prospects for marriages advantageous to the house...

In order to gain access to Maester Ryon, the PCs either need the assistance of Ser Beros Wallain, require legitimate serious emergency medical attention, or resort to subterfuge.

Ryon and Ser Beros are friendly, and Beros makes a point of seeing Ryon whenever possible, not withstanding the fact that they are at present on opposite sides of an ongoing unfriendly relationship between Houses Blackwood and Bracken. Beros and Ryon have plans to break fast together on the final morning of the tourney, and if the PCs have won him to their cause he brings them with him to meet the Maester.

Maester Ryon, as the most medically qualified of House Bracken’s staff, is involved in the treatment of any serious injuries that result during the tourney. Any stricken warriors from the melee or the jousting are rushed to the medical tent, and shortly thereafter Maester Ryon appears to assist with the medical care. The PCs could arrange for one of their number to be injured, or could fake an injury, though given the number of experienced knights everywhere at the tourney, it is likely that ruse would be seen through very quickly.

During the first tilt of the final day of the tourney, a Bracken cousin (who many said should never have been permitted to participate in that event, given his lack of skill at arms,) takes a gruesome wound to the abdomen at the hands of a Keath (who clearly misjudged his strike). If a member of the Home House party is nearby and possesses sufficient medical knowledge to start to provide care, that individual is able to accompany the stricken Bracken into the medical tent, and there make the acquaintance of Maester Ryon.

Finally, if the PCs make it plain that they do need Maester Ryon’s special expertise, they are invited to visit the medical tent on the day after the Betrothal Feast, and there they meet Maester Ryon. Ryon is, of course, the soul of discretion regarding the embarrassing affliction, but the rumor spreads regardless.

## NOTABLE LOCALES

The events of **Scene Seven: The Marshal’s Tent** take pace on the fields and grounds around Stone Hedge. The camp grounds resemble a huge fleet of tents floating on a vast sea of mud, with knights, men-at-arms, and camp followers coming and going at all hours. Two main lanes, kept clear of tents, cross at the center of the grounds, and it is at this intersection that the medical tent and the Marshal’s tent are erected.

The jousting field is a open area a hundred yards long, with arming pavilions for the contestants set up along one side and reviewing



## TOURNEY SCHEDULE AND WEATHER

DAY	TOURNEY EVENTS	WEATHER	SUN & MOON
<b>Two Days Prior to Start</b>	Stone Hedge is a hive of activity as House Bracken prepares for the Tourney. Grandstands, paddocks, and archery butts are assembled, field kitchens are set up, the Marshall's Tent is set up, and camping sites are marked off. A few early arrivals begin to appear. Medical tent is set up. Clear and warm through the day, with clear skies through most of the night. After moon-set cloud cover starts to assemble	Overcast by sunrise.	13.5 Hours of Daylight. The moon is waxing gibbous, 75% Full. It rises 4.5 hours before sunset this afternoon, and sets about 3 hours before sunrise the next day.
<b>Arrival Day</b>	Participants Arrive, submit their names for events at the Marshall's Tent, are assigned camp sites, if requested.	Overcast at sunrise, raining by mid-morning. Rain continues to mid-afternoon, after which winds pick up and the overcast begin to clear. Setting up camp will be muddy.	13.5 Hours of Daylight. The moon is waxing gibbous, 84% Full. It rises 3.5 hours before sunset this afternoon, and sets about 2.25 hours before sunrise the next morning.
<b>First Day</b>	Events Start Mid-day. First Round of Archery. First Round of Jousting, 21 pairing, about 2/3 of the tilts in the first round.	Clear, but still breezy in gusts throughout the day. Marksmanship checks today take a -1D penalty. The jousting field remains muddy from the previous day's rains. Fighting checks for Jousting take a -1D penalty.	13.5 Hours of Daylight. The moon is waxing gibbous, 92% Full. It rises 2.5 hours before sunset this afternoon, and sets about 1.5 hours before sunrise the next morning.
<b>Second Day</b>	Events continue Mid-morning. First rounds of Jousting and Archery continue.	Clear and warm throughout the day. Winds have settled, what breezes there are, are consistent. The morning sun has dried the jousting field nicely. No Penalties for Jousting or Archery.	13.5 Hours of Daylight. The moon is waxing gibbous, 97% Full. It rises 1.5 hours before sunset this afternoon, and sets right around sunrise the next morning.
<b>Third and Final Day</b>	Events Start Mid-morning. Second Round of Jousting, the remaining 6 pairings. Third Round of Archery. Third round of Jousting, 8 pairings. Grande Melee. Fourth Round of Jousting, 4 pairings. Final Round of Archery. Fifth and Final Rounds of Jousting. Feast.	Clear and warm, bordering on hot in the afternoon. A lovely day. Insects humming in the woods and fields, fireflies at sunset.	13.5 Hours of Daylight. The Moon is Full. It rises right around sunset this evening, and sets after sunrise the next morning.
<b>Departure Day</b>	Participants and celebrants recover from the previous evening, strike their camps, and return to their keeps and cottages.		

## RUNNING THE BETROTHAL TOURNEY

Lord Bracken's tourney for the betrothal of his niece has drawn knights and commoners from all across the Riverlands. Lord Bracken and his staff have planned a grand melee, an archery competition, and the all-important joust to determine who will win the hand of fair Mariaynne in marriage. There are prizes for the winners of the grand melee and the archery competition, with 50 Gold Dragons going to the best archer, and 35 Gold Dragons going to each member of the side that wins the melee.

When the PCs arrive and check in at the Marshal's Tent, they are assigned a campsite in one of the large fields around Stone Hedge. The Marshal enlists any who wish to participate in the jousting or archery, and informs anyone who asks about the melee that it is to be a battle between seven sides of seven warriors each. The jousting and the archery occur across all three days of the tourney, but the melee will happen only on the final day. (See the **Tourney Schedule and Weather** side bar on page 57) Those wishing to participate in the melee must make their entry no later than the sunset on the penultimate day of the tournament, with a list of seven warriors who are committed to participate. They are told that if more than seven sides submit, the sides to participate will be drawn by lot and announced on the final morning.

By the end of the day before the start of the tourney, 64 knights will have registered for the joust, and nearly 300 people of all classes for the archery tournament. Should the PCs wish to participate in the joust or the archery, use the **Tournaments** rules from *SIFRP*, **Chapter 9**.

The Grand Melee will feature seven sides of seven warriors each, and be fought on foot on a heptagonal field 10 yards on a side. Each team will commence the combat in an assigned corner of the heptagon. The sides will typically be made up of the best fighters from house or geographic region. One side will be drawn from the Brackens and their bannermen, another from the Blackwoods and theirs. If there is a group of Darrys there will also be one of Freys, and so on. If the PCs want to join the melee, and the Narrator allows this, she will need to be prepared to run an enormous combat. If the Narrator elects not to allow the PCs to participate in the melee, tell the players that more than seven teams have already signed up to participate, and that their lot was not drawn.

If the Narrator does allow the PCs to join the melee, populate each of the seven sides with a mix of the Anointed Knight, Heir, and Hedge Knight archetypes from *SIFRP*, **Chapter 2: Game Rules, Archetypes**, with customized weapons, specialties, and armor. To reflect the experienced and/or elite nature of these combatants, give each side 210 Experience points to be distributed among its members to improve Abilities or Specialties; this is the equivalent of 3 Specialty points or 1 Ability point per team member, but could be distributed unevenly amongst the team members.

The rules of the melee are to first blood, meaning that any participant who takes an injury is eliminated, and expected to lay down weapons and leave the field of combat. Likewise, combatants are expected to accept surrender, and to permit the injured to leave the field without interference.

stands along the other. The archery ground is a long gentle slope, with reviewing stands at the crest, and the contestants shooting away from them at butts moved further down the slope in each successive round. The melee ground is a seven-sided area, each side 10 yards long. The area is fenced with a low rail fence, and reviewing stands are set a few yards back from the fence on all seven sides. Each stand is decorated with a representation of one of The Seven. A space is left between the stands on each side, and it is down these aisles that each of the sides participating in the melee arrive, stepping over the fence and in to the arena.

### NOTABLE CHARACTERS

**Aeron Waters** may be present with the PCs. **Ser Beros Wallain** may be with the PCs, if they managed to win him over in **Scene Six**. See further information there and the description in **People, Places & Things**.

### RESOLUTIONS

Ultimately, the PCs hope to get to Maester Ryon so they can persuade him to assist them with the code. It will typically take most of the three days of the tourney to work out how to do that, and will require immersion in the events of the tourney.

Their success in the tourney will not ultimately affect the outcome of their quest, though they may gain for themselves some fame or no-

tority depending on their performance, to say nothing of the financial rewards should they do really well.

### FURTHER SCENES

**SCENE EIGHT:** The PCs will be able to meet with Maester Ryon a variety of ways. If they have converted Ser Beros, he will take them to break fast with him on the final day of the tourney. Otherwise, they will have to either sustain a serious injury or be involved in providing medical attention to someone who has, in order to gain access to the maester in the medical tent. If the PCs intimate that they require Maester Ryon's special experience with the Pox, they will be invited to meet with him in the medical tent on the morning after the final day of the tourney, labeled "Departure Day" in the tourney schedule.

### REWARDS

If the PCs successfully complete a plan to reach Ryon, reward them with 4 Experience. The winner of the Archery competition can win 50 gold dragons, and each member of the winning side of the Melee (should the Narrator allow the competition) can win 35 gold dragons. As for Glory, award them 1 for participation in the tourney, or 2 if the Home House has any victors

EXPERIENCE: 4

COIN: See above

GLORY: 1-2

## SCENE EIGHT

A DISCREET VISIT  
TO A MAESTER

MINOR • INTRIGUE

The PCs must persuade Maester Ryon to assist them in decoding the Scarred Journal.

## SETUP

The PCs have finally, after much effort, secured an audience with the elusive Maester Ryon.

If Ser Beros has agreed to introduce them to him, he escorts them to the perimeter of the Bracken military encampment. They are stopped there by a guard, and Ser Beros informs him that he is expected by Maester Ryon. The guard sends a boy to fetch the maester, who comes to the perimeter and escorts Ser Beros and the PCs to his tent. If Aeron Waters is with the party, Ryon sees the resemblance to Jothos and casts a questioning look at Ser Beros, who will nod, confirming Ryon's suspicion. Ryon does not speak of it, though, until everyone has returned to his tent and is seated around his campfire.

If the PCs have reached Ryon via medical emergency, and they are abruptly approaching him about an unrelated issue, he is annoyed and insist they address the medical issue first. He agrees to speak with them, but his disposition towards them is affected one step negatively, based on what appears to him to be a deceptive approach to him. He speaks to them in the medical tent once the emergency is resolved or stabilized.

If the PCs reach Ryon by appointment for treatment of the Pox, he commences by asking them which one of them is the patient. When informed that they are not really there about the Pox, he at first harshly chastises them for trying to cover the disease up even to him, complaining that this kind of attitude is what brings houses down. The PCs have to persuade him that they genuinely have another issue to discuss with him, and that it is worth his time.

## OBJECTIVES

The PCs hope to persuade Maester Ryon to decode the Scarred Journal for them.

## KNOWN FACTS

The PCs know Maester Ryon is the key to the coded journal, based on their knowledge of his history with Jothos Velaryon.

## UNKNOWN FACTS

The PCs will have heard how disturbing it is to talk to Maester Ryon, but will not truly know until they speak to him. Unless they are currently immersed in a medical emergency, his first words to them are to ask if they've "ever been exposed to the Pox, do they know?" He peppers

conversation with them with questions about symptoms associated with the disease ("Any madness in your family? How about you, and visions, or paranoid delusions? Paranoid del... that means you think there are people or evil spirits out to get you..." "Any mysterious aches, particularly in the long bones of your legs?" "Strange sores?" and so forth.)

Ryon will be surprised to hear of the Dragon's Hoard, as he left the Red Keep before Jothos put his plan into motion. He will shake his head, laughing, "I was even the one who told him the rumor that Aegon the First had wanted a hidden vault built to house the glories of ancient Valyria, but the work on it was only ever half-done. We discussed the idea of finding it and finishing the work, given the troubles of the times. And he actually went out and did it!"

## NOTABLE LOCALES

The events of **Scene Eight** take place in the medical tent of the betrothal tourney, and/or in Maester Ryon's personal tent in the encampment of Lord Bracken's armies, an encampment strictly segregated from that set up for the tourney.

The medical tent is at the intersection of the two great lanes of the tourney encampment, a large pavilion with a tall pole in front of it wrapped round with red and white streamers identifying it for what it is. At any time there are two or three barber surgeons present here, treating up to a dozen minor injuries. Maester Ryon is only here in the event of major injury requiring his attention, or by appointment the day after the tourney.

Maester Ryon's personal tent is identical to any other in the military encampment, a soldier's field accommodation. Access to the encampment is strictly controlled, and PCs approaching the encampment will be asked their business and turned away unless escorted by a resident of the camp. The tent is a two-man tent, which Ryon occupies alone, as a concession to his position. It contains a cot, and (if the PCs arrive in company of Ser Beros to break fast) a camp table with two chairs. Ryon will move the table outside the tent and have additional stools brought to accommodate the additional people Ser Beros has brought with him.

## A POX ON THE HOUSES

The disease known as the Pox or the Slattern's Gift is a sexually transmitted disease. It is not common in Westeros, but is particularly feared by the great houses, for whom lineages are particularly important. The disease is slow-acting but inevitably fatal, its final stages including brain inflammation and terrible madness. Of particular horror to the high and mighty is the fact that it appears to run in families. This is due to the fact that the disease is typically contagious well in advance of any obvious symptoms, and that it is easily transmitted from mother to unborn child. Thus, a Lord could contract the disease, infect his lady wife, and find all of his offspring rendered frail and insane, without really any warning. Whispers of such disease have caused hardship to great houses, while the reality of the disease has literally ended lines and raised distaff houses to unexpected prominence.



## NOTABLE CHARACTERS

Maester Ryon is the main focus of this scene. See the complete description in **People, Places & Things**.

Aeron Waters may be present with the PCs, if they brought him with them.

Ser Beros Wallain may be with the PCs, if they managed to win him over in **Scene Six**.

## RESOLUTIONS

The outcome of this scene depends on how the PCs approach Maester Ryon, how much support they have for their case, and how persuasive they can be. Consider the following factors:

Ryon is a maester, sworn to the Citadel in Oldtown and in service to House Bracken. His first loyalty will be to the house he serves.

This conversation is the first Ryon has heard of the death of his old friend Jothos. He is shocked and saddened, and his old loyalty to Jothos intensified. This loyalty may to some extent be transferred to Aeron Waters.

If Ryon believes Aeron was in fact responsible for his Jothos's death, he is less likely to assist anyone who presents as allied with Aeron. Conversely, if Aeron is not present and the PCs manage to describe a scenario in which Aeron is responsible for Jothos and is seeking the Dragon's Hoard for his own benefit, he may be inclined to assist the PCs in order to prevent Aeron from getting the hoard.

The presence of Ser Beros, and what Beros believes to be the truth of the situation influences Ryon's perception of the situation. If Ser Beros is an advocate for the PCs, Ryon is inclined to assist them.

If the PCs persuade Ryon to assist them, he offers to transcribe the encrypted portion of the Scarred Journal for them. He tells them it will take at least an afternoon for him to complete the task, and tells them to remain in their encampment until he sends them the decoded texts. If they push back on this, he refuses to budge, saying he needs the time to do the work, and doesn't need a handful of pox-vectors hanging over his shoulder while he does it. He sends the PCs away, and (if present), keeps Ser Beros with him.

That evening he sends the transcribed text to the PCs, either with Ser Beros or, if Beros is absent, via a messenger. The PCs now have in their possession, in plain text, a complete copy of the Scarred Journal, vulnerable to theft or espionage.

If Aeron Waters is with the PCs and Ryon believes him innocent of his fathers' death, he returns the original of the Scarred Journal to the PCs, as well. If Waters is not with the PCs, or if Ryon believes him culpable in the death of Jothos, he does not return the Scarred Journal, instead keeping it as a keepsake of his old friend.

If the PCs have warned Ryon about the potential for Cressey interest in him and in the journals, he takes steps to improve his personal security, and any Cressey attempt to abduct him will fail. If the PCs have not warned him, his abduction happens either two weeks after Cressey both possesses the Scarred Journal and knows of Home House interest in Ryon, or two weeks after Cressey learns that Ryon still has the Scarred Journal in his possession. This will be a moot point,

though, if the PCs' plain-text copy of the Scarred Journal makes it into Cressey hands.

## FURTHER SCENES

This is the final scene of **The Betrothal Tourney**. Clues gleaned from the Red Cofferer's Journals should direct the Home House toward Braavos and the events in **Part III: Across the Narrow Sea**. If the PCs return to Saltpan or Maidenpool to seek passage to Braavos, they may find *The Surly Mistress* in port and available for hire, if the Narrator would like to use that information for transportation across the Narrow Sea.

## REWARDS

EXPERIENCE: 2

COIN: None

GLORY: None

## APPENDIX

# PEOPLE, PLACES & THINGS

The following section details the important items, people and locations from **The Betrothal Tourney**.

## THE MAIN JOURNALS

Jothos Velaryon had an orderly mind, and maintained journals of his activities and thoughts for much of his adult life. During his exile, Velaryon would move these journals with him as he travelled, or leave them safely stored with an ally. The journals now make up a collection of some 20 volumes, each covering a period of between six months and two years.

The oldest volumes, starting around 275 AL and running into the year 283 AL, are uniform in design and construction, and bound in excellent brown leather. In these books, Jothos would record his daily activities as Cofferer of the Red Keep, as well as his personal reflections. Portions of the journals that Jothos deemed sensitive he recorded in a personal code known only to him and Maester Ryon. These volumes tend to cover period of six to nine months each, and in much detail.

There is a break in the coverage offered by these journals that coincides with the time around the fall of King's Landing, and the journals resume in 284 AL. The volumes from this date forward are each unique in binding and construction, no one matching the one before it or after it, and are rather less impressive than the volumes from the period before the war. These journals contain rather less detail, and tend to cover a longer period each than the original journals, some as long as two years.

At the time of Jothos's death, the journals were shelved neatly in the Sprayside Village House, beside a writing table overlooking the sea. When Aeron Waters was brought before Lord Sunglass for the murder of his father, testimony from the guards who captured him mentioned a number of books in the house. Sweetport Sound's Maester Yvan, a historian by specialty and an archivist at heart, investigated the house and returned the Cofferer's Journals to the library he is developing in at Sweetport Sound.

## SUMMARIES OF THE RED COFFERER'S JOURNALS

**VOLUME 1** (275 to 276 AL) includes mention of Maester Ryon's arrival at the Red Keep.

**VOLUME 2** (276 to 277 AL) includes mention of Maester Ryon experimenting with an herb called "Lion's Fire."

**VOLUME 3** (277 AL) mentions that Maester Ryon knows the personal code Jothos used for sensitive information in these journals.

**VOLUME 6** (279 AL) mentions Maester Ryon's increasing interest in the Pox and Lion's Fire.

**VOLUME 8** (280 AL) describes Jothos's journey to House Cressey and his affection for Edmie.

**VOLUME 9** (281 AL) describes the arrival at the Red Keep of the infant Aeron Waters.

**VOLUME 10** (281 to 282 AL), read through, provides a narrative describing Jothos's growing affection for his son.

**VOLUME 11** (282 AL) mentions that Maester Ryon has been recalled to the Citadel, saying that "his obsession with the disease has become a liability in the Red Keep, but surely Oldtown will find a useful place for my loyal friend."

**VOLUME 12** (283 to 284 AL) is the Scarred Journal. In plain text it details that Ser Kael Stormsword assisted in removing the Dragon's Hoard and that protection has been arranged for Maester Ryon. Encrypted text includes the fact that Ser Kael stole some of the horde, the location of the island on which the vault resides and some details about the vault's construction, as well as naming Ser Beros Wallain as the Knight Protector keeping an eye on Maester Ryon.

**VOLUME 13** (284 to 285 AL) begins nearly two years after the last events recorded in Volume 11, suggesting that there is a missing volume.

**VOLUME 16** (288 to 289 AL) includes details of Jothos and Aeron's reunion with Edmie, their betrayal by Perrienne, and Jothos's worry about her after he fled with Aeron.

**VOLUME 17** (289 to 291 AL) includes Jothos's reaction on hearing of Edmie's suicide, and much of his rage against Mikkel over her death.

**VOLUME 18** (291 to 293 AL) includes mention of "the false knight" (referring to Ser Kael Stormsword) having taken refuge in Braavos, and records the news of the death of Old Lord Cressey and Mikkel's elevation to that Lordship.

The journals currently rest in the library of the maester's tower at Sweetport Sound, shelved with other volumes related to Targaryen history. Yvan has not yet had the opportunity to review the journals, and so is only aware of their contents in the most general way. He won't permit the journals to be removed, but is very willing to permit the PCs to review them in the library.

## THE EASY PART

Review of the uncoded parts of the journals provides a variety of useful information. Around 276 AL, Jothos mentions the arrival at the Red Keep of a maester named Ryon, and from 276 to 281 documents their growing friendship, even mentioning that he has gone so far as to share his personal encoding scheme with Ryon. During this period he also mentions Ryon's interest in a herb from Yi Ti, a flower he refers to as "The Lion's Fire." Later, he mentions Ryon believes the herb may be efficacious in the treatment of those afflicted by the Pox.

In 280 he mentions the journey to House Cressey, and how charming Edmie Cressey is. He does not detail the dalliance, but mentions having to leave in haste in order to avoid accepting a challenge from her brother Mikkell Cressey. Passages later in that year show him wrestling with some guilt over the affair, but ultimately deciding that Edmie is his one true love.

In 281, Jothos mentions the arrival of his bastard Aeron Waters at King's Landing, and details his arrangements for the boy's care. Initially he cherishes the child only as point of connection to Edmie, but over time develops a genuine love for the boy. In the same year, a passage reads "Ryon tells me of a tale he heard, that Aegon I built a huge vault, hidden and impenetrable, to guard his many treasures and house the Targaryen dead until the day they could be reburied in Westeros once it was fully conquered. Ryon does not believe it exists, or could not have been finished in Aegon's lifetime, but if it did..."

After 284, Maester Ryon is mentioned less frequently, though there are periodic mentions that "word comes from Raventree Hall that" or "Ser Beros sends that" Ryon continues to be well and is very happy in his research. There are also frequent mentions of efforts to locate a "scoundrel" or "that rogue" who apparently betrayed Jothos, and may have stolen something of great value.

In 289 AL, his pleasure at seeing Edmie and introducing her to her son is obvious, as is his fear for the boy and for Edmie after Mikkell's attack. When he receives word of Edmie's suicide he is beside himself, and explicitly blames Mikkell for her death. He even expresses the wish that he had fought and killed Mikkell when he had the chance, when he first met Edmie.

In 291 a passage reports receiving confirmation that the "false knight" has established himself in Braavos, living on "what he stole from that which I sought to keep whole" and laments his own inability to travel to Braavos to exact justice upon the thief.

In 291 Jothos records the death of Old Lord Cressey and Mikkell's assumption of the lordship, and in 296 the news of his wedding to Perrienne. He expresses concern about what Perrienne may know and share with Cressey about the Dragon's Hoard.

## THE HARD PART

The coded portions of the journals, should the players manage to either take them to Maester Ryon, bring Maester Ryon to them, or use the Red Journal to decode them, will give them all the details of the history of Jothos and the Hoard, with the exception of the location of the Hoard and the details of the vault ... any other detail is recorded at least one place in the coded portions of the main run of the journals. Review of the journals will also reveal, if the players do not already know, that there are no entries for a period beginning in 283 and ending in 284,

around the time of the Fall of King's Landing. It should be obvious to the players that there is a volume missing.

## THE SCARRED JOURNAL

The missing volume of the journals is of course from the period in which Jothos moved and hid the Targaryen treasury from the Red Keep. It matches the design and construction of the earlier volumes, but is rather more worn than any of the earlier volumes. During his exodus, Jothos would occasionally leave the bulk of his belongings cached in a safe house or in the care of a trusted ally, but this most important volume Jothos kept with him at all times, accounting for the additional wear. At some point the journal took a strike from a sword or dagger, and now features a distinctive scar on the front cover.

Jothos had impressed upon his son the importance of the Scarred Journal, and Aeron took the book with him when he fled the Seaside House after his father's death. When Waters was arrested by Sun-glass men, his belongings were held by Daub the gaoler at Sweetport Sound. When Waters agreed to take the black, he forfeited his belongings, which for the most part then disappeared, with the assistance of the gaoler. There was, however, a standing instruction from the maester that any books or letters should be sent to the library for review or disposal, and the gaoler dutifully passed the journal along to the Maester's clerk.

The scarred journal currently resides in the library in the maester's tower at Sweetport Sound, on a shelf of unsorted books. Maester Yvan is not aware of it, and the clerk is aware of it only as something recently received from the gaoler. Neither Yvan nor Maut, his clerk, are aware that it is connected to rest of the journals, though if the PCs do not remove the Scarred Journal within about two months of Aeron's arrest, the connection will be discovered and it will be filed with the rest of the journals.

The Scarred Journal, even without the ability to decode the coded portions, will provide some valuable information. Jothos clearly names Ser Kael Stormsword as a knight who assisted in the transportation of the hoard, and indicates that he has taken steps to see that Ryon will "be looked after. *The poor man knows more of my business than may be healthy for him, and would be happiest to never again have to look up from his herbs and his potions. Sadly, none of us are immune to the machinations of the world.*"

If the PCs are able to read the encoded sections of the Scarred Journal, it will reveal to them the location of the vault in which the Hoard is hidden, as well as important details about the vault's construction. Ser Kael's disappearance with a portion of the hoard is also made explicit, if the players have not yet made that connection.

## THE RED BOOK

The volume described as the Red Journal is not a journal at all, but rather the key to Jothos Velaryon's personal code. It is the volume in which he made his notes when he was developing the code, and in early years he would consult it when encoding or decoding his own journals. The complete, original plain text of some coded passages in the early portions of the main journals are included in the journal, side by side with their coded versions, as Jothos used it to work out the code. In later

years Velaryon had so internalized his code that he rarely used the Red Book. He did not, however, destroy it, either out of an overdeveloped sense of the importance of keeping complete records, or the belief that his son would take up the mantle of his sacred secret duty and thus need the key. Instead, he kept it hidden, moving it from place to place, and only occasionally using it, if at all. As such it contains no useful information itself.

## NARRATOR CHARACTERS

The following are the primary characters encountered in **The Betrothal Tourney**.

### DAUB

#### GAOLER OF SWEETPORT SOUND

The gaoler of Sweetport Sound is in the late years of his middle age, a small and seemingly unassuming man with a soft and open face and thinning red hair. With his social betters and his peers he cultivates this non-threatening and bland appearance for the freedom it affords him in his dealings with his social inferiors and with the underclass of Sweetport Town.



For nearly thirty years, Daub has been caretaker and guardian of those bound to justice in the cells beneath the Sunglass holdfast, and for most of that time he has been using his position to enrich himself. A natural thief himself, who managed to come up in a port town without ever getting caught stealing despite being no more honest than any dock rat, he used his close association with the worst of society to learn a broad variety of techniques for lining his pockets.

While not above directly stealing from his prisoners, he has used the promise of better treatment and the threat of worse treatment to extort from his prisoners, and will use whatever combination of cheating, bluffing, bargaining, and intimidation he can to extract money and information.

Daub has always been extremely careful to keep his indiscretions below-stairs, never risking his position in the Lord's household (however base that position may be) through any crime that he judges might come back to haunt them. He knows that what power and financial security he has comes directly out of his position as gaoler, and while he could of course thrive by his wits alone regardless of his situation, well, being the trusted gaoler makes it all so much easier, doesn't it? For this reason he has always been scrupulous about in his execution of the edicts of the lord and his household. And for decades his judgment and cunning have been sufficient to keep him out of trouble.

When Aeron Waters was subdued in the Sprayside House and brought back to Sweetport Sound, he was delivered to the gaoler. Daub stripped him of his clothes and possessions, and clothed him in the grey prison shift which Aeron wore from the time he regained consciousness

until Ser Georg presented him with the black attire he would wear on his journey to the wall. When the lad awoke and inquired after his belongings, Daub assured him that they would be returned to him on his release. When Aeron was sentenced to death for patricide, Daub disposed of the possessions as he saw fit. Daub was very careful to turn the Scarred Journal over to Maut for the library, and Aeron's arms and armor over to the Sunglass Guards for use or disposal, as doing otherwise would risk drawing attention to himself and potentially risk his position. But personal belongings were bartered for favors, coins were pocketed, and one particular treasure was held, perhaps to be sold later. When he was taken, Aeron Waters wore about his neck small locket, in which was kept a miniature portrait of Edmie. Something about the portrait must speak to Daub, because rather than either hiding it away or disposing of it quickly, as he generally would do with anything as valuable and uniquely identifiable as this locket, he has taken to wearing it regularly.

From Daub's perspective, whether Aeron has been executed or taken off to join the Night's Watch is a moot distinction. He'll never be back this way, and Daub feels entitled to dispose of his belongings as he sees fit. If Aeron walks in to the Cat's Head with the PCs, Daub need only succeed at a **ROUTINE (6)** Notice test to recognize his former prisoner. Once he does, his thoughts will immediately go to the locket, the damning locket, hanging in plain sight around his neck, and to the consequences should his thieving be revealed.

Daub has a great deal to lose, and the PCs, should they notice the locket, have the leverage they need to work with that fact. Daub will bargain with whatever he has to preserve his position, though he will give away as little as he can. If he can identify what the PCs are most interested in, he will value that highly in negotiations, in order to get as much value as possible. Daub will be able to provide the PCs with the location of the Scarred Journal, details of Yvan's ambition for the library, and a summary of Maut's feelings about Yvan. He will have general information about daily life in the holdfast, as well as advice for the best ways to get in and out of the holdfast. He will suggest appearing at the gate and asking directions to the library, as he knows that such behavior goes generally unremarked. If forced through negotiations to do so, he will be guide the PCs in to the holdfast in such a way as to bypass **Scene Three**, allowing them to go straight to **Scene Four**.

DAUB		SECONDARY CHARACTER
AWARENESS 4, CUNNING 4, DECEPTION 3 (BLUFF 1B, CHEAT 1B), LANGUAGE 2 (COMMON TONGUE), PERSUASION 3 (BARGAIN 1B, INTIMIDATE 1B), WILL 4		
COMBAT DEFENSE 8 (+2 W/DAGGER) * HEALTH 6		
INTRIGUE DEFENSE 10 * COMPOSURE 12		
BENEFITS: DEADLY SHOT, FAVORED OF SMALLFOLK, FLAW (ENDURANCE), SPONSOR		
PADDED ARMOR AR 1 * AP 0 * BULK 0 MOVE 4 YARDS (SPRINT 16 YARDS)		
DAGGER	2D	1 DAMAGE, DEFENSIVE +2, OFF-HAND +1
CUDGEL	2D	1 DAMAGE, OFF-HAND +1
OTHER GEAR: PURSE WITH SMALL COINS TOTALLY 2 CG, LOCKET		



ALFO YOND

SECONDARY CHARACTER

AWARENESS 3, ENDURANCE 3, FIGHTING 3 (FENCING 1B), KNOWLEDGE 4 (STREETWISE 2B), LANGUAGE 3 (BRAAVOSI), LANGUAGE 3 (COMMON TONGUE), PERSUASION 4 (INTIMIDATE 2B), WARFARE 3 (COMMAND 1B), WILL 5 (COORDINATE 2B)

COMBAT DEFENSE 7 (6 IN ARMOR, +1 W/BRAAVOSI BLADE, +2 W/LEFT-HAND DAGGER) ● HEALTH 9

INTRIGUE DEFENSE 7 ● COMPOSURE 15

SOFT LEATHER ARMOR: AR 2 ● AP -1 ● BULK 0  
MOVE 4 YARDS (SPRINT 16 YARDS)

BRAAVOSI BLADE 3D 2 DAMAGE, DEFENSIVE +1, FAST

LEFT-HAND DAGGER 3D 1 DAMAGE, DEFENSIVE +2, OFF-HAND +1

OTHER GEAR: PURSE WITH SMALL COINS TOTALLY 4 CG.

ALFO YOND

CAPTAIN OF THE SURLY MISTRESS (SECONDARY)

Alfo Yond is the Captan and Sail- ing Master of *The Surly Mistress*, a 100' brigantine operating as a trader, smuggler, pirate, and charter in Braavosi and Westerosi waters. He has the features of a man of the Iron Islands, but speaks the common tongue with a Braavosi accent and carries a water-dancer's blade. One might take him for the Braavosi bastard of an Ironman, but he speaks the language of Braavos with a Westerosi accent, and while he is skilled enough with the Braavosi blade, he is far from being a water-dancer. He refuses to elaborate on his background.



MAESTER YVAN

MAESTER OF SWEETPORT SOUND

Tall and thin as a corpse, with a pale face and sunken eyes, Maester Yvan is, at 30, on the cusp of his middle age. He has served Sweetport Sound for five years after his predecessor, Maester Jarred, died of old age after five decades of service. Yvan is still referred to in Sweetport Sound the surrounding villages as "the young Maester." Yvan rankles at the term, feeling it is dismissive of his years of study and not sufficiently respectful.

Maester Yvan's particular area of interest is the collection, preservation, and maintenance of historical documents. He is an archivist at heart, always interested in assessing documents for historical value and preserving those documents. He can be passionate in discussing documents, and fierce in defending them.

Maester Yvan hopes to develop the library at Sweetport Sound in to one of the best in Westeros. One the one hand he sees an excellent library as being of great value to the house he serves, to the community

surrounding it, and to the advance of knowledge throughout Westeros. On the other hand, to be responsible for the growth of a prestigious library and to be its guardian and caretaker would carry with it a certain amount of prestige and status, at least amongst other maesters. Yvan's motives are not strictly self-aggrandizing, but he does imagine himself some day being known to maesters across Westeros for his library.

In any case, Maester Yvan has persuaded Lord Guncer Sunglass that developing the library would benefit the House as well as giving great glory to The Seven. In addition to a providing a budget for the purchase or transcription of historically significant documents, Lord Sunglass has ordered that all documents that come in to the possession of any of his officers be sent to the library for evaluation for inclusion in the collection.

Maester Yvan investigated the Sprayside Village house on a whim, after hearing guardsmen's description of the books in the room where Jothos and Aeron were found. When he arrived there and gathered the books, he very quickly realized who Jothos had been. He considered, and quickly dismissed, the idea of informing Lord Sunglass of the true identity of the dead man. After all, his self-claimed son and killer had already been turned over to the Night's Watch, and what would change that?

Maester Yvan is very pleased to have the personal journals of the last Targaryen Cofferer of the Red Keep in his collection, but has not yet had the time to do a complete review of the volumes. He is aware that there are coded portions to the journals, but does not see this as terribly unusual in documents of this sort. He is not aware of the Dragon's Hoard, or of any of the sad details of Aeron's parentage. Because the volumes were in disarray he is not yet aware that there is a volume (the Scarred Journal, though he is not aware of that description) missing from the Journals.

If the PCs take no actions that would cause him to investigate more aggressively, the following timeline will govern his investigations into the Journals. Two weeks after game start (**Bound For The Wall, Scene One: A Chilly Welcome**), Maester Yvan completes an inventory of the Main Journals, and knows how many volumes there are and what periods each covers. This makes it clear to him that there is a volume missing, and it's obvious to him that it is from the period up to and after the Fall of King's Landing. Yvan is extremely interested in the Journals, but has a variety of duties that prevent him from spending as much time as he would like investigating them. His schedule leaves him approximately four hours per week to research the journals, so for each week or portion of week after his first survey, allow him four Decipher ROUTINE (6) tests against the Journals to learn uncoded information. He reads in chronological order, unless events prompt him to investigate some period specifically.

Maester Yvan is both proud of and ambitious for his library, and is extremely pleased to have it used for research. He extends all courtesies and is extremely warm towards anyone presenting themselves as an academic or researcher. He is, however, very protective of his library. He refuses to allow anything to be removed from his library, and is extremely reluctant to allow transcription of anything that he believes to be unique to his library, as he does the Cofferer's Journals.

Yvan's interest in the journals, already high, is particularly piqued if he becomes aware that the PCs (or anyone else) are specifically interested in them so soon after their author was killed. If the PCs fail an ongoing Deception check to hide the thrust of their research from him,

or if they simply tell him what they want to research, he withholds access to the journals until he has an explanation he considers believable regarding what they are looking for.

If Yvan becomes aware of either the Scarred Journal or the Red Journal, and either volume is not already a part of his collection, he goes to great lengths to acquire them. For example, if Aeron is with the PCs but without the approval and presence of Ser Georg or another member of the Night's Watch, Yvan is willing to use Aeron's outlaw status, and the PCs' apparent aiding and abetting of an outlaw, as a point of blackmail to ensure he take possession of all of the Red Cofferer's documents.

If Maester Yvan becomes aware of the Dragon's Hoard, either through his own research or by gaining that information from the PCs or Cressey partisans, he sees an opportunity to use that information to the benefit of his library. He barter or blackmails with the information he controls, or controls access to, for ownership of the volumes that would complete his collection. If his collection is complete, or he is unaware that it is incomplete, he's open to an opportunity to claim some portion of the Dragon's Hoard for Sunglass and for the benefit of his library.

Maester Yvan's primary motivation, should he become involved in the search for the Hoard, is the acquisition of documents for his library. He will be interested first in protecting what is already in his possession, and second, in completing collections already present in his library. If he believes there are unique historical documents included in the Hoard, promises of those for the library are an incentive for him to assist one side or the other, even to the point of permitting the Scarred Journal or a few other volumes to leave the collection—temporarily, of course.



## MAUT

### CLERK TO MAESTER YVAN

Maut is Maester Yvan's clerk. He is 25 years the maester's senior, and has been in service to Sunglass for most of 40 years, since he was 17. Maut, having served a master for as nearly as long as Maester Yvan has been alive, feels that he knows as much or even more about a maester's duties as Yvan does. Maut undermines Maester Yvan every chance he gets, comparing him unfavorably to his predecessor Maester Jarreld and perpetuating the "young Maester" description of Yvan within the holdfast.

Maut resents Yvan's authority over him, and especially resents that the bulk of the work of reviewing documents and cataloging them for the library falls to him. He feels that the library is a folly, and that the time he spends on it is wasted. He is not actively hostile towards the li-



MAESTER YVAN		PRIMARY CHARACTER	
ABILITIES			
ANIMAL HANDLING	3		
AWARENESS	3		
CUNNING	4	DECIPHER 1B, MEMORY 1B	
DECEPTION	3		
HEALING	2	TREAT AILMENT 1B, TREAT INJURY 1B	
KNOWLEDGE	4	RESEARCH 2B	
LANGUAGE	3	COMMON TONGUE	
LANGUAGE	2	HIGH VALYRIAN	
PERSUASION	3	CONVINCE 1B	
STATUS	3	STEWARDSHIP 1B	
WILL	4		
ATTRIBUTES			
COMBAT DEFENSE 7 (+1 w/DAGGER) * HEALTH 6			
INTRIGUE DEFENSE 10 * COMPOSURE 12			
BENEFITS: KNOWLEDGE FOCUS (HISTORY & LEGENDS), KNOWLEDGE FOCUS (HERALDRY), MASTER OF RAVENS			
DRAWBACKS: FLAW (SURVIVAL -1D)			
ARMS & ARMOR			
ROBES: AR 1 * AP 0 * BULK 1			
MOVE 4 YARDS (SPRINT 15 YARDS)			
QUARTERSTAFF	2D	2 DAMAGE, FAST, TWO-HANDED	
DAGGER	2D	1 DAMAGE, DEFENSIVE +1, OFF-HAND +1	
OTHER GEAR: PURSE WITH COINS TOTALING 1 SS, WRITING KIT.			
MAUT		SECONDARY CHARACTER	
ANIMAL HANDLING 3, CUNNING 4 (MEMORY 2B),			
DECEPTION 3, HEALING 5 (DIAGNOSE 2B, TREAT INJURY 2B),			
KNOWLEDGE 4 (EDUCATION 2B), LANGUAGE 3 (COMMON TONGUE),			
LANGUAGE 2 (HIGH VALYRIAN), WILL 3			
COMBAT DEFENSE 6 (+1 w/DAGGER) * HEALTH 6			
INTRIGUE DEFENSE 8 * COMPOSURE 9			
ROBES: AR 1 * AP 0 * BULK 1			
MOVE 4 YARDS (SPRINT 15 YARDS)			
WALKING STICK	1D	2 DAMAGE, OFF-HAND +1, POOR QUALITY CLUB/CUDGEL	
DAGGER	2D	1 DAMAGE, DEFENSIVE +1, OFF-HAND +1	
OTHER GEAR: PURSE WITH SMALL COINS TOTALING 2 CG, WRITING KIT.			

brary, but does seek any opportunity whereby he could damage the project through inaction without necessarily drawing blame upon himself.

The PCs meet Maut in the library, either the first time they visit it or if they seek him out after being given his name by Daub. Maut knows of the Cofferer's Journals that Yvan brought back from Sprayside Village ("Bloody useless," he says. "What some damn dragon lord in King's Landing

had for breakfast, every blessed day for 20 years!<sup>m</sup>) but has not and has no interest in reading them. He knows that the book Daub turned over to him resides on a shelf of unsorted materials in the library, waiting for him to have the time to review and catalog them. He does not know of its contents or of its connection to the Cofferer's Journals. Given that Maut feels overburdened by the work of cataloging the library, he's certainly amenable to the removal of a single minor document from that stack, particularly if a plausible case can be made that it is being claimed by or for its rightful owner. On the other hand, once the Scarred Journal is in the collection, he considers it to have come to Yvan's attention, and is loathe to risk his position by allowing it to leave. Appeals to his vanity that support his belief that he is in service to a lesser man than he shifts his disposition in favor of those making those appeals.

SER BEROS WALLAIN		PRIMARY CHARACTER
<b>ABILITIES</b>		
AGILITY	4	QUICKNESS 1B
ANIMAL HANDLING	3	RIDE 1B
ATHLETICS	4	RUN 1B, STRENGTH 1B
AWARENESS	3	
ENDURANCE	4	
FIGHTING	5	AXES 2B, SPEARS 1B
MARKSMANSHIP	3	CROSSBOWS 1B
PERSUASION	5	INTIMIDATE 2B
STATUS	3	
WARFARE	3	
<b>ATTRIBUTES</b>		
COMBAT DEFENSE 11 (6 IN ARMOR, +2 W/SHIELD) ☉ HEALTH 12		
INTRIGUE DEFENSE 8 ☉ COMPOSURE 9		
DESTINY POINTS: 1		
BENEFITS: AXE FIGHTER I, CADRE		
DRAWBACKS: FLAW (AGILITY -1D)		
<b>ARMS &amp; ARMOR</b>		
HALF-PLATE: AR 9 ☉ AP -5 ☉ BULK 3		
MOVE 3 YARDS (SPRINT 14 YARDS)		
CROSSBOW, HEAVY	5+1B	5 DAMAGE, LONG RANGE, PIERCING 2, RELOAD (GREATER), SLOW, TWO-HANDED, VICIOUS.
WAR LANCE	5D	8 DAMAGE, BULK 2, IMPALE, MOUNTED, POWERFUL, SLOW, VICIOUS
SHIELD	5D	2 DAMAGE, DEFENSIVE +2
LONGSWORD	5D	5 DAMAGE
LONGAXE	5+1B	8 DAMAGE, BULK 1, POWERFUL, REACH, TWO-HANDED, VICIOUS
TOURNEY LANCE	5D	6 DAMAGE, BULK 1, FRAGILE, MOUNTED, POWERFUL, REACH, SLOW
OTHER GEAR: COURSER W/ SADDLE & LEATHER BARDING, PACK MULE, DAGGER WITH SHEATH, PURSE W/ VARIOUS SMALL COIN TOTALING 2 SM, 10 QUARRELS FOR HEAVY CROSSBOW, 6 TOURNEY LANCES.		

## SER BEROS WALLAIN

### HOUSE BLACKWOOD KNIGHT

Ser Beros Wallain is a veteran knight, currently in service to House Blackwood. He is a distant and unlanded cousin of the Blackwoods, and some 20 years ago his parents spent the very last of their influence and wealth to secure him a position in the Red Keep, as one of Jothos Velaryon's squires. It was hoped that the connections he developed in the court at King's Landing would help accrue influence to his family.



For the first seven years, this plan appeared to be working. Beros served the Red Cofferer well, and came to be trusted by him. The lad never became comfortable with the ways of the court, but at least learned a modicum of political caution, and was eventually knighted by the Cofferer. Ser Beros, no longer a squire, became a trusted retainer to a lord of Valyrian lineage, one of the most powerful men in the land.

When Maester Ryon's continued presence in King's Landing became impolitic, and Ryon was reassigned to House Bracken, Jothos already had a sense that troubled times were coming for the court. Needing someone he trusted to keep an eye on his friend, he saw an opportunity to also remove an ally from any suspicion of participation in the plan he had conceived (but not yet begun to execute) to salvage the treasury. That it would remove the young man, for whom he had developed a fair amount of affection and who was not particularly politically savvy, from an increasingly dangerous court was an added benefit.

Ryon's assignment to Stone Hedge was an Oldtown decision, but the Red Cofferer felt that even if he could dictate it, sending two members of his household into the same House would draw too much attention in the wake of what he had planned. So he instead publicly released Ser Beros from his service, while privately binding him to an oath to remain as near as possible to Maester Ryon and guard him from all harm. And so Ser Beros Wallain, the pride and hope of his line, returned to the Riverlands that birthed him under the cloud of some unknown disgrace.

The years that followed were challenging ones for Ser Beros. For as long as the Targaryens ruled in King's Landing, his unexplained dismissal from the Red Keep lingered as a question on his reputation. Once Robert Baratheon took the Iron Throne, Wallain's prior association with the Targaryens did him no favors. Through it all he held his oath to Jothos Velaryon, staying near to Maester Ryon and protecting him where he could. With his oath to Jothos Velaryon always in force, Ser Beros never felt he could in good conscience swear fealty to another house. This forced him in to what has essentially been a mercenary role, serving a house for pay rather than for a place. He has over the course of service to the houses of the Riverlands gathered about him a group of veteran mercenaries (sometimes called The Black Axes) that he leads on behalf of whatever employer will feed and shelter them.

During the War of the Usurper, the last other members of Wallain's family died. This has left him the last representative of a completely

unlanded house. An oath he gave more than a decade ago has prevented him from tying his fortunes to any other house in a durable way, and his daily companions, while good soldiers, are neither the best nor the most noble of men. And yet he feels responsible for the well-being of the Black Axes. In any purely military context he would absolutely consider himself their captain, and yet he prefers not to think of them as being a mercenary company of which he is the leader.

Ser Beros tries in his daily actions to do the right thing. He endeavors to keep the promises he has made, including his oath to protect Maester Ryon, and to take care of those for whom he is responsible. On some level he mourns his lost house, and secretly dreams that he might one day re-establish it. But he feels constrained by the responsibilities he has taken on to Ryon, to the Black Axes, and to his own honor.

Today Ser Beros Wallain is in his middle age, a hardened veteran of many a skirmish under various banners in the Riverlands. He has the height of his Blackwood relations, and a hint of their hooked nose, but his hair, thinning now, is sandy where theirs is black. He takes as his arms a flock of black longaxes on scarlet surrounding a dead wierwood on a black escutcheon, essentially replacing the ravens in the Blackwood arms with his own longaxe.

He and the Black Axes are in service to his Blackwood cousins. They have been granted leave to attend the Betrothal Tourney, a privilege that Ser Beros requested in order to check up on his old charge, Maester Ryon.

## PERSONALITY

Years of focus on warfare and combat have tuned Ser Beros's responses to threats to focus on force of arms, rather than on more nuanced social or political approaches. He does however define himself to a certain extent on his honor. These two factors will shape his response when he hears that the Home House is attempting to locate Maester Ryon.

Word reaches Ser Beros that the Home House is attempting to locate Maester Ryon while they are on their way to Stone Hedge for the tourney. Deciding that this interest is a threat, he determines to neutralize it. Political or social action, while not completely beyond him, are not the first thing he thinks of. However, he would prefer not to damage his honor through an unprovoked attack once everyone is at the Tourney. He will therefore plan an ambush of the PCs on their way to the Stone Hedge.

## MAESTER RYON

### MAESTER IN SERVICE TO STONE HEDGE

Maester Ryon may be the only living soul with knowledge of the code Jothos Velaryon used to protect his journals, particularly those that record the details of the Dragon's Hoard, from prying eyes. As such, the PCs need to locate him and persuade him to their cause, while Cressey partisans are attempting to do the same for their cause.

## HISTORY

Ryon was born in Oldtown, the get of a whore and some unknown father, as likely some long-departed sailor as a maester of the Citadel. He grew up roaming the alleys of the city and the canals of the Honeywine, until he came to the attention of Tudel, a failed (some say

disgraced) acolyte. Tudel made his living as a back-alley doctor to the poorer whores of Oldtown, bartering care for whatever coin or services there were to be had. As an errand boy for Tudel, Ryon became interested in the diseases he saw among the poor of Oldtown, specifically in how and why they did or did not spread, and why they did or did not kill. Tudel saw an aptitude in the young guttersnipe, and taught him what he could, using the lad to expand his practice. Eventually the student surpassed the master, and over Tudel's objections, Ryon entered the Citadel as a novice.

As a novice he was frequently frustrated by the favoritism given to classmates of better birth than he. Despite being denied the prestigious assistantships his better-connected classmates received, he was soon forging his first link, silver for medicine and healing. As an acolyte his frustrations continued, seeing his noble classmates mentored and ushered through their course of study, while he had to scratch out every piece of knowledge and learning on his own. It was during this period that his mother died in Oldtown, ironically not of disease but from a vicious knife wound in a quarrel with another whore. Eventually he emerged from the Citadel a maester with a full chain, and saw noble classmates no wiser or more knowledgeable than he assigned significant positions in cities and keeps around Westeros. Ryon, though, was one of a dozen new maesters, none of any special significance, sent to King's Landing and The Red Keep.

Ryon arrived in King's Landing in 276, resentful of his treatment at the hands of his order. There he made the acquaintance of Jothos Velaryon, Cofferer of the Red Keep. Ryon saw in Jothos a pragmatist who recognized ability as much as birth, and who, for all his Valyrian heritage, was able to treat a man (or a maester) on his merits. The two developed a working relationship as they went about their duties in the Red Keep, a relationship that developed into a warm and genuine relationship. Jothos shared his personal code with Ryon during this period, and Ryon assisted him in refining it. Ryon never adopted Velaryon's cipher for his own use, though, finding it more convenient to use ciphers standardized by the Citadel for communication where needed.

If Ryon came to the Red Keep interested in communicable diseases, it is arguable that while there he became obsessed with them. While at the Red Keep he became focused especially on the disease variously known as the Pox or the Slatern's Gift. (See *Sidebar: A Pox on the Houses* for more details.) As he researched the causes and treatments of the disease he increasingly came to see it as a leveler, affecting the great no differently than the humble. Ryon took to discussing the disease in inappropriate social contexts, making (some suspect) a point about societal injustice. Others claim he rather took a perverse pleasure in reminding the high and mighty how little separates them from their less-fortunate subjects.

As he became more and more outspoken, once famously ruining a bridal celebration by an extended lecture of the disease's history to both houses party to the wedding, Ryon became more and more of a liability in the Red Keep. Some speculated that he was going mad, himself, but ultimately a replacement for him was requested from



MAESTER RYON PRIMARY CHARACTER

ABILITIES

ANIMAL HANDLING	3	RIDE 1B
ATHLETICS	3	
AWARENESS	4	
CUNNING	3	DECIPHER 2B, MEMORY 1B
FIGHTING	2	SHORT BLADES 1B
HEALING	5	DIAGNOSE 1B, TREAT AILMENT 2B, TREAT INJURY 1B
KNOWLEDGE	4	EDUCATION 1B
LANGUAGE	4	COMMON TONGUE
LANGUAGE	1	HIGH VALYRIAN
PERSUASION	3	
STATUS	2	STEWARDSHIP 1B
WILL	3	

ATTRIBUTES

COMBAT DEFENSE 9 (8 IN ARMOR, +1 W/DAGGER) ❁ HEALTH 6

INTRIGUE DEFENSE 9 ❁ COMPOSURE 9

DESTINY POINTS: 1

BENEFITS: KNOWLEDGE FOCUS (NATURE), KNOWLEDGE FOCUS (ALCHEMY), MAESTER, EIDETIC MEMORY

DRAWBACKS: FLAW (ATHLETICS -1D), DISTURBING HABIT (DISCUSSING THE POX)

ARMS & ARMOR

SOFT LEATHER: AR 2 ❁ AP -1 ❁ BULK 0  
MOVE 4 YARDS (SPRINT 16 YARDS)

DAGGER 2S+1B 1 DAMAGE, DEFENSIVE +1, OFF-HAND +1

QUARTERSTAFF 2D 3 DAMAGE, FAST, TWO-HANDED

OTHER GEAR: FIELD MEDICAL KIT (INCLUDING BANDAGES, HERBS, MEDICINES, NEEDLES AND SINEW, BONE SAWS), PURSE WITH SMALL COINS TOTALING 2 SS, WRITING KIT

Oldtown. Ryon was reassigned to Stone Hedge, where he served House Bracken during Robert's Rebellion. He departed the Red Keep before Jothos Velaryon started planning for the movement of the Dragon's Hoard, and so has no direct knowledge of those events. It was Ryon who first mentioned the rumor of a secret vault built by Aegon the First for his treasures and the Targaryen dead, though he never believed it actually existed.

While Maester Ryon had been a liability in the Red Keep and at court, Lord Bracken quickly realized that he was an asset to their not-insubstantial military forces. The saying is that where an army travels, so too does the Pox, and Bracken found that Ryon could be kept well-employed in the care of their armies in the field, while being kept well clear of any house business that his intemperate tongue could upset. This means that random visitors to Stone Hedge will not find him there, and given that no commander make the disposition of his forces in the field clear to any but his liege or his closest allies, tracking him down when he is not at Stone Hedge is nigh impossible.

The press of humanity expected to be present at Betrothal Tourney and the likelihood of serious injury as a result of the jousting or melee both dictate that the maester be present at Stone Hedge, and this is the PCs' best opportunity to gain an audience with him in hopes of persuading him to their cause.

PERSONALITY

Maester Ryon still holds affection for Jothos Velaryon, and is saddened to hear of his death. He remembers Aeron as an infant, coming to stay with his father there, shortly before Ryon's own departure from the keep. His affection for Jothos and Aeron is counterbalanced by his maester's oath, which requires his loyalty to the house to which he is bound. The PCs should be able to persuade him to assist them with the Scarred Journal, but if they handle him poorly they may find that he takes the details of the scheme, and even the Journal itself, should they put it into his possession, to his lords of Bracken. He also remembers Ser Beros Wallain from his service to Jothos, and if the PCs persuade that good knight sufficiently to their cause that he provides their introduction to Ryon, or otherwise endorses their scheme, it counts well in their persuasion. (See **Decoding the Journals** on page 50 for details as to how Maester Ryon can be of assistance decoding the Journals.)

LOCALES OF NOTE

SWEETPORT SOUND

The holdfast of Sweetport Sound lies on the remote north coast of Crackclaw Point. The holdfast itself sits above the narrow entrance to a sheltered deepwater sound of the same name, with the vessels of Sun-glass's small fleet harbored below the keep, inside the sound. At night a beacon fire burns on the tallest tower of the keep, an aid to navigation both by sea and by land.

OUTSIDE THE GUARDHOUSE

Outside the holdfast gate is a flat are of packed dirt large enough to turn a cart or marshal a dozen mounted men, overshadowed by the holdfast's main gatehouse and wall. Facing the main gate, one has the road that sweeps down the hill to the outskirts of town on one's left, and to one's right, around a corner of the main curtain wall, access to the mix of rope and timber ladders that the nautically inclined locals use to access the area directly from the public docks below. Those climbing up from the docks will notice how much fresher the air is up here, compared to the smells of fish and boiling tar of the docks.

By night, the sounds of the town drift up and one can see the lights of the ships in the harbor. The large gate is barred and flanked by night torches, and a large fire burns on a high tower somewhere within the holdfast, a navigational aid and signal to any vessels approaching the harborage by night. A small door to the right of the main gate is the only access to the holdfast after sunset.

The main gate to the holdfast is kept open during the day, and while two guards are posted at the gate at all times, foot traffic is allowed to pass generally freely. By daylight one can clearly see the road sweeping down the hill to the landward outskirts of Sweetport Town, and



the tangle of wooden boardwalks, ramps, and ladders leading down to the public docks of Sweetport Town. The day is clear and bright, with the previous evening's rain having moved through, though the breeze of Crackclaw Bay remains chilly. That same breeze carries the call of the gulls from over the water, and the sounds of vessels being readied and repaired up from the town below. The wooden main gates stand open in the stone wall, and above the wall the holdfast's tower rises, the sharp breeze whipping smoke away from the smoldering remains of last night's signal fire on a platform high above. The smallfolk of the keep and the town come and go through the open gates and the courtyard visible beyond, watched over by a pair of Sunglass guardsmen standing causally in the opening.

### THE SUNGLASS LIBRARY

The library and work room of Yvan, Maester of Sweetport Sound. This is a large room, occupying a complete floor of the Maester's tower, on a level immediately below Maester Yvan's living quarters. The room is walled with shelves, and those shelves are overfilled with books and scrolls of all vintages. The center of the room is dominated by a number of large work tables, one layered with maps held flat with a variety of improvised weights, the second stacked with books, some open to dry historical recitations, other bookmarked with scraps of paper, fabric, or even entire other books, and the third apparently kept relatively clear

as a workspace, though it is currently covered with an alarming array of small animal bones. A door on the seaward side opens to a balcony with an fine view of Sweetport Sound's harborage and beyond to the Bay of Crabs, while one on the landward side opens to the rookery, full of the cawing of ravens and the smell of their excrement.

The PCs will be directed here if they seek after Maut the clerk, or if they ask to be directed to the library. They will not encounter Maester Yvan here unless they are specifically seeking him, or if they are making more than a brief visit. Because Maester Yvan's living quarters are immediately above the library he passes through this space several times a day, even if he does not have business with the library, and more frequently than that if, as he often does, he needs anything out of the library, or if he is working cataloging or recording the documents in it. Because of this, if the PCs spend any sustained time in the library, for example, to read the Main Journals, they will certainly encounter Maester Yvan within two hours.

### SWEETPORT TOWN

Below the holdfast of Sweetport Sound, the best anchorages are occupied by the private docks of House Sunglass, with the best access to the keep. Around the house docks a small harbor has sprung up, primarily used by fishing vessels that work the cold rich waters of the Bay of Crabs. The rough character of Crackclaw Point and the poor roads be-

tween Sweetport Sound and the rest of Westeros make it a less attractive port for traders from Essos or Sothoryos than those closer to the head of the Bay of Crabs or on Blackwater Bay, but trading vessels do call here fairly regularly. Sweetport Town is a tangle of docks and buildings, here over the deep water of the sound, there pushing back into the deep woods, and elsewhere pressed up against the holdfast walls, that serves the needs of the fisherfolk, the traders, and the holdfast equally. The experience of moving through Sweetport Town is one of stepping from echoing boardwalk to shifting anchored barge to solid wharf, as many times in a minute. It is not at all friendly to horses, and parties arriving on horseback are well advised to either board their mounts at a hostelry on the outskirts of the town, or avoid entering the town and instead taking the road up the hill to the main entrance to the holdfast.

## THE CAT'S HEAD

As the PCs enter Sweetport Town, they will easily spot a large building, apparently assembled in stages with sections butting up one against the other, built partially on to the docks and partially on the land nearest the harbor. Seamen and townsmen are entering and leaving the building, smoke blows from its many chimney, and the sounds of drink, dining, and talk pour from its many windows. If debarking a ship, the crew will identify the building to them as the Cat's Head, the most reasonable place to find accommodations. Anyone they speak to in Sweetport Town seeking a place to stay will direct them to the Cat's Head as well. The sign outside the door features a wooden cat's head with a ship's anchor held in its mouth.

The Cat's Head is the social center of Sweetport Sound, its common room occupied any day with the off-duty crews of those vessels in port. In the evening and early morning, the crews of the port's fishing fleet are added to the mix, while townfolk drop in and out for meals and drink, and off-duty men-at-arms and guards from the holdfast take their leisure there as well.

The inn sprawls across a number of connected buildings, some completely built on and attached to the docks, and the PCs will easily be able to find comfortable rooms sufficient for all of them. Meals are served in the common room, and if the PCs elect to attend those meals, they encounter people of the town and holdfast who can help or hinder them in their quest.

## SPRAYSIDE VILLAGE

Apart from Sweetport Town, three smaller villages support Sweetport Sound. Of these, the one known locally as Sprayside Village (the other two are Nearside Village and Woodside Village) is where Jothos Targaryen made his last residence. The hamlet lies a short ride outside of the Sunglass Holdfast of Sweetport Sound. Crabbing and fishing are the primary industries of the village, and an assortment of boats are drawn up on the pebble beach beneath the village every evening. The beach runs approximately east-to-west, with a low headland at either end providing some shelter to the beach and its boats. The road from Sweetport Sound crests the eastern headland and winds down into a sheltered hollow above the beach, where a dozen or so households rest.

A single house sits higher up on the western headland. It is this house, unpleasantly exposed to wind and weather and long abandoned for it, that Jothos and Aeron had occupied.

## THE SPRAYSIDE HOUSE

The house itself is a two-room structure with stone walls and a sod roof, a low rectangle running east-to-west. The main entry, a solid wooden door on the eastern side of the house, leads in to the larger front room, a combined living space including the hearth and cooking area in the north-west corner of the room, and a dining area. The east wall features a single window in addition to the door, and the south wall two large windows. The windows are unglazed, but feature snug wooden shutters that can be opened to let in light and air. Mounted on the wall between the windows are a row of shelves, the lowest of which hold pens and inkpots. The shelf above that once held the Main Journals is currently bare. Beneath one of the southern windows, situated to take advantage of the southern light, is the writing desk at which Jothos conducted his correspondence and business. The north wall, facing the sea and most exposed to the winds, has no windows, but features a weapons rack and other storage.

A door in the southern half of the interior (western) wall lets in to the smaller of the house's two rooms, used as sleeping quarters. Bunks on the northern wall of the room are built up against the back wall of the hearth, providing warmth in winter. Windows on the south and east wall to provide light and air have snug-fitting wooden shutters. The north wall, blocked as it is by the bunks, has no windows, while a tall armoire or chest of drawers stands against the interior wall, to the south of the door to the main room.

It is in this room that Jothos Velaryon hid the Red Journal, the key to unlocking the coded portions of the Scarred Journal and the Main Journals. While Aeron was absent from the house, Jothos carefully loosened and removed a single sizable stone in the stone wall backing up on the hearth, just below the upper bunk in the sleeping quarters. He removed the stone, inserted the Red Journal behind, and replaced the stone, carefully re-mortaring around the edges to give the appearance of original construction. The position of the secret nook high up under a bunk in a darker portion of the room, it is very unlikely to be noticed by anyone not specifically searching that area, or sleeping in the lower bunk.

Searchers are, however, helped by this fact: The change in construction and the presence of the book insulates that stone from transmitting heat from the hearth on the other side of the wall. It's much cooler to the touch than the surrounding undisturbed stone.

It is possible for the PCs to locate the Red Book's hiding place without an active search, and anyone entering the sleeping quarters of the Sprayside house may do so with any successes on a **VERY HARD (18)** Notice test. Any character attempting a thorough search of the sleeping quarters, or specifically searching for hiding places, locates the hiding place with any successes on a **HARD (15)** Notice test. Any character spending a night (or any part of a night) in the lower bunk in the sleeping quarters succeeding on a **FORMIDABLE (12)** Notice or a **CHALLENGING (9)** Notice test if a fire is burning in the hearth while they rest there, test identifies the hiding space, as the difference in heat coming through the wall draws attention to it.

# PART III: ACROSS THE NARROW SEA



While the amount of wealth in the Targaryen vault might not be enough to completely replenish King Robert's flagging coffers, a mere fraction of it would allow a single man to live comfortably for many, many years, if not the rest of his life. While Jothos Velaryon wasn't susceptible to that great temptation, one of his knights proved to be far less steadfast. With the fall of King's Landing's clearly on the horizon and the Mad King's fires about to be snuffed, Ser Kael Stormsword succumbed to greed and fear, betraying the Red Cofferer.

Once the treasure had been safely smuggled out of King's Landing, Ser Kael began squirreling away parts of it for himself—some jewels tucked into his saddlebags, a sheaf of writs folded into his bedroll, an hour spent shuffling crates and casks between wagons to “balance the load for the horses.” Neither Jothos nor Renys the mason had any reason to suspect the knight of thievery, but by the time they reached the island where Velaryon intended to hide the Targaryen treasure, Ser Kael had carved his own small fortune out of the hoard.

Jothos and Renys went to explore the island in search of the vault, leaving Ser Kael to guard the treasure. Instead, he waited until they had gone, pushed his boat back into the water, shipped his oars and rowed away. By the time the men emerged, Ser Kael Stormsword was long gone, not even his wake visible from shore.

The last word of him in the Seven Kingdoms is in Gulltown, where he booked passage on a ship that took him across the Narrow Sea to Braavos.

Upon arriving in Braavos, Ser Kael Stormsword shed his former name and became Ser Danyal Whitehelm. He bought a sizable manse on one of Braavos's eastern canals, and wooed (and rather swiftly mar-

ried) a minor courtesan. Though he had betrayed Jothos by stealing part of the Targaryen treasury, the newly christened Ser Danyal remained loyal to the Red Cofferer in his own way. He kept maps of the vault's location, and locked them away in Braavos with a mind to the future. Should Jothos or any of his trusted men come seeking the information (or should a Targaryen win back the Iron Throne) Ser Danyal would be able to tell them the vault's whereabouts.

He died before anyone came looking.

## THE SECRET KEEPER

Formerly known as the Silken Nightingale, Orolantia Whitehelm is now the keeper of her husband's secrets. Orolantia has no real interest in which Westerosi House benefits from the treasure, nor is she (at the outset of the story) in dire need of money from it. She still owns the pleasure barge from her days as a courtesan, and the current Silken Nightingale pays her for use of both the barge and the name whose reputation Orolantia built. With this in mind, Orolantia is able to live quite comfortably and provide for her sons: Danalo, Invichio, and Tristifero.

Orolantia is loyal to her husband's memory, if not his king, and on hearing the PCs' story, will be favorably inclined to deal with them... for a price. The daughter of a merchant prince and an employee of the Iron Bank, this former courtesan has haggling in her blood. If she can extract promises from the Home House that will benefit her household and her three young sons, she will do so.

The members of the Home House are not the only ones who have arrived in Braavos to track down Ser Kael and his information. Mikkel



## SCENES IN ACROSS THE NARROW SEA

## PROLOGUE: THE KNIGHT WHO FLED

Before they set sail for Braavos, the characters might wish to learn about Ser Kael Stormsword on their own side of the Narrow Sea

**CONFLICT:** Minor • Intrigue

**LOCATION:** Gulltown, the Vale of Arryn

**NOTABLE NPCs:** *Alys Lyberr*, the younger sister of Ser Kael Stormsword. *Grey Tym*, a man who was but a boy when Ser Kael fled.

**REWARDS:** 2 Experience.

## CONNECTS TO...

*SCENE ONE:* When the PCs make their journey to Braavos.

## SCENE ONE: IN SEARCH OF STORMSWORD

The PCs arrive in Braavos, dock in Ragman's Harbor, and then begin their search for Ser Kael Stormsword. It is here they learn he changed his name to Danyal Whitehelm, and, though he died a few years past, he is survived by a wife and three sons.

**CONFLICT:** Minor • Intrigue

**LOCATION:** Ragman's Harbor, Braavos

**NOTABLE NPCs:** *Captain Yorro Lithanis*, Captain of the *Minstrel's Folly*. *Septon Jeramy*, of the Sept-Beyond-the-Sea. *Invichio* and *Tristifero Whitehelm*, sons surprised to hear their father's name on the lips of strangers.

**REWARDS:** 1 Experience per Intrigue (max 2)

## CONNECTS TO...

*SCENE TWO:* If *Invichio* or *Tristifero* overhear the PCs asking questions about their father.

*SCENE THREE:* If the PCs have sent word ahead requesting an audience with *Orolantia Whitehelm*.

## SCENE TWO: THREE YOUNG GENTLEMEN OF BRAAVOS

Word has reached Ser Danyal Whitehelm's sons that the characters are asking questions about their father, and the boys come to size them up.

**CONFLICT:** Moderate • Combat, Intrigue

**LOCATION:** The Drowned Town, or other streets of Braavos

**NOTABLE NPCs:** *Danalo*, *Invichio*, and *Tristifero Whitehelm*, the knight's sons.

**REWARDS:** 4 Experience

## CONNECTS TO...

*None.*

## SCENE THREE: THE NIGHTINGALE'S NEST

*Orolantia Whitehelm* summons the characters to the Whitehelm estate to negotiate the price of her sharing what she knows. *Ambadis Tremolo*, a merchant prince who has allied with *Mikkel Cressey*, interrupts the dialogue with some demands and ultimatums of his own.

**CONFLICT:** Moderate • Intrigue

**LOCATION:** Whitehelm Manse, eastern Braavos

**NOTABLE NPCs:** *Orolantia Whitehelm*, the knight's widow. *Ambadis Tremolo*, the rude merchant prince. *Serab*, the Silken Nightingale posing as a handmaiden.

**REWARDS:** 4 Experience.

## CONNECTS TO...

*SCENE TWO:* If the PCs haven't tangled with the Whitehelm sons, they may wish to take their measure of these over-sea strangers.

*SCENE FOUR:* When the Silken Nightingale takes them to meet the banker.

## SCENE FOUR: TROUBLE IN THE SECRET CITY

The current Silken Nightingale escorts the characters through the city on her pleasure barge. Someone is causing trouble at familiar locations, and a meeting with a member of the Iron Bank turns bloody.

**CONFLICT:** Minor to Moderate • Combat, Intrigue

**LOCATION:** The Silken Nightingale's Pleasure Barge, in the waters of Braavos

**NOTABLE NPCs:** *The Silken Nightingale*, their genial hostess. *Risina*, one of several handmaidens aboard the pleasure barge. *Arturo Saldaaris*, an agent of the Iron Bank of Braavos.

**REWARDS:** 2 to 4 Experience (depending on conflict)

## CONNECTS TO...

*SCENE FIVE:* Once the PCs have the information necessary to retrieve Ser Danyal's notes.

## SCENE FIVE: X MARKS THE SPOT(S)

The characters track down the remaining pieces of the map and Whitehelm's notes. Meanwhile, *Danalo Whitehelm* takes matters into his own hands. The PCs might face a few more complications before they depart.

**CONFLICT:** Moderate to Major • Combat, Intrigue

**LOCATION:** The Temple of the Moonsingers, the Iron Bank, and the Moon Pool in Braavos

**NOTABLE NPCs:** *Ambadis Tremolo*, the agent of House Cressey. *Captain Yorro Lithanis*, captain of the *Minstrel's Folly*.

**REWARDS:** 4 to 8 Experience (depending on conflict)

## CONNECTS TO...

*None.*

Cressey is in the Secret City as well, and his queries have led him into an alliance with Ambadis Tremolo, a merchant prince who once rivaled Ser Danyal for the Silken Nightingale's hand. Tremolo has some damning secrets about Orolantia's eldest son Danalo, and he's willing to use them to get the vault's location before the PCs can.

The conflict in **Across the Narrow Sea** can be tailored to your players' proclivities. If your group is more interested in intrigue, they can embroil themselves in the dance between Orolantia Whitehelm and Ambadis Tremolo and avoid Whitehelm's sons altogether. If they're more of the "stick-'em-with-the-pointy-end" sort, Braavos lends itself well to duels on the rooftops in Drowned Town and chases through the canals with Danalo, Invichio, and Tristifero Whitehelm.

By the end of **Part III**, the PCs will have a strong idea where the vault holding the Dragon's Hoard is located. Depending on their degree of success or how thoroughly they investigate, they might know its approximate whereabouts or be able to point right to its exact location on a map. When they set sail home to Westeros, they might find themselves accompanied by one, two, or even three bravos eager to lend their swords to their father's cause, or they might find themselves pursued not only by the angered Whitehelm boys, but by the might of Ambadis Tremolo and his household guard as well.

## WHAT'S COME BEFORE

Two years have passed since Ser Danyal Whitehelm, formerly Ser Kael Stormsword, died in Braavos. His wife and three sons remember him fondly, and are still living off of the remainder of the riches he stole from the Dragon's Hoard. That money is swiftly running out, though, due to the gambling debts incurred by the eldest Whitehelm son, Danalo.

In the last few weeks, Danalo has watched his options and opportunities dwindle. His debtor is none other than the Iron Bank of Braavos, and all his other avenues at earning (or winning) back what he owes have turned up empty. His thoughts have drifted more than a few times to the legendary treasure his father had helped hide away. Rumors of ships from the Seven Kingdoms carrying others seeking out the same treasure have reached Danalo. These men and women might be his last chance to keep his family from ruin.

Orolantia Whitehelm, Danalo's mother and Danyal's widow, is aware of her eldest son's recklessness with money, but has only begun to learn how dire his current situation is. Until now, her middle son has helped him out of his troubles, and she's let both boys think their mother is none the wiser. She is also beginning to think about remarrying—Orolantia is still young, her beauty undiminished. But the man she's set her eyes on, Ambadis Tremolo, was her late husband's greatest rival in Braavos, and her sons have no love for the merchant prince.

If Falea (see **Bound for the Wall**, page 34) is still spying on the Home House and has come to Braavos with the characters, she will report their movements and findings to Lord Cressey, allowing him to be either just ahead of the PCs, or dogging their heels.

While Cressey is their primary rival in the search for Whitehelm's information, the enemies and allies the characters might have made thus far can also affect their time in the Secret City. For example, if they angered Ser Georg Weller of the Night's Watch, Jeor Mormont might well have sent a handful of brothers to Braavos in search of the missing knight and his treasure.

If the PCs have been to **The Betrothal Tourney**, Lord Bracken might have added his strength to Cressey's, depending on how well (or poorly) the Home House's intrigues went. Also depending on events at the Tourney, Ser Beros could have thrown in his lot with the Home House, adding to their strength.

If they have gone through **Hearth and Home**, they know the Vault's secrets, but not its location. Whitehelm's knowledge is an interlocking piece in the puzzle. Their interactions with Renys and their successes or failures with Cressey's men might have bought them some time... or have set them racing against it.

## WHAT COMES AFTER

The arrival of the Home House's ship, the Cressey ship *Gentle Jeyne*, and any other factions after Ser Danyal's secrets don't cause much of a stir among the locals. Foreign lords come to Braavos the way King Robert is rumored to visit the whorehouses of Flea Bottom: an occurrence so common it's hardly to be remarked upon.

While the presence of other parties has the potential to turn this adventure into a bit of a race against the clock, it's up to the Narrator how much or how little she would like to bring this aspect into play. If the characters decide to get deeply involved with the Whitehelms' woes and you'd like to move the plot along, perhaps Cressey's men defile the Sept while the Home House is visiting Orolantia. Or, if you'd rather the opposite, Cressey could be delayed by meetings with the Iron Bank, or the Sealord's officers, or any number of behind-the-Narrator-screen stalls.

The ultimate purpose of this adventure is to move the PCs another step toward recovering the Targaryen treasure, but whether this is the characters' first time far from home, or they routinely find themselves struck by wanderlust, opportunities abound for them to practice intrigues or hone their dueling skills on the rooftops of Drowned Town.

## DRAMATIS PERSONAE

The following are the primary NCs in **Across the Narrow Sea**. For more information on many of them, see the **Appendix to Across the Narrow Sea**, at the end of this part.

### SER KAEI STORMSWORD

Ser Kael Stormsword, a.k.a. Ser Danyal Whitehelm (deceased) aided the Red Cofferer in transporting the Dragon's Hoard to the vault, but absconded with a portion of it and fled, as Jothos and Renys searched the island for the vault. He crossed the Narrow Sea and started a new life in Braavos. Though he died two years ago, he told his wife the secrets of the island before he passed.

### OROLANTIA WHITEHELM

Orolantia Whitehelm, the former Silken Nightingale, married Danyal Whitehelm and bore him three sons. She is a clever businesswoman and has a keen eye for politics. Though no longer a courtesan, she still owns the pleasure barge used by the current Silken Nightingale, and supports herself and her sons with the profits. Her husband's wealth sustained the family for many years, but has begun, alarmingly, to dwindle since his death.

## DANALO WHITEHELM

Danalo Whitehelm is the eldest son of Danyal and Orolantia. A boy of 16, he is one of the city's swaggering bravos. The only thing he can draw quicker than his sword from its sheath is money from his purse. Danalo has a penchant for gambling, but unfortunately not one for winning. He's recently found himself in debt far greater than ever before.

## INVICHIO WHITEHELM

Invichio Whitehelm, the middle son at age 14, has the demeanor of a man twice his age. Since his father's death, he's taken over many aspects of running the household, managing its affairs with a Citadel-trained-like expertise. Quite often that includes pulling Danalo's arse out of the fire and keeping his elder brother's misdeeds hidden (or so he believes) from their mother.

## TRISTIFERO WHITEHELM

Tristifero Whitehelm dreams of being a knight like his father. A boy of 12, he's aware of troubles between his older brothers the way a child playing in the surf is aware of storm clouds gathering on the horizon: he'll worry about it when the rain begins to fall. He attends services at the Sept-Beyond-the-Sea, hoping that familiarity with his father's gods will help him become a knight, or at the very least will help him meet a Westerosi knight in need of a squire.

## AMBADIS TREMOLO

Ambadis Tremolo lost Orolantia to Ser Danyal 16 years ago, and has neither forgotten his love for the lady nor forgiven the foreign-born knight that stole her away. He is one of the city's merchant princes, well respected and well connected. He, too, is aware of Danalo's gambling debts, and isn't afraid to use that knowledge to get what he wants.

## OTHER CHARACTERS

Other notable characters who might cross paths with the Home House include:

- ☞ Alys Lyberr, spinster sister of Ser Kael Stormsword and his last surviving relative.
- ☞ Grey Tym, innkeeper's son in Gulltown, one of the last people in Westeros to see Ser Kael.
- ☞ Yorro Lithanis, Captain of the Minstrel's Folly.
- ☞ Septon Jeramy, servant of the Seven at the Sept-Beyond-the-Sea.
- ☞ Reysa, prostitute prone to gossip at the Hawk and Raven.
- ☞ Serah, young woman in service to Orolantia Whitehelm, also the current Silken Nightingale.
- ☞ Risina, handmaiden on the Silken Nightingale's pleasure barge, in the pay of Ambadis Tremolo.
- ☞ Arturo Saldaaris, representative of the Iron Bank of Braavos.

## PROLOGUE

# THE KNIGHT WHO FLED

CONFLICT: MINOR • INTRIGUE

Before they set sail for Braavos, the characters might wish to learn about Ser Kael on their own side of the Narrow Sea.

## SETUP

Aeron Waters knows the name of the knight who betrayed his father, but little more. Ser Kael Stormsword is believed to have set sail for Braavos with his stolen gold. The characters can seek out those who last saw him on this side of the Narrow Sea before they seek him out on other shores.

This scene is optional, to be used as a bridge between the characters learning about Ser Kael and packing up to chase a rumor halfway across the world. If your players are ready to hop the first ship and go, the information in this scene can be woven into what they'll learn once they get to Braavos. However, if the characters need more to go on than a rumor, this scene can help fill in the gaps.

## OBJECTIVES

The Home House seeks out Ser Kael Stormsword's last living relative and hears her tale. She lives half a day's ride from Gulltown, where they can go and ask questions of the locals.

## KNOWN FACTS

Alys Lyberr, Ser Kael's spinster sister, is his last living relative. She has moved from their family's lands near the Reach to a small town just outside of Runestone, in Lord Royce's lands.

## UNKNOWN FACTS

Before Ser Kael left Gulltown on the Minstrel's Folly, he wrote a short, cryptic letter to his sister and paid to have it sent to her. It took months, but finally reached her long after he'd begun his new life.

## NOTABLE LOCALES

Alys Lyberr's house might seem small to characters who are used to living in the relative grandeur of a castle or a keep, but her home's two stories mark her as a woman of some means in her tiny village. It's just right for a woman living on her own, and she has room to provide the PCs with a modest feast, though if they've brought a retinue with them, she suggests they might wish to take their meal at the inn a few doors down.

Though Gulltown is a major port city, Alys directs the characters to a specific tavern, the Shattered Sword, where they can find the innkeeper's son who posted Kael's letter.

## NOTABLE CHARACTERS

Alys Lyberr is a woman in her mid-thirties. She is Ser Kael Stormsword's younger sister. With no other family to tie her to the Reach, she packed up what little she cared to bring with her and moved closer to Gulltown, where her brother was last seen.

Grey Tym isn't so old, but his hair went silver before he was twenty. He was a lad of nine loitering on the wharves when an honest-to-gods knight pressed a letter and a coin into his hand, and bade him see it passed on to someone who could deliver it.

## RESOLUTIONS

A few inquiries make it easy to find Alys Lyberr. Unlike her brother, she hasn't been trying to hide her whereabouts, and in fact still attends tourneys held in Runetown in the hopes that one day, she'll see her brother's shield in the lists. When the PCs arrive, Alys welcomes them. Given the chance, she'll chatter on about Ser Kael and their childhood (See page 99 for Ser Kael's history), but takes it gracefully if they'd prefer to get right to business.

*"By the time the letter reached me, Robert's Rebellion was long over. It expressed his only regret that he couldn't stand and fight for his king, and that, when the time came, he'd send for me. He said he would make things right, but didn't tell me what those things were. Tucked in with the letter was a gold dragon, and the writ that let me buy this very house.*

*"My brother's letter passed through many hands to get to me, but I traced it back to Gulltown. It's not as though I had much else to do with my days. It was a little boy who took the letter from his hands. You can find him there still, working in the Shattered Sword. He's the last person to see my brother in Westeros."*

Grey Tym is easy to find as well, but far more reluctant to talk. He loosens up at the offer of a coin, but it's clear the exchange between a younger Tym and Ser Kael was far less momentous than Alys made it out to be. "Yes, I saw him," he says, immediately spending his new-earned coin on a tankard of expensive ale, "He was a knight and I was a boy. Of course I was starin'. They were leadin' his horse onto that purple-sailed ship, and he came an' handed me that letter. I brought it to my da, an' that was that. To hear Milady Lyberr tell it, I rode a dragon to the Reach and delivered it to her my own self. That ship's come back plenty of times, but that knight never did, not that I've seen."

If the characters press, Tym recalls the ship's name: the *Minstrel's Folly*.

## FURTHER SCENES

From here the players have more information to take with them to Braavos. If Tym gave the name of the ship Ser Kael sailed away on, it will be familiar to them should the officers at the Chequy Port bring it up.

## REWARDS

EXPERIENCE: 2

COIN: None

GLORY: None



## SCENE ONE

IN SEARCH OF  
STORMSWORD

CONFLICT: MINOR • INTRIGUE

The PCs arrive in Braavos and begin their search for Ser Kael Stormsword. Since the knight changed his name shortly after his arrival in the city, information about “Kael Stormsword” is scarce but discoverable. The players have a few avenues that will yield the name of Danyal Whitehelm. In the process, they might draw the attention of Whitehelm’s sons.

After passing through the Chequy Port, the characters might learn that Captain Yorro Lithanis is currently in Braavos; his ship, the *Minstrel’s Folly*, is the same on which Ser Kael left Gulltown. The PCs can pay him a visit and learn a bit of Ser Kael’s story. They might also ask questions in and around Ragman’s Harbor, and can visit the Sept-Beyond-the-Sea to meet a septon who once knew Ser Kael.

## SETUP

Aeron Waters knew his father had a retainer who escorted the Targaryen treasury as far as the vault, but the knight betrayed Jothos and disappeared with a small fortune of his own. Ser Kael Stormsword left Gulltown aboard the Braavosi ship *Minstrel’s Folly*. He has not been

## TIMELINE OF EVENTS

While the timelines in each section suggest a linear progression, don’t feel you have to run all of the scenes or events in the order they’re laid out. If your players want to go straight to Orolantia Whitehelm, for example, they don’t have to wait until evening of the second day to do so. If they wish to spend a few extra days in and around the city, Danalo Whitehelm doesn’t have to challenge Tremolo in the wee hours of Day Three. Nor does Tremolo’s offer to Orolantia have to be the incident that sparks Danalo’s challenge.

Let your players chase down the clues and plots they find interesting, and as you move into each scene, consider how what has come before might change any of the actions or outcomes, and tailor them accordingly.

## DAY ONE

**MORNING/EARLY AFTERNOON:** The Home House’s ship arrives in Braavos and faces inspection at the Chequy Port.

**AFTERNOON:** The characters settle into their inn and possibly gather information about Ser Danyal Whitehelm.

**LATE AFTERNOON/EVENING:** The characters might pay visits to Captain Yorro Lithanis in Purple Harbor, and can talk to Septon Jeramy at the Sept-Beyond-the-Sea

seen since, nor have any tales of his continuing exploits made their way westward across the Narrow Sea.

## OBJECTIVES

In this scene, the characters get what might be their first look at Braavos, if they’ve never traveled to the Free Cities before. They are free to spread out and explore the city, but their immediate goal is to find out where Ser Kael went once he arrived. They can speak with the captain of the ship that brought Ser Kael across the Narrow Sea, meet with the septon who heard his confession, and learn some local gossip about the Whitehelm family.

## KNOWN FACTS

Aeron Waters was certain Ser Kael Stormsword fled to Braavos with a portion of the treasury. Jothos could barely speak the knight’s name, often referring to him as “the traitor,” or “that turncloak.” Aeron knows the knight aided his father in smuggling the treasure out of King’s Landing in ale casks, and that he escorted it as far as the island where the vault is located. But when his father and the architect were out of sight, greed got the better of his father’s former friend, and the man was never seen again.

If the party spent some time asking after Ser Kael in the Seven Kingdoms, they might have learned he was last seen in Gulltown, and the name of the ship on which he departed. The *Minstrel’s Folly* is, by happy chance, currently in port in Braavos’s Purple Harbor.

Ser Kael’s coat of arms was a red sword against a grey cloud. Very few people in Braavos ever caught a glimpse of such a sigil, though a few members of the *Folly*’s crew might recall having seen it years ago. Anyone who does remember it will pass along the rumor that the knight who bore that crest was rumored to have entered the Sept-Beyond-the-Sea, but was never seen again. Some say he went there to die. Others suggest he gave up his sword and became a septon. Only a very few know he emerged with a new identity.

## UNKNOWN FACTS

All ships entering Braavos must first stop at the Chequy Port for inspection. It is here the PCs might hear the first rumors of others on the trail of the renegade knight, if the Sealord’s customs officers feel like gossiping (or can be Intrigued into doing so).

Mikkel Cressey and his men are also Braavos-bound, either chasing the PCs directly or acting on their own information. Cressey’s inquiries lead him to Ambadis Tremolo, who quite quickly makes the connection between Ser Kael Stormsword and Ser Danyal Whitehelm. Tremolo has to make some inquiries of his own before he can help Cressey, which buys the PCs some time. Still, when they begin asking around after Ser Kael, they might well hear further rumors of the other party that’s been sniffing around with similar questions.

## NOTABLE LOCALES

Ragman’s Harbor is where all non-Braavosi ships dock. Characters who are accustomed to luxury and more genteel places might be in for a bit

## A SPY COMES HOME

If the Home House failed to discover the spy in their ranks during **Bound For the Wall**, and in fact brought Falea/Jeyne with them to Braavos, she is delighted to continue her mission for Mikkell Cressey here in the Secret City. Here are some options to consider.

- Ragman's Harbor poses a bit of a problem for her, as she's known to the whores on the docks. She'll make efforts to avoid them, and keeps her face hidden as best she can if she's forced to interact. If the PCs are spending a lot of time in the harbor, she might offer to go ask questions in other parts of the city, or come down with a sudden case of "food poisoning" and hide in her room until she can slip out without the PCs seeing her.
- She sends messages to Cressey or arranges meetings with his cohorts to fill them in on what the Home House has discovered during the day. If you're running the adventure as a race for the map, they might find Cressey perpetually one step ahead of them, or arriving on the scene right on their heels. If you're running it more as a series of intrigues, they might find Cressey has beaten them to meeting some of the NCs that have information about Whitehelm, and has poisoned the waters against the Home House while doing so.
- It is still possible to discover the Braavosi woman's treachery here. Her former spymaster is still operating out of the city, and Falea will at some point report in to him. He is an operative of the Iron Bank, so Danalo's debt (see **Three Young Gentlemen of Braavos**) will be of great interest to him.
- Falea will also attempt to seek out her mother if she can break away from the party for awhile. It was her mother who sold Falea to the spymaster as a little girl, giving her daughter a better life than she'd have otherwise been able to provide. Years have passed since the women last saw one another. Her mother still resides in Silty Town.
- Falea is capable of genuine emotion, too. If she finds herself falling in love with one of the characters, she could decide or be convinced to abandon her contract with Cressey and begin truly aiding the Home House.

of culture shock here, as it's grimy and raucous enough to rival some parts of Flea Bottom. Taverns and brothels dot the wharves, perfect for getting to know the denizens of the city or to try sussing out information from the sailors.

On the northern side of the city, the players will find Purple Harbor. Only Braavosi vessels are allowed here. It is far nicer than Ragman's Harbor, with some of the city's best taverns and inns located along its cobblestone streets. Purple Harbor is chiefly for the locals, so the party might raise some eyebrows if they travel here to speak with Captain Yorro, though he won't turn them away from the Minstrel's Folly for a chat.

All gods are honored in Braavos, but only Westerosi visit the Sept-Beyond-the-Sea. Located in the middle of the city on the Isle of the Gods, the sept welcomes worshipers of the Seven who are far from home.

### NOTABLE CHARACTERS

Captain Yorro Lithanis, Septon Jeramy, Tristifero Whitehelm and Invichio Whitehelm all play an important role in this scene. See the **Appendix for Across the Narrow Sea**, at the end of this chapter, for details on these Narrator Characters.

### RESOLUTIONS

After their encounter with the officials at the Chequy Port, the PCs might find themselves with an extra lead or two regarding the elusive Ser Kael. While they can certainly seek out and find the captain and the septon right away, Narrators are welcome to allow players who are itching to explore a few hours to see what kind of trouble they can get up to in Braavos.

## A GRAND ENTRANCE

Sailing into the Secret City, the characters are treated to the awe-inspiring sight of the Titan of Braavos straddling the entrance to the harbor. The Titan is both statue and fortress, a giant towering over all who would enter or leave the city. Its burning eyes are beacons even in the daytime. Salt, wind, and age have given the once-bronze figure a verdigris patina. The Titan is a warrior, armed with a breastplate, an armored skirt, and a crested halfhelm. Its left hand curls around a stone knob set atop a pine tree-covered ridge, while its right raises the hilt of a broken sword to the sky. The Titan's legs are carved from the black granite islands to either side.

Passing beneath the statue, it's hard not to notice the arrow slits and murder-holes carved into the bronze and stone. The Titan is both an icon and a fortress, and its roar carries across the city heralding not only sunrise and sunset, but the approach of ships entering port.

Once past the Titan, the waterway opens into the lagoon that surrounds the city. The ship passes by the massive Arsenal of Braavos, where most of Braavos's defensive fleet is docked. Any invaders who made it past the Titan would find themselves the target of the Arsenal's trebuchets and scorpions, not to mention the might of the Braavosi war galleys docked in the sprawling shipyard beneath.

## OFFICIAL BUSINESS

Beyond the Arsenal is the Chequy Port, where all ships entering the city must stop for inspection. Inspections can take nearly half a day, depending on what cargo a ship is carrying and what kind of relationship its captain has with the Sealord's customs officers. The officers who board the ship begin with an Indifferent disposition towards the PCs: to them,

this is a routine inspection aboard a ship whose captain follows the rules and doesn't make their jobs harder when he comes into port. Players are welcome to chat with the officers and ask them questions, as long as they don't get in anyone's way or hinder their work.

### Do you know where we can find Ser Kael Stormsword?

The older officer, a man of perhaps 50 with a burgeoning beer belly, takes the lead on answering. His much-younger colleague mainly nods in agreement at appropriate points, or offers up a *"He speaks true,"* if the characters look to him for confirmation.

*"That's not a name I recognize," says the older officer, "But then again, lords and knights come to Braavos every day, and hardly a one takes the trouble to introduce themselves to the likes of me." He grunts and, almost as an afterthought, adds, "Well, that's not entirely true. I recognize the name, but only because this is the second time in as many days I've been asked that question. A lordling on another ship was keen to hear about this Stormsword, too."*

### Surely, a Westerosi knight arriving with immense wealth—shortly before Robert's Rebellion!—should have set tongues wagging?

Should the PCs have succeeded in bumping the officers' dispositions up to Friendly, the older veteran stops making notes in his logbook and leans back against a pile of cargo.

*"Now that is a different story. Yorro Lithanis still tells this one if you ply him with enough alcohol. Passenger he took on commandeered Yorro's cabin on his ship—the Minstrel's Folly, that is. He still sails her—and stuffed that cramped space full of his belongings. Including all these casks of ale. Never even offered a drop of it to the captain as thanks. But I tell you what: wasn't long after that voyage that Yorro paid off his debt to the Iron Bank. He's owned that ship outright for, what, sixteen, seventeen years now?"*

For a few more silver, the officer can look at the logs and see that the Folly is currently in port in Purple Harbor, and is still captained by Yorro Lithanis.

### What can you tell us about this other ship?

If the players have been helpful (and possibly if they're willing to offer a bit of silver as incentive), the officer feels Amiable towards them and says,

*"It's the Gentle Jeyne you'll be after. She docks in Ragman's Harbor. He didn't give his name, but I saw his banner. A handful of coins on red, and two helms, silver and blue."*

If instead the characters try (and fail) to intimidate the officers, they won't glean any further information and may, in fact, find the inspection dragged out overlong to teach them the consequences of tangling with the Sealord's officials. This also likely annoys their captain, who will be delayed getting into port and whose reputation they would have now slightly tarnished.

Once the inspection is completed, the PCs' ship is free to continue into the port.

## WELCOME TO BRAAVOS

Braavos is made up of a hundred small isles, many of them clustered in the middle of the lagoon and joined together by stone bridges. There are no trees in Braavos; even firewood is imported, carried into the city on barges. The houses are made mainly of grey stone or red brick, and are built so close together they seem to lean against each other like companions holding one another up after a night of drinking. They rise four or five stories out of the water, and most have sharp-peaked tile roofs.

Unless they booked passage on a Braavosi vessel, the PCs' ship docks in Ragman's Harbor. (If their ship is part of the Purple Fleet, or they convince their captain to sail them near Purple Harbor and let them hire a skiff to take them in from there, you can simply tailor the locations in the next section to reflect this. Keep in mind that Purple Harbor is much more affluent, the inns nicer, the taverns supplied with better food and drink.)

Ragman's Harbor teems with people from all over the world. Traders from Westeros call out in the Common Tongue, shouting to be heard over several dialects of Bastard Valyrian; Summer Islanders wearing capes of bright feathers exchange gesture-laden barbs with sailors in the Trade Tongue. It's easy to see how a solitary man might be able to escape notice here and quickly shed a former identity.

## CHATTING UP THE LOCALS

Just off the docks, the streets and canals outside of Ragman's Harbor are peppered with ale houses, inns, and brothels. If the PCs choose to stop in at any of these, they will find any number of locals willing to chat with them and swap stories about the city and its denizens.

Rooms are available at the Hawk and Raven, where the players can reacquaint themselves with solid ground for awhile, and enjoy a meal of fish stew and crusty bread. The common room fills up as the evening goes on, and though no one has heard the name "Kael Stormsword" before today, several patrons might mention they've heard it for the first time this very afternoon on the docks. Cressey and his men have already been about, asking questions.

If the PCs frame their questions in more general terms, they might uncover Ser Kael's new identity relatively quickly. A woman sitting nearby turns to listen to their questions, and after a few moments slips uninvited into an empty chair at their table. She introduces herself as Reysa, and she has some time to kill before her clients begin arriving for the night. She's also a stellar gossip.

### Do you know where we might find Ser Kael Stormsword/the knight Yorro Lithanis brought from Westeros?

*"I don't know if it's your man for sure, but there was a Ser Whitehelm who came from nowhere and bought one of the smaller manses to the east. This was back when everyone was saying the Silken Nightingale would be singing for Ambadis Tremolo alone by year's end. This Whitehelm, though, Ser Danyal, they called him—he slips in and steals her from Tremolo. No one knows what he offered her, but it had to be impressive. He might've been just starting out, but Tremolo is a merchant prince. You find me one courtesan who'd turn him down and she's either a liar or the Sealord himself is wooing her."*



### Does Ser Danyal still live in that manse?

*Reysa loses that gossip-sharing grin and pats the questioner's hand. "No, I'm sorry. He died a couple of years back. His family is still there, though."*

### What can you tell us about them?

*"It's Orolantia—that's who she is now that she's not the Silken Nightingale anymore—and their three sons." That sly grin returns. "Though, that first son Danalo's a scandal all his own, has been since before he was born. Of course, that's because if you do the counting, he came squalling into the world awfully soon after their wedding. And I've never heard a single person say they saw her belly swell. She stopped importing those sheathes from Qarth, sure, and decided she liked her billowy silks instead, but those'll hide no belly just as much as they'll hide a huge one." She shrugs. "But that's old news. There are two other boys, too. You can find them all scampering over the rooftops come nightfall, if you're feeling brave."*

Whether the characters ask these questions in Ragman's Harbor or Purple Harbor, a patron will take particular interest in their questions and the ensuing gossip-fest. Invichio Whitehelm is rather surprised to hear his father's name brought up by these strangers, but he's not quite ready to reveal himself as a scion of the man they seek. Invichio will attempt to listen in on their conversations, settling himself down near (but not facing) the PCs.

If he's detected, he'll first attempt to leave the inn. Should the characters prevent his exit and force a confrontation, he won't identify him-

self, but he will tell them that Whitehelm's sons are known to duel on the rooftops of Drowned Town late at night. Perhaps they can answer the characters' questions, he scolds, rather than the wagging tongues of Braavos.

If Invichio slips out without attracting the party's notice, he will make his way across the city to the Whitehelm manse and seek out his brothers. Soon enough, the boys will be on the PCs' tail.

In the meantime, if the party didn't get Yorro's name from the customs officer, or if they hadn't heard of the Minstrel's Folly before they set sail, Reysa or the innkeeper will offer up both the captain's name and the whereabouts of his ship.

And, though Aeron Waters will disagree that a thief would have any rights throwing himself at the feet of The Seven, the innkeep will also suggest they ask at the Sept-Beyond-the-Sea as a place a Westerosi knight far from home might go for comfort.

## ABOARD THE MINSTREL'S FOLLY

If the party seeks out Captain Yorro Lithanis in Purple Harbor, they find him in port and aboard his ship. The Minstrel's Folly sets sail again soon, but due to his fortunate encounters with Ser Kael Stormsword, he's disposed to be Friendly towards visitors from the Seven Kingdoms and will set aside an evening to chat with them.

The Minstrel's Folly is far from flashy, but a character who knows a bit about seafaring vessels will recognize that this sturdy little ship will be able to stay afloat in most storms and, if need be, give pirates a good chase: nothing fancy, but clearly a smart investment. Much the same



can be said about Yorro himself. He happily welcomes the party aboard his beloved ship or, if they're not quite ready to be back on a boat this soon, offers to entertain them instead at the Blue Lantern.

Yorro offers an impressive spread: ten different cheeses arranged from hard to soft and sharp to mild; delicately baked fish so fresh they were swimming around only hours ago; wines from the Arbor and Dorne for the homesick, or from Ibben and Lys for the brave. Once everyone's plates and glasses are full, he invites questions. Yorro regales the party with the story of that crossing, perhaps embellishing a bit as all good sea tales deserve.

### What can you tell us about Ser Kael?

*"I took him aboard in Gulltown, where a storm had kept me from setting sail. He was fleeing someone or something, I could tell, and I thought to turn him away. If we were pursued, I could be blamed for transporting a criminal, lose my ship, be tossed into one of your dungeons, yes? But the sack of coins he offered was real, full enough to chase any thoughts of prison from my mind, you know? In my palm lay so much of what I owed to the Iron Bank... so, how could I turn it away?" He pauses, leans back in his chair, and thumps at the wall. "And the Folly, she can outrun the wind if she's asked kindly. So I took the risk."*

*"We got his cargo aboard, and as my crew is hauling these casks onto the decks, and coaxing his horse up the gangplank, he says he wants my stateroom for him and his cargo. He said there was more coin if I gave it to him for the voyage. Yorro Lithanis is no fool. His casks went in, my charts and my smallclothes came out. By the time we were done, the skies had cleared. It was as though the gods wanted me to help him and were showing their pleasure. He gave no name, but I saw his shield: a red sword against a grey cloud. It was another sign."*

*"We set out, myself and my men always looking behind, expecting the sails of some angry Riverlands lord to appear behind us, but none ever did."*

### What was in the casks?

*"Some lordling's daughters, perhaps. Or a single daughter in one barrel and all her finery in the rest, if she were highborn enough. Maybe she didn't wish to be parted from her jewels. Perhaps that's why he didn't want them stored below with the rest of the cargo, and why he let none of my men in the cabin: he had to let his stowaways out to stretch their legs. Whatever it was, he refused to say, even though we'd struck up a friendship on our way across the Narrow Sea. I told him, 'Friend, the officers at the Chequy Port will want to know why this ale is in my cabin and not in the hold.' But still, he wouldn't tell me what was within."*

### How did you get past the officers?

*"He took the risk. Wouldn't put them down in the hold, wouldn't lash them together and float them along behind us. And just as I warned him, the inspectors wanted their proof. He insisted tapping the keg would diminish the value of what was inside, and managed to talk them into letting us pass with just a sniff of the ale. A sniff! But they agreed, and he tapped one barrel. Just one. The smell of yeast filled my cabin, a few of those lovely gold dragons filled their hands, and we were free to go. Like magic. Perhaps what was in those barrels was transformed, eh?"*

Yorro's tale dries up here, and he attempts to steer the conversation in another direction. A successful **CHALLENGING (9)** Awareness (Empathy) test will tell the PCs he knows more, but is holding back. So far, he hasn't told them anything he hasn't shared with half of the captains in Purple Harbor over the last 14 years.

Mikkel Cressey has already paid Yorro a visit, and the conversation went poorly. Intimidation and bribery won't work on Yorro, which Cressey learned to his dismay. The way to win his trust and learn the rest of the tale is to convince him the characters are chasing after this information to honor Ser Kael's memory, not to simply find the treasure and keep it for themselves (even if the latter is true).

## AERON'S PRESENCE

Aeron Waters's presence is potentially a big help in this direction, if he is still with the party. If he isn't, invoking his name and sharing what information they were able to glean from him about Jothos, Ser Kael, and the vault will make Yorro willing to listen to them.

Aeron, if he's with the party, is a bit argumentative at first. His father's stories painted Ser Kael as an avaricious traitor who ended his service with robbery and desertion. Aeron has a hard time imagining Ser Kael had any redeeming qualities, especially if the party has already sussed out that Ser Kael Stormsword became Ser Danyal Whitehelm—marrying a courtesan, buying a manse, and living a life of luxury hardly strikes him as repentant.

If the PCs attempt to calm him, Aeron will sit and listen sullenly to the rest of Yorro's story. If they allow him to rage a bit, they'll notice Yorro himself listening without taking offense. He has weathered worse storms than a 17-year-old boy, after all. The PCs might wish to try their hands at peacemaking, bargaining, or persuasion here. If they do, keep in mind that Yorro is an affable man, but mistaking his open, friendly nature for gullibility is a mistake.

In the end, if Yorro can be convinced to resume his tale, he will make mention of Ser Kael's rather substantial guilt. The captain was the only one allowed into the cabin over the course of the voyage, and thus had many opportunities to speak with his passenger. Ser Kael was tight-lipped at first, insisting he was merely transporting goods for a very important contact, but confinement and solitude have a way of drawing a confession out of a person.

The rest of the story.

*"One night, we were deep in our cups. He spoke a name, and the guilt in his heart carried into his voice. He spoke about how he'd betrayed a good man, and he told me what it was he'd done. That betrayal was why he couldn't return home, not now, probably not ever. Besides, what good would it do? The Usurper was on the Iron Throne, he said, which meant the treasure would have to remain hidden. Best he remain in Braavos, where no one would be looking for him to reveal the secrets he kept. How could I remain unmoved by the depth of his remorse? I offered to help him build a new life here in Braavos, and to keep watch for anyone who might come seeking him. And here you are."*

Yorro also admits it was his idea to switch out the treasure-filled casks with regular ale the Folly had in its hold. Even if the officers at the Chequy Port had insisted on opening one, all they'd have found within was ale.

Once they were in port, Yorro did three things for Ser Kael: he arranged for the knight and his belongings to be taken to the Sept-Beyond-the-Sea; he sent for his brother, an blacksmith at the Arsenal, to come and alter Ser Kael's armor; and he helped find the manse Ser Kael ultimately purchased—which had once belonged to a merchant-prince known for his fear of being robbed. The house is filled with secret niches and hidey-holes, perfect for storing some of the more recognizable pieces of the treasure.

## BEFORE THE SEVEN

If there is time left in the day, or if the party has split up, the PCs may wish to visit the Sept-Beyond-the-Sea to learn what Ser Kael did there. Septon Jeramy at the Sept will meet with the petitioners and tell them what he remembers.

If the Home House characters travel along the Canal of Heroes on the northern side of the city, they will observe more of Braavos's splendor. Statues of former Sealords line the sides of the canal, each garbed in robes of bronze and carrying items that represent their tenures: books, weapons, or more esoteric effects.

As the canal widens, the various houses of worship come into view: the Temple of the Moonsingers, who founded Braavos; the Temple of the Lord of Light, topped by a twenty-foot tall brazier whose flame rises into the sky; the lichen-covered Holy Refuge, where even forgotten gods are honored; the House of Black and White, where the Faceless Men are trained. If it's evening, they might note acolytes from the Cult of Starry Wisdom spilling onto the rooftops to sing to the stars.

On the southern side of the Isle of Gods lies the seven-sided Sept-Beyond-the-Sea. Statues of the Seven line the walls, and behind them are stained glass windows depicting scenes from The Seven-Pointed Star. The Sept is modestly appointed—not so luxurious as some of the septs back in Westeros, but it is clear it has some generous patrons. There are a handful of septons and septas present, and they outnumber the worshippers currently in attendance.

## A CHAT WITH THE SEPTON

Septon Jeramy comes quickly once he's summoned. He draws the PCs to one side to answer their questions. The septon has served the Seven here in Braavos for most of his life, and knows the comings and goings of most of the Westerosi who come to pay their respects. While he enjoys having information, he's not terribly fond of sharing it—at least not until he sees how he might benefit from doing so.

He gives the characters a tour of the sept, shuffling along from statue to statue expounding on the fine attention to detail the stonemason paid while carving the Warrior's shield, or how exquisite the Maiden's features are in a particular window. He hints that donations from the faithful have made the sept what it is today, and ends the circuit standing before the Smith, who is in need of a bit of repair.

*"A pair of young bravos with no regard for the Faith chased each other in here a while back, and before they could be driven out, the damage was done." Septon Jeramy looks suitably mournful at the statue's desecration, a barely veiled solicitation for a donation.*

It's still possible to get the story from the septon even if they don't make an offering toward the statue's restoration, but the septon's an-

swers are short and halting, requiring a maddening number of follow-up questions. If the PCs do offer him a donation Septon Jeramy becomes much more talkative.

### Tell us about Kael Stormsword/Danyal Whitehelm

*"I can tell you only the story of a man wracked with guilt who sought refuge before the Seven. He came here a broken man, and refused to speak with any of us aside from "pleases" and "thank-yous." He prayed before each of the gods in turn, one for each day he spent in the sept. The day he spent praying before the Warrior happened to be the very day the armorer from the Arsenal arrived."*

### What did the armorer do for him?

*"The man left with every piece of Ser Kael's armor, but at the penitent's request, his sword stayed behind. That, Ser Kael left as an offering to the Warrior. To this day, the statue holds the relinquished sword." He sweeps a liver-spotted hand toward the statue, where the characters indeed see the sword. Septon Jeramy continues, "The armorer returned a few days later, while Ser Kael was praying before the Stranger, and bestowed upon him his new armor: in place of the red sword and grey cloud was a white helm on a black field."*

*"Then at last, his prayers seemed nearly done. He sought me out, and spoke of his plan: he'd renounce his name, and any meager claims he had to land and title in Westeros. Then he sat vigil through the night, landless and nameless. When dawn broke, it was I who anointed him—not with a knighthood, you see, but with a new name and a new life. Ser Kael was dead, Ser Danyal Whitehelm took his place."*

## A WATCHER

Among the worshipers in the Sept is a slight young boy. He largely ignores the party, intent on his prayers to the Warrior, but he can't help overhearing some of the conversation. Much like Invichio in the Hawk and Raven, Tristifero Whitehelm is surprised to hear his father's name being bandied about. Like his brother, he will attempt to listen in on what the Septon is telling these strangers about his family.

If no one takes notice of him, Tristifero will slip out of the Sept and—again, like Invichio—seek out his brothers to tell them people are asking after their family. If the players do notice him, Septon Jeramy steps in and speaks sharply to the boy, dismissing him as a nuisance before his identity can be revealed.

## FURTHER SCENES

- 📖 **SCENE TWO:** Characters may get to **Scene Two** if Tristifero or Invichio Whitehelm have overheard them asking after Danyal.
- 📖 **SCENE THREE:** Characters may get to **Scene Three** if they've sent word ahead and requested an audience with Orolantia Whitehelm.

## REWARDS

**EXPERIENCE:** 1 per Intrigue (maximum of 2)

**COIN:** None

**GLORY:** None

## SCENE TWO

THREE YOUNG  
GENTLEMEN OF  
BRAAVOS

CONFLICT: MODERATE • COMBAT, INTRIGUE

Whitehelm's sons have heard or outright witnessed the characters from the Home House asking around after their father. They attempt to lure the party to Drowned Town, where the young bravos will challenge the newcomers. At least one of the boys will seek the Home House's aid, no matter what the other brothers decide.

## SETUP

After concluding their inquiries for the day, the members of the Home House head back to their inn for the night. After dark, the citizens of Braavos button their houses up tight, barring the doors and shuttering the windows. This is the time when bravos and courtesans rule the streets and canals of the Secret City. Wandering around armed is an open invitation to be challenged by the bravos and roof rats. If the PCs are carrying swords, or have other weapons larger than a simple dagger visible, feel free to have some Water Dancers take them up on the fight they're offering—whether they realize that's what their martial display signifies or not.

As they wind their way through the streets, at some point a **ROUTINE (6)** Awareness (Notice) test reveals they're being followed. Whether they're traveling on a boat down the Long Canal, or traversing the city via its streets and bridges, someone is keeping up with them on the rooftops above.

## OBJECTIVES

The Whitehelm brothers have decided to force a confrontation with the PCs. The characters have the opportunity to earn the boys' trust and receive an invite to their home to meet Orolantia Whitehelm. However, the brothers are fiercely protective of their parents, and the conflict might instead end with the PCs earning one or more of the boys' enmity.

## KNOWN FACTS

Even if the characters decided not to seek out Captain Lithanis or Septon Jeramy, the Whitehelm brothers know someone has been asking

## TIMELINE OF EVENTS

## DAY ONE

**LATE EVENING:** The Whitehelm brothers confront the PCs on the rooftops of Drowned Town.

questions about their father in Braavos, and they come to Ragman's Harbor to confront whoever that may be. If the party from the Home House has been discreet about their inquiries, it's possible it's Mikkell Cressey and his men the Whitehelms have been told about. Cressey, however, becomes a guest of Ambadis Tremolo before the night is out, thus the PCs are the ones the boys will find.

## UNKNOWN FACTS

Danalo Whitehelm, the eldest at just shy of 16, is not the model son his younger brothers are. Danalo is constantly getting into scrapes, many of which Invichio helps him back out of again. His most recent, however, he hasn't even shared with his brothers yet: he spent an evening gambling and, while under the influence of several fingers of the extremely potent Braavosi alcohol, lost several bets he could never dream of paying off on his own.

It would be bad enough if he'd lost to other bravos, or a sailor, or even a merchant-prince, but Danalo bet with none other than a representative of the Iron Bank of Braavos, and backed up his wager with promises of his father's famous fortune. He fears the characters—from the Home House or House Cressey—will learn the whereabouts of the vault before he can find it and retrieve some of its riches to pay off his debtor.

## NOTABLE LOCALES

The Drowned Town is northeast of Ragman's Harbor. The remnants of its old buildings stick up out of the water, but this section of Braavos has mostly fallen into the sea. It is now the domain of bravos and thieves, luring their prey out among the tiled roofs and bronze domes of the sunken structures, and hopping from rooftop to rooftop as they duel.

## NOTABLE CHARACTERS

Danalo Whitehelm plays an important role in this scene. Find more information on him in the Appendix to Across the Narrow Sea, at the end of this chapter.

## RESOLUTIONS

The weather in Braavos tends toward fog and rain and fog again, but as the characters are making their way to the inn after an evening of exploration or investigation, the skies are clear and the stars are out. Since most citizens close up their houses and shutter their windows at night, the streets are suitably dark where lantern light doesn't carry, the alleys even darker.

The city isn't deserted or asleep—far from it. Voices can be heard echoing along the streets, mixed with the clang of steel on steel and the pattering of soft-soled feet on tile roofs. Oars can be heard steering people along the canals, some of them lovers out for a late night ride in their serpentine boats. Others are courtesans' pleasure barges, hosting exclusive floating parties for those who can pay for an evening with Braavos's most sought-after women.

Light and laughter spill out of inns, alehouses, and brothels, and here and there a mummer's show or a minstrel's harp fill the night with song.

## TAILED

Before they reach their inn, the PCs begin to suspect they're not alone on their journey. Another set of footsteps keeps pace with them, echoing off of a different part of the street. Shadows move along the roofs, or slip from alley mouth to alley mouth. Now and then there comes the sound of pebbles skittering along the cobblestones or splashing into the canals.

A **ROUTINE (6)** Awareness (Notice) test can tip them off to their pursuer's location. He's not trying terribly hard to remain undetected. In fact, a character who is used to tailing others might actually pick up on this with a **CHALLENGING (9)** Cunning test: this person wants to be noticed. Danalo Whitehelm isn't being particularly subtle, and the longer the PCs go on without acknowledging him, the more overt his "slip-ups" become.

If the characters try to flush him out, Danalo appears farther up the street than they'd planned for him to be. He knows the ins and outs of the city, which houses have attic windows left open, which bridges have ledges he can dangle from and go unnoticed by those passing above him. His taunts are mostly generic, insulting their clothing, their Westerosi accents, their skills with their weapons (if they've been waylaid by any duels, it's clear he was watching. Otherwise, they're of the "I bet you don't even know how to hold that blade" variety.) Even while he's taunting them, though, the insults don't seem intended to cut. They're delivered with a smile and a bow, and a laugh that, in other situations, might be catching.

Should the PCs decide Danalo is yet another roof rat not worth their time and ignore him, he'll grow bold and a bit desperate when they're near their inn. It's here that he'll drop down from above (but still well out of their reach), and tell them he has information they're looking for regarding *"that old Dragon's gold."* Invitations to come discuss it over a late-night meal and a pitcher of ale will be politely declined. *"There are too many lordlings in town,"* he'll say, referring to the other party asking after the Whitehelms. If they wish to hear him out, they'll have to do it in the place of his choosing.

## DANALO'S LURE

Once he's sure the characters are following him, Danalo stays in their sight, though he's reluctant to answer any questions until they've arrived in the Drowned Town. He throws out a few breadcrumbs if the party seems ready to call it off, teasing them with bits of information about Ser Kael or alluding to certain pieces that were known to be part of the Targaryen treasure. He might invoke the names of Jothos or Renys the mason, and even hint he knows a thing or two about the vault's location.

## IN SEARCH OF THE WHITEHELMS

It's also possible the PCs confronted Invichio earlier in the day and are on their way to find the Whitehelm boys in Drowned Town already. If that's the case, Danalo still tails them, but when he's "discovered," he describes the boy they saw earlier and tells them he's been sent to act as a guide. Should they accept his company, Danalo makes pleasant small talk as he leads them along. He points out prominent inns and the homes of important Braavosi; shares stories about the ships at port and their crews; and keeps up a light-hearted and interesting patter.



He's learned the art of conversation from his mother, a fact he'll reveal if asked, though he does not mention her name.

Should the party happen upon any other bravos as they make their way, they find themselves oddly unchallenged. This occurs whether Danalo is with them or not—if he's up ahead or for some reason has yet to make himself known, he is steering others away from the party as he goes. If he's with the characters, they might realize he's choosing quieter streets to lead them down. The few bravos whose paths cross theirs nod to him and continue on their way.

## INTO DROWNED TOWN

As the characters venture deeper into Drowned Town, Danalo leads them up onto rooftops. He picks a relatively simple path, finding ones whose slopes aren't quite as steep, or which have solid handholds for those who aren't quite so used to traveling on these odd, uneven surfaces. Eventually, they come across two figures dueling atop one of the domed roofs. One or both faces might be familiar, depending on the characters' actions earlier in the day.

The boys spring apart, turning to face the newcomers with their blades drawn. Invichio Whitehelm looks no different than he did earlier, in his bright blue and yellow garb. The younger boys' colors are more subdued, but still appropriate for a young bravo. If the PCs got a look at the young boy in the Sept-Beyond-the-Sea, he's standing before them once again.

## CONFRONTATION

Danalo attempts to fade back and get behind the party, so they're surrounded by the three young bravos. The Narrator should make a Stealth (Sneak) test for Danalo, and compare it against each character's passive Awareness. Anyone in the party whose passive Awareness he fails to beat can call attention to his shift in position, though he won't stop moving unless one of the PCs engages with him.

All three of the Whitehelms are on edge to begin with (even though Danalo hides it well), and every one of them possesses a bravo's eagerness to fight. If no one moves toward Danalo, Invichio will step closer to the party and in a ringing tone announce that they are the sons of Ser Danyal Whitehelm. "*Whatever happened in the Seven Kingdoms is long since over,*" says Invichio, "*and best forgotten.*" There is as much plea as there is threat in his words, but no fear.

## RESENTFUL SONS

Invichio and Tristifero are disposed to be Unfriendly at the start of this scene. They don't have reason to trust the Home House, and if Aeron Waters is present, they fear he's come seeking vengeance for Danyal's thievery. Tristifero secretly harbors the hope that Aeron has instead come offering the forgiveness that Danyal never received in life, but he is the dutiful younger brother and will follow Invichio and Danalo's leads for now.

Danalo likes the PCs only slightly better at this point. When he first encounters them outside of Drowned Town, he Dislikes them for the same reasons as his brothers. However, if the PCs have been generally pleasant to him on the way (and haven't said anything that makes him think they're here to steal the treasure and be gone), it's possible his dis-

position towards them will have improved to Indifferent. Keep in mind, too, that the PCs might be Danalo's best hope for getting out of the debt he owes the Iron Bank. He's not going to burn any bridges this soon.

Unless the PCs are able to do some very fast talking, Invichio presses an attack, and Tristifero and Danalo join right in. Even if he learned about Ser Kael/Ser Danyal's remorse from Captain Yorro, Aeron Waters might still disregard the party's attempts at peacekeeping and step forward to meet Invichio's challenge.

This isn't meant to be a fight to the death, but neither does it mean any of the brothers will check their blows or back off from anyone who bares their steel. If any of the characters choose not to fight, the brothers leave them be. They are mostly testing the party's mettle, since both their training as Water Dancers and the lessons their father taught them said there's much to learn about a person from the way they fight. The players don't need to make any special rolls to discern this: it's evident from the way the boys fight, from the slight awkwardness of three young men clashing with opponents who (unless the Home House's party is composed of all Young Adult characters) have far more years and experience than they.

Yielding is an option, though doing so too soon will lose the characters some of the boys' respect. Unless there are other young characters in the party, Tristifero is most likely to yield first. Characters who have a lot of combat or Warfare experience (or perhaps anyone who's seen the dynamics among siblings and friends in the practice yard) might notice that Invichio keeps an eye on Tristifero during the fight. He lets the boy defend himself, but he is still a protective older brother.

The Whitehelm brothers yield if their opponents draw first blood, though it's up to the PCs to decide if they wish to do the same. Failing to respect it if one of the brothers yields earns their ire.

## THE CIVIL ENDING

Provided the skirmishing ends with everyone still relatively uninjured, several outcomes are possible (see: **What If We Kill One of Them?** on the next page if events go south.)

If all the duels go honorably, the Whitehelm boys speak civilly and candidly with the PCs about their father and what they know of his life before Braavos. Not a one of them is privy to as much information about the Targaryen vault as their mother is, though. Provided the PCs can convince the boys of their good intentions (working at least one of their dispositions up to Friendly), they are willing to arrange a meeting between the PCs and Orolantia, and invite the characters to their home the next afternoon.

## THE BLOODY ENDING

If the PCs are slow to yield, or worse, keep fighting with the intent to humiliate the brothers, Invichio stonewalls and wants to leave. It takes some fierce debate with his brothers and possibly an apology on the part of the PCs before he'll relent and offer to introduce them to Orolantia. If he's not swayed to the Home House's side, Invichio leaves, disgusted.

Should any of the Whitehelms sustain serious injuries, the negotiations are over for the night. Danalo and Tristifero might have further reason to contact the PCs, but Invichio is unlikely to give them a second chance. On the other hand, if one of the brothers strikes a severe enough blow to injure one of the PCs, all three stop fighting immediately, and Danalo makes a run for the House of the Red Hands to bring a healer (whose fees he insists on paying.)

## WHAT IF WE KILL ONE OF THEM?

If the duel goes wrong—if the PCs misread the level of the Whitehelm boys' aggression, or someone gets in some rather unfortunate blows before their opponent can yield, or things just generally go sideways—it's possible that one or more of the Whitehelm brothers could end up dead.

The surviving brothers are highly unlikely to cooperate with the PCs after this, nor will Orolantia be inclined to welcome them into her home. However, the death of one of the boys won't wipe out the debt Danalo has incurred, and "the Iron Bank will have its due." After a visit from one of the Bank's agents that makes the situation clear, Orolantia will summon the Home House for a talk, and (like her sons), will offer the information's whereabouts for a cut of the treasure.

The surviving boys, once they're apprised of their mother's offer, see no reason the Home House ought to receive any of the wealth, and set out to collect it on their own.

The Whitehelms are well liked among the other bravos, as well. Word spreads quickly if one of them is killed. Though no one comes to arrest the PCs, they'll find their receptions in and around the city quite cool if their crest is visible. They might learn their rooms at the inn have been given away; where before they were able to sip at decent wines, their cups are now only filled with the dregs.

Going out alone after dark becomes an even riskier idea. The city's bravos are out for blood, and the PCs' steps will be hounded no matter where they go. The Moon Pool is an especially dangerous place for anyone from the Home House to show their faces.

## LET'S ALL BE CIVIL HERE

With the fighting done, the brothers have their impression of the Home House, and may be more or less inclined to help them. Assuming the PCs haven't alienated the brothers, they will all share roughly the same story about their father. Danalo produces a bottle or two of wine and passes it around to his brothers and the party as they talk.

The PCs have possibly heard much of this tale before, from Aeron, from Jothos's diaries, or as part of their investigation earlier in the day. If you feel they've missed anything crucial up to this point, feel free to fill it in. Danyal kept very little from his sons, and what he didn't tell them, Orolantia might have, with the exception of the whereabouts of the vault (or where Danyal hid clues to its location.)

The players will still be able to gain access to Orolantia Whitehelm even if her sons don't collectively approve of the PCs, but each of the brothers have their own reasons they might wish to speak to the characters, even if the others have decided to cut off contact. These further interactions can also occur if the duels ended favorably (and in Danalo's case, will occur.)

### DANALO

Danalo knows it's only a matter of time before the Iron Bank comes to collect on the massive debt he owes. He's been aware of his father's tales of the hidden vault for years now; his eavesdropping ways didn't only extend to the question of his parentage. He was unable to learn where the maps and clues to the vault's location were kept, and for years it was more of a puzzle he pondered in his idle moments than any driving need to find out. The daydreams he once had about finding the vault, and the glory that would result from being the one to do so have now turned into desperate, panicked wishes. Danalo needs the wealth of the Targaryen treasure—not all of it, not even as much as his father stole—or his family will fall into financial ruin.

He approaches the PCs after Invichio and Tristifero have left, regardless of how his younger siblings feel about them. If everyone ended the conversation on good terms, he offers up his services to the Home

House, asking for a cut of the riches in exchange for helping to find them. If he's the only one willing to treat with the characters, Danalo offers to arrange the meeting with Orolantia himself, again for a cut of the treasure.

He doesn't mention his debt at first, ashamed of his foolishness in gambling away his family's fortune. However, if pressed, he'll come clean and throw himself on the characters' mercy.

Refusing to cut Danalo in means he'll begin searching for the vaults and their secrets on his own.

### INVICHIO

Though Danalo thinks his debt is still a secret, Invichio is aware of his elder brother's ill-advised bet. Something on that scale gets noticed, especially when the Iron Bank is involved. Invichio is trying his hardest to get the debt erased, or work out an alternate payment of some kind.

Overhearing the PCs and the gossips in the tavern that afternoon has given him an idea, but following through on it would destroy not only his brother, but likely his whole family. If he calls Danalo's parentage into question, the debt can't be called against the Whitehelm estate: Danalo would no longer be his father's heir or privy to his mother's income from the current Silken Nightingale's profits. He doesn't want to send his brother into both financial and personal ruin, but he's also running out of options.

He knows Mikkel Cressey is also in Braavos, asking the same questions about the treasure the PCs are. It's tempting for Invichio to pit them against one another, and lend his aid to whichever group offers him a piece of the treasure. However, if the Home House has Aeron Waters with him, he knows which choice his father would have made without any bidding necessary. Invichio prevails on the PCs' kindness, but whether they're willing to help him out is up to them.

### TRISTIFERO

The youngest of the Whitehelm children knows nothing about his eldest brother's debts, or the desperate play his middle brother is making to hold the family together. Tristifero is still very much a starry-eyed boy, and the PCs represent an opportunity for him he's not sure will

ever come again. He doesn't care about keeping any of the treasure for himself, but he'll help the Home House find his father's maps if they'll agree to bring him back to Westeros with them.

If anyone in the party is a knight, Tristifero offers himself as a squire. His father taught him a bit about handling swords in the Westerosi style, and though Tristifero has never actually saddled a horse, he can name every last bit and buckle that goes into it. If no one in the party is a knight, he'll pepper the characters with questions about other knights in service to the Home House: "What do they do all day? Who do they serve? What are their coats of arms? Have they won many tourneys?" And, of course, "Might any of them be in need of a new squire?"

In either case, it is probably very unwise for the PCs to simply accept Tristifero into their service, but if they're willing to speak to Orolantia on his behalf, he'll get them an audience with his mother.

If Aeron is with the party, Tristifero is a bit shy—he's still asking his questions about becoming a squire, but he finds himself faced with one of the goals he'd set for himself upon his father's death: Aeron represents the forgiveness Ser Danyal never received. An observant character might notice the awestruck way Tristifero looks at Aeron, and can discern the nervousness that goes with it.

## REWARDS

EXPERIENCE: 4

COIN: None

GLORY: None

## SCENE THREE

# THE NIGHTINGALE'S NEST

CONFLICT: MODERATE • INTRIGUE

The day after the confrontation with the Whitehelm brothers, a messenger arrives at the inn where the Home House characters are staying. He comes with an invitation written on heavy vellum, inviting them to come dine with Orolantia Whitehelm herself that evening. During the meal, Orolantia sizes up the PCs while she decides whether to share her husband's secrets.

Partway through the visit, Ambadis Tremolo arrives. He has learned about Danalo's debt, and suggests he can clear it... if Orolantia will marry him. Insulted by the offer, her sons set about removing Tremolo and his honor guard from the manse. Forcefully.

## TIMELINE OF EVENTS

### DAY TWO

**MORNING/EARLY AFTERNOON:** The characters receive the invitation, and are otherwise free to explore the city.

**AFTERNOON/EARLY EVENING:** Orolantia Whitehelm welcomes the characters into her home to discuss the questions they've been asking.

## SETUP

Orolantia Whitehelm is the key to gaining access to Ser Danyal's secrets. While she might not trust the PCs very much, they represent an opportunity to aid her sons and be rid of her husband's secrets at last.

## OBJECTIVES

The PCs have an opportunity to gain Orolantia's trust, and possibly redeem themselves in her sons' eyes if events went poorly the previous night. While she might not be ready to hand over the maps just yet, the characters have a few avenues to pursue to earn her trust. They also get their first look at Ambadis Tremolo and a hint to his and Orolantia's pasts.

## KNOWN FACTS

Orolantia Whitehelm once was a sought-after courtesan in Braavos. She had suitors aplenty, but before Ser Danyal Whitehelm arrived in the city, anyone who knew her believed she'd soon choose to settle down with Ambadis Tremolo, an up-and-coming merchant-prince. The gossips were shocked (and titillated) when she instead married a parvenu knight from the Seven Kingdoms.

Since Ser Danyal's death, Orolantia has run her household efficiently. She's still relatively young and her beauty remains beyond compare, and there are many in Braavos who wonder if she'll return to her pleasure barge or take a new husband.

## UNKNOWN FACTS

Though Ser Danyal quickly won her heart, Orolantia never stopped loving Ambadis Tremolo. Her hasty marriage stemmed from a financial decision, and though she's never regretted her choice, it's pained her over the years.

Shortly before the knight came to Braavos, Orolantia (then the Silk-en Nightingale) learned that an official that ranked high in the Sealord's court had gotten one of her handmaids with child.

While being born a bastard doesn't carry the same stigma in Braavos as in the Seven Kingdoms, several of the official's previous dalliances had met with gruesome ends when the affairs were exposed. Whether it was the man himself behind the murders, or whether his notoriously jealous wife or scheming children hired Faceless Men to do the deeds, Orolantia knew she had to protect the girl.

Very few thought to question the story of her unexpected pregnancy. She went into seclusion in her husband's newly purchased manse, and neither she nor the baby were seen for several months after Danalo's birth.

Though he is one of the only ones in Braavos who can be certain the math doesn't work out, Ambadis has never sought to discredit Orolantia or Danalo. He didn't extend the same consideration to Ser Danyal, though. Any time the merchant prince was able to make his rival's life harder, he did so without hesitation.

## NOTABLE LOCALES

The Whitehelm manse is located on the eastern side of the city, situated on an island big enough to warrant a few cobblestone streets. The manse

is right on the waterway, with a dock that several small boats can tie up to, or, occasionally, the Silken Nightingale's barge. The manse is on the older side, built at least a hundred years ago but kept in good repair.

The original owner was a merchant who lived in constant fear of getting robbed — by his rivals, by roaming bravos, by representatives of the Iron Bank, by the gods themselves. He had dozens of hidden niches and false fronts built into the house and its furnishings. Many of those still exist and are known to the Whitehelms. A few are even in use.

## NOTABLE CHARACTERS

Orolantia Whitehelm, Ambadis Tremolo and Serah play an important role in this scene. Find more details on them in the Appendix to *Across the Narrow Sea*, at the end of this chapter.

## RESOLUTIONS

Morning comes all too quickly after the characters' encounter with the Whitehelms. They might have been awake well past the hour of the wolf, but the fishmongers begin hawking their wares shortly after dawn, and the city awakes whether the PCs would like to sleep in or not. Even the deepest of slumbers is broken at least momentarily by the Titan's roaring at the sunrise.

They're welcome to laze about in bed if they'd like, but the morning affords some time for the characters to go out and explore the city a bit more or follow up on any leads they chose not to pursue (or didn't find time to) the previous day.

If during their travels they continue asking about Danyal Whitehelm, some of the people they encounter will make mention of already having answered similar questions. Some might allude to the merchant prince Ambadis Tremolo playing host to a modest contingent from the Seven Kingdoms. It's possible the characters from the Home House will even be mistaken for some of Cressey's people, though trying to keep up that misconception won't gain them entry to Tremolo's estate.

The characters might take a stroll along the docks to visit the Gentle Jeyne, the ship that brought Cressey across to Braavos. The Jeyne is still in port, its crew ready to sail again once Cressey returns and gives the word, but the sailors are currently the ship's only occupants. If asked, they'll tell the PCs that Cressey himself came and rounded up his people late the previous afternoon. Confirming the rumors the characters might have heard around the docks this morning, it was several of Tremolo's barges that carried the contingent from House Cressey away.

## A SUMMONS FROM OROLANTIA

At some point during the morning or early in the afternoon, a scrawny girl in somber clothing arrives with a message for the PCs. Her name is Serah, and on her breast is sewn the white helm on a black field of Ser Danyal Whitehelm. She brings this message regardless of the outcome of the previous night's meeting with the brothers, though that does affect her demeanor towards the PCs.

The girl is friends with Tristifero, so his take on how the meeting went influences her the most. If Tristifero was gravely injured or killed, she thrusts the invitation into the PCs hands and quickly strides away. It's not fear driving her away in this case, but the overwhelming urge to

use the dagger she has tucked up her sleeve. If one of the PCs makes a grab for her, they might find themselves bleeding for their trouble.

However, if the meeting ended with all brothers' alive and relatively unhurt, Serah will be cordial, if a bit wary. Should someone have offered to take Tristifero on as a squire, Serah is aware of this; her eyes are red-rimmed. She'll answer basic questions about the Whitehelm household and Orolantia, though she has no specifics on or even any knowledge of the vault.

The invitation is for that evening, offering the PCs a chance to dine with Orolantia while they discuss business. Serah takes her leave of the PCs, delivering their response to her mistress.

## IN THE NIGHTINGALE'S NEST

The prior evening's clear skies didn't last, and by the time the characters cross Braavos and reach the Whitehelm manse, a cold rain falls steadily. Not many people are out on the streets and canals tonight, but a little rain won't deter the bravos later in the evening—slippery footing adds a challenge to their ritual dueling. As the characters' barge pulls up to the dock below the Whitehelm estate, they get their first good look at what Whitehelm's stolen treasure purchased. A **ROUTINE (6)** Knowledge (Education) test can tell a character with an interest in architecture that, while in need of repairs, the hands that built this manse created it with the intention of making its beauty last.

## AWAITING THE HOSTESS

Compared to the gloomy weather outside, the manse is warm and brightly lit. Servants come to take the characters' wet cloaks, and, as they come and go, the PCs might note that the servants at the Whitehelm manse are mostly young women. Orolantia gives them an education while they're in her employ. Some of the cupbearers and pages will become courtesans, while others stay on to become her household guard. Still others move into positions with the Iron Bank or Braavosi merchant families.

The house itself is lavishly appointed without being gaudy, and characters who have some knowledge of art will recognize pieces from not only the Free Cities and Westeros, but a few that might be Old Valyrian. Nothing on display is recognizable as from the Targaryen treasure, but it's quite plausible that many of these pieces were purchased with money from the hoard.

Danalo, Invichio, and Tristifero are at home when the characters arrive. If the previous night's meeting went well, they will join their mother and the PCs for the meal. If the characters earned any of the boys' enmity, he will decline to eat with them but will remain in the entry hall, sword at his waist.

Orolantia herself does not come to greet her guests right away; she is still dressing for dinner. Serah invites the characters into a sitting room off of the foyer to await her. A fire roars in the hearth, and there is spiced wine waiting to chase away the chill. Again, depending on the events in *Drowned Town*, Invichio and Tristifero may or may not come with them. Danalo, however, plays the gracious host and heir.

He is again charming and works to set everyone at ease, though a **ROUTINE (6)** Awareness (Empathy) test will reveal that he's a bit nervous. He empties his wine glass quickly and refills it. When the rare sound of footsteps or voices drift in from outside, his glance darts to-





ward the windows. He covers it well, and his patter never falters, but something has him on edge.

Characters who roam about the room to look at the art might notice some of the sets seem incomplete: an ancient set of figurines of The Seven that has only six pieces, with the Maiden missing; a set of carved nesting boxes skips a size in the middle. If anyone remarks upon it aloud, Danalo mutters about “that ungrateful, thieving wench,” and Serah exits the room angrily. A **CHALLENGING (9)** Awareness (Empathy) test tells the PCs Danalo isn’t being entirely truthful where he’s placing blame.

While they’re waiting for the lady of the house to appear, the characters might wish to engage in some further intrigues. If they got off on the wrong feet with the brothers, the boys are (reluctantly) willing to hear them out for a little while. Tristifero isn’t too hard to win over, especially if there’s still a hope of him going west to become a squire. Invichio’s trust isn’t as easy to gain if it’s previously been damaged, but reassuring him that the Home House has his family’s best interests in mind—and will keep them in mind—is the way to go.

The servants are also available for conversation. In fact, a few of them might approach the PCs without waiting to be addressed first—the courtesans-in-training especially see the characters as good practice subjects. While none of them know anything that can shed light on Danyal Whitehelm and the Targaryen treasure, pursuing the missing art is more fruitful. If the question is asked in Danalo’s earshot, the women demur, saying the thieving girl was discovered and turned out. If Danalo is otherwise occupied, however, and her disposition towards the PC posing the question is Friendly, one cupbearer states the girl

who was turned out had never been in trouble before, and something about the way a stolen figurine of the Maiden was discovered in her room seemed wrong. She will also admit it was Danalo who uncovered the theft.

Before Danalo can step in, Orolantia Whitehelm sweeps into the sitting room and welcomes her guests. Dinner is served.

## THE NIGHTINGALE’S FEAST

The dining room is set as richly as though a wedding were happening, not simply a visit from a Westerosi group asking questions about secrets long buried. The tablecloth is draped in Myrish lace, the flatware is ornately wrought silver, as are the serving bowls and candlesticks. Wine from the Arbor breathes in a crystal decanter. A portrait of a stern-looking knight dominates one of the walls. If Aeron Waters is present, he identifies the man as Ser Kael Stormsword, though Aeron was only a toddler the last time he saw him.

Lovelier than any of these things is the former Silken Nightingale herself. At a few years shy of forty, Orolantia Whitehelm is as stunning as the day she traded life on her pleasure barge for Ser Danyal’s manse. Her sandy hair is piled atop her head, the locks held in place with jeweled pins. Though she’s dressed in the somber shades favored by the Braavosi elite, the silks are of an expensive cut, and there’s nothing drab about her personality.

Orolantia sits at the head of the table, Danalo to her right. If her other sons are attending, they intersperse themselves with the characters. The PCs can easily see Danalo learned his charming ways from his mother, but they might notice, also, that his charm is about all he got

from her: Danalo looks nothing like Orolantia, nor does he resemble the knight in the portrait. Invichio and Tristifero, on the other hand, strongly favor their father.

The meal is brought out, mussels and clams drowned in butter, fish baked in thin parchment, loaves of bread fresh from the oven to tear apart and soak up the saffron-rich broth of the stew.

Again, astute observers might notice pieces missing or mismatched during the meal: one crystal goblet that doesn't look like the others; a piece of silverware whose pattern is different from the rest of the setting.

Orolantia quickly gets to the point of the meeting.

*"Word has reached me that you are not alone in seeking after my husband and his secrets. Truly, I'm surprised it's taken this long for anyone from the Seven Kingdoms to come sniffing around. I hope you'll forgive me for my forwardness: before I'll treat with anyone, yourself or this other Westerosi, I must first consider my own family. We'll need certain... assurances before we begin."*

Unless one of her sons was badly hurt by the PCs, her starting disposition toward the Home House is indifferent. Her upbringing among merchants and bankers made her a shrewd businesswoman, and her years as a courtesan taught her how to keep the transactions pleasant even as she picks apart every tiny detail.

From speaking with her, it's clear she knows the story of the Dragon's Hoard up until Kael fled Westeros. She is cordial to Aeron Waters, noting her husband spoke highly of Jothos Velaryon. She mentions just enough of the information the PCs have gleaned thus far to prove to them she's well informed, and drops a few hints about her possessing the maps Danyal left behind.

You can tailor the following dialogue for how many of the boys are in the room (or still alive.)

*"I have three sons whose futures I must consider," she says, and nods at each of the boys in turn. "What I know could change the fortunes of your house. It could change the fortunes of your realm. Word has it that your King Robert owes quite a bit to the Iron Bank. It seems only fair if I help you, to ask that you help me in return."*

Threatening to sell her information to the highest bidder would be uncouth; she won't suggest such a thing, but it might be implied.

She doesn't have specific figures or favors in mind, and the characters are welcome to negotiate terms with her. In fact, she welcomes the opportunity. What's key here is the Home House bargains with her in good faith. Wildlings and brothers of the Nights Watch might have less leeway in terms of bringing Tristifero to court or escorting Invichio to Oldtown to study at the Citadel, but Orolantia is willing to consider creative suggestions.

Near the end of the meal, Orolantia dismisses her sons, asking for a few words with the characters in private. Serah remains on hand to pour the wine, while the other servants file out. Orolantia stands before her husband's portrait, looking weary, before she turns back to face the party. "The healers we summoned from the House of the Red Hands said Danyal's death was natural. He was young, but his heart was weak, they told me. I asked how that could be true, when he was a knight in the Seven Kingdoms, when he fought for the Dragon King during Robert's Rebellion.

*"They had no answer for me, only platitudes.*

*"But I can tell you what killed him. The Targaryens were the blood of Old Valyria. Surely their vault was woven with old magics. Some might have seeped out to the rocks of that island, and cursed my husband. When his health began to fail, it weakened him fast. Before a year could turn, he was gone.*

*"The vaults are cursed. If you seek them out, you risk your own deaths." She sets her wine down and meets the characters' eyes, one by one. "My elder sons think they've hidden Danalo's debts from me. If the Iron Bank hadn't come to my door this morning, I'd have gladly burned all of Danyal's secrets to keep anyone else from dying for that gold.*

*"As it stands..." Orolantia gets no further than that. She's interrupted by a commotion in the entry hall.*

## THE UNINVITED GUEST

Sounds of shouting and fighting erupt from the front room. Ambadis Tremolo has arrived to talk to Orolantia, and the Whitehelm boys don't want to grant him access to their mother. The merchant prince has brought an honor guard with him, about half a dozen men with swords at their hips (you might wish to adjust the number of people Tremolo has brought with him depending on the size of the PCs' party and how big of a skirmish you'd like to stage). Danalo, Invichio, Tristifero, and several of Orolantia's guardswomen are already facing off against them, and before the lady of the house can intervene, Danalo advances on the merchant prince.

Tremolo's guard blocks the blow, and the bared steel shatters the chance at a peaceful confrontation.

Fighting beside the Whitehelms goes a long way towards earning even greater respect from the brothers if they've so far been on good terms, or repairing the damage caused by harsh words and mistrust if the boys' dispositions are Unfriendly or lower.

Alternately, the PCs might attempt to defuse the situation. While this doesn't earn them any extra enmity from the Whitehelm boys, Invichio and Tristifero are reluctant to disengage and might need physical intervention. Anyone watching once the fighting starts will notice that Tremolo himself moves smoothly and unhurriedly behind his guards' line and stays out of the fray.

If the characters choose to fight, Orolantia eventually shouts for a cease of hostilities. Her position mirrors Ambadis's, waiting behind her guards' line calmly and out of the way of sharpened steel. Neither she nor the merchant prince seem overly fazed by the fighting, perhaps a reflection of life in Braavos. After a few moments, both sides lower their blades and step warily apart. The entry hall is a bit of a shambles, but aside from chips in the stone and a few upset vases, no one is badly hurt unless the PCs aimed to do so.

While his guard and Orolantia's are still catching their breaths, Tremolo patiently asks for an audience. To her sons' very vocal dismay, she grants it. The merchant prince and the former courtesan retire to the sitting room, leaving their respective guardians to boggle in their wake. Serah follows them to attend and pour wine. Orolantia pauses in the doorway and tells her sons they can come, too, if they promise to behave. The PCs are invited to come and keep the peace.

Tremolo has a writ from the Iron Bank of Braavos, a copy of the promissory note Danalo signed, offering his family's home as collateral if he can't pay his debt within the month. This causes another uproar among the boys. Even though Invichio is aware of the dire straits his

brother has put them in, he doesn't know about the writ, and he can't contain his outrage. The characters can step in and pull the boys apart; if they don't, Orolantia allows the storm to pass before asking Tremolo what, precisely, he wants.

His answer causes another outburst, if the PCs don't have a good hold on the boys: if Orolantia will marry him, he'll happily assume the debt for Danalo and pay off the Iron Bank. Anyone whose attention is focused on Orolantia rather than her sons might notice her fleeting hesitation. *"I won't be beholden to you,"* she replies.

The brothers are too busy shouting insults at Tremolo—who in the past has thwarted their father's business dealings and found ways to stymie Danyal's plans if he saw the opportunity—to catch the look that passes between the man and their mother. Another **ROUTINE (6)** Awareness (Empathy) test clues the characters in to the still-existing attraction between Tremolo and Orolantia. However, her rejection makes the merchant prince stiffen up.

He sweeps out a hand to indicate the PCs as he says, *"There are others in the city besides this lot who would benefit from your late husband's secrets. It seems I was right to offer them my aid."* With that he leaves, and the Whitehelms escort him out.

## THE NIGHTINGALE REVEALED

Orolantia bids the PCs to stay with her in the sitting room. The weariness has returned to her face, and her shoulders droop with defeat. For the first time, she looks older than she is. Serah leads her to a chair and refills her wine.

*"It seems I'm left with a handful of choices, each poorer than the last,"* says Orolantia. She clasps Serah's hand and an unspoken exchange passes between the women.

*A change comes over the girl, subtle yet drastic: Where moments ago she was gangly, awkward, and barely in her teens, Serah's posture and demeanor shift to that of a woman closer to twenty, and possessed of a disarming beauty. This isn't the transformation of a Faceless Man, more of a mummer's trick.*

*"I'd like you to meet the Silken Nightingale,"* Orolantia says. Serah offers a curtsy that is exactly as deferential as the Home House ought to receive—a deep genuflection if they're a monied, richly landed house, or a simple curtsy if they are wildlings or little better than a band of smallfolk.

Orolantia tells the PCs that, while he was alive Ser Danyal kept his maps hidden away in this house, but a few months before his death, he began to worry someone might steal inside and find them, or Danalo would go sniffing about and find them. He separated his maps and notes, and gave his wife a list of the places where he'd stashed them. Orolantia, in turn, stored the list outside of their home, entrusting it to an agent of the Iron Bank.

Serah has no one to entertain tonight; she'll accompany the PCs to her barge and bring them to meet the banker.

## FURTHER SCENES

**SCENE TWO:** If the characters haven't tangled with the Whitehelm brothers on the rooftops of Drowned Town yet, they still can,

though the element of disguise is gone. If the duels happen after, the boys don't lure the characters in so much as invite them to test their prowess against the Water Dancers. In this case, they're still sizing up the PCs, but are just as much trying to impress them. *"You have managed to impress our mother, but we are not so won over,"* with the flourish of a drawn water dancer's blade is all it takes to introduce this scene. Such a conflict will likely end once someone takes an actual Injury or Wound, however.

## REWARDS

EXPERIENCE: 4

COIN: None

GLORY: None

## SCENE FOUR

# TROUBLE IN THE SECRET CITY

CONFLICT: MINOR/MODERATE • COMBAT, INTRIGUE

As the characters set out to retrieve Ser Danyal's maps and notes about the location of the Targaryen treasure, they learn Mikkell Cressey and his people have wrought some havoc in the Home House's guise. Meanwhile, the Silken Nightingale has arranged a meeting with a representative of the Iron Bank, who brings her something that belonged to Ser Danyal.

## SETUP

The rain has given way to thick, cold fog when the PCs and Serah leave the Whitehelm estate. Serah has changed out of her livery and, donning a dress that might cost more than a small household brings in a year, transformed into the Silken Nightingale. The PCs act as her honor guard as they make their way to the courtesan's barge.

This spurs a bit of talk as they wind along the streets and canals—the Silken Nightingale's company doesn't come cheap. When they reach the barge, the servants are a-flutter with new gossip: the Sept-Beyond-the-Sea has been desecrated.

## OBJECTIVES

The characters begin seeking out Ser Danyal's list, but must also contend with Cressey and his forces.

## KNOWN FACTS

Danyal Whitehelm had absolutely no intention of making the retrieval of his true King's wealth easy. He split up his maps and notes and scattered them across Braavos. He made sure to divvy them up in such a way that anyone who stumbled across the notes wouldn't know what they held unless they were specifically in search of the hidden Targaryen vault.

One of the first hiding places, according to Orolantia, was beneath the statue of the Warrior in the Sept-Beyond-the-Sea.



## UNKNOWN FACTS

One of the Silken Nightingale's handmaids is in Ambadis Tremolo's pay. Anything that's discussed on the barge that evening will be known to the merchant prince (and thus, Cressey) by morning.

## NOTABLE LOCALES

The Silken Nightingale's pleasure barge is essentially a floating cocktail party. The long, thin, flat-bottomed boat can comfortably fit 20 guests. At the stern is a covered pavilion where the Silken Nightingale sits. It's an intimate space, with heavy curtains that can be closed to give the courtesan and her favored guests more privacy. Paper lanterns line the sides of the barge, and can be changed out for different colors to match the mood of that evening's gathering or theme. Musicians sit in the middle, though occasionally a soloist will be called to the stern to play for those seated below the pavilion.

Servants roam the barge, offering wine and small, sumptuous bites of food to the guests. Most of these are lovely young women in their own right, and a few are the Silken Nightingale's apprentices.

## NOTABLE CHARACTERS

Risina and Arturo Saldaaris play a role in this scene. Find more information on them in the Appendix to *Across the Narrow Sea*, at the end of this chapter.

## TIMELINE OF EVENTS

### DAY TWO

**LATE EVENING:** The Sept-Beyond-the-Sea is attacked. Closer to midnight, the Silken Nightingale brings the characters and a representative of the Iron Bank together.

## RESOLUTIONS

Following the clues they've uncovered (or, if Falea and other spies are in play, those they've gleaned from the Home House), Cressey and his men begin making their moves for Whitehelm's scattered notes and maps.

## THE SEPT DEFILED

When the servants reveal what happened at the Sept, Serah pales. Orolantia had named it as one of the first places to find Ser Danyal's notes. She wants to go to the Sept immediately, to learn more of what happened and to either retrieve the information or find out if it was taken.

The trip along the canals to the Sept is tense. As the Silken Nightingale's barge passes other courtesans', gossip and speculation can be heard being bandied about aboard the other vessels. The Sept-Beyond-the-Sea swarms with guards. They allow the party to enter, but the char-

acters might notice they're receiving wary—or outright hostile—looks from some of those present.

Inside the sept, healers from the House of the Red Hands have arrived and are tending to a septon and septa who were injured trying to protect the Seven. More members of the Faith sweep up shattered bits of stone and broken glass. The damage is largely cosmetic, most of it focused around the statue of the Warrior. There, the base has been cracked; a gaping hole lets the PCs see inside, to the hollow, empty space beneath. Ser Kael's sword is gone, too, no longer grasped in the Warrior's hands.

The characters might wish to take a few moments to interview the worshipers who were present at the time of the attack. The sept wasn't crowded, but there were enough people present to bear witness—which is exactly what the attackers had planned. The defilers were dressed as bravos, in brightly-colored clothing and carrying the thin blades of Water Dancers. However, their accents were Westerosi. A few of the worshipers engaged them, and the attackers fought more like people trained in the Seven Kingdoms than in the sideways stance Water Dancers adopt.

The worshippers have no proof the false bravos were hired by the Home House, but the questions they've been asking haven't gone unnoticed, and the story of their duel on the rooftops of Drowned Town the night before has spread. Cressey, on the other hand, went quiet after Tremolo took him in.

Septon Jeramy is there, and ushers the PCs and Serah into a private alcove. He is shaken but unhurt. He wants to get the party out of sight and earshot of the worshipers and the guards. The Septon is certain the Home House didn't send the bravos, but is not fool enough to reveal that aloud, in case any of Cressey's eyes-and-ears are present.

## THE STRANGER'S SECRET

The bravos worked quickly, Septon Jeramy informs the PCs. They could be heard taunting each other and fighting their way across the bridge that connects the sept to the closest island, but no one thought much of it until they spilled through the doors. To a discerning eye, the duel was clearly staged—the force of many of the blows was checked; the footwork seemed a bit too practiced for a spontaneous fight. In fact, the Septon believes he's seen that particular fight's blocking before, aboard the Mummer's Ship in Ragman's Harbor.

Not all of the bravos were part of the fight. Some seemed to be there mostly to keep the worshippers away from the duelists. One or two gleefully took to minor acts of vandalism. A couple of them hung back, waiting for the scuffle to make it to the Warrior. That's when the damage was done to the statue. The ones who didn't fight searched beneath it, and found a lockbox tucked away inside. That signaled the end of the skirmish, and the fake bravos left as quickly as they'd arrived.

*"They'll find nothing useful in that lockbox,"* Septon Jeramy tells them. *"The Warrior was Ser Kael's god, but not Ser Danyal's, and Orolantia never loved the Seven."* Unbeknownst to Orolantia, he moved the box a few months ago, when Tristifero began coming regularly to worship. The boy is no fool, and—as evidenced by the bravos tonight—it's not a hard guess to think the Warrior might be a place where the knight would have entrusted his secrets. Yet, when Ser Danyal finished his vigil, it was the Stranger to whom he prayed.

The false bravos left the Stranger alone. The trick now is getting the PCs access to it. The sept is currently too full for them to go poking.

Septon Jeramy is reluctant to clear out the area right now. The worshipers are already on edge, and it would only make the Home House look more suspicious. If the characters push for him to do so, he will grudgingly allow it, but he'd much prefer they return the next day.

They're welcome to stay awhile and ask more questions of the witnesses, or if any of the PCs are healers, they can help tend the wounded. If they look around the sept and search near the bridge outside, they'll find Ser Kael's sword, thrown unceremoniously into the canal, landing on a submerged step of a carved stone access instead of plunging into the dirty channel water. It was stolen as cover, to further the illusion that the attack was a combination vandalism and theft.

## THE IRON BANKER

The PCs can spend some time trying to find the bravos, though for the most part they've melted off into the night. At some point in the evening, Serah instructs her servants to pole the barge along the canal that passes the Iron Bank. They have an appointment to keep.

A single lantern breaks through the fog as the Silken Nightingale's barge exits the mouth of the canal. One of the serpentine boats poles up alongside the barge, and the servants help an older gentleman aboard. He brings with him a heavy iron strongbox, and frequently looks out into the night to see who might be watching. Arturo Saldaaris has heard about the incident at the sept, and is concerned he might be a target as well, considering what he carries with him.

Serah beckons Arturo and the PCs to the stern, to make themselves comfortable in her covered pavilion. Nervous as he is, Arturo takes the time to point out the eventful evening he's had: a runner from Orolantia's staff came to his door while his family was settling down to dinner and demanded an audience. The message the girl delivered made it necessary for him to skip the meal altogether and hurry to the Iron Bank. Once there, of course, he had to invent a passel of pretexts to explain why he'd turned up so late in the day, and then wait until no one was paying him any mind before he could retrieve the strongbox from Orolantia's vault. He gives Serah and the PCs a chance to heap praise on him for his masterful spywork and quick thinking.

Then he produces the key.

## A HANDMAIDEN'S PERFDY

Saldaaris wasn't wrong to worry about being watched. Risina, the handmaiden in Tremolo's pay, has been signaling to someone on shore most of the night, helping them keep track of where the Silken Nightingale's barge is heading. She's waiting to see what Saldaaris's delivery consists of before giving the sign for an attack. It's possible for the PCs to catch her at her deception, but by this time, Tremolo and Cressey's men are already in place. Figuring out what Risina's up to lets the party test their initiative at the same time as their enemies; failing to do so grants the attackers the benefit of Surprise.

If Risina isn't caught, she takes one of the lanterns down from the line and fumbles it into the water just as Arturo begins opening the strongbox. The barge rocks as another boat bumps into it—its oars are muffled, no lantern hangs from its bow, and the fog has concealed the half-dozen men crouched down in its belly. You should adjust the number of attackers (and possibly boats) to fit your party: if the PCs would make quick work of a handful of men, or if the Whitehelm boys

## WHAT LIES WITHIN

Much like What's In the Box? from **Part I**, the contents of Danyal and Orolantia's strongbox ought to be tailored to the characters' needs and expectations at this point in the story. The list of where the pieces were hidden would certainly be inside. It's also possible Orolantia retrieved section of the map or a few non-consecutive pages of Ser Danyal's notes on her own and tucked them away in here. Perhaps a partial inventory of the Dragon's Hoard is present as well, along with a handful of coins bearing Aerys II Targaryen's likeness, or an Old Valyrian gold medallion embossed with a dragon.

If the characters have pursued any of the rumors about Danalo Whitehelm's parentage, or got the hint that there's much left unsaid between Orolantia and Tremolo, feel free to include a few letters that lend support to the characters' theories.

Perhaps Orolantia has been holding on to correspondence from Danalo's birth mother all these years, though the last one was written when the boy was three. Handing these over to Invichio would give the middle brother the proof he needs to wrest the inheritance away from Danalo, should he still be considering that option, or should any of the characters be pushing him to try.

A stack of letters bound with a brittle, faded ribbon tells some of the story between the Silken Nightingale and a young merchant prince. Tremolo penned long missives to his love, including some poetry of the sort only the intended might find endearing. In the middle of the stack are some sharply worded notes, referencing that damned exile and later promising that, if her choice were a matter of money, he'd find a way to raise all she needed and more. A few pages are filled with cruel accusations. There's a gap of perhaps a year, recommencing with a letter of apology. The rest are sheaves of poetry, the quality markedly improved but in the same handwriting as the rest. Some of the poems are even recent.

have joined them on the barge, add more opponents or bump up the stats on the existing ones.

Chaos erupts aboard the barge. Some of the courtesan's servants are skilled with blades; others attempt to overwhelm the invaders with sheer numbers and knock them over the sides. A few have the wherewithal to try poling the boat away.

### THE ATTACKERS

Much like the reports of the attackers at the sept, the men swarming the barge are dressed as brightly as bravos, but this time, only some of them fight like men from Westeros. At least two of them are Water Dancers, and their taunts have a distinct Braavosi lilt.

The brunt of the attack focuses on the PCs and Arturo as the men attempt to fight their way to the strongbox. While none of the aggressors want to be captured, Cressey's men will abandon the mission if they realize they're being overwhelmed—being detained would give the Home House evidence against House Cressey, and Mikkel wants to avoid giving them any proof of guilt to lay at King Robert's feet when they return home.

The bravos were hired by Tremolo, however, and have no such loyalties. If the PCs are able to take any captive, a successful **ROUTINE (6)** Persuasion or Intimidation test will have them admitting it was the merchant prince who hired them to work with the men from Westeros. While they weren't given Cressey's name, they might mention seeing silver coins on a red diagonal, part of the arms of that House.

Arturo kicked the strongbox beneath the Silken Nightingale's bench when the attack began. If the PCs were able to prevent anyone from retrieving and absconding with it, Arturo hands over the key before he takes his leave, and wishes them luck. If the PCs were overwhelmed, or one of their opponents was able to take the box with them, Tremolo and Cressey might have a bit of a jump on the Home House in the pursuit of the vault.

If the characters wish to approach the authorities, the gray-cloaked justiciars will hear their story, and take any captives off the PCs' hands. However, at this hour they're not willing to go pounding on Ambadis Tremolo's door—he is, after all, a well-respected and powerful merchant

## ROCKING THE BOAT

While the canal is wide enough to accommodate several barges at a time, the current isn't very fast-moving. Narrators should treat the terrain during the battle like a Stream, reducing movement by -1 yards during the fight (see *SIFRP*, page 182).

The Silken Nightingale's barge is roomy enough when it's the courtesan, her handmaidens, and her guests, but the combination of uninvited passengers plus combat makes it both crowded and unsteady. Characters whose weapons require a bit of breathing room find themselves at a -1D penalty.

All the fighting also has the effect of making the barge unsteady. As the fighting moves from side to side, bow to stern, Narrators might ask for a **CHALLENGING (9)** Agility (Balance) test to make sure the characters stay on their feet.

Using Destiny Points might be advantageous in this battle. Spending a Destiny Point allows a character to knock one of their attackers overboard. Burning one means that enemy takes a few of his companions with him as well, either from his momentum bowling him into a knot of bravos near the barge's edge, or because grabbing for purchase backfired and only served to pull his friends down with him.

prince. They'll follow up the next day, and take down the name of the PCs' inn in case they learn anything.

If they have no one to turn over, or lost the fight with their attackers, Serah suggests they go home and get some sleep. She'll tell Orolantia what transpired, and will send for them in the morning.

## REWARDS

**EXPERIENCE:** 2 - 4,  
depending on conflict

**COIN:** None

**GLORY:** None

## SCENE FIVE

X MARKS  
THE SPOTS

CONFLICT: MODERATE/MAJOR • COMBAT, INTRIGUE

With Orolantia's information in hand, the characters race Cressey and Tremolo to the remaining caches of Ser Danyal's notes. Their opponents continue in their attempts to discredit the Home House throughout the city. Tremolo offers the PCs one last chance to work with him and help Orolantia.

## SETUP

The next morning (or upon returning to their inn if they stayed out chasing down the pieces), the Home House learns of several other incidents that occurred during their excursion with Serah.

- ☞ The Minstrel's Folly was boarded and searched by the Sealord's officers, as was the ship the PCs arrived on.
- ☞ Danalo Whitehelm (if he didn't join the characters later in the evening) went to Ambadis Tremolo's home and challenged the merchant prince over Orolantia's honor.

## OBJECTIVES

The PCs seek out the last few pieces of Ser Danyal's information to learn the whereabouts of the Targaryen vault. They have some opportunities to secure additional allies or forestall their foes before setting sail back to the Seven Kingdoms, and can tie up some loose ends they might have with the Whitehelms.

## TIMELINE OF EVENTS

## DAY THREE

**EARLY MORNING:** The *Minstrel's Folly* and the characters' ship are searched by the Sealord's officials. Danalo Whitehelm challenges Ambadis Tremolo.

**NOON:** Danalo and Tremolo duel.

**AFTERNOON/EVENING:** The PCs track down any remaining pieces of Danyal Whitehelm's maps they care to look for, and begin tying up loose ends. Final visits to the Whitehelms are possible, as are continued skirmishes with Cressey's men.

## DAY FOUR

**EARLY MORNING:** The characters set sail for home. If Cressey is still in Braavos, he might stage a confrontation with the characters before they can board their boat.

## KNOWN FACTS

Danyal Whitehelm parceled out his information and hid the parts in and around Braavos. Some of them are in places anyone can access, others require (or are vastly helped by) the presence of the current Silken Nightingale. Orolantia was well connected as a courtesan, and she leveraged some of her old contacts to help keep her husband's secrets safe.

## UNKNOWN FACTS

Mikkel Cressey isn't simply following along in the PCs' wake, trying to snatch the pieces they find from their hands. Tremolo has put together a likely list of places Orolantia might have hidden information, and has called upon his contacts at the Iron Bank to get a look inside the Whitehelms' vault.

## NOTABLE LOCALES

There are several locations in Braavos that are significant for this scene, starting with the Temple of the Moonsingers. The Temple is located at the end of the Canal of Heroes, where the canal opens out to reveal the Isle of the Gods. The Moonsingers founded Braavos, leading the slaves of Old Valyria to the far north of the Narrow Sea, establishing a city where the newly freed people could live without fear. For over a century, Braavos remained hidden from the rest of the world, until the Uncloaking of Unthero, 111 years after the city's founding. The Temple is a round building, made of white marble. On its silver dome, milk-glass windows depict the phases of the moon. At the gate, two marble maidens support a crescent-shaped lintel for worshippers to pass beneath.

The Iron Bank of Braavos sits on the northeastern side of the city, in view of the Moon Pool and the Sealord's Palace. With the backing of the Iron Bank, kings might find money to feed their smallfolk in times of scarcity, or raise the funds to finance their armies in wartime. Should they find themselves unable to pay back what's owed, the Bank might find another, more suitable head to wear the crown. People from all over the known world come to the Iron Bank, some as petitioners, others to store their gold... and their secrets.

Slightly north of the Antaryans' blocky towers is Ambadis Tremolo's mansion. Its size rivals a small keep, and stonemasons are at work restoring part of the two-centuries-old façade. During the day, merchants and tradesmen come and go, seeking out the merchant prince and his clerks. At night, lamps blaze in all the windows, and the visiting merchants are replaced by courtesans and high-placed officials coming to be seen. Other merchant princes might sneer at Tremolo's more-recent wealth, but that doesn't stop them from taking advantage of his hospitality.

On the other side of the house from his grand ballroom is a hallway with several windowless rooms. Most days, these serve as vaults for his records and what riches he doesn't keep in the Iron Bank. If the young bravo paid his foolish late-night visit, one of the rooms currently serves as a holding cell for Danalo Whitehelm.

The Moon Pool, on Braavos's northeastern side, is where the Sweetwater River terminates. At night, the bravos gather here to duel.

## SLEEP IS FOR THE WEAK

If the characters—eager from the fight or paranoid that their rivals aren't going to take a break in their search—decide to press on and seek out the other places on Orolantia's list rather than returning to their inn, they find their exploits have piqued the curiosity of Braavos's nighttime population. Bravos and roof rats dog their steps, some attempting to start duels, others simply following along for the entertainment.

If they stop in at an alehouse, the patrons who don't know about their quest are quickly filled in by an eagerly declaiming roof rat. A minstrel might declare himself the official chronicler of this story, and begin composing songs on his lute as he trails behind them.

The Braavosi find their search equal parts amusement and intrigue. For every handful of eager, enthusiastic young bravos treating this as a game, there is someone else somberly plotting how they might use this knowledge to their advantage. Merchant princes and representatives of the Iron Bank stay up late, too, or have contacts who are paid to do so and report back.

It's possible for the PCs to slip away from the bravos before their entourage grows too unwieldy, or if they remain in one place for too long and appear to have given up the search for the night, the hangers-on grow bored and return to the Moon Pool to continue their dueling. Some of the bravos tailing them might well be in Tremolo's pay, and will attempt to fight the PCs for whatever additional pieces they recover during the night.

Should the characters head for Purple Harbor to visit Yorro, they might happen upon the confrontation with the Sealord's officers as it happens. It's unwise for them to try to stop the officers with force, but they might be able to convince them to put off the inspection or leave altogether with an Intrigue (the officers' dispositions toward the characters begin at Dislike, though they are inclined to be Friendly toward Yorro). Yorro himself grumbles about the surprise "inspection," but while he's displeased, he's willing to comply. He has nothing to hide.

Some of Danyal's hiding places are only available during the day, so if the characters are trying to collect every last piece, a few will have to wait.

## RESOLUTIONS

On their last morning in Braavos, the characters wake with the Titan's sunrise roar, if they've slept at all. The common room of their inn buzzes with news of the previous night's activities. If the PCs played an active and obvious part, some of the whispers will be about them. Patrons and servants to whom the characters have been friendly ask for more details. Those they've brushed off eye them warily over their breakfasts.

Serah arrives, wearing a formal dark gown and her courtesan's face. She might have Invichio or Tristifero Whitehelm in tow, if Danalo has gone and challenged Tremolo.

## DUELING FOR THE NIGHTINGALE

If Danalo didn't end up accompanying the characters aboard the Silken Nightingale's barge the previous evening, he instead worked himself into a fury and left his mother's home to confront Ambadis Tremolo himself. The merchant prince is known to host elegant gatherings at his home. Danalo, in his brightly-colored bravo's garb, forced his way inside to Tremolo's grand ballroom and called the man out before many of Braavos's elite.

At first, the attendees laughed off the angry youth, but as it quickly became clear that Danalo was out for blood, the scene grew uncomfortable. Tremolo had his household guard restrain the boy, suggesting an evening as his "guest" might be prudent. Danalo spent the rest of the night in a windowless room in the house's interior that the merchant prince usually reserves for temporarily storing precious cargo. Come morning, when Tremolo's servants brought breakfast to Danalo, the bravo was still shouting for the older man to come cross blades with him.

If Danalo was with the characters the night before, they might witness the start of his ill-thought plan, and may find themselves trying to persuade him out of it or chasing him up to Tremolo's door.

## CALLING ON TREMOLO

If the PCs make their way to Tremolo's home, the merchant prince's servants bid them enter and escort them to a sitting room on the western side of the estate. The room's large windows look out on the lagoon, facing the domed Palace of Truth. Servants bring wine, loaves of hot bread, and salt.

Mikkel Cressey isn't present at this time, and anyone in his employ ought to be out scouring the city for Whitehelm's notes, but if you'd like to add some extra tension, he might have left a hired sword behind in case Tremolo's people learn anything useful during the day. If the PCs have partaken of the bread and salt Tremolo's servants brought, they would be violating the sanctity of their host's hospitality if they engage violently with anyone.

Tremolo himself doesn't keep the PCs waiting too long. He is as cordial now as he was at the Whitehelm household, and quite happy to lead the characters to the room where Danalo is being held. The boy is fine, not a scratch nor a bruise on him. His blade is still in his possession (though Tremolo's household guard makes sure he doesn't get in striking distance.) His temper, however, has not cooled.

The PCs can stress how poorly conceived his actions are, but Danalo isn't inclined to listen. If asked, Tremolo will leave them alone with him where they can continue trying to persuade him to rescind the challenge.

*"Don't you see?" he asks. "He purchased my debt to force my mother to marry him. I brought this about, and I can fix it now, without my father's treasure."*



His brothers, if present, will argue against this plan. Tremolo's skill with a sword might be unknown to them, but he's likely to choose a champion who will skewer Danalo in a heartbeat. The boy is firmly set in his course.

A private chat with Tremolo yields similar results: "He's welcome to call this off himself," Tremolo tells the characters, "but I won't stand to be insulted by a bastard boy." If the PCs have read any of the letters in the strongbox Saldaaris brought, appealing to his love for Orolantia might begin to sway him. It's clear by her saving the correspondence that her own feelings for him haven't entirely soured.

Convincing Tremolo to change his mind is challenging but not impossible. His greatest concern is that Danalo himself will keep attempting to fight, and Tremolo would rather just have done with it than have to watch his back for the angry Whitehelm boy for the foreseeable future. It is here, too, the PCs might be able to win Tremolo away from Cressey. If they can patch things up between him and Orolantia, he'd be willing to throw his support behind the Home House.

If negotiations break down, however, it turns out Tremolo and Danalo can agree on one thing: they'll settle their grievances at the Moon Pool.

## AT THE MOON POOL

If a duel is the only way the merchant prince and the courtesan's son will end their feud, word spreads quickly. Tremolo releases Danalo into the PCs' care beforehand, so he can go home and tell his mother what's about to transpire.

Orolantia's impassioned pleas for him to reconsider do no good. She states she'll marry Tremolo if it will keep her son alive, but that only serves to fan Danalo's anger. The characters have one last chance to try convincing Danalo to back out of the duel, but unless they're extremely good at their intrigues, he only digs in deeper.

The Moon Pool teems with people come to witness the duel. Merchants and justiciars, sailors, bravos, and whores, all come for an afternoon's entertainment. As others feared, Tremolo has chosen a formidable champion to fight in his stead. If Ser Leof or Ser Addey crossed the Narrow Sea with Cressey (see **Bound for the Wall** for his statistics), one of them is Tremolo's champion of choice. If the two knights remained in the Crownlands, another of Cressey's people steps forward.

Danalo is prepared to fight the man himself, but if one of the PCs wishes to step in and act as his champion, the boy will realize how overmatched he is by Tremolo's choice, and allow the Home House character to fight in his stead. If someone steps in for Danalo, establish the rules of the duel beforehand—are they fighting until someone yields? Until first blood is drawn?—and play out the combat. A

Cressey man might even push for a fight to the death if one of the PCs serve as Danalo's champion, or vice versa, given the bad blood between the houses—an extremely serious (but not unheard) breach of the Braavosi dueling code.

If the PC wins, Tremolo honorably keeps to the terms. He takes the document with Danalo's drunkenly scrawled signature, and tears it up, canceling the debt. Should Tremolo's champion win, Danalo slinks away, possibly realizing he's made his family's situation even worse.

## OROLANTIA'S LIST

Once Danalo's situation is settled (or not), the characters can return to seeking out Ser Danyal's maps and notes. Keep in mind that Cressey's people are also out searching for the information. If Falea is still spying on the Home House, or Risina is still in Serah's service, the characters might find themselves involved in duels and intrigues along the way.

## RETURN TO THE SEPT-BEYOND-THE-SEA

The Sept-Beyond-the-Sea is quiet this morning. The characters arrive to find Septon Jeramy in the middle of a cluster of tradesmen: stonemasons, glassmakers, and their apprentices fill the sept, taking measurements and assessing the damage. Upon seeing the PCs, the septon asks for a few moments' privacy with his guests.

When he is alone with the PCs, he leads them behind the statue of the Stranger and reveals a hidden panel at its base. Inside, in a handsome wooden box inlaid with the Whitehelm crest, is a piece of the map. Also contained within are a set of finely wrought silver figures, depicting The Seven. "These are for Tristifero," says the Septon, and passes them to the boy if he's present, one last gift from the father he lost.

## THE MOON PRIESTESS

"The Warrior was Ser Kael's god," Septon Jeramy told the characters in the Sept, "but not Ser Danyal's, and Orolantia never loved the Seven." Whether he realized it or not, he was giving them a clue to another stash. Orolantia is a native daughter of Braavos, and she keeps her ancestors' religion. Ser Danyal thought to honor that by squirreling some of his notes away in their temple.

If the characters go to the temple before midday, they find it nearly deserted. The subject of the Moonsingers' worship is only visible at night, of course, so their schedule is largely nocturnal. The acolytes on duty to attend to daytime visitors aren't entirely helpful; they'd prefer to be abed themselves. However, they'll lead the PCs through the temple with only a minor fuss.

## REAPING WHAT HE'S SOWN

The characters shouldn't feel obligated to save Danalo from himself. Leaving him to wait in Tremolo's manse means he's still resolved to fight. His brothers might leave the PCs to try talking sense into him, but it's unlikely they can talk him out of it alone. While refusing to run after him or act as his champion won't improve anyone's disposition toward the characters, neither will it diminish their standing.

If he fights his own duel, Danalo loses. Tremolo stops the combat before the boy can be too badly hurt, which only serves to further humiliate him. Danalo flees from the Moon Pool, and isn't seen again in the city until the PCs are leaving, when he'll once again ask to be taken on in their service.

With a **CHALLENGING (9)** Cunning test, the characters might remember a particular motif that appears on the Silken Nightingale's barge, or that is represented in some art at the Whitehelms' home: a panel depicting a maiden holding a lute whose curve invokes the crescent moon. A similar painting graces one of the temple's walls, and beneath that is a small recess carved into the wall for offerings. Tucked beneath a loose stone in the back are more of Whitehelm's pages.

## ABANDONED ACCOUNTS

While Ser Danyal didn't store any of his notes in the family's vault, he did tuck some of them away in the Iron Bank. Where else in Braavos is better guarded? The PCs have likely already heard of Invichio's head for numbers. If they haven't, Serah can remind them of it (or Invichio himself, if he's with them). Third on Orolantia's list is the name of a clerk at the Iron Bank. A few years ago, he helped Ser Danyal and his middle son open a small account—rather a token one, truth be told.

Invichio remembers the man's name, and, if he's tagging along, makes getting access to the man quite simple. If he's absent, Serah can pull a few strings and arrange a meeting, stating she's come calling on Orolantia's behalf. The clerk has risen in status somewhat, and he's already suspicious of visitors from Westeros if he's heard about the commotion from last night. Even with Invichio's help, he's reluctant to retrieve the things that have been gathering dust in the old safe—this is Ambadis Tremolo's influence at work.

If the characters can convince him to bring them the contents, he installs the PCs in a private alcove, where they can see the comings and goings of the Bank's customers. After some time, the man returns with a box containing the things most valuable to a nine-year-old Invichio: some small toys, a fistful of coppers, and a slim ledger whose interior balance sheets are marked up with the shaky scrawl of a boy learning his figures.

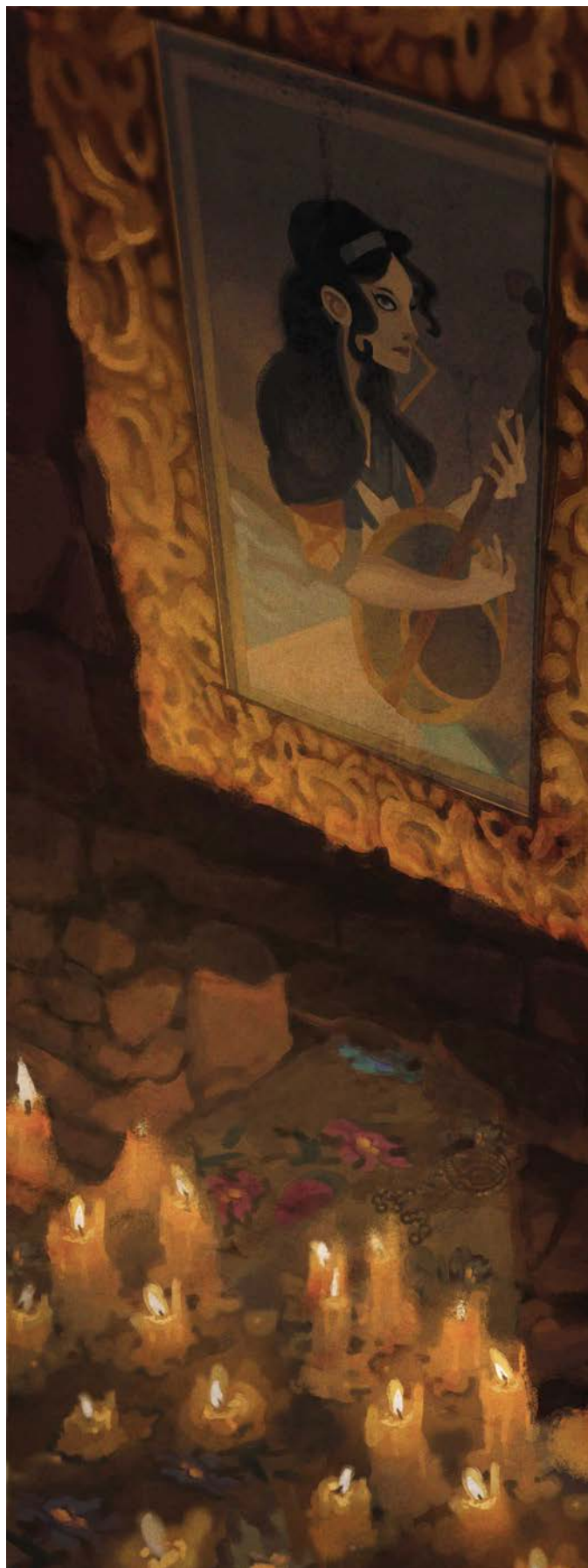
Tucked into the back of the ledger, inserted there long after Invichio had forgotten about his practice account at the Iron Bank, are more of Ser Danyal's notes.

## AN OLD FRIEND

Last on Orolantia's list is a wharf in the Purple Harbor. If the PCs visited Captain Yorro Lithanis in *Arrival in Braavos*, they recognize that this is the wharf where the *Minstrel's Folly* docks.

The captain is annoyed that the Sealord's officers descended on his ship in the early hours of the morning. If the PCs have already met with them, he's surly but willing to talk. If this is their first encounter and they introduce themselves as the Home House, the captain's disposition towards them is Dislike, since he's aware they're partly to blame for the surprise inspection. Tremolo had an agent present among the officers who was sure to drop the Home House's name, or mention the Night's Watch or some other easily identifiable characteristic about the PCs.

Yorro has been inconvenienced, but his overall genial nature shines through, and with a few simple intrigues, it's possible to improve his disposition to Indifferent or Amiable. If they have any of the Whitehelm boys with them, he's instantly Affectionate. After a bit of chatting, he welcomes them to search around the *Folly's* berth, though he's not aware of anything Ser Danyal left behind. He'll even offer a look around his quarters, though there's nothing there to be found.



## VARIABLE HIDING PLACES

If the players have managed to alienate all the living Whitehelms, they might discover the following by talking to Septon Jeramy, Captain Yorro, or asking the right questions (and paying the requisite bribes) at the Iron Bank.

Unbeknownst to his wife (and one of the only secrets he kept from her), Ser Danyal purchased a vault at the Iron Bank in Aeron Waters's name. The "vault" is little more than a drawer built into a wall full of similar caches, but inside is a full copy of the map and his notes, and a letter begging Jothos Velaryon (and his son) for forgiveness.

Keep in mind, if they are tracking down Danyal's hiding places, that the PCs won't need to collect all the pieces to figure out where the island housing the Targaryen vault is located. You can parcel out the information in as large or as small chunks as fits the enthusiasm of your players.

If they're enjoying the chase, you can add as many extra caches as keeps them interested—the first Silken Nightingale made many friends over the years, after all, and there were those who would do anything she asked to garner her favor. It's possible she retrieved some of Ser Danyal's notes and spread them out further. Some of the people to whom she entrusted the information have died, and the pieces ended up with their heirs. Perhaps those who do still have it need some convincing to hand over what they have, via a duel or an intrigue.

On the other hand, if your players seem to want to simply find the map and be on their way, you might wish to reduce the amount of stashes, or call for a **FORMIDABLE (12)** Cunning test early on to see if the PCs can suss out the vault's location from the incomplete map.

Even if the characters make enemies of the Whitehelms and lose every skirmish with Cressey and Tremolo's people, the PCs should be able to leave Braavos with enough information to continue their journey. Stones they leave unturned might instead be discovered by any other factions also seeking the treasure.

Finding the notes here takes a keen eye: they're in a watertight box that's spent several years on the bottom of the canal, lashed to the wharf's piling.

## PUTTING IT ALL TOGETHER

Once they've collected as many pieces of Ser Danyal's map as they need to, the characters might choose to spend some time putting Whitehelm's notes in the right order and piecing his map back together. Whether they do this while still in Braavos or wait until they've set sail, they now have a clear idea of the vault's whereabouts. Depending on how much of the maps and notes they recovered, the PCs might have enough information to sail directly to the island, or they might know only that it lies in the Stepstones and little else.

Pitting what they know against what Cressey and his crew have learned might get one side to the island ahead of the other, allowing the first ones there time to set up defenses or simply plunge ahead into the vault. Feel free to adjust how much the characters learn to fit your story.

In the Stepstones, not far from Tyrosh is Whitebone Island. It isn't the largest of the many islands there, though it has several sheltered covers good for tying up small craft. The treasury might be found along the north side of the island, beneath a stone formation shaped like a fist. There was a wharf for larger ships, its docks battered by wind and waves, so it's possible it may be long gone, its remnants sticking out of the sea like jagged teeth.

## LEAVING BRAAVOS

Once the characters are ready to leave Braavos, they can return home on the same ship they arrived on. The captain needs time to round up his crew, and will be ready to sail at daylight the next morning. They're free to spend their last night in the Secret City exploring, tying up loose ends with the Whitehelms, or trying to get a feel for how much Cressey has learned.

## THE WHITEHELMS

If the party goes to see the Whitehelms, the mood in the house depends on the events of the last few days. Take into consideration the victories and defeats the characters have won for and with the family, or the promises made to Orolantia and her sons, and of course, if any of the boys were harmed or killed over their father's secrets.

Orolantia is mostly relieved to be done with keeping the secrets of the vaults. While she's not so foolish as to turn down any share of the treasure the PCs collect, all the years wondering when someone would turn up on her doorstep seeking the treasure or vengeance have worn at her. She looks forward to moving out of the shadow of her husband's past—a future which still might include Ambadis Tremolo, once she can get her sons used to the idea.

If one or more of her sons will be departing Braavos with the Home House, Orolantia is simultaneously sad and proud. She helps the son(s) in question pack for the voyage, dispensing advice both to her children and to whomever from the Home House seems most likely to be responsible for the care and feeding of her flesh and blood.

Tristifero still dreams of being a squire. Over the last few days, he has very likely seen some real live knights behave counter to the ways they acted in the stories his father told, but if anything, witnessing that behavior only solidified his resolve. If there are bad knights in the world, he figures, there need to be as many good knights as possible to reverse the damage.

If a member of the Home House has agreed to take the boy on as his squire, or they'll be bringing him to Westeros to foster with an ally, he has packed a trunk full of all his worldly possessions and proclaims he's ready to being his duties as a squire right away.

Out of the three, Invichio is the most likely to remain with his mother in Braavos. However, if he's offered a chance to study in Oldtown, or with the Home House's maesters, his mother will strongly push for him to take it. While at 14, he's on the cusp of manhood by Westeros standards, and

over the last few days he's had to make some very adult choices—some might say he's being doing just that over the past few years.

If Danalo is leaving with the party, it's most likely to retrieve a portion of the Targaryen treasure to lift the massive debt he's placed his family in. He's even more subdued than the ever-somber Invichio.

## LAST TANGLES IN BRAAVOS

While the search for the maps is over, the characters might not need to seek out the bravos at the Moon Pool to find a fight. These conflicts are entirely optional—by this point, the characters have obtained the information they've been seeking, and will be on their way to the next step of the quest for the vaults soon enough. It's entirely possible that Cressey has gathered his people and ordered the captain of the Gentle Jeyne to set sail ahead of the Home House's ship.

However, if they've somehow managed to entirely avoid the other faction vying for the information, or you feel like they ought not leave Braavos without one last battle on the docks, Mikkel Cressey might still be in port and in play.

### PETTY THIEVERY

If Cressey suspects the PCs have sussed out the vault's location, he might send a pair of eager thugs to the Hawk and Raven to search the Home House's rooms and snatch any of Whitehelm's notes they've left carelessly unguarded. Whether the PCs have been no farther away than the inn's common room, or they're returning from a long night of celebrating in the local taverns, they find the thugs mid-ransacking.

Upon being discovered, they attempt to flee. Disarming them isn't hard, and the characters can reclaim anything the pair might have shoved into their pockets. If the PCs wisely choose not to let the newly rediscovered notes out of their sight, the two will take anything that seems valuable.

If Falea is still with the party and her spying has thus far gone unsuspected, Cressey doesn't need to send the thugs; she can do the pilfering herself (and much more competently).

### RUMBLE IN RAGMAN'S

As the PCs make their way to their ship, they notice a modest crowd has gathered at the start of the dock they're headed for. The closer they get, the clearer it becomes that this knot of people is waiting for them, with Mikkel Cressey standing at its head.

*"Hand over Whitehelm's map and you may board your ship unbloodied," he announces. "I'll be this generous only once."*

If any of the younger Whitehelms or Aeron Waters are present, they laugh and ask the party if they'd like to see Cressey knocked into the sea.

Cressey draws his steel and shakes his head. *"Very well. You were given a choice."* He orders the attack and the characters join the fray. The docks clear out while the fighting goes on: the traders, the whores, the girls selling cockles, mussels, and clams... even the cats find other places to be. Safely out of the way on the decks of other ships, sailors place bets on the warring Westerosi, shouting encouragement, advice, or derision, depending upon whichever side their coin is backing.

While the PCs might cross blades with Mikkel Cressey himself during the melee, and may even get in a few good hits, one of his knights (likely Ser Leof, if he's present), will pull the lord out of the battle before he can come to any grievous harm. They call a retreat and flee for the Jeyne, using the chaos and mayhem inflicted on the dockside to deflect any pursuers.

The Home House's ship is provisioned and ready to sail, to bring the characters back across the Narrow Sea to continue their pursuit of the Dragon's Hoard (or to the Stepstones, should the PCs have acquired enough information for them to decide to sail directly there).

## REWARDS

EXPERIENCE: 4 - 8,  
depending on conflict

COIN: None

GLORY: None

## APPENDIX

# PEOPLE, PLACES & THINGS

The following sections contain a history for Ser Kael Stormsword/Ser Danyal Whitehelm, full stats for Narrator Characters appearing in *Across the Narrow Sea*, and a guide to Braavos.

## NARRATOR CHARACTERS

The following are the most important characters encountered in *Across the Narrow Sea*.

### SER KAEI STORMSWORD

A.K.A. SER DANYAL WHITEHELM (DECEASED)

Kael Stormsword was raised in Oldtown, the son of a minor branch of House Lyberr. As a boy, he spent much of his time by the harbor, watching ships come in from all over the world and learning the tradesmen's tongue. He squired for one of the Grimms of Greysfield, a knight who lived to participate in tourneys despite his own mediocrity in the contests. Kael traveled the length and breadth of the Reach with Ser Grimm, learning about knighthood and chivalry, and developing a love for tournaments himself.

When he turned 17, the newly knighted Ser Kael participated in the melee at a small tourney near Bitterbridge. The young knight handily defeated his opponents, and afterward, the fierceness of his attacks was likened to a storm. Thus, Ser Kael Lyberr became Ser Kael Stormsword.

It wasn't long after that Jothos Velaryon took note of Ser Kael, and offered the young man a place in his service. Ser Kael gladly accepted



the honor, and for more than ten years he served honorably at the Red Cofferer's side in King's Landing.

When Jothos shared his plan to move part of the treasury out of Robert Baratheon's reach, Ser Kael didn't hesitate to help. Along the way, however, as news and rumor reached them of Robert's victories and Aerys's ever-worsening madness, Ser Kael realized if the Targaryens lost the throne, there was little chance of amnesty for the likes of Jothos or himself. They weren't Lannisters or Tyrells, important enough to be granted the new king's pardon.

Despairing that his future seemed more and more likely to involve death or taking the black, Ser Kael decided to forge a different path. He remembered the days he'd spent at the docks in Oldtown, his curiosity about the traders from across the sea, and planned his escape. Little by little, he set pieces of the treasure aside, a stash within a stash. While fear for his life was the major factor driving him to steal, he had to admit to himself that the sheer amount of wealth made the betrayal a little more palatable.

One last task in service to Jothos, and he would be free. As heavy as his pending betrayal weighed on him, the fear of a life on the Wall (or a beheading) was far stronger. He escorted the Cofferer and the mason to the island where the vault was located, and as soon as the men left him to guard the treasure while they scouted out the vault, he climbed back into the skiff filled with several casks of the treasure he'd set apart for himself and rowed away.

## HISTORY IN BRAAVOS

If it weren't for the storm that kept Yorro Lithanis in port at Gulltown an extra night, Ser Kael might have taken himself and the stolen treasure back to Jothos and the vault, begging the Cofferer's forgiveness. As it was, Ser Kael found passage across the Narrow Sea and along the way, a lifelong friend.

Captain Yorro helped him get established in the city, and between Yorro and Septon Jeramy, Kael Stormsword disappeared and Ser Danyal Whitehelm took his place.

It wasn't long before, taking advantage of the opportunities his sudden wealth afforded him, Danyal found himself in the company of the Silken Nightingale. He was instantly smitten with the beautiful courtesan, and from what he could tell, she wasn't averse to spending time with him. He knew he'd earned the ire of an up-and-coming merchant prince who also admired the Nightingale, but love doesn't care who has seen who first.

When the Silken Nightingale came to him and told him of her pregnant handmaiden, and her plan to help the girl, Danyal didn't hesitate: he asked for Orolantia's hand, and to his joy, she accepted. He had no illusions, and knew she still cared deeply for Ambadis Tremolo, but over time their marriage grew to be a happy one, and they had two more sons in addition to the one they'd adopted as their own.

Tremolo made life difficult for Danyal where he could—goods and services came at higher prices, work on their home often took longer and cost more than it ought to have by a significant margin. But as those annoyances didn't affect Orolantia or his sons, he let the slights pass.

## THE DRAGON'S HOARD

Ser Danyal shared nearly all the secrets of his past with Orolantia. She understood the great shame he felt at not only having stolen from his

true King, but more importantly, betraying Jothos, the man who'd given him his trust for so many years. While neither Orolantia nor their sons could heal those wounds, Orolantia suggested he make preparations in case someone—especially Jothos or his son—arrived in Braavos seeking out the treasury. There were whispers, after all, of the two surviving Targaryens. Over the years, the whispers were proven true, as the Beggar King Viserys and his sister Daenerys grew up in right there in Braavos and the other Free Cities.

Should Viserys retake the Iron Throne, Orolantia suggested, he'd be able to pardon both Jothos and Danyal. Presenting him with the treasury would surely earn him back his honor. *"But not yet,"* she cautioned. *"First be sure he can not only retake the throne, but also hold onto it."*

## DEATH

When Danyal's health began to fail, he realized soon he would no longer be able to guard the secret of the vault's location. While he wanted Jothos Velaryon, his allies, or the Targaryens to be able to find it, he also feared the information falling into the wrong hands. If the Usurper sent his sworn swords to Braavos, Ser Danyal wanted to keep them from learning his secrets for as long as possible. Thus, he divvied up his maps and notes into pieces, stashed them throughout the city, and entrusted their hiding places to his wife.

Ser Danyal died peacefully, but he was relatively young, still in his forties. Orolantia believes the Dragon's Hoard was cursed, that perhaps merely landing on the island where the vault was set his illness in motion. Whether she's right or Ser Danyal simply had a weak heart is left to the Narrator, to use as best fits their chronicle.

## CAPTAIN YORRO LITHANIS

### CAPTAIN OF THE MINSTREL'S FOLLY

Fourteen years ago, Captain Yorro Lithanis had the deck beneath his feet, the stars above his head, and not much else to his name. Indebted to the Iron Bank of Braavos to make the Minstrel's Folly seaworthy, he suspected he'd spend the rest of his days clawing his way out of that debt. Still, it wasn't a bad life, carrying cargo back and forth across the Narrow Sea. On occasion, he'd take on passengers for some extra income.

His fortunes changed when the gods saw fit to send a storm that kept him in port at Gulltown an extra day, and though he'd cursed them initially for the delay, now he wonders what he'd done to be so blessed. The knight who came seeking passage in the middle of the tempest bargained as fiercely as any merchant prince might, insisting on claiming Yorro's quarters for himself, and keeping everything he'd brought with him—most notably some casks of ale—in sight at all times. *"If the horse could have fit in my cabin,"* Yorro might joke, *"I think he'd have insisted on that, too."*

Upon arriving in Braavos, the knight paid Yorro handsomely, enough to help him pay off his debt to the Iron Bank. Yorro has lived well ever since. He's in his mid-forties, and though the clothing he wears reflects



**CAPTAIN YORRO LITHANIS**      **SECONDARY CHARACTER**

AGILITY 5 (DODGE 2B), ATHLETICS 3, ENDURANCE 3  
(STAMINA 1B), FIGHTING 4, SURVIVAL 4, WARFARE 3  
(COMMAND 1B), WILL 4 (COURAGE 2B)

COMBAT DEFENSE 10 (+1 w/HAND AXE)      **HEALTH 9**

INTRIGUE DEFENSE 6      **COMPOSURE 12**

DESTINY POINTS: 3

CLOTHES : AR 0      AP 0      BULK 0  
MOVE 4 YARDS (SPRINT 16 YARDS)

HAND AXE    4D    2 DAMAGE, DEFENSIVE +1, OFF-HAND +1

OTHER GEAR: PURSE WITH SMALL COINS TOTALING 2 CG, WRITING KIT.

his hefty income, he has the salt-leathered skin and ropy muscles of a deckhand. A good captain ought not be above hauling lines beside his men. He doesn't wear a lot of jewelry, but on his right hand is a heavy gold signet ring, stamped with the sword-and-cloud sigil that matches Ser Kael's coat of arms. It was the knight's gift to Yorro in thanks for a safe crossing.

## SEPTON JERAMY

**SEPTON OF THE SEPT-BEYOND-THE-SEA**

Several decades have passed since Septon Jeramy left the Great Sept of Baelor to serve across the sea. In fact, Aegon the Unlikely still sat the Iron Throne the last time Jeramy prayed to the Seven on Westerosi soil. This doesn't mean, however, that he doesn't keep abreast of the goings-on in the Sunset Kingdoms. Much like the Masters of the Citadel, Septons are expected to serve the faithful and keep out of politics. Septon Jeramy acknowledges this, yet if drawn into a "philosophical" conversation, will admit he feels the realm ran more smoothly with a Targaryen on the throne.



On first meeting him, Septon Jeramy strikes many people as frail and failing: his paper-thin skin is drawn tight to his skull; his gnarled fingers tremble with palsy. Without his weirwood walking staff to support him, he looks like he might crumple. But while his body is in decline, his mind is as sharp as a man a third his age.

## DANALO WHITEHELM

**ELDEST WHITEHELM SON**

Danalo Whitehelm bears only the most fleeting of resemblances to his parents. This is, in fact, because he is neither Danyal's nor Orolantia's son. It's something he has long suspected, a theory supported by a few conversations between his parents he eavesdropped upon when he was younger. While snooping through Orolantia's writing desk,

**SEPTON JERAMY****SECONDARY CHARACTER**

AWARENESS 4 (NOTICE 2B), CUNNING 4 (MEMORY 2B, LOGIC 2B),  
DECEPTION 3, HEALING 3, KNOWLEDGE 5 (EDUCATION 2B),  
PERSUASION 3, WILL 3

COMBAT DEFENSE 8      **HEALTH 3**

INTRIGUE DEFENSE 10      **COMPOSURE 9**

DESTINY POINTS: 1

BENEFITS: WORLDLY

DRAWBACKS: FLAWS (AGILITY, FIGHTING)

CLOTHES : AR 0      AP 0      BULK 0  
MOVE 4 YARDS (SPRINT 16 YARDS)

OTHER GEAR: WEIRWOOD WALKING STAFF

**DANALO WHITEHELM****SECONDARY CHARACTER**

AGILITY 3 (DODGE 1B), ATHLETICS 3, CUNNING 3,  
DECEPTION 3 (CHEAT 1B), FIGHTING 5 (FENCING 2B),  
PERSUASION 4 (CHARM 1B), STEALTH 4

COMBAT DEFENSE 8 (+1 w/BRAAVOSI BLADE)      **HEALTH 6**

INTRIGUE DEFENSE 7      **COMPOSURE 6**

DESTINY POINTS: 4

BENEFITS: WATER DANCER I, WATER DANCER II, HEIR

DRAWBACKS: DEBT

CLOTHES : AR 0      AP 0      BULK 0  
MOVE 4 YARDS (SPRINT 16 YARDS)

BRAAVOSI BLADE    5D+1B    3 DAMAGE, DEFENSIVE +1, FAST

OTHER GEAR: NONE

he found letters further proving his hypothesis. The identity of his birth parents is still unknown to him—finding them isn't a priority for him, simply a fact about himself he has not shared with his younger siblings, nor asked Orolantia to confirm.

He was never treated as anything other than Danyal and Orolantia's eldest son, however, and has been granted all rights and privileges of the head of the household in the wake of his father's death. Though his mother and middle brother handle most of the finances, Danalo has a rather generous hand with his family's wealth, and hasn't really considered the idea it might run out, or he might spend faster than they can bring money in.

Danalo is more compact than Invichio, but still tall for a boy of 16. He wears the parti-colored clothes of a bravo, favoring eye-twisting shades of red and green. He is the most skilled Water Dancer among his siblings, and is formidable in a one-on-one fight.



## INVICHIO WHITEHELM SECONDARY CHARACTER

AWARENESS 3, AGILITY 3, CUNNING 5 (LOGIC 2B), ENDURANCE 3, FIGHTING 4 (FENCING 2B), KNOWLEDGE 3 (EDUCATION 1B), PERSUASION 3, WILL 4 (COURAGE 1B)

COMBAT DEFENSE DEFENSE: 8 (+1 w/BRAAVOSI BLADE, +2 w/LEFT-HAND DAGGER) \* HEALTH 9

INTRIGUE DEFENSE 10 \* COMPOSURE 12

DESTINY POINTS: 4

BENEFITS: BRAAVOSI FIGHTER I, DUTIFUL, WATER DANCER I

CLOTHES : AR 0 \* AP 0 \* BULK 0  
MOVE 4 YARDS (SPRINT 16 YARDS)

BRAAVOSI BLADE 4D+1B 3 DAMAGE, DEFENSIVE +1, FAST

LEFT-HAND DAGGER 4D+1B 2 DAMAGE, DEFENSIVE +2, OFF-HAND +1

OTHER GEAR: NONE

## INVICHIO WHITEHELM

## MIDDLE WHITEHELM SON

Invichio Whitehelm is Danyal and Orolantia's middle son. At 14 years old, he's nearly a man grown, something he tries his hardest to convince the adults around him of. Sometimes this maturity simply means watching out for his younger brother by making certain the roof rats don't pick on him. Other times it's poring over the household's accounts, making sure everything is in order. More often than not it's cleaning up the messes his elder brother Danalo leaves in his wake.

Invichio is a quiet youth, and people who encounter him and Danalo together would be forgiven for assuming Invichio to be the elder of the two. Invichio is of a height with Danalo, and (to those who knew Ser Danyal) more strongly resembles his father than either of his other brothers.

## TRISTIFERO WHITEHELM

## YOUNGEST WHITEHELM SON

Tristifero Whitehelm is the youngest son of Ser Danyal Whitehelm. Tristifero grew up hearing his father's tales of life in King's Landing: jousts and tourneys, lords and ladies, adventures from the Iron Islands to Dragonstone, and from the Wall to the southern reaches of Dorne. He's read *The Seven-Pointed Star* several times, and dreams of one day keeping vigil at the Sept of Baelor so he can be knighted.

His brothers and his mother think it's just a phase, that soon enough he'll forget about wanting a suit of armor and will be content ruling the rooftops of Braavos with his slim-bladed Water Dancer's sword. He's certainly skilled with it, for a green boy.



## TRISTIFERO WHITEHELM SECONDARY CHARACTER

AGILITY 3 (DODGE 1B, QUICKNESS 1B), ATHLETICS 3, AWARENESS 3, CUNNING 3, FIGHTING 4 (FENCING 2B), STEALTH 4, WILL 4 (DEDICATION 2B)

COMBAT DEFENSE: 9 (+1 w/BRAAVOSI BLADE) \* HEALTH 6

INTRIGUE DEFENSE 8 \* COMPOSURE 12

DESTINY POINTS: 6

BENEFITS: WATER DANCER I

CLOTHES : AR 0 \* AP 0 \* BULK 0  
MOVE 4 YARDS (SPRINT 16 YARDS)

BRAAVOSI BLADE 4D+1B 3 DAMAGE, DEFENSIVE +1, FAST

OTHER GEAR: NONE

It's not a phase, though, and his father's death shortly after Tristifero's tenth name-day strengthened his desire to one day go westward and seek out glory in the realm Ser Danyal fled. He and his brothers also know the names of Jothos Velaryon and Aeron Waters from their father's tales. Ser Danyal spoke those names—especially that of Jothos—with some regret, and Tristifero dreams of one day finding Jothos and asking him to grant his father forgiveness.

Tristifero is a boy of 12, coltish and reedy and only just starting to shoot up toward his brothers' heights. Tired of being mistaken for a girl half the time, he has recently cut his sandy brown hair short. This has the unfortunate effect of drawing attention to his ears, whose size the rest of him hasn't quite caught up with yet.



## OROLANTIA WHITEHELM

## FORMER SILKEN NIGHTINGALE

A few years shy of forty, Orolantia Whitehelm cuts as striking a figure now as she did in her days as a courtesan. She carries herself with a Water Dancer's grace, and there's a fluidity to her movements that comes from all the years she spent on her barge. She pins her long, sandy brown hair up in a twist. Her eyes are a dark blue, with a shrewdness to them that suggests she's calculating the worth of anyone addressing her.

Which is exactly what she is doing. Her father was a merchant-prince in his own right; her mother was employed by the Iron Bank. Orolantia has bargaining in her blood. Her mercantile instincts have always served her well, both as a courtesan and as the wife of a man who had more wealth than most men would know how to properly manage.



**OROLANTIA WHITEHELM**      **SECONDARY CHARACTER**

AWARENESS 3, CUNNING 4 (DECIPHER 2B), DECEPTION 3, KNOWLEDGE 3, PERSUASION 4 (BARGAIN 2B, CHARM 2B), STATUS 5 (REPUTATION 2B), WILL 3

COMBAT DEFENSE: 7    HEALTH 6

INTRIGUE DEFENSE 12    COMPOSURE 9

DESTINY POINTS 3

BENEFITS: ATTRACTIVE, CHARISMATIC, RESPECTED

CLOTHES : AR 0    AP 0    BULK 0  
MOVE 4 YARDS (SPRINT 16 YARDS)

OTHER GEAR: NONE

In her youth, she was the courtesan known as the Silken Nightingale, and had many of Braavos's prominent figures showering her with gold and gifts for the pleasure of her company. She still keeps some of those mementos around the manse, reminders of a different life in a different time. Like some of the other famous courtesans' names, the name "Silken Nightingale" has been passed along to a successor. Two other women have used the name since Orolantia gave it up. Because Orolantia was the one who built up the Silken Nightingale's prominence, she still owns the barge and gets a cut of the current courtesan's profits.

Orolantia is aware that Danyal's riches are starting to run out. She can maintain the lifestyle she and her sons are accustomed to with the money coming in from the Silken Nightingale, but has started looking for opportunities to provide for her sons in the future. Invichio's head for accounts might earn him a job at the Iron Bank, but Danalo's gambling is no secret to Orolantia, nor is Tristifero's wish to cross the Narrow Sea and be knighted. Debts and swords take more capital than the Whitehelm matriarch can access at the moment. She has toyed with the idea of seeking out the Targaryen vaults, but doesn't have the resources she'd need to lead her own expedition.

**AMBADIS TREMOLO****MERCHANT PRINCE**

Ambadis Tremolo's family has only left the sea in the last few generations. The ship his great-grandfather sailed still cuts through the waves, carrying silks and spices from the other Free Cities, venturing to Qarth and Meereen to the east, or bringing wines from Dorne and the Arbor to the west. Tremolo's grandfather traded the ship for dry land (or as dry as it ever gets in Braavos) and insinuated himself in with the merchants. The family didn't have the wealth to count themselves among the merchant



princes until Ambadis's father's day, and when young Ambadis began wooing the Silken Nightingale, his fortune was still accumulating.

Ambadis could just barely afford his time with the courtesan, but her affection for him grew, and their time together stopped being busi-

**AMBADIS TREMOLO**      **SECONDARY CHARACTER**

AGILITY 3, AWARENESS 3 (EMPATHY 1B) CUNNING 4, DECEPTION 3 (ACT 1B), FIGHTING 3 (FENCING 1B), PERSUASION 4 (BARGAIN 2B), STATUS 4 (REPUTATION 2B)

COMBAT DEFENSE: 8 (+1 w/BRAAVOSI BLADE)    HEALTH 6

INTRIGUE DEFENSE 11    COMPOSURE 6

DESTINY POINTS: 3

BENEFITS: WEALTHY, RESPECTED

CLOTHES : AR 0    AP 0    BULK 0  
MOVE 4 YARDS (SPRINT 16 YARDS)

BRAAVOSI BLADE:    3D    3 DAMAGE, DEFENSIVE +1, FAST

OTHER GEAR: NONE

ness. The wagging tongues of Braavos expected the Silken Nightingale to become Tremolo's wife within the year, as did Tremolo himself. He certainly didn't consider the Westerosi knight a threat when the man began spending time with the courtesan.

Then she accepted Ser Danyal's proposal, and left Ambadis in the cold.

In the ensuing years, Tremolo has built up his empire. He moves among the elite circles in Braavos and any of the Free Cities he visits. He would not be turned away if he sought an audience with the Sealord, and whispers in the right ears from him could drastically alter a person's stay in Braavos—for good or for ill.

Mikkel Cressey's arrival did not go unnoticed. From the questions the man was asking, Tremolo was fairly certain Cressey's Ser Kael was his Ser Danyal. He made contact with the lord, offering his services as a respected citizen of Braavos, and opened his home to Cressey and his men. His motives fall somewhere between wanting to discredit Danyal Whitehelm (even posthumously) and trying to find a way to reconcile with Orolantia. While the two aren't mutually exclusive, unless Tremolo is very crafty he might find himself having to choose one outcome over the other.

**SERAH****THE SILKEN NIGHTINGALE**

Serah is a young woman in service to Orolantia Whitehelm. During the day, she acts as a page for the former courtesan and her sons, carrying messages and running errands across Braavos. However, Serah is also the current Silken Nightingale, entertaining Braavos's elite when the sun goes down.

On first meeting her, she appears young, perhaps 14. Her livery hangs loosely, hiding her figure, and the way she holds her slight frame makes her seem coltish. Her dark hair is tied back in a simple braid, and while her blue eyes and high cheekbones are striking, they aren't terribly remarkable. When she lets go of the façade, however, Serah is truly breathtaking. Her movements go from gawky





## SERAH

## SECONDARY CHARACTER

AGILITY 3 (QUICKNESS 1B), AWARENESS 3, CUNNING 4,  
DECEPTION 3, FIGHTING 3 (SHORT BLADES 1B), PERSUASION 4  
(SEDUCE 1B), STATUS 5 (REPUTATION 2B)

COMBAT DEFENSE: 8 (+1 W/DAGGER) ● HEALTH 6

INTRIGUE DEFENSE 12 ● COMPOSURE 6

DESTINY POINTS: 4

BENEFITS: FAMOUS, RESPECTED, CHARISMA

CLOTHES : AR 0 ● AP 0 ● BULK 0  
MOVE 4 YARDS (SPRINT 16 YARDS)

DAGGER 3D+1B 1 DAMAGE, DEFENSIVE +1, OFF-HAND +1

OTHER GEAR: NONE

## RISINA

## TERTIARY CHARACTER

AGILITY 3, DECEPTION 4 (ACT 1B, BLUFF 1B), STEALTH 3,  
THIEVERY 4 (SLEIGHT OF HAND 1B)

COMBAT DEFENSE 7 ● HEALTH 6

INTRIGUE DEFENSE 7 ● COMPOSURE 6

CLOTHES : AR 0 ● AP 0 ● BULK 0  
MOVE 4 YARDS (SPRINT 16 YARDS)

KNIFE 2D 1 DAMAGE, FAST, OFF-HAND +1

OTHER GEAR: NONE

## ARTURO SALDAARIS

## TERTIARY CHARACTER

AGILITY 3 (BALANCE 1B), ATHLETICS 3, CUNNING 3, FIGHTING 4  
(FENCING 1B), WILL 4 (COURAGE 1B)

COMBAT DEFENSE 8 (+1 W/BRAAVOSI BLADE) ● HEALTH 6

INTRIGUE DEFENSE 6 ● COMPOSURE 12

CLOTHES : AR 0 ● AP 0 ● BULK 0  
MOVE 4 YARDS (SPRINT 16 YARDS)

BRAAVOSI BLADE 4D 3 DAMAGE, DEFENSIVE +1, FAST

SHIELD 4D 1 DAMAGE, DEFENSIVE +2

OTHER GEAR: NONE

to graceful, her gaze becomes more direct, and the coarse edge leaves her speech. She's quick-witted and fast to laugh. Spending her days as Orolantia's page allows her to absorb current Braavosi gossip, which she dissects with her clients at night.

Before she came to Braavos, Serah spent her childhood fetching and carrying in a Lyseni pleasure house. She had a rudimentary knowledge of what being a courtesan would entail, but Orolantia has honed that knowledge and made the girl into a perfect protégée.

Her loyalty to the Whitehelm family, especially Orolantia, is unwavering. Of the three sons, she has a soft spot for Tristifero, who she thinks of as a little brother. Invichio would someday like to woo her, but he's far too shy to speak up about it. It hasn't gone unnoticed on Serah's part, but she isn't sure her employer would want her involved with one of her sons.

## RISINA

## HANDMAIDEN IN SERVICE TO THE SILKEN NIGHTINGALE

Risina has been in Serah's employ for several years now, and has been reporting the courtesans' movements to Ambadis Tremolo for nearly as long. For the most part, her information has borne little fruit: in Braavos, a courtesan's companionship is sought after. Any visitors to the pleasure barge want to be seen there, so there's hardly any scandal to be found. Mostly, the girl has kept tabs on the Silken Nightingale's earnings, taken note of notable figures and their offers, and passed on to Tremolo which goldsmiths were vying for (and winning) her favor.

On occasion, she's overheard confessions from the guests that Tremolo has been able to use to his advantage: a rival merchant prince's bragging about a particularly laden ship sailing into Purple Harbor, or a representative of the Iron Bank discussing a loan about to be called in. Risina is skilled in knowing what information is useful to Tremolo and what is mere gossip.

She knows nothing about Ser Danyal's secrets, but this evening she'll get quite the earful.

Risina borders on plain compared to Serah's other servants. She's all planes and angles, hardly a feminine curve to speak of. Her hair is a mousy brown that no number of pins and ribbons can elevate to elegance. Her eyes are a little too close-set, her mouth a bit too wide. Yet she's competent at what she does, and her quips could rival Littlefinger's for their cleverness.



## ARTURO SALDAARIS

## OROLANTIA'S CONTACT AT THE IRON BANK

Arturo Saldaaris is a representative of the Iron Bank of Braavos. He was familiar with Ser Danyal Whitehelm, and is on friendly terms with the late knight's family. After Danyal's death, Orolantia spent several days sifting through the possessions her husband had placed in his vault when first he came to Braavos. Arturo attended this inspection, and set up a new vault for Orolantia alone, under her mother's mother's name. He's kept it secret for the last few years, helped, of course, by the generous donation Orolantia made to his own coffers.

Arturo is in his late fifties. He wears dark blues and browns like other monied Braavosi, but hints of color peek out from beneath his cuffs. Arturo was, in his day, one of the city's most skilled bravos, a piece of his youth he's never truly relinquished. Though he bears scars from old duels and his back has bent with age, should the barge be attacked, he can still defend himself.





## A BRIEF GUIDE TO BRAAVOS

Braavos, the greatest of the Free Cities, offers a greatly varied setting for all kinds of adventures. Several of the districts that make up the Secret City are featured in *Across the Narrow Sea*. This guide provides an overview of the city, its history, geography, and points of interest your characters might discover during the course of **Part III**.

### HISTORY AND CULTURE

Five centuries ago, the Moonsingers led refugee slaves from Valyria to a place where the dragons of their former masters wouldn't be able to find them. On the hundred tiny islands in the middle of this sheltered lagoon, Braavos was founded. It remained a secret for hundreds of years, until after the Doom came to Valyria.

Because the Braavosi are themselves descended from slaves, slavery is outlawed here. While merchants bring all manner of goods to trade, slave galleys are immediately turned away.

Braavos is a seafaring culture, gaining its wealth from its purple-hulled merchant ships that travel the world to bring back riches from far-off lands. Its naval might is likewise a gift from the sea. Fittingly, the ruler of Braavos is called the Sealord.

All gods are honored in the Secret City, from the Moonsingers and the Seven to the fiery-hearted R'hllor. Innumerable small, forgotten deities also still have their place in the Isle of the Gods at the heart of the city.

### GEOGRAPHY

Braavos is composed of a hundred small islands in the middle of a briny lagoon. Canals wind through the city, and stone bridges connect the islands to one another for anyone traversing it on foot.

The pine ridges that surround the city provide a natural wind break; it's illegal to cut these trees down. In fact, firewood and charcoal is imported into Braavos from the other Free Cities. Buildings are primarily made of granite and brick, their domes and peaked roofs capped in bronze. In some places, the dwellings press so close together they seem to lean on one another, or even loom over the canals.

### THE TITAN

To enter Braavos, ships must first pass beneath the Titan, an enormous bronze statue that doubles as a fortress. The Titan straddles the harbor, one hand resting atop the adjacent ridge, the other thrusting the hilt of a broken sword high into the air. Green-dyed hemp makes up the statue's hair, and its eyes are caves glowing with fire. They act as a beacon for ships at sea, and can be seen from far off, even through dense fog. Arrow slits and murder holes have been cut into the underside of the bronze giant, making forced entry into the harbors extremely dangerous at best. At sunrise and sunset, the Titan lets out a long roar that can be heard throughout the entire city from a giant horn buried deep within it, and shorter blasts announce ships approaching the harbor.

## BEYOND THE TITAN

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Past the Titan is the Arsenal of Braavos, a massive fortress rising out of the water. The Chequy Port lies beyond, where the Sealord's officials board and inspect all ships entering the city.

Fresh water is carried into the city from the mainland to the south. The raised aqueduct that leads into Braavos along its southeast is called the Sweetwater River. Some of the wealthier inhabitants of the city can afford to have fresh water piped directly into their homes. All others must gather their fresh water from the Moon Pool.

On the northern side of the city is Purple Harbor, where Braavosi ships dock. It's one of the more affluent sections, where the best inns, brothels, and alehouses can be found. All non-Braavosi ships must dock at Ragman's Harbor to the west. Here, visitors can hear merchants hawking their wares in many different tongues. Aboard the Mummer's Ship, the songs are acted out rather than simply sung.

Northwest of Ragman's Harbor is Drowned Town, a section of Braavos whose buildings have begun to sink into the sea. The wharves below Drowned Town teem with fishermen.

Below Purple Harbor is the Canal of Heroes, lined by bronze statues of former Sealords. Each figure holds an item representative of his reign. Carved bridges span this canal, each with a different design.

The Canal of Heroes opens up and leads to the Isle of the Gods. The Moonsingers' Temple is the largest, with white marble walls and a silver-domed roof set with milk-glass windows depicting the phases of the moon. Two white marble maidens, as tall as the statues of the Sealords, hold up a crescent lintel at the temple's gate. Next is the Temple of R'hllor, with its red stone façade and square tower. An iron brazier rises twenty feet above the tower, its flames ever-burning to combat the terrors of the darkness. The Holy Refuge, also known as the Warren, is a lichen-covered brick building that houses the small gods. The Sept-Beyond-the-Sea houses the Seven. Only people from Westeros visit here, to pray to the gods of the Sunset Kingdoms. Other miscellaneous shrines dot the Isle. On a rocky knoll on its southeastern side is the House of Black and White, where the assassins known as the Faceless Men are trained.

Northeast from the Isle of the Gods lies the Sealord's Palace and the Iron Bank of Braavos. The Sweetwater River also feeds into the Moon Pool here. During the day, citizens of Braavos come to collect fresh water for their homes.

As you travel south from the Isle of the Gods down the traffic-heavy Long Canal, you pass between the towers of the Prestayns and the Antaryans, some of Braavos's many tradesmen. The Fishmarket lies along the western edge of the canal. Beyond that to the east, the

line of the Sweetwater River marks the start of Silty Town, one of the poorer districts.

## OTHER INFORMATION

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A few parts of Braavosi culture make it a distinctly different environment than the PCs encounter back in Westeros. What follows is some information on those aspects that are most relevant to running **Across the Narrow Sea**.

### BRAVOS

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The master swordsmen of Braavos are called Water Dancers. The fluid fighting style is marked by its sideways stance, and the bravos who practice it carry long, thin-bladed swords. Bravos are known for wearing brightly-colored clothing, in stark contrast to the somber dark blues, blacks, and browns of the Braavosi nobility. The swordsmen are notoriously hot-headed, quick to challenge someone to a duel at a perceived slight, though the duels tend to end as quickly as they begin once first blood is drawn. Bravos wander the streets at night, dueling to prove their skills. Often, many duels take place at night by the Moon Pool.

### COURTESANS

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The city's courtesans are famous throughout the world for their beauty. The wealthy pay hefty sums for their companionship; it's a great honor to be accompanied by a courtesan, or to spend an evening aboard her pleasure barge. The relationship between a courtesan and her clients is not necessarily a sexual one. Tradesmen vie for the courtesans' business, often gifting them with jewelry, clothing, or other wares—seeing the Black Pearl or the Daughter of Dusk wearing a particular smith's piece can only boost that person's business.

Some courtesans pass their names down from one woman to the next. In some cases, the name has been in a family for generations, passed down from mother to daughter. In others, names are passed to a worthy apprentice when the former courtesan retires.

### THE IRON BANK OF BRAAVOS

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The Iron Bank of Braavos services not only the city, but lends money the world over. It has been known to back a prince in his rise to a throne, and, if the crown failed to repay its debts, replace that prince with one who would honor the agreements.

There is a saying well-known throughout all of Westeros and Essos: "The Iron Bank will have its due."

# PART IV: HEARTH AND HOME



In the first part of this chronicle, the PCs discovered that a member of their own household somehow assisted Jothos Velaryon in locating the ancient Valyrian vault where the Dragon's Hoard lies hidden. Beyond this rumor, they know nothing of the facts and little of the means. Now the time has come to shed some light on these mysteries.

In the six scenes that compose **Part IV: Hearth and Home**, the PCs spend their time on their own House lands, ferreting out information. First, they must find out if a member of their house really was a Targaryen loyalist who helped the Red Cofferer—what they will discover may come as a shock. Once they have discovered the identity of Velaryon's friend, one or more of the PCs may locate and search through dusty journals and ledgers, perhaps while others seek to dredge up the sunken threads of an old tale known only to the eldest of their servants, retainers, and family members.

Together, they discover that a man by the name of Renys is the direct descendent of the vault's original architect, and that it was actually he who assisted Jothos Velaryon to find it some 15 years ago. Remarkably, they also learn that not only does this old mason yet live, but is still plying his trade on the very lands of the Home House itself!

After this period of investigation, the PCs must suddenly race against time, for now that spies in the employ of House Cresseys have also caught the wind of a man who knows how to find the vault, they too are trying desperately to find him. Once the PCs overcome their rivals and find Renys, though, they discover that getting the information they desire from him is not as easy as they might have expected: he is not the trusting sort. In fact, he's rather capricious and resentful... and more than a little touched in the head.

## WHO WAS THE TARGARYEN LOYALIST?

As written, the story of the friendship between Cyrol and Jothos Velaryon is really more one of personal friendship than it is about fealty or the game of thrones. If the Home House was aligned against the Targaryens, then the friendship of a member of their household with one of the Mad King's most ardent supporters, when it comes to light, may be a source of great consternation that they will likely want to bury; if they are no friends to Robert Baratheon, then perhaps they will take a different view.

For simplicity's sake, this chronicle story assumes that Cyrol was the younger brother of the current or previous lord of the Home House. By default, the current lord or lady is a Narrator Character; if one or more of the PCs are heirs, then Cyrol was their uncle. If one of the PCs is actually the current lord of the House, then make Cyrol the former (i.e., deceased or displaced) lord's brother instead.

Note that if your players are very industrious and have already worked out a lineage for their House that already includes a younger brother of the old lord, you might be able to incorporate that character into this story in Cyrol's role; if for some reason the genealogy cannot include a younger brother, then Cyrol could easily be a cousin who grew up with the main branch of the family, or an unacknowledged bastard or half-brother (who was therefore left out of the "official" roll), or perhaps just a well-loved and highly placed knight or retainer in service to the House.

In short, the precise details can vary, depending on the history of the Home House that you have constructed with your players. The only requirement is that Cyrol, or whomever you use in his place, should no longer be around: he was cast out and hasn't been heard of for well over a decade, and perhaps he is dead. Regardless, any hints as to what really transpired regarding Jothos and the ancient Valyrian vault years ago must be found by convincing those who knew him to admit what they know, or else among his hidden notes and journals.

## WHAT WENT BEFORE

During the first half of Aerys II Targaryen's reign, before his descent into utter madness, the heir of House Velaryon visited the Home House lands a number of times. It is a closely guarded family secret, rarely if ever spoken of these days, but Jothos and Cyrol were close friends and sworn brothers; perhaps they were squires or young knights together during the Defiance of Duskendale, or possibly they served as pages together under the same roof when they were boys. The reason for their acquaintance is up to you and your players to decide, if you care to, but the origin of their friendship needn't impact this story directly.

Of course, the PCs' reaction upon finding out about their friendship will depend on the House's current disposition regarding King Robert and also on its role during and since Robert's Rebellion.

## RENYS

During one of Jothos Velaryon's visits to the Home House lands, when he and Cyrol were still young men, they visited a tavern where they overheard a mason among the local smallfolk boasting drunkenly. Upon seeing Jothos's silver hair and noble Valyrian features, which surprisingly weren't all that different from those of the drunkard, the man openly declared his love for the Targaryens.

Amused by the drunkard's tales, the two nobles plied him further with drink, and he soon claimed in a hushed voice to them that that he knew of an "ancient place, sacred to the dragon kings of old Valyria that my forebears helped build," and then muttered something about being descended from "a long line of lords and sorcerers, ever since my great grandsire served King Maegor back in the elder days." As soon as the mason passed out on the table, the lordlings left, dismissing his boasts as the idle crowing of a wine-addled knave and thought little more of it.

The drunkard was Renys the Mason, a craftsman and local personality well known among the smallfolk as much for his besotted wild storytelling as his prodigious expertise and craftsmanship at stonemasonry.

Some years later though, Jothos—now the Red Cofferer, serving a beleaguered and increasingly unstable king—asked the young maester Ryon to help him find a way to protect the royal treasury and Targaryen legacy from the very real, impending threat of Robert Baratheon's rebel armies. Distractedly, the maester offered up the unlikely tale of a hidden vault supposedly built around the time of Aegon I Targaryen to house and protect the Targaryen dead and their great treasures, dismissing its existence but suggesting that a similar secret place be found.

Immediately, Jothos's memory flashed back to the drunken braggart he and Cyrol had met years before, and he quickly sent ravens asking his old friend to seek whatever knowledge he could about the man.

As it happens, Renys truly was descended from the architect who designed and oversaw the building of the vault for Aegon I long ago. The role of the mason's family in helping to create what they call "the Dragon's Vault" has remained a fiercely guarded secret, passed down reverently as a bedtime tale from parent to child through all the intervening years and never spoken of outside the home; hence, while Renys himself had never been to the vault, he knew enough fragments of the story such that he was able to piece them together and help Cyrol and Jothos determine where it might be.

## "WHY DIDN'T I KNOW THIS?"

Assuming that at least one of your players is portraying a lord or heir or an older family retainer, you may find someone asking, quite reasonably, "Why didn't I know about Cyrol's role in finding the Dragon's Vault? Why didn't I at least remember that Cyrol was a friend of the Mad King's Red Cofferer?" There could be any number of reasons why the family has kept these things secret, and why the family has never spoken of the events that transpired so many years ago in the flashback scene of

### Part I: Bound to The Wall.

After Jothos left with Aeron that night, Cyrol was cast out of the Home House at the command of the old lord for both his deception in claiming the bastard boy as his own and for risking the safety of the house by helping Jothos after Baratheon took the throne. Whether Cyrol went into exile or took the black is unclear, as the current lord has refused to let anyone so much as mention Cyrol's name.

Remember too that sometimes these things are best left a mystery, giving the Narrator the option to use them as plot hooks later on: be flexible, take notes, and let the players' speculations lead the campaign in new directions once this particular story has drawn to a close. The simple fact is that Cyrol never told any of the PCs about Renys or, more importantly, about the Dragon's Vault. In fact, any of the younger PCs who were part of the flashback scene might have barely remembered Cyrol at all, and none of the older ones would ever at liberty to talk about him. Every family has a dark secret involving something a relative did in years past that is never spoken of now.

And it's fine just to leave it at that. For the moment.

### SCENE ONE

## WARP

### CONFLICT: MODERATE • INTRIGUE, SKILL

The PCs work to discover as much as they can about the friendship between Cyrol and Jothos, most likely beginning by questioning older household members. In their investigation, the PCs might well anger the current lord of the Home House (who long ago forbade anyone in the household from ever again mentioning Cyrol's name within his halls). Worse yet, a careless PC may accidentally alert their enemies, spies of Lord Cressey, and thus provoke them to move against the PCs.

If they are particularly successful in their intrigues and investigations, however, they might also find out about a trunk full of Cyrol's belongings, which were hidden away at the behest of Cyrol's mother, a lady of the House (exactly who she is will be dependent on how the relations of the Home House have been mapped out by the PCs); it was her hope

## SCENES IN HEARTH AND HOME

## SCENE ONE: WARP

The PCs question older family members, servants, and retainers of their own House to discover who among their household might have knowledge about where the Dragon's Hoard has been secured.

**CONFLICT:** Moderate • Intrigue, Skill

**LOCATION:** Home House lands

**NOTABLE NPCs:** *Lord of the House* (if an NPC). *Bruis*, the chamberlain. *Mereil*, a washer-woman. (The Narrator is encouraged to use already-established characters in the place of these characters, if his chronicle has introduced such characters.)

**REWARDS:** 2 Experience

## CONNECTS TO...

**SCENE TWO:** If the PCs discover the whereabouts of the chest from the chamberlain.

**SCENE THREE:** If the PCs do not discover the hidden chest's existence.

## SCENE TWO: WEAVE

The PCs now search for Cyrol's journals, hidden somewhere on House lands; once they find this trove, they must sift through the books to learn what they can regarding Renys the Mason and the Targaryen treasury.

**CONFLICT:** Minor • Skill

**LOCATION:** An old cellar in the Home House seat

**NOTABLE NPCs:** *Bruis*, the chamberlain.

**REWARDS:** None

## CONNECTS TO...

None

## SCENE THREE: SHEDDING AND PICKING

The PCs are ready to start their search for Renys, so they set off toward his old home. Along the way, they meet some fellow travelers. (The contents of this scene can be interspersed into the travel for accomplishing Scenes Four through Six.)

**CONFLICT:** Minor • Combat, Intrigue, Skill

**LOCATION:** Home House lands

**NOTABLE NPCs:** Various travelers and smallfolk.

**REWARDS:** Varies, per scenario

## CONNECTS TO...

**SCENE FOUR:** The PCs have discovered where Renys is, and venture to that village.

## SCENE FOUR: FINDING THE THREAD

The PCs have reached the settlement where Renys used to live. Now they need to begin their search in earnest.

**CONFLICT:** Moderate • Intrigue, Skill

**LOCATION:** A village in Home House lands

**NOTABLE NPCs:** *Rickard*, a woodcutter. *Hafidis*, a healer. *Sulfia*, an herbwife. *Huwe*, a carpenter. *Lyn*, a craftwife.

**REWARDS:** 4 Experience.

## CONNECTS TO...

**SCENE THREE:** As the PCs travel on to **Scene Five**, introduce additional scenarios from **Scene Three**.

**SCENE FIVE:** As the PCs journey to find Renys.

## SCENE FIVE: RACING THE SHUTTLE

Having learned all they can about Cyrol and his friendship with Jothos Velaryon, the PCs must now race against the clock and Lord Cressey's agents to find Renys.

**CONFLICT:** Major • Combat, Intrigue

**LOCATION:** Anywhere in Home House lands, except in fortified holdings

**NOTABLE NPCs:** *Bevan*, a would-be knight loyal to House Cressey. *Farn the Beanstalk*, a brute loyal to House Cressey. *Yeseeph*, a mercenary crossbowman in House Cressey's employ.

**REWARDS:** 2 Experience, 300 Coin

## CONNECTS TO...

**SCENE THREE:** As the PCs travel on to **Scene Five**, introduce additional scenarios from **Scene Three**.

**SCENE SIX:** Once the PCs find their way to Renys.

## SCENE SIX: STRIKING THE WEFT

The PCs have outmatched House Cressey's agents and found Renys, but now they need to coerce him to tell what he knows of the lost Dragon's Vault of the Targaryen kings.

**CONFLICT:** Minor • Intrigue, Skill

**LOCATION:** The roads and trails of the Home House lands

**NOTABLE NPCs:** *Renys the Tinker*, the craftsman who knows a secret.

**REWARDS:** 2 Experience

## CONNECTS TO...

None

that Cyrol might someday return for them, and since then they have been kept safe by the chamberlain, who swore an oath to keep them hidden against the possibility of his return.

## SETUP

Between the flashback scene of **Part I** and the tale Aeron Waters has told of the Dragon's Hoard, the PCs have learned that a member of their own household was closely involved in aiding the Targaryen loyalist Jothos Velaryon years ago. Now they must begin an investigation in the Home House's central holding to learn more of these past events. Prying out more information about Cyrol and his "transgression" will prove, however, to be very challenging.

## OBJECTIVES

The PCs' goal is to find out whatever they can about a household member who supposedly played some role in helping Aeron Waters' father to locate the Dragon's Vault.

## KNOWN FACTS

The characters have yet to confirm whether there is any truth to this matter.

## UNKNOWN FACTS

Cyrol did in fact assist Jothos Velaryon, as his son Aeron claimed. In 283 AL, after receiving ravens from Jothos, he set out through the lands of the Home House to locate Renys, the drunken stonemason who had bragged to them years before about knowing of a secret place "sacred to the dragon kings." When Cyrol found him, the mason immediately agreed to help find the Dragon's Vault, his loyalty to the Targaryen line unquestionable, as well as his eagerness to become a hero in the ancient tale of his ancestors. Cyrol and Renys immediately depart for King's Landing, skillfully avoiding the rebel vanguard marching down from the Trident, and arriving just before the Tywin Lannister's army.

After nearly a day's of questioning the mason, while poring over maps and nautical charts with Cyrol, Jothos came up with only the wisp of a hint of a most implausible legend that the Dragon's Vault might exist. Given the alternatives—the Targaryen legacy falling into the hands of the Usurper or, worse, immolated in the Mad King's scheme to unleash wildfire upon the entire city—Jothos sent orders for a ship to be prepared, along with an outrageous number of casks of ale to be brought to the Red Keep for a great feast in honor of the lords who would lead the defense of the city against the approaching rebels.

Without hesitation or consideration for his own position or fortunes, Cyrol implored Jothos to let him lead the conveyance of the treasury out of the city in search of the Dragon's Vault. Jothos gently refused his friend's offer, telling him instead: "I need to entrust you with a treasure far more important to me than that of House Targaryen." He then asked Cyrol to take his bastard son Aeron out of King's Landing back to the lands of the Home House, and keep custody of him until his return, or raise him as his own should Jothos never make it back from his desperate quest.

Reluctantly Cyrol agreed and took the boy out of the city—just as the Lannister army approached the Lion's Gate, seeking entry into the city under flags of alliance and vows of loyalty to Aerys. Upon his return to the lands of the Home House, Cyrol concocted a story about the toddler being his bastard son, begat on the daughter of a Lyseni merchant during some journey of his several years before. For a time, his family believed the tale; Cyrol's mother arranged a place for the boy in their house, among the servants. Aeron dwells there for the better part of a year, until Jothos Velaryon returns to claim him.

To say that a furor resulted would be an understatement: when the boy goes missing, the house maester quickly determined who Jothos was and informed the lord of the Home House (either Cyrol's father or the current lord, his brother, depending on how the PCs have mapped the House relations). Upon discovering that a Targaryen loyalist had been in his household and received aid and support, the lord is about to send his men to go out and capture Jothos and the boy. Cyrol interceded, however, telling the lord the full story, and taking full responsibility for all that has transpired. Enraged beyond reason, the lord tells Cyrol to leave the House forever, never to return on pain of death, and has his name stricken from the family record. Cyrol leaves, either into exile, or to the Wall, or some other unknown ignominy, and has likely long since died.

To this day, no one in the Home House really seems to know.

After his departure, Cyrol's mother surreptitiously approached Bruis the house chamberlain (who was merely the chief butler at the time) and bade him hide a trunk of Cyrol's belongings away somewhere on the Home House lands against his eventual return. She also made Bruis swear never to reveal this secret to the old lord or his heirs, an oath the now-chamberlain has not broken for the past 14 years.

Finding and opening this trunk is the objective of the optional **Scene Two**.

## NOTABLE LOCALES

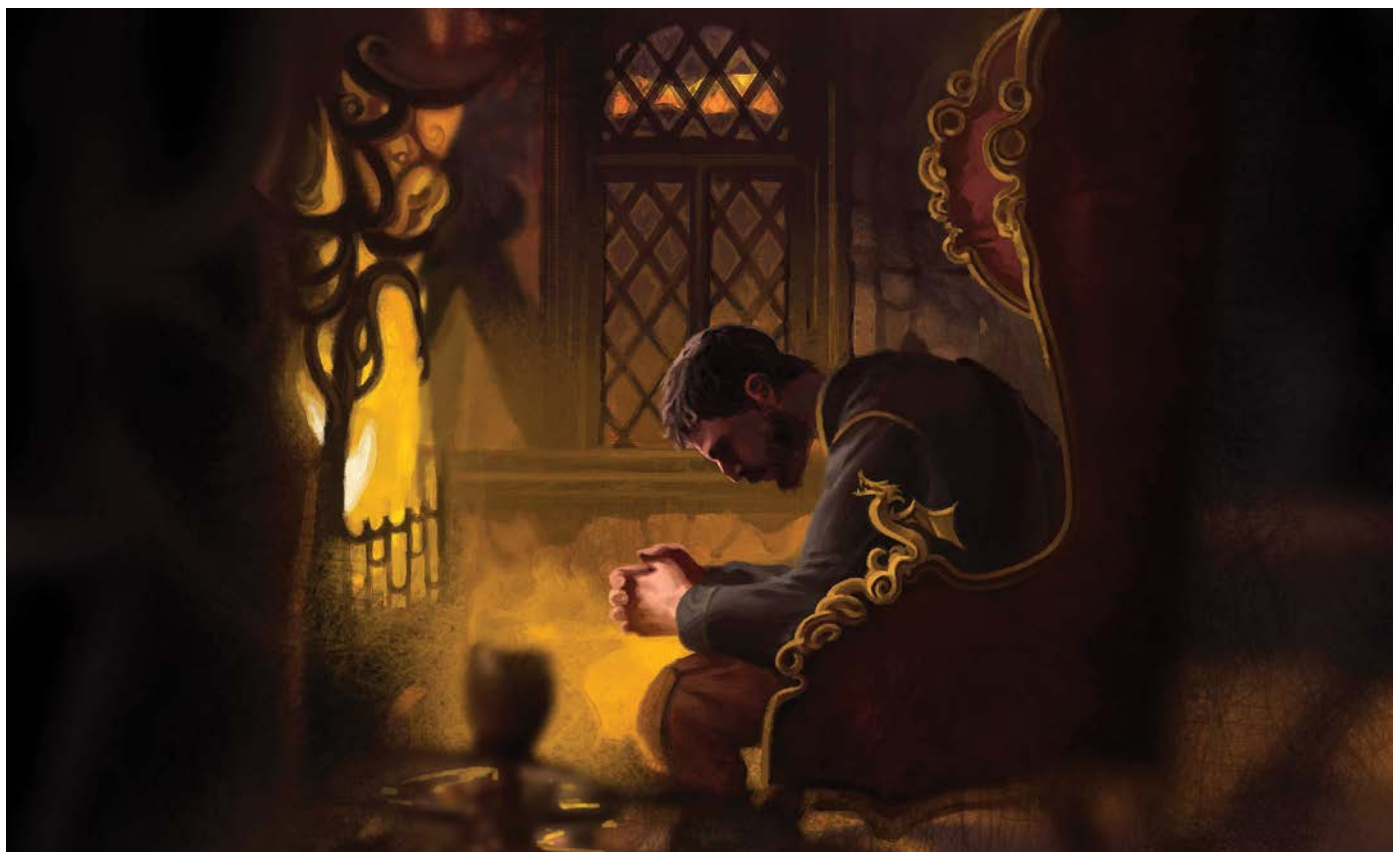
**Part IV** takes place on the Home House's lands, in and around their primary keep or central holdings. The nature and appearance of those holdings and their location within Westeros is highly dependent upon the decisions you and your players made when you started this chronicle. These elements, therefore, are undefined to remain as adaptable as possible to accommodate your group's earlier decisions.

This scene assumes only that there is a hall or keep with separate quarters for servants, and that somewhere therein is a hidden space where a trunk full of Cyrol's things is still kept in secret.

## NOTABLE CHARACTERS

As noted previously, Cyrol was the younger brother or some other close relation of the Home House's old lord. Whatever decisions you have made already concerning the NC lord's immediate and extended family shouldn't cause any problems, though; it's assume that he long ago cast Cyrol out and has forbidden anyone in the household to so much as mention his name—a tradition carried on by the current lord, should the old one have died.

Thus, even if the Narrator and player group have decided collectively that the current lord never had any brothers, it is no great stretch to say that Cyrol's name was struck from the family roll, and that's why it appeared that he (or his predecessor) had no brother or other close relation.



All of the Narrator characters in this scene are members of the PCs' own household, including various servants and retainers. Presumably the Narrator and players have already answered some questions about some of the major figures of the household, even if they are not PCs: The lord and lady, and perhaps a maester, a master-of-arms, a steward, and so forth. There might already be game stats and personality traits written up for one or more of these Narrator characters.

If not, this is not a problem, although the Narrator might want to take some time before running this part of the story to consider at least how those characters might have felt about Cyrol and his close friendship with Jothos Velaryon, one of the Mad King's closest servants and unrepentant Targaryen loyalist, and to jot down a few notes about how they might react to being questioned about him.

Once they find out some basic information about Cyrol at the beginning of the scene, the PCs can enter into separate intrigues with one or more of three Narrator characters: the current lord of the House; Bruis the chamberlain; and one of the old serving-women, Meriel. Of course, if you have already developed other characters that might work here instead, such as a steward or castellan who fits the role of Bruis particularly well, then by all means use those established characters in Bruis's and Meriel's place. Narrator characters who already have a history and a relationship with the PCs will always be more effective and compelling than random new characters.

## THE LORD OF THE HOUSE

The Narrator should take some time before this scene commences to think about what they already know of the current lord and about his

opinion of the Targaryens. More importantly, though, think about how very ugly family relations can sometimes get; to put it plainly, Cyrol and the current lord, if different from the old lord, never got along, even as children. Perhaps jealousy was the cause; an ill-fated love triangle; some other event, circumstance, or culprit; or whether it was just a clash of two strong personalities, these two men disliked each other intensely from the beginning, and their relationship only grew more strained as they grew up together.

The Narrator is highly encouraged to draw up unique game stats for the lord of the Home House appropriate to what the player group has determined about him.

## BRUIS THE CHAMBERLAIN

Stern and efficient, Bruis is very much a creature of habit who follows a remarkably precise daily schedule. He is not a particularly large man, though he carries a bit more paunch these days than he ever did in his thirties. His tightly curled hair, now more gray than brown, is kept close-cut, and he dresses crisply, with the impeccable eye of a peer and a lifelong bachelor who takes pride in his appearance. He rules the lesser servants of the household evenhandedly, but does not brook any foolishness or insubordination. Bruis remembers the old lord and lady (and Cyrol) with fondness, for they always treated him kindly and well.

The chamberlain was born the third son of a vassal knight; his father, now deceased, first sent the boy to the Home House to serve as a page when he was just six years old. Young Bruis quickly revealed a sharp mind, with a greater talent for papers and numbers than for arms and





horsemanship. In time, rather than a knighthood, he pursued the life of the privileged leal servant, an honorable and very necessary calling in any great household. He has lived here now for almost four decades; today, he manages the House's halls and private living quarters, as well as all the household servants, second only to the steward in the servants' hierarchy.

Bruis's role in this scene is twofold: first, he can speak in some detail to the great friendship Cyrol had with Jothos Velaryon. But second, and more importantly, he was sworn to secrecy long ago by the former lady of the House, who made him swear a solemn oath that he would hide a trunk containing certain belongings of Cyrol just after he was cast out.

## MERIEL THE WASHERWOMAN

Meriel is an old woman of sixty-odd years who still manages to earn her keep as a washerwoman, despite the fact that she seems quite frail. She has wispy hair and skin like crinkled paper, and she suffered from an ague several years ago that left her mildly palsied, so she shakes noticeably most of the time. Meriel once had three sons, but all of them were killed when they were still young men, fighting as levies in Robert's Rebellion (on whichever side makes sense given the House's role during the war).

Meriel figures in this scene because she was Cyrol's nursemaid when he was a boy; ever did she dote on him, and though she is loyal to her House, her love for Cyrol might move her to speak of him in his youth, even though she knows she would be disobeying her current lord in doing so.

## RESOLUTIONS

There's a good chance the PCs' first instinct is immediately approach their liege about the confluence of Aeron Waters' tale, the attack, and the stories about Cyrol, who no one is permitted to speak of ever again. If so, proceed directly to *Intrigue One: Sounding the Lord* below. Depending on the makeup of the household, though, there may be one or more other characters they would want to approach first. Whomever they engage, you are of course encouraged to roleplay the entire tale out. Depending on your players and their comfort level while roleplaying, though, you might also want to handle the scenario in part using ability tests; consider encouraging your players to take part by offering a modifier of +1 or +2 to their test result for good roleplaying.

With any NCs other than the Home House lord, Bruis the Chamberlain, or the washerwoman Meriel, use a series of three **CHALLENGING (9)** Persuasion tests (Convince or Seduce may apply; Intimidate is possible, but likely inappropriate, or ineffective and counterproductive); these tests represent the PCs' attempts to learn of Cyrol from any three members of the household who are at least 25 years old. (Your players can specify which three family members or household servants if they wish.)

Calculate the total degrees of success from these three tests, and then reference the **Initial Persuasion Tests** below to see what information you should reveal to the players during their conversations. Regardless of the NC involved, his or her demeanor is very likely to be oddly

## JEYNE (FALEA THE SPY)

As noted in **Part I**, Mikkell Cressey has planted a spy in the Home House's ranks, in the guise of a servingwoman calling herself "Jeyne." While Jeyne/Falea doesn't play an active role in **Part IV**, she nonetheless remains a factor; assume that she is continually gathering bits of useful information she will later feed to Cressey agents who appear in **Scene Five** of this part.

If Falea has been discovered by the PCs already, she has most likely been killed, captured, or chased off; if so, then assume that she managed to pass along her information before her discovery via some pawn, unwitting or otherwise.

evasive and uncomfortable, since anyone who knows about Cyrol also knows he or she isn't supposed to be talking about him.

When the PCs do approach the lord, the chamberlain, or Meriel for information, go to the relevant Intrigue section, below.

### INITIAL PERSUASION TESTS

- ♣ **1 OR FEWER DEGREES OF SUCCESS:** The House's lord had a younger brother (or other relative, dependent upon how house relations are mapped) named Cyrol, who has been gone for *"oh, over a dozen years now, I suppose,"* and who *"was acquainted with someone who served the old king."*
- ♣ **2-3 DEGREES OF SUCCESS:** As above, plus Cyrol and the current lord, were *"like two hungry cats bound in a wet sack."* By any report, they did not get along well.
- ♣ **4 DEGREES OF SUCCESS:** As above, and the PCs also learn that Cyrol and the young lord Jothos Velaryon were *"more like brothers."* Cyrol helped Jothos Velaryon to find someone *"about the time the Mad King got done in";* then *"not much later, Lord Velaryon came here to fetch his bastard, and then Cyrol got himself banished."*
- ♣ **5 OR MORE DEGREES OF SUCCESS:** As above. In addition, one of their informants says, *"the old washerwoman, Meriel, now, she could tell a thing or two about Cyrol. She was wet-nurse to that boy and cared for him as if he'd been her own. Her or that other fellow who was working with Cyrol and Lord Velaryon, a local man, a mason I think... he'd know the whole story. Or would, if he was still alive."* (The speakers do not know where this man might be found, however. They are referring to Renys.)

### INTRIGUE ONE (STANDARD)

#### SOUNDING THE LORD

Whenever the PCs do approach their Home House lord about Aeron Waters and the matter of past Targaryen sympathizing in the household, it very quickly dawns on him that they are after information about the estranged and long departed Cyrol. Even if he is normally calm, kind, and generous, the lord becomes suddenly, uncharacteristically wrath: he refuses to hear any more of the matter, imperiously declares the conversation over, and, if necessary, tries to change the subject.

At this point, the PCs may enter into a standard intrigue with him. The lord uses only Convince and Intimidate techniques, and his objective is always "service": he demands an end to all discussion about Cyrol within his hearing or under his roof. Due to the hatred he bears for

Cyrol, the PCs' lord begins the intrigue with an effective disposition one step lower than usual toward each of the PCs (so if he is normally Affectionate, for example, then he starts this intrigue as merely Friendly with respect to that character).

At some point, the lord will attempt a shield of reputation action (*SIFRP*, page 149). Note also his specialty in Breeding, which may grant him extra dice for the intrigue against any character with Status 4 or higher (see *SIFRP*, page 66).

One other unique condition applies throughout this intrigue: Each time a PC actually speaks Cyrol's name aloud, the House lord must make a **CHALLENGING (9)** Will test. If he fails, he immediately gains 1 point of Frustration (*SIFRP*, page 150). If he loses the intrigue due to his frustration exceeding his Will rank, see the last result below.

### INTRIGUE RESULT

- ♣ **PCs LOSE:** The lord acknowledges that he had a brother [or other relative] named Cyrol, who was banished from Home House lands because he was a *"liar, a knave, and a Targaryen bootlicker who betrayed his own House."* He declares that the PCs may continue their hunt for information with no further interference from their lord, but he still insists, sullenly, that he does not want to hear them mention that *"wretched name"* again.
- ♣ **PCs WIN:** As above, plus the lord tells the story of Jothos Velaryon's bastard, *"the brat he helped protect, right here in our own house!"* and of Velaryon's return to collect the boy (see **Unknown Facts** at the start of this scene). During the story, he also mentions offhandedly that a third man (*"one of the local smallfolk, by The Seven!"*) was involved in their plots as well, but *"he was not so lucky as Velaryon, who got away: our men ran the villain down in the street. Good riddance!"*
- ♣ **PCs WIN (INCREDIBLE OR BETTER):** As **PCs Win**, but if any PC scores an Incredible success during this intrigue (see **Table 2-1: Difficulties** in *SIFRP*, page 32), then their eloquence carries such weight that rumors of it soon spread. The PCs gain 1 Glory at the end of this scene.
- ♣ **PCs WIN (BY FRUSTRATION):** As **PCs Win**, but also reduce the lord's disposition toward each PCs involved in the intrigue by one step (to a minimum of Dislike for retainers or Indifferent for family members) for 2d6 weeks. In addition, Falea the spy overhears the lord's shouting: increase the Cressey Progress value by +1 (see **Cressey Progress**, page ).

\* Note that it is possible for a group to achieve both of the bottom two outcomes in this intrigue, with both effects accruing.

## INTRIGUE TWO (SIMPLE)

## THE WASHERWOMAN

If the PCs achieved 5 or more successes in the Initial Persuasion Tests during this scene, then they learned that the old washerwoman Meriel was once Cyrol's wet-nurse. Naturally, they will want to approach her to find out what she can tell about young Cyrol. This prompts a simple intrigue with her. Depending on what PCs are present and what their relationship with her might be, Meriel's disposition might range from Friendly to Dislike. She uses the Convince technique, and her objective is deception: she tries to act as though she doesn't remember a Cyrol or anything about him.

## INTRIGUE RESULT

- ❖ **PCs LOSE:** Meriel can tell the PCs any information about Cyrol's youth that you care to spin for the players. As well, she relates that he and the young lord Jothos Velaryon were great friends. However, none of her rambling stories contain any useful information.
- ❖ **PCs WIN:** As above, plus Meriel can speak at great length about Cyrol and his friendship with the Jothos Velaryon, who visited the Home House numerous times in his youth. She easily corroborates that Cyrol and the current lord were *"ever at odds, even to the point of blows."* And it broke her heart to see Cyrol banished. *"Why, it broke her ladyship's heart too — the old lady, mark you—for Cyrol, why he was sure her favorite, yes he was, bless m'soul."* Meriel doesn't know precisely what Cyrol's crime was, but she knows it involved Jothos and a third man, *"a local man, a craftsman, common born. A carpenter, I think he was? Ryman, maybe? Renly? Lyris? I don't rightly recall."*
- ❖ **PCs WIN (GREAT OR BETTER):** As **PCs Win**, but if any PC scores a Great success during this intrigue (see **Table 2-1: Difficulties** in *SIFRP*, page 32), Meriel also whispers that she overheard the former lady of the house make Bruis the Chamberlain swear some terrible oath, something to do with Cyrol's departure years ago, although she doesn't know the substance of it. She has never mentioned the story of this secret oath to anyone but her daughter, who died in childbirth some years ago.

## MERIEL

## TERTIARY CHARACTER

AWARENESS 3 (EMPATHY 1B), STEALTH 2 (BLEND IN 1B),  
WILL 2 (DEDICATION 1B)

COMBAT DEFENSE 7 ❖ HEALTH 6

INTRIGUE DEFENSE 7 ❖ COMPOSURE 6

## BRUIS

## TERTIARY CHARACTER

CUNNING 3 (MEMORY 1B), KNOWLEDGE 3 (EDUCATION 1B),  
LANGUAGE 4, STATUS 2 (STEWARDSHIP 1B)

COMBAT DEFENSE 6 ❖ HEALTH 6

INTRIGUE DEFENSE 7 ❖ COMPOSURE 6

KNIFE 2D 1 DAMAGE, FAST, OFF-HAND +1

## INTRIGUE THREE (STANDARD)

## THE CHAMBERLAIN

Most likely, if the PCs come to Bruis for information, then they have already talked to Meriel and, in doing so, achieved a Great success in their intrigue against her: As a result, she let slip something about a secret oath she once overheard Bruis swear to the former lady of the House, soon after Cyrol was banished. The PCs, having caught the scent of something juicy, follow the trail to the unsuspecting chamberlain.

Bruis is torn between his oath and his desire to unburden himself of his secret knowledge. As a result, his disposition is Indifferent (at best, although it could be lower) for the purpose of this intrigue, even if he actually feels more positively about any of the PCs involved. He uses only the Convince technique, and his objective is always friendship: He begs the good will of the PCs, trying to make them understand that he cannot tell his secret only because of the oath that binds him.

## INTRIGUE RESULT

- ❖ **PCs LOSE:** Bruis acknowledges that Cyrol knew Jothos Velaryon well and that they were *"fast friends."* Beyond that, though, he remains tightlipped and withdrawn. In addition, Falea the Spy overhears part of the conversation: Increase the Cressey Progress value by +1 (see **Cressey Progress**, page 128).
- ❖ **PCs WIN:** As above, plus Bruis tells of Cyrol's actions in hiding Aeron Waters in the Home House when Velaryon's bastard was *"just a tyke."* He can also provide details of the major events surrounding Cyrol's banishment, including the House's men running down the other man involved, a mason who lived not far from here (after a moment of thinking about it, if asked, he can provide the name of the settlement where Renys used to live; see **Scene Four**).
- ❖ **PCs WIN (GREAT OR BETTER):** As **PCs Win**, but if any PC scores a Great success during the intrigue (see **Table 2-1: Difficulties** in *SIFRP*, page 32), then Bruis also admits the full tale of his oath involving the hidden chest (see **Scene Two**). Of course he can direct the PCs to its hiding spot if asked.

## FURTHER SCENES

- ❖ **SCENE TWO:** From here, characters may proceed to **Scene Two** if they manage to achieve at least 2 additional degrees of success during their intrigue in this scene with Bruis the Chamberlain.
- ❖ **SCENE THREE:** If the players do not proceed to **Scene Two**, as noted above, then **Scene Three** follows this one.
- ❖ **SCENE FIVE:** The PCs do not progress directly to **Scene Five** from this scene. However, note that, depending on their overall degree of success during this scene, they may find themselves in a more or less challenging position as **Scene Five** starts.

## REWARDS

EXPERIENCE: 2

COIN: None

GLORY: None

## SCENE TWO

## WEAVE

CONFLICT: MINOR • SKILL

The PCs must locate Cyrol's journals and learn what they can about Jothos and Renys.

## SETUP

In the previous scene, the PCs might have managed to dig information out of Bruis the Chamberlain regarding a hidden trunk that holds certain precious belongings of Cyrol. If not, then skip this very brief scene and proceed to **Scene Three**.

## OBJECTIVES

Based on Bruis' information, the PCs' goal here is simply to locate the trunk he hid away roughly thirteen years ago, open it, and then peruse the writings kept inside.

## KNOWN FACTS

The current chamberlain, Bruis, was just another servant among many when Cyrol was banished. He was ever loyal and competent, however, so when her ladyship came to him discreetly and begged him to swear an oath to aid her, and to assist her in a secret task and never speak of it, he hesitated for only a moment before swearing. She led him to a small, locked trunk that contained, she said, certain items Cyrol might want should he ever return. *"Hide it,"* she bade him, *"and never let me know where it is hidden, and neither may you tell a soul, save Cyrol or his most trusted servants, of its place."*

Having the run of the household, Bruis brought the trunk, with some effort, into the cellars beneath the main hall, and there he hid it away for a time under some old boxes and blankets. He then convinced the steward that there was need to expand the cellar somewhat; after the work had started, during the wee hours one night, he hid the box behind a wall that wasn't quite sealed. The workers completed the wall the next day, and so the trunk has remained hidden behind their masonry for the past 13 years.

## NOTABLE LOCALES

An old cellar beneath the main hall of the Home House, with a newer section that was added only a little over a decade ago.

## RESOLUTIONS

Given that the PCs have been told the location of the trunk, it does not take them long to locate the wall behind which the trunk must lie. Any character with Awareness 3 or better can knock on the wall a few times to find a hollow spot as a routine success; otherwise, a **ROUTINE (6)** Awareness test (Notice applies) is required.

Once the spot is located, it is a relatively easy matter for an average person (anyone having Athletics 2 or better) armed with a hammer, a chisel, and perhaps a crowbar to break through the wall in short order. No tests are required assuming the PCs have these or similar tools.

Explaining the hole in the wall may be a bit of a challenge, but we leave the fallout of that particular issue to the Narrator, if it is worth roleplaying for your group. Behind the wall is a well-crafted oaken trunk, of the sort one might keep clothes in while traveling; it has been fastened with a common lock which can be compromised with a **CHALLENGING (9)** Thievery (Pick Lock applies) test. Inside the trunk are a number of items that belonged to Cyrol, as follows:

- ☞ Several sets of nobles' garb, which unfortunately have not fared well in the damp air of the old cellar. They are also rather out of fashion, though all together they still might fetch as much as 50 ss if sold to a desperate courtier or an ignorant merchant's son.
- ☞ A matching set of longsword, small sword, and knife, all marked on the hilt with the Home House emblem, and well protected in oilcloth and leather wrappings. They are of common quality, but as a set they might be worth about 1,000 ss.
- ☞ A small coin purse containing 6 gd and 30 ss.
- ☞ Half a dozen thin, leather-bound journals, strung together with a stout cord. A quick glance inside confirms that they are Cyrol's diaries.

Without a doubt, the most valuable of the items in the trunk is the bundle of journals that contain Cyrol's story, up to and including the time of his banishment. Any literate character can set aside some time over the next few days to read the books. Each day, he or she can make a **ROUTINE (6)** Knowledge test (Research applies), to a maximum of three such tests, with the following results:

## KNOWLEDGE TESTS

- ☞ **2 OR FEWER DEGREES OF SUCCESS:** The PC learns the basics of Cyrol's childhood and young adult life, but somehow manages to overlook any significant or helpful information.
- ☞ **3 DEGREES OF SUCCESS:** As above, but the PC also learns something about the settlement where Renys the mason used to live on Home House lands, granting a +1 bonus on all Intrigue tests during **Scene Four**.
- ☞ **4 DEGREES OF SUCCESS:** As above, but the PC also learns something of Renys's madness. For the duration of the intrigue with Renys in **Scene Six**, the PC gains a +2 bonus to Intrigue Defense and +1D on all Awareness tests against Renys.
- ☞ **5 OR MORE DEGREES OF SUCCESS:** As above, plus the PC gleans some specific bit of knowledge from Renys's early life that grants her or him +1D on either Deception or Persuasion (player's choice) in the intrigue with Renys in **Scene Six**, lasting for the duration of that intrigue.

Beyond information specific to **Part IV**, you should feel free to embellish the contents of the diaries (and by all means let your players speculate, and then borrow their ideas), perhaps planting some plot hooks for later use. There might even some hint in the diaries' last months about where Cyrol might have gone once he was banished, and this information could form the basis of a new chronicle once this one is over.

## FURTHER SCENES

- SCENE THREE: From this scene, the characters move on to **Scene Three**.
- SCENE FIVE: Based on the relative success of their Knowledge tests in this scene, the PCs may gain bonuses to some of their actions when they reach **Scene Five**.
- SCENE SIX: Based on the relative success of their Knowledge tests in this scene, the PCs may gain bonuses to some of their actions when they reach **Scene Six**.

### SCENE THREE

## SHEDDING AND PICKING

CONFLICT: MINOR • COMBAT, INTRIGUE, SKILL

The PCs have learned enough about Renys the mason to start their search for him, probably starting at his old home. Along the way, though, they might encounter a number of different folk.

### SETUP

This scene is composed of a number of minor events or encounters that can take place in any order. These events occur as the PCs travel through the House lands, some taking place in populated areas, others along the roads between them.

Since the PCs are on their own lands, they do not need to make Survival tests to avoid becoming lost as they travel.

## OBJECTIVES

There is no explicit objective running throughout this scene; the events it describes may have their own unique objectives.

### NOTABLE LOCALES

As noted above, the events of this scene occur as the PCs travel through their own lands. The terrain and population of their holdings will determine the nature of the locales. Unless the PCs rolled particularly poorly for their House's land and population resources during character creation, their holdings should support a few tiny settlements, meaning there are probably a few roads, or at the least dirt tracks, as well.

### NOTABLE CHARACTERS

As they travel, assuming the population density of their holding is reasonable (i.e., they don't have a very high Lands resource and a low Population resource), the PCs should encounter at least a few travelers. Any smallfolk they meet may be wary, curious, or friendly, depending

on what the PCs look like, how openly they wear House colors, and their lord's reputation. Such travelers might be in small groups or alone, depending on the Law resource of the House.

Any unique or significant characters are described under Resolutions, as needed.

## RESOLUTIONS

As in **Scene One**, many of the Narrator characters encountered in the following events are liable to be members of the PCs' household, or at least smallfolk or gentry who owe fealty to the House's lord. Unless otherwise noted, assume all NCs are locals.

Again, you can run these events in any order. The events don't necessarily offer any rewards (i.e., no gold, Glory, or XP), although some might, as noted individually; however, each event represents an opportunity for the PCs to gain a bit of useful information or some rules-based advantage in a later scene, as well as to let off a little steam between larger scenes of the **Part IV**.

### EVENT A

## THE WOUNDED SOLDIER

At some point, as the PCs are traveling along a road or track, they notice a figure slumped just off to one side, probably leaning against a tree stump or a rock. Taking a closer look, they see that the figure is that of a man, a soldier or mercenary most likely. The man is not wearing any symbols or colors openly — or perhaps he is so smeared with blood and grime that the colors are impossible to make out — but he is definitely not from the Home House forces.

The man appears to be either unconscious or sleeping; he is definitely wounded, so it's hard to say which, but his chest rises and falls, so they know he isn't dead. If the PCs approach, he awakes, somewhat startled. He is very weak and disoriented, possibly delirious. As a result, he offers up his information freely, not realizing whom the PCs might be.

The man's name is Lauglin (pronounced "LOK-lin"), and he was part of the Cressey attack against the PCs' House in **Part I**. Exactly who he is and what his role might have been in the attack, though, and what he knows about it, can vary depending on your needs as the Narrator at this point. Note also that his appearance, at least in terms of his armor, weapons, and garb, will be dictated by this decision.

If the PCs are doing quite well at gathering information about Renys and the vault, and therefore don't need any assistance, then this man is a mere thug, one of the "Local Ruffians" hired for the attack (or a common mercenary hired elsewhere if the PCs' Law resource value is high).

However, if the PCs are struggling for good information about Renys or about Lord Cressey, then he could be an officer, or perhaps even a squire to one of the House Cressey knights, wounded and separated from their main force during the assault, and presumed dead.

### THE LOCAL RUFFIAN

If you opt to make the man a "local ruffian" or common mercenary, then he is a thug-for-hire with very little useful knowledge of the attack:

## NARRATING THIS SCENE

The various events and encounters outlined in this Scene are designed to stand alone, independent from one another. However, they are going to be much more effective, collectively, if you use them to drop bits and pieces of information to your players about House Cressey's activities as **Part IV** progresses.

In particular, you can have one or more of the NCs in this Scene mention Bevan and his accomplices (not by name, perhaps, but at least by reputation or reported actions). This way, the background events of **Part IV** take on a life of their own and have the impression of movement akin to the players' own activities.

Events C and D are ideally suited for this kind of information-dropping. Check the **Cressey's Progress** table (page 129) for some indication of the kind of information you might want to convey at each point in **Part IV**.

- 🛡️ He was paid in coin, half before and half due after the assault, to follow a couple of knights he didn't recognize and a few squads of soldiers.
- 🛡️ He doesn't know why they were attacking the Home House.
- 🛡️ He was ordered to stay near a postern gate with some other mercenaries guarding a ram, and to wait there for further commands. He thinks maybe they were waiting for someone to come out of the gate, but they did have a ram, so maybe they were supposed to break in.
- 🛡️ At some point a melee broke out, though he couldn't make out much of his attackers in the dark, and he was wounded.
- 🛡️ He managed to crawl off and hide, and he's been trying to get away ever since.
- 🛡️ They could be deserters trying to get away from the Home House lands, but for some reason they have been unable. Perhaps they are lost, or perhaps they turned back at the border because of House patrols.
- 🛡️ They might be mercenaries who split away from the main force after the attack so they could rob some helpless smallfolk along the way.
- 🛡️ They could be soldiers who stayed behind disguised as simple raiders so they might sow confusion among the Home House, drawing attention away from House Cressey.

### THE SWORDSMAN

In this case, Lauglin is a competent professional soldier or an aspirant knight; in either case, use the standard Hedge Knight stats (see *SIFRP*, pages 217-18). He has some knowledge of the command structure of the Cressey forces from **Part I**, and at least some sense of what the attack was all about. He knows the point of the assault was to take custody of some bastard who knew some information Lord Cressey wanted. Beyond that, his details are hazy.

Depending on how much information you want to feed to your players here, Lauglin might even be squire to Ser Leof or Ser Addey, in which case he might be privy to some very sensitive information indeed. He may offer this information freely in exchange for his life, or if that is too easy, then you might decide that he requires a bit of convincing.

In this case, the PCs may enter into a standard intrigue with him. Lauglin uses only Intimidate techniques, and his objective is always Deceit: he seeks to give the PCs false information (which you can make up, telling them whatever lies you think your players might believe at this juncture). He begins the intrigue with an effective disposition of Malicious.

#### EVENT B

### ARMED MEN

The PCs encounter some men left behind from the attack in **Part I**. However, unlike the warrior from the Event A, these men are not wounded and helpless. There are several reasons that stragglers from the Cressey attack might still be on House lands, and that reason will dictate how this event unfolds:

### DESERTERS (LEVIES)

If the men are deserters, then assume that there are 1d3+1 of them, all smallfolk levies; having no wish to die, they chose an opportune moment to flee during the assault. They do their best to avoid being seen by any armed characters, and they are easily intimidated. They have very little information other than the fact that they were pressed into service by some knight. If attacked, they do their best to defend themselves, but they are much more likely to scatter and flee than to stand and fight.

#### PEASANT LEVY

#### TERTIARY CHARACTER

AWARENESS 3, FIGHTING 3, STEALTH 3 (SNEAK 1B), SURVIVAL 3 (FORAGE 1B)

COMBAT DEFENSE 7 🎲 HEALTH 6

INTRIGUE DEFENSE 7 🎲 COMPOSURE 6

PADDED ARMOR: AR 1 🎲 AP 0 🎲 BULK 0

MOVEMENT: 4 YARDS (SPRINT 16 YARDS)

SPEAR

3D

2 DAMAGE, FAST

### MERCENARIES (BANDITS)

Choose this option for the event if your players seem to be itching for a fight, but you don't want them to lose sight of their greater goals in this scene. There should be enough of them to keep the PCs occupied briefly if it comes to combat, but this should be an easy victory and not a particularly dangerous encounter. (As a guideline, use one mercenary for each combat-oriented PC and another one for every two non-combatants; if you have a very heavily combat-focused PC, you might want to include two mercenaries for him or her.)

If your players tend to like a bit of wordplay with their combats, then include a brief exchange of insults or challenges before the com-

## BANDIT

## TERTIARY CHARACTER

FIGHTING 3 (AXES 1B), STEALTH 4 (SNEAK 1B), SURVIVAL 3

COMBAT DEFENSE 6 (4 IN ARMOR) ⚔ HEALTH 6

INTRIGUE DEFENSE 6 ⚔ COMPOSURE 6

HIDE: AR 5 ⚔ AP -2 ⚔ BULK 2

MOVEMENT: 3 YARDS (SPRINT 10 YARDS)

BATTLEAXE 3D+1B 2 DAMAGE (3 WITH TWO HANDS), ADAPTABLE

bat starts. If the PCs are successful with Persuasion tests meant to taunt or intimidate, responsively, then allow them to either (1) scare off one or two of the bandits or (2) lure their enemies into doing something rash.

Note that these men, if subdued, could have some minor information about the House Cressey attack, although they shouldn't know anything too helpful or incriminating.

## RAIDERS (CRESSEY SOLDIERS)

Based on your PCs' overall competence in a fight, there should be 2 or 3 "raiders" present (stats below), although you could increase this number by 1 or even 2 if your group is large or the PCs particularly deadly. These men are members of Lord Cressey's elite fighting force, the Azure Helms. However, they have swapped out their uniforms and emblems, mail, and swords for the dirty leathers and axes of common raiders. (They are impersonating ironborn, hillmen, or wildlings, depending on where the PCs' Home House is situated in Westeros.) They carry nothing that might distinguish them as professional soldiers.

This encounter should be a little more dangerous than either of the other versions of this event, since the soldiers are somewhat deadlier and more disciplined. And in the end, it should be that discipline that might give them away. If the PCs engage the raiders in parlay before the fight, then give them a chance to earn some clue as to the actual identity of the raiders: For example, if a PC gets an Incredible degree of success on a Persuasion (Taunt) test, the target of the taunt might slip up and mention his "captain" in a retort. Don't give away too much, but it is fine to give the PCs some reward for good roleplaying or high ability rolls here.

After the fight, allow each PC to make a **ROUTINE (6)** Warfare (Command or Tactics applies) test. If the group collectively gets at least 3 degrees of success, then they note that there was something just a little too disciplined, a little too organized about these men for them to have been common raiders. Don't give your players any more information, letting them stew instead on what it might mean.

However, if the PCs decide to search the men closely, stripping their armor (though why would any respectable person do such a thing?!), then have them make another round of checks, this time a **CHALLENGING (9)** Awareness (Notice applies) test. If they get at least 2 degrees of success, one of them notices a small tattoo of a helm on the left ankle of each man. There is no way the PCs could know this unless they captured an Azure Helm soldier during the attack in **Part I** and noted the same tattoo on him, but this tattoo is the symbol of the Azure Helms.

## RAIDER

## TERTIARY CHARACTER

AWARENESS 3, ATHLETICS 3, ENDURANCE 3, FIGHTING 4 (AXES 1B, LONG BLADES 1B)

COMBAT DEFENSE 8 (7 IN ARMOR, +2 W/SHIELD) ⚔ HEALTH 9

INTRIGUE DEFENSE 7 ⚔ COMPOSURE 6

HARD LEATHER: AR 2 ⚔ AP -1 ⚔ BULK 0

MOVEMENT: 4 YARDS (SPRINT 16 YARDS)

BATTLEAXE 4D+1B 3 DAMAGE, ADAPTABLE

SHIELD 4D 1 DAMAGE, DEFENSIVE +2

Finally, if the PCs manage to capture at least one of the soldiers, then they can interrogate him to find out whatever information you want to give them. The simplest way to handle this is to treat it as a simple intrigue; for this purpose, reduce the soldier's Intrigue Defense to 4 since he is captured and likely injured.

## CRESSEY'S PROGRESS

Regardless of which version of Event A you use, if any of the armed men from this encounter escape the PCs (whether they successfully flee or they manage to avoid the PCs' notice), then increase the Cressey's Progress value in **Scene Five** by 1 point.

## EVENT C

## THE NEDDY SEPTON

This event could occur almost anywhere. It might involve an itinerant monk or priest traveling by the road, or the PCs might be accosted by a preacher in some settlement (with or without a shrine or a sept); if the PCs visit a sept during their travels, then this event is a perfect fit. Further, you can easily replace the septon with some other religious figure depending on what religion is predominant in the PCs' homeland: a priest of the Drowned God, a woods witch of the Old Gods, or even one of the red-robed clergy of R'hllor, as appropriate.

Regardless of where they encounter the septon, he is in great need of assistance. And the PCs happen to look like people who can help. Most likely, the "need" is financial: he needs funds to rebuild his shrine, which was burned down in the recent attack (i.e., the Cressey assault in **Part I**); or maybe he just opened an orphanage, but has already run out of money to feed the children. Choose some story that should strike a chord with at least one of the PCs, and have the NC approach that character imploringly.

If the PCs are generous, then in return for their service or donation, the septon should have some information that the PCs find useful. If they are looking for information about Renys the mason at this point, then he just saw the old man pass by the day before. Or if they want to know more about the Cressey attack, then perhaps he overheard some enemy soldiers talking about the attack while he lay hidden in a ditch. You decide what would be useful for the players at this point, and then give them a clue or a hint.

Alternately, if the PCs already have all the information they need for **Part IV**, but you have some ideas about what the PCs will be doing once

SEPTON		TERTIARY CHARACTER	
AWARENESS 3 (EMPATHY 1B), KNOWLEDGE 3, PERSUASION 4 (CONVINCE 1B, INCITE 1B)			
COMBAT DEFENSE 7 ⚔ HEALTH 6			
INTRIGUE DEFENSE 7 ⚔ COMPOSURE 6			
VESTMENTS: AR 1 ⚔ AP 0 ⚔ BULK 1 MOVEMENT: 4 YARDS (SPRINT 15 YARDS)			
WALKING STAFF	2D	2 DAMAGE, FAST, TWO-HANDED	

they finish this chronicle, then you could use the septon to drop them some hint about future events, or to talk about things transpiring now that might influence those events later.

## CRESSEY'S PROGRESS

If the PCs refuse to assist the septon, then he is more than willing to share information about them with some questionable-looking strangers: increase the Cressey's Progress value in **Scene Five** by 1 point.

### EVENT D

## THE WILY INNKEEPER

This event is most appropriate if the PCs' holdings are large enough to support a settlement with a small inn. However, in a tiny settlement the size of a hamlet or smaller, the innkeeper could just as easily be the one local merchant with a shop, which has one or more spare rooms above it. The point of the encounter is the PCs need a decent place to sleep and to stable their horses (and many players are more likely to be worried about the care given their horses than they are about their own comfort.) The innkeeper has some room to spare in his tiny barn, but of course he is going to try to gouge the PCs for as much as he can.

Treat this event as a simple Intrigue. However, before the intrigue starts, the quick-thinking innkeeper makes a point of mentioning that there have been a number of horse-thieves about: it might be best under the circumstances, he suggests, that he have his assistant clear out some space in the barn. *"That way, you'n might keep your horses inside where they can be protected behind a good locked door. It won't cost you much, neither."*

If a PC of high station, such as a House heir or a landed knight, seems outraged or offended that the innkeeper would charge them any money at all, the man reminds them that everyone has a right to make a living: *"That's the natural order of things. Your place is to rule, and mine is to sell things to folk who need them. I didn't make the rules, sire."*

In any event, the amount of money he charges should be trivial to most PCs, something on the order of a silver stag per PC and another 2 per horse. (If he happens to win the Intrigue, add just a few extra stags to the total.) Still, given that a private room in almost any inn shouldn't cost more than a couple stags, the price is quite outrageous. If the PCs win the Intrigue, then they could talk him down to as low as 1 ss per PC plus 1 ss per horse, but no lower. Of course, if they were to threaten him with bodily harm, then he will drop the price significantly, but such a base act should have some repercussions: if this isn't the first time the

INNKEEPER		TERTIARY CHARACTER	
AWARENESS 3, DECEPTION 3 (BLUFF 1B), PERSUADE 4 (BARGAIN 2B)			
COMBAT DEFENSE 7 ⚔ HEALTH 6			
INTRIGUE DEFENSE 6 ⚔ COMPOSURE 6			
CLOTHES: AR 0 ⚔ AP 0 ⚔ BULK 0 MOVE 4 YARDS (SPRINT 16 YARDS)			
CLUB	2D	1 DAMAGE, OFF-HAND +1	

PCs have exhibited such lawless behavior, consider penalizing the PCs' House by reducing their Law resource by 1 point.

On the other hand, if the PCs take the outrageous price in stride, then the innkeeper proves to be a very good host. The beds are sub-standard, but they are well fed by the innkeeper's wife, and their horses are indeed very well cared for. In addition, the innkeeper might know some information that proves useful to the PCs in a later scene. He might have some idea of where they can find the Tinker, or perhaps he has received information from recent travelers that somehow assists the PCs in a future adventure.

## CRESSEY'S PROGRESS

If the PCs abuse or otherwise berate or insult the innkeeper, increase the Cressey's Progress value in **Scene Five** by 1 point. If the PCs actually kill him, then his assistant spies the murder and then flees, spreading the tale far and wide: increase the Cressey's Progress value by 2 points.

### EVENT E

## A MYSTERIOUS KNIGHT

At some point as the PCs ride along the road, or perhaps as they are settling into camp alongside it, this fellow rides into view on a splendidly caparisoned courser, the man's plate armor brilliant with reflected light. He is accompanied by an able-looking squire; their steeds, raiment, and accoutrements are of good quality and in good repair. Yet something is very out of place: where he should bear some emblem or device, his great kite shield is plain, limned a flat gray, with no ensign whatsoever.

The knight is Ser Burne, and his loyal young squire, a young man of 17, is called Rolph. Regardless of which version of Ser Burne you choose, Rolph can use the **Hedge Knight** stats from *SIFRP*, pages 217-18. Their precise background and origin is left largely open so that you can fit them into any campaign, wherever the PCs' House might be located.

As with previous events in this scene, you can choose to have this one take one of several directions. The mysterious knight could be any of the following:

- ⚔ An ignoble knight of low character, who basely slew an honorable peer and stole his equipage;
- ⚔ A famous knight of quality who has hidden his device so that he might invite challenges freely; or
- ⚔ An errant knight whose lord perished, now seeking a new house to serve.





## IGNOBLE KNIGHT

## TERTIARY CHARACTER

ATHLETICS 3 (RUN 2B), DECEPTION 3 (ACT 1B), FIGHTING 4 (LONG BLADES 1B, SHORT BLADES 2B), STEALTH 3 (SNEAK 1B)

COMBAT DEFENSE 7 (2 IN ARMOR, +4 W/SHIELD) ⚔ HEALTH 6

INTRIGUE DEFENSE 6 ⚔ COMPOSURE 6

HALF PLATE: AR 9 ⚔ AP -5 ⚔ BULK 3 (4 W/SHIELD)  
MOVEMENT 3 YARDS (SPRINT 9 YARDS)

WAR LANCE	4D(-1B)	6 DAMAGE, BULK 2, IMPALE, MOUNTED, POWERFUL, SLOW, VICIOUS
LONGSWORD	4D+1B	4 DAMAGE
LARGE SHIELD	4D(-1B)	1 DAMAGE, BULK 1, DEFENSIVE +4
STILETTO	4D+1B	3 DAMAGE, PIERCING 2
TOURNEY LANCE	4D(-1B)	5 DAMAGE, BULK 1, FRAGILE, MOUNTED, POWERFUL, REACH, SLOW

## OPTION 1: THE BLACKGUARD

This version of Ser Burne is a coward, but a dangerous coward. (Of course he's probably not really a knight at all.) He is not afraid to fight, but he generally does so only when he has a clear advantage, and preferably only when his opponent is alone and weakened, helpless, or unaware. Otherwise, while he talks a brave fight, his gait is far different once swords start to swing — that is, it is decidedly quick, and usually directly away from conflict.

A few days ago (or possibly a few weeks), near a small town not far away, Burne and Rolph spotted a traveling knight swaying in his saddle; following closely, they saw that the man was suffering from a grievous wound. Knowing opportunity when they saw it, they quickly made a plan: They would follow the impaired knight until he made camp, and then Rolph would ride up and hail the knight as a distraction while Burne snuck around behind him. Their plan worked perfectly, and the unfortunate knight was undone with hardly a whisper.

In order to prevent anyone from recognizing the slain knight's gear, Burne acquired some paint to cover the blazon. Since then, he and his collaborator have been riding about playing the part of knight and squire. They plan to carry on until they come to a large enough town where they can sell the fancy armor and other gear without raising too much attention.

Depending on the PCs' appearance (read: apparent threat) as a group, Burne and his accomplice may try to ingratiate themselves, or they might try to pass by with as little interaction as possible. If the PCs ask why his shield is covered, Burne claims that he swore an oath to keep it covered until he wins back the hand of his lover, or some other such nonsense that he thinks he might be able to get away with.

If any character gets behind Burne, or if they watch as he rides away, allow that PC to make a **CHALLENGING (9)** Awareness test (Notice applies) to observe a small puncture in the mail just under the knight's left shoulder. Should the PC mention it, Burne once again tries to cover the matter up with a smooth lie.

## CRESSEY'S PROGRESS

If the PCs encounter Ser Burne the Blackguard and let him live, increase the Cressey's Progress value in **Scene Five** by 1 point.

## VALIANT KNIGHT

## TERTIARY CHARACTER

AGILITY 3, ANIMAL HANDLING 3 (RIDE 1B),  
ATHLETICS 3 (JUMP 2B), AWARENESS 3, ENDURANCE 4,  
FIGHTING 5 (LONG BLADES 2B, SHIELDS 1B, SPEARS 1B), WARFARE 3

COMBAT DEFENSE 9 (4 IN ARMOR, +4 W/SHIELD) ⚔ HEALTH 12

INTRIGUE DEFENSE 7 ⚔ COMPOSURE 6

HALF PLATE: AR 9 ⚔ AP -5 ⚔ BULK 3 (4 W/SHIELD)  
MOVEMENT 2 YARDS (SPRINT 4 YARDS)

WAR LANCE	5D	7 DAMAGE, BULK 2, IMPALE, MOUNTED, POWERFUL, SLOW, VICIOUS
LONGSWORD	5D+2B	4 DAMAGE
LARGE SHIELD	5D	1 DAMAGE, BULK 1, DEFENSIVE +4
TOURNEY LANCE	5D	6 DAMAGE, BULK 1, FRAGILE, MOUNTED, POWERFUL, REACH, SLOW

## OPTION TWO: THE VALIANT KNIGHT

In this version of the event, Ser Burne is a doughty knight, traveling across Westeros in search of other knights of similar quality who would be willing to join him in fellowship: he has dreamed of forging a loose order of knighthood based on high ideals and skill at arms. He issues a challenge to any knight he encounters, that they should joust: if any can stay mounted against him for three passes, then he offers that puissant knight a place in his fellowship. If any agree to this odd request, he sends his squire off to find six suitably dead trees and prepare lances from them (which takes a couple of hours at least). In the meantime, Ser Burne is happy to make conversation, share food, and so forth. He will even chivalrously put off the jousting until the morning if a PC is injured and need rest or otherwise isn't inclined to joust immediately.

Of course, this should all seem like something more likely to occur in *Le Mort d'Arthur* than *A Song of Ice and Fire*, and that's entirely correct. Happily, there is more to it.

Ser Burne really is a virtuous knight and a skilled one. He is also completely mentally unhinged. The more the PCs talk to him, and the more time they spend in his company, the more they should begin to see his lunacy. He thinks his idea of a knightly fellowship will honor the "great queen of dreams." He obsessively checks the cinches on his saddle at least a dozen times before mounting his horse. He spends at least an hour a day sharpening and polishing his sword. He refuses to eat from the same dish or trencher another person has laid hands on. He believes in creatures called "snarks"; he always makes a loose circle of soap shavings around himself before going to sleep; he becomes utterly disconsolate if he cannot bathe at least every other day; and so on.

None of this means he isn't still quite a skilled warrior, of course, and his high-minded ideals are laudable for the most part. But in the end, the longer the PCs spend with him, the more his idiosyncrasies should begin to irritate them. Whatever their interactions with him, he parts company from them on the morning of the following day at the latest.

## ERRANT KNIGHT

## TERTIARY CHARACTER

AGILITY 3, ANIMAL HANDLING 2 (RIDE 1B), ATHLETICS 3,  
ENDURANCE 3, FIGHTING 4 (LONG BLADES 2B,  
SHIELDS 1B, SPEARS 1B), WARFARE 3

COMBAT DEFENSE 8 (3 IN ARMOR, +4 W/SHIELD) ⚔ HEALTH 9

INTRIGUE DEFENSE 6 ⚔ COMPOSURE 6

HALF PLATE: AR 9 ⚔ AP -5 ⚔ BULK 3 (4 W/SHIELD)  
MOVEMENT 2 YARDS (SPRINT 4 YARDS)

WAR LANCE	4D	6 DAMAGE, BULK 2, IMPALE, MOUNTED, POWERFUL, SLOW, VICIOUS
LONGSWORD	4D+2B	4 DAMAGE
LARGE SHIELD	4D	1 DAMAGE, BULK 1, DEFENSIVE +4
TOURNEY LANCE:	4D	5 DAMAGE, BULK 1, FRAGILE, MOUNTED, POWERFUL, REACH, SLOW

## CRESSEY'S PROGRESS

If the PCs abuse or belittle Ser Burne the Valiant, or if a PC jousts with him and loses, increase the Cressey's Progress value in **Scene Five** by 1 point.

## OPTION THREE: THE KNIGHT ERRANT

Whereas the first two versions of Ser Burne should keep the PCs occupied for a short while, this option makes it possible to have him join their household. Particularly if the Home House suffered heavy losses in **Part I** as a result of the Cressey attack, then this version of the event might allow them to rebuild their force somewhat.

Here, Ser Burne was a landed knight whose fortunes have fallen: as a result of political backstabbing, his former liege was slain in a bloody coup, with no living heir. His lands were cut up and redistributed by the victor; as a result, Ser Burne also lost his lands and title, and his troops were scattered to the four winds. He now possesses little more than what he carries with him. However, Ser Burne's old fighting men are still very loyal to him, and if he were ever made bannerman to a new lord (which of course is not something that would happen overnight, or even in just a few months), then he could recoup much of his lost military force.

Yet Ser Burne is no fool. He isn't about to join forces with another lord who is likely to lose land and titles, so that his fortunes might rise back up only to fall again immediately after. If the PCs can convince Ser Burne that he should seek out the lord of the Home House (or if one of the PCs is the Home House lord), and if he is persuaded that the lord is both worthy and capable, then he might be willing to swear allegiance. He would need many assurances of good treatment and at least the realistic promise of a small parcel of land in return at some point, but he might be willing.

Treat this encounter as a Standard Intrigue, although it is really the first of several such in a lengthy complex intrigue that should carry on over several non-consecutive game sessions. (The matter is certainly not going to be settled in a few rolls.) If the PCs are successful in this initial

standard intrigue, at least, though, then Ser Burne departs to make his way to the Home House's primary holding, where he will await their return for the time-intensive complex intrigue to continue.

If the PCs manage eventually to bring Ser Burne's disposition from its current level of Indifferent up to Friendly, then he might consider swearing an oath of service. Once he does, assume that a significant portion of his fighting men, still loyal, gradually trickle back to him over the course of the next few months.

As a result, with Ser Burne a loyal vassal perhaps on his way to becoming a bannerman once again, the PC House can effectively regain any lost points from its Force resource value, up to a maximum of the value it had before the Cressey assault.

## CRESSEY'S PROGRESS

If any PC gets a Critical failure on an intrigue test during this version of Event E, then increase the Cressey's Progress value in **Scene Five** by 1 point. (If the PCs actually insult him, or if they attack him and either he or his squire survives, increase the Cressey's Progress value by 2 points.)

### EVENT F

## A YOUNG COUPLE

The PCs are approached by a young woman, clearly distraught. She looks like one of the smallfolk, clothing torn and dirty, yet she is quite attractive and graceful even in her current state. While she doesn't have the mark of highborn breeding, there is nonetheless something noble in her manner. She is almost frenzied with panic at the moment, though, tears pouring down her face. While she seems very hesitant to have approached the PCs at all, her need drove her to seek their assistance.

The woman's name is Larise, and she tells the PCs a tale of her young lover, Jon, having been ravaged by a boar (or a wolf, a bear, a wild dog, whatever is appropriate to the locale), although he managed to drive the beast off. He is lying wounded not far from here, surely dying. Will the PCs find it in their hearts to help him, she asks?

The PCs can attempt a simply intrigue at this point to find out if the young woman is lying. In fact she is not. If the PCs still refuse to help, or if they insist on some payment or assurance from her, she tells them that her father is a wealthy merchant, and that he will surely pay them handsomely. Again, she is not lying (although she might not be telling the whole truth).

If the PCs do go to assist the young man, they find that the situation is just as the woman has said; there is no ruse or trap. The man's wounds turn out to be not terribly serious, although he would have bled to death if left untreated. Any character trained in the healing arts can bind him up and get him back on his feet with a **ROUTINE (6)**

### THE MERCHANT'S DAUGHTER TERTIARY CHARACTER

AGILITY 2 (BALANCE 1B), AWARENESS 4 (EMPATHY 2B), CUNNING 3,  
KNOWLEDGE 2 (EDUCATION 1B), LANGUAGE 3, WILL 3

COMBAT DEFENSE 8 • HEALTH 6

INTRIGUE DEFENSE 9 • COMPOSURE 9

Healing test (Treat Injury applies). (In game terms, he has 2 injuries, but no wounds.)

All of this seems a bit odd, and there is more to the story, of course. The truth of it is the two young people are trying to elope. They had been traveling to the next settlement so that they could be married when the beast attacked. The only thing that saved them was the torch they carried, as the fire singed the creature's face and scared it off.

The girl's earlier assurances about her father paying handsomely were not entirely untrue: he would surely be willing to give a hefty reward for her safe return. He cares little for the welfare of her lover, though. The father has paid well for the best tutors, to ensure that his daughter be properly trained and educated. His plan is to marry her off to a minor lord's son somewhere. Young love being what it is, though, and she being a strong-willed young woman, she decided that she and her lover should take matters into their own hands.

All of this information can be determined with a simple intrigue: If the PCs win, the girl's confidence breaks and she spills the entire tale. The young man stays quiet.

The PCs can do whatever they want, of course. They could simply let the lovers go on their way and be done with the whole affair. If they decide to take action, though, they have essentially two choices: One is to return the girl to her father, and the other is to go see her father and convince him to let her wed whomever she wants.

If the PCs help the father, then they have the option to increase their House's Wealth resource by 1 point. If they do, though, they must also decrease their Population by 1, as news of their actions spread and a number of young freefolk leave the holdings to pursue their dreams elsewhere.

If they help the young lovers, then they may gain a point of Population, as the story draws freefolk to their lands. However, if they do, then they must also lose 1 point from Law, since the House gains a reputation as one that spits in the face of established convention and rewards familial disobedience.

## CRESSEY'S PROGRESS

If the PCs harm either Larise or Jon, or if they ignore her pleas and leave him to die, then assuming either survives, increase the Cressey's Progress value by 1 point.

## FURTHER SCENES

**Scene Three** is unique among the other scenes of **Part IV**, for its several events can be interspersed among a number of other scenes. As the PCs travel through their homeland to reach Scenes Four, Five, and Six, these events are used as interim or bridging encounters.

Further, note that each of the events in **Scene Three** can influence the Cressey's Progress value in **Scene Five**, which can have a marked effect on the encounter in that scene; be sure to keep close track of the Progress value as your players move through **Scene Three** and beyond.

## REWARDS

EXPERIENCE: None

COIN: None

GLORY: None

## SCENE FOUR

## FINDING THE THREAD

CONFLICT: MODERATE • INTRIGUE, SKILL

The PCs have reached the settlement where Renys used to live. Now they need to find him.

## SETUP

After traveling some distance between a short jaunt and a day's ride (depending on the size of their holdings), the PCs have arrived in the settlement where Renys was known to have lived in Cyrol's day. Now they must question some of the smallfolk as to where Renys might be found.

## OBJECTIVES

The PCs need to question the locals about Renys. Tracking him down is the only way to find out what he knows about the ancient Valyrian vault.

## KNOWN FACTS

Renys, a craftsman of common birth living on Home House lands, helped Jothos Velaryon to find the ancient Valyrian vault. He returned to his home after their journey, which lasted the better part of a year, and to the best of the PCs' current knowledge, he dwells there still.

## UNKNOWN FACTS

Renys does still live on the PC House's lands, but not as he once did. Moreover, most people know him now only as "the Tinker," a moniker Renys took for himself years ago to help maintain a low profile. These two facts alone might not make it so very difficult to track the man down, but there is a further complication.

Upon Jothos Velaryon's return to the Home House 14 years ago to recover his young son, Renys was noted in the Cofferer's company. After making sure that Velaryon had departed House lands, several of the lord's men came back looking for Renys, who attempted to flee. During the brief chase that ensued, Renys was overtaken and run down by several mounted soldiers, and left for dead.

By some miracle he survived, however, and was taken in and nursed slowly back to health by some old friends. His body was broken, how-



ever, and one side of his face crushed, leaving him badly disfigured and forced to hobble about on a crutch and two hideously twisted legs.

This shattered wreck of Renys the mason was also aged greatly by this trauma, so he now seems a good 20 years older than his actual age. He no longer uses the name Renys at all, but calls himself (and answers only to) the Tinker. Where the Renys of old was known as a gifted stonemason, builder, and architect, as well as something of a local personality, the Tinker is broken, bitter, and sullen. He keeps largely to himself and bears little if any resemblance to the vital, wildly outspoken Renys of Cyrol's diaries.

The Tinker now merely wanders from homestead to hamlet to hall, mending pots, fixing kettles, and sharpening knives for the smallfolk of the Home House lands, all the while staying well beneath anyone's notice, silently cursing his fate. More significantly, he curses the house that brought that fate upon him: the Home House.

## NOTABLE LOCALES

Even if the Home House lands do not have a proper hamlet or a larger community, it's safe to say there are at least some scattered farmsteads and tiny crossroad settlements. The PCs start their search for Renys in this scene having just arrived in just such a settlement, the one where Renys once lived. The name and the exact nature of this settlement are left open so that you can easily fit the location into the Home House holdings as you wish; for example, depending on where it lies, its primary industry could be fishing, lumber, farming, mining, etc.

Similarly, the map of the settlement itself, included here, is intended only as a guideline. Feel free to modify it as needed. If you require an inn or a mill, simply add one. If the settlement should sit along a river or on a coast somewhere, then by all means alter it so that it does. In fact, the map was designed so that the southernmost road, angling off to the southwest and southeast, could easily be made the bounding edge of a river or body of water. The sept marked on the map could just as easily be a tower or a mill.

Finally, none of the Narrator characters detailed in this scene have been assigned to any particular buildings, so that you can decide who dwells where, as needed, depending on which of the characters your PCs encounter.

## NOTABLE CHARACTERS

Only a few of the current inhabitants of the settlement know any useful information about Renys, and those who do are described here. Of course, you should feel free to flesh out the scene with other random NCs as needed; if you need stats for them, you can use the generic "smallfolk" stats found in *SIFRP*, page 218. Rickard the woodcutter, Hafdis the Healer, Sulfia the Herbwife, Huwe the Carpenter, Lyn the Croftwife

## RESOLUTIONS

The time of day and the PCs' general bearing and demeanor when they arrive at the settlement will dictate the manner in which they are received. Armed knights are likely to be viewed with some wariness, for example, particularly if they're not wearing recognizable sigils or colors. If an heir of the Home House is among the PCs (depending on his or her reputa-

tion, of course), or some retainer who is well known and trusted among the smallfolk, then the reception should be a bit warmer, depending upon the reputation of the house and how they treat their smallfolk.

As the PCs make their way about the settlement, they have ample opportunity to engage the inhabitants in conversation. Most of the smallfolk who are at least 20 years old will remember at least a little bit about Renys the mason, who was the nearest thing they probably had to a local celebrity (with the possible exception of one or more of the PCs) given his wild tales and infamously raucous bouts of drinking. However, as noted under **Notable Characters**, most do not have any intimate knowledge of him. Rumors of his fate have been bandied about, and the townsfolk might relate any number of stories, with varying degrees of truth to them, ranging from "he's dead" to "he ran off with some southern lord and sailed across the Narrow Sea."

As in **Scene One**, roleplaying is the simplest and most rewarding way to navigate this scene; however, if you and your players prefer to use dice to dictate the conversation, then do so. The PCs can choose either Knowledge (Streetwise applies) or Persuasion (Convince applies); the character with the highest total of ranks + bonus dice in the chosen ability can then make a series of three **FORMIDABLE (12)** ability tests using that ability. If the PCs are known and well liked by the locals, then the Difficulty drops to **CHALLENGING (9)**. Calculate the total degrees of success from the three tests, and then reference the list below. The list results indicate what rumor you should give to your players through the course of their conversations with the locals.

As before, you are welcome to apply a +1 or +2 modifier to an ability test as a reward for good roleplaying.

Note: The PCs learn only one rumor here, based on the precise number of successes; they do not accumulate the rumors from lesser successes, as on previous information searches.

### KNOWLEDGE/PERSUASION TESTS

- 0 **DEGREES OF SUCCESS:** Renys joined the retinue of some foreign lord, and they sailed off either across the Narrow Sea or to the Summer Isles. He always was one to put on airs, like the heir of some Great House: No surprise he should run off with one. *"And I know it to be true, for I heard it told when I was in my cups, and I never forget a truth I hear when I'm drinking."* (This last could be a clue that it was Huwe who told the story.)
- 1 **DEGREES OF SUCCESS:** Renys never came back from his journey years ago. Some people say he came back and then died right after, but that's not true. His house went to ruin because he never came back to fix it. *"That's why the carpenter had to repair it eventually."* (This could be a clue that Huwe the Carpenter knows Renys and feels responsible for him.)
- 2 **DEGREES OF SUCCESS:** Renys was put in prison by the old lord for helping one of his heirs to steal away with some lord's son: Must've been trying to collect a ransom. *"Instead he got to rot away in a gaol cell, and it served him right. That's what my cousin said, and she knows, 'cause that's what Hurwe told her."*
- 3 **DEGREES OF SUCCESS:** Renys was killed by some of the old lord's men for kidnapping his heir's son. Damnd fool of a man to go and risk doing that sort of a thing. *"Halfdis might know better, though. She's no Silent Sister, but she's the one that buried our dead for years just the same."*

**4 DEGREES OF SUCCESS:** Renys came back from some long journey and then, soon after, got caught for stealing or something. He ran off and never came back. Who'd blame him? *"But go ask Huwe if you want to know more, for they was friends. Most other folk found Renys a little too proud, if you take my meaning."*

**5 DEGREES OF SUCCESS:** Renys fell in with some disreputable types, traitors to the king, it's said. The old lord found out and had him killed. *"And I know it's true, since my sister worked as a cleaning maid up at the Great Hall. She heard the whole story. He was run down in the street and backed to bits. Ask old Huwe, for he buried him. Or Rickard, for it was him that told me the tale."*

**6 OR MORE DEGREES OF SUCCESS:** Renys was found out as a traitor and executed, they say... but the truth is that he's still alive. And if he's got half a mind left in his head, he's run far away from here. *"He'd be mad as the old king was if he stayed around here, when it'd mean his death to be caught. But I'll wager Huwe and his friend Rickard know more than they're saying. I'd wager a dragon. I caught them talking about Renys once like they'd just seen him, and then they clammed up soon as they saw me."*

## NEXT MOVES

Once the characters have heard a rumor from the table above, they will most likely want to speak with one of the notable NCs of this scene. Since the settlement is so tiny, and assuming that at least one of the PCs would be familiar with the environs, finding any of these locals should not prove difficult (no tests required).

Note that the following intrigues can occur in any order, based on where the PCs go first.

### INTRIGUE ONE (SIMPLE)

## RICKARD THE CARPENTER

Rickard, a large, heavysset woodsman, knew Renys somewhat in the old days. The two were not particularly close, but Rickard knows Huwe the carpenter well, and the latter was a good friend of Renys. As a result, Renys and Rickard shared very tall tales over very tall flagons on more than one occasion "in the old days."

What accounts for Rickard's role in this scene, though, is the fact that he was the one who first found Renys after he had been trampled years ago and brought him to Hafdis the local herbwife to be healed. Rickard is a decent, simple man, not particularly cunning nor well suited to intrigues. He easily becomes flustered, and his speech is liable to be very clumsy, especially in the presence of an attractive lady of Status 3 or higher. As soon as anyone asks him specifically about Renys the Mason, he immediately becomes defensive and stumblingly tries to deny that he knows anything special about the man. His reticence is twofold: One, he fears that since the PCs' House tried to kill Renys once, they are try-



### RICKARD

### TERTIARY CHARACTER

AWARENESS 3, ATHLETICS 3 (STRENGTH 1B), CUNNING 1,  
FIGHTING 3 (AXES 1B), SURVIVAL 4

COMBAT DEFENSE 8 HEALTH 6

INTRIGUE DEFENSE 6 COMPOSURE 6

ing to find him again now to finish the job; and two, he is afraid that if he admits to having saved Renys years before, he will also be considered a criminal.

At this point, the PCs may enter into a simple intrigue with him. Rickard uses Deception (rank 2) to try to convince the PCs that he doesn't know anything unusual about Renys; he starts the intrigue with a disposition of Indifferent, unless the PC addressing him is an attractive female, in which case treat him as Amiable.

### INTRIGUE RESULTS

**PCs LOSE:** Rickard denies flatly that he knows anything about Renys beyond the fact that they were acquainted many years ago. They weren't good friends, but they shared flagons one a few occasions. Renys was a good storyteller, he recalls. "But I haven't seen him for many years. Not sure what ever happened to him."

**PCs WIN:** Rickard admits that he knew Renys in years past, and also tells the story of the night he found Renys after the man had been trampled. "He was hurt real bad, broken and bloody. Sad to say he died there where I found him." It is patently clear that Rickard is holding something back, but he will not reveal it, even on pain of death; in his lowborn ignorance, he truly believes that the PCs will imprison or slay him outright anyway if he tells the truth.

**PCs WIN (GREAT OR BETTER):** As "PCs Win," but if any PC scores a Great success during the intrigue (see Table 2-1: Difficulties in *SIFRP*, page 32), then they manage to put Rickard so well at ease that he admits to having brought Renys, still alive, to the hut of Hafdis the Healer. He then realizes that he has just implicated her in a cover-up, though, so he quickly adds, "but I think he died later that night." It's clear he's lying, but he immediately clams up again.

### INTRIGUE TWO (STANDARD)

## HALFDIS & SULFIA

An ancient crone far older than any other person in the settlement, Hafdis has been the local herbwife (midwife, herbalist, and healer) for most of her life. She is terribly arthritic now, making it difficult for her to do much, but her mind is still sharp. Moving around her tiny hovel is a challenge for her, so she spends most of her time sitting close by the fire; her eyesight is not good, and she has a tendency to cock her head sideways, like a curi-





ous old hound, when she speaks. She has passed most of her healing arts along to her granddaughter Sulfia, who has lived with Hafdis for several years.

Hafdis did not know Renys well, but Rickard the woodsman brought the wounded man to her years ago for healing, the day Renys was trampled.

Sulfia moved in with her grandmother Hafdis when her own youngest daughter married and moved away to another settlement a few hours' ride from here. Like her grandmother, she did not know Renys well, but she was around when he was brought to her grandmother's hut for healing, and she knows the basics of his story.

Hafdis is a wily old creature, used to being treated with a certain amount of dignity. She has no illusions about her place in the greater scheme of things, but if she feels she is being accosted or accused, she is liable to puff up with that special breed of stubborn pride usually found only among the ignorant or the very old, who really don't much care what younger people think.

Sulfia is rather more wary around highborn folk than is Hafdis. She is also far less outspoken generally, and tends to let Hafdis do the talking. However, she is also very protective of her grandmother and will quickly come to the old woman's defense. If Sulfia becomes the target of a PC's intrigue test, she is liable to clam up and defer to her grandmother, greatly preferring a supporting role.



Being well regarded by the smallfolk for many miles around, Hafdis and her granddaughter Sulfia have Status ranks of 2, as opposed to the Status 1 of most other smallfolk. This still means that any PC with Status 5 or higher can enter into a simple intrigue with either Hafdis or Sulfia directly (player's choice), rather than going through a longer standard intrigue involving both of them. Otherwise, though, it is a standard intrigue.

Hafdis uses the Convince and Intimidate techniques, and her objective is always to deceive the PCs into thinking that she doesn't remember a man called Renys at all, due to her failing memory (which of course is really as sharp as ever). She begins the intrigue with an effective disposition of Indifferent.

Sulfia generally does not use any techniques to participate actively in the intrigue. Instead, on her turn during each exchange, she merely supports her grandmother using the Assist action. Like Hafdis, she begins the intrigue with an effective disposition of Indifferent.

#### INTRIGUE RESULTS

- ❗ **PCs LOSE:** Hafdis doesn't remember anyone called Renys. Clearly her memory is failing. No wonder, at her age.
- ❗ **PCs WIN:** Hafdis seems somewhat put out at being forced to recount it, but she tells the story of the night Rickard brought Renys to her hut after he had been trampled by the lord's soldiers. *"It's a wonder, but he survived. For several nights I thought we'd find him cold and stiff in the morning, but he passed through his fever and came 'round. Broken and twisted he was, but he walked away. Never seen him since."*

## HAFDIS

## TERTIARY CHARACTER

AWARENESS 1 (EMPATHY 1B), KNOWLEDGE 4, HEALING 4 (TREAT AILMENT 2B, TREAT INJURY 2B), WILL 3

COMBAT DEFENSE 5 🎲 HEALTH 5

INTRIGUE DEFENSE 6 🎲 COMPOSURE 9

## SOLFIA

## TERTIARY CHARACTER

AWARENESS 3, KNOWLEDGE 3, HEALING 3 (TREAT AILMENT 1B, TREAT INJURY 2B)

COMBAT DEFENSE 7 🎲 HEALTH 6

INTRIGUE DEFENSE 7 🎲 COMPOSURE 6

## HUWE

## TERTIARY CHARACTER

AWARENESS 3, DECEPTION 3 (ACT 1B), ENDURANCE 2 (RESILIENCE 2B), KNOWLEDGE 3

COMBAT DEFENSE 6 🎲 HEALTH 6

INTRIGUE DEFENSE 6 🎲 COMPOSURE 6

## LYN

## TERTIARY CHARACTER

AWARENESS 2 (EMPATHY 1B), ENDURANCE 1, PERSUASION 3 (INTIMIDATE 2B), WILL 3 (DEDICATION 1B)

COMBAT DEFENSE 6 🎲 HEALTH 4

INTRIGUE DEFENSE 3 🎲 COMPOSURE 9

🛡️ **PCs WIN (GREAT OR BETTER):** As **PCs Win**, but if any PC scores a **Great** success during the intrigue (see **Table 2-1: Difficulties** in *SIFRP*, page 32), then Hafdis slips up and mentions that Renys stayed with Huwe the carpenter and his wife Lyn during his recovery.

🛡️ **PCs WIN (ASTONISHING):** As **PCs Win**, but if any PC scores an **Astonishing** success during the intrigue, he or she puts Hafdis so much at ease that she somehow slips and reveals the fact that she has seen Renys a few times “when he’s passed through.” (Try to work this admission into the conversation as offhandedly as possible.) She realizes her mistake after a moment and falls silent, flustered. Now that she is nonplussed, any PC who succeeds at a basic **FORMIDABLE (12)** Persuasion test (Convince or Intimidate applies) can get her to confess the whole story, with no omissions, even admitting that Renys and the Tinker are one and the same.

After this intrigue, any PC with Cunning 3 or better can attempt a **VERY HARD (18)** Cunning test (Memory applies) to recall that there is a crippled old tinker who travels around these parts. (But he’s too old to be Renys, surely?)

## INTRIGUE THREE (STANDARD)

## HUWE &amp; LYN

Huwe is a red-faced, boisterous, good-natured sot. As a journeyman in years past, he worked closely with Renys. Despite the stonemason’s eccentricity, he and Huwe became good friends in years past; in addition to working together on occasion, they shared a love of old, far-fetched tales, bawdy songs, and strong drink. For Huwe, none of those loves have paled, but especially not the latter. These days, in fact, he spends far more time draining pots of ale than he does sawing planks: he has two capable apprentices for the heavy lifting, leaving him all the more time to “oversee.” The heaviest lifting Huwe does these days is to lift himself from his seat, given his ample girth.

The local carpenter is a good-natured drunkard and an excellent storyteller, well known for the great gales of laughter he emits and also those he incites. When it comes to interacting with highborn types, however, Huwe is far less open; the near-death of Renys years ago is only one of many abuses of power he has seen over the years, and he considers most nobles to be “savages in silk.” As a result, he is very cau-

tious and uncharacteristically reserved in such situations, picking his words carefully and falling back into the role of the ignorant rube.

The wife of Huwe the Carpenter and mother of their seven children (five of whom survived childhood, and two of whom still live with their parents), Lyn is known among her neighbors as something of a force of nature, strong-willed and irascible. To her friends, or those in dire need, her maternal instinct reveals itself easily, but if anyone should treat her or her family ill, she becomes cool as winter storm and implacable as a glacier. She tolerates her husband’s drinking and laggardly ways with considerable aplomb most of the time, but when she has had enough, he typically jumps to attention very quickly... at least for a few days, until the storm subsides. Lyn is the quintessential “smallfolk goodwife”: Full of common sense and folk wisdom for every occasion; quite endearingly, overbearingly gruff; blissfully uneducated and obtuse; ignorant of nearly anything taking place more than a mile outside of her settlement; and intolerant of any kind of “high-minded nonsense.” She is most likely to be outspoken when she ought to be silent, and grows stubbornly terse when words might be a balm.

Although she tries to keep it well hidden from her family, Lyn’s health is ailing; she has admitted to old Hafdis that she “doesn’t have nearly the wind in her sails as she once did.” Her breathing is harder these days, and she endures a cough anytime the wind turns colder or wetter.

In the days after Renys was trampled, once Hafdis had seen him through the worst of his injuries, it was Huwe and his wife Lyn who took Renys in for several months and nursed him back to health.

Note that any PC with Status 4 or higher can resolve this scenario with a simple intrigue against either Huwe or Lyn directly (player’s choice), rather than a standard intrigue.





Huwe uses the Charm technique, his objective always being deceit: he plays dumb at first about Renys, but if it becomes obvious that the PCs know something about his relationship with the man, he becomes evasive. If it seems that they know Renys is still alive, he admits that to be true, but he still denies having seen the man for a dozen years and claims to have no idea where he might be now. He begins the intrigue with a disposition of Dislike. At the start of the intrigue, he will attempt a Read Target action if any his opponents seems particularly persuasive.

Lyn does not try to influence anyone in this argument. Each turn, she uses either the Assist or the Consider action, as appropriate. Like her husband, she begins the intrigue with an effective disposition of Dislike.

### INTRIGUE RESULTS

- ❖ **PCs LOSE:** Huwe and Lyn are ignorant smallfolk who don't know anything about Renys, beyond the fact that he and Huwe used to be the local drunkards. One of them clearly still is. The PCs are wasting their time here.
- ❖ **PCs WIN:** *"Oh, that Renys! Well of course I knew him."* Huwe acknowledges that he knew Renys well; they worked together for years, so naturally they became friends. Lyn concurs. If the PCs seem to know that Renys is alive, then Huwe comes clean about he and his wife having let the man convalesce in their house years ago. *"But we've not seen him since then, I swear. No idea where he might be now. Likely dead after all. He was... not well toward the end, even before he... before his injuries."*
- ❖ **PCs WIN (INCREDIBLE OR BETTER):** As **PCs Win**, but if any PC scores a Incredible success during the intrigue (see **Table 2-1: Difficulties** in *SIFRP*, page 32), then Huwe is pacified completely. He divulges everything, up to and including the fact that Renys grew very strange in the last few years before he was attacked and trampled. He was more than a little mad. But Huwe saw Renys not two weeks ago, the last time he passed through town. "Fixed that old kettle up there for us the last time he stopped in, he did, just last year. Seemed to be doing quite well, the crazy old dog!" Huwe seems quite fond of Renys, though also somewhat saddened at the thought of him.

### FURTHER SCENES

- ❖ **SCENE THREE:** From here, the PCs should leave the settlement to go in search of Renys. Along the way, they may encounter other travelers; you might use more of the events in **Scene Three** for a few chance encounters before **Scene Five** unfolds.
- ❖ **SCENE FIVE:** Before the PCs can find Renys, they first go to **Scene Five**, in which they encounter Lord Cressey's agents, who are also looking for the Tinker.

### REWARDS

EXPERIENCE: 4

COIN: None

GLORY: None

### SCENE FIVE

## RACING THE SHUTTLE

CONFLICT: MAJOR • COMBAT, INTRIGUE

Before they find Renys, or "the Tinker," the PCs cross paths with Lord Cressey's agents, who are also seeking "the man who helped Jothos Velaryon."

### SETUP

While the PCs have been investigating the stories of Cyrol and Renys for the past several scenes, Cressey's agents have also been pursuing their own agenda off-stage. As this scene begins, the PCs are finally on their way to find the Tinker. However, now that their paths start to converge, they meet the Cressey agents.

When Bevan and his two cohorts, Farn and Yeseph (see "Notable Characters"), first arrive in Home House lands, they know only a little about the PCs. Any PC of Status 4 or higher is known to Bevan by rank and title, but he has kept this detail to himself, lest his companions become unsettled at the thought of plotting against highborns; he was given a broad physical description of each of the PCs as well, regardless of their Status, and he has shared this recount with his companions. Beyond that information and the PCs' last known whereabouts, however, they know little more at first; they are entirely unaware of the Dragon's Hoard and of Renys, believing only that they are looking for Aeron Waters, who they've been told has some information critical to Lord Cressey.

### CRESSEY'S PROGRESS

Based on the PCs' actions and relative successes in previous scenes, Cressey's men gradually learn more about the stories of Jothos Velaryon and Renys; their investigation has been abstracted on the table on page 129 using a **Cressey's Progress** value, which represents their approximate knowledge and preparedness when they encounter the PCs in this scene. If the Cressey's Progress value is low, the agents are generally uninformed and unprepared, granting the PCs some minor benefit during their encounter in this scene; similarly, if the value is very high, then the Cressey agents are well-prepared and confident, granting them some benefits.

Depending on their progress, the agents may know much more of the Dragon Vaults and of Cyrol's role in helping Jothos Velaryon find them than the PCs could expect. They don't necessarily have the precise details that the PCs have accumulated at this point, but that's unimportant; all they care about, once they hear of hidden Targaryen gold, is tracking down the man whom Jothos used as a guide years ago.

### OBJECTIVES

The PCs encounter Lord Cressey's agents on Home House lands. They have the option to engage in an intrigue or a combat (or both). One way or another, they need to overcome these men before moving on

## CRESSEY'S PROGRESS TABLE

DEGREES OF PROGRESS	EFFECT
2 or fewer	Bevan and his cohorts have managed only to uncover some old rumors about a missing Home House heir and the fact that he helped Aeron Waters' father in some way years ago. They know that the PCs are actively looking for someone, whom they assume to be either the missing heir or Waters himself. However, they are somewhat frustrated, preoccupied, and relatively unaware of their surroundings as they try to gain ground in their search: For the length of this scene, the PCs all gain a +2 modifier to all intrigue tests and a +1 modifier to both Combat Defense and Intrigue Defense against the Cressey agents. They have maintained a low enough profile at this point that the PCs should not hear any mention of them.
3	As above, plus the agents now have a name for the "missing heir," Cyrol, and they have learned also that he was banished for helping Lord Velaryon. They have discovered that the one the PCs are looking for is someone other than Cyrol or Aeron Waters, but they are somewhat irritated that they still don't know who it might be or why their counterparts are looking for him. Given the NCs' general level of agitation, the PCs each gain a +1 modifier to their Intrigue Defense against the Cressey agents during this scene. They have maintained a low profile, but the PCs might hear it mentioned that a stranger or two (or maybe there were three?) have been seen passing through.
4	As above, plus Bevan now knows that the PCs are looking for a man who helped Cyrol and Jothos Velaryon years ago. They don't yet know his name, but they suspect that he still lives on Home House lands somewhere. More importantly, though, they now know about the Dragon Vaults' existence. They don't know what's held there, but the name itself is cause enough to dig further in this new direction of their investigation. Bevan has been asking a lot of pointed questions, an activity which is sure to draw attention; at some point during one of the encounters from <b>Scene Three</b> , it's likely that someone will mention hearing something recently about a man who was asking very similar questions.
5	As above, plus the agents are aware that they are looking for someone named Renys, who was a mason and a builder; they assume that he helped Lord Velaryon to break into the Dragon Vaults somehow, not suspecting that he was the guide who helped find them. Further, they now know that the Dragon Vaults, as they suspected, contain some great treasure, perhaps even some ancient hoard of the Targaryen kings of old. In their encounter with the PCs, because they are so confident in the value of their information, the agents gain a +1 modifier to Intrigue Defense. Bevan and his men have made an impression at this point; at some point during an event in <b>Scene Three</b> , the PCs learn that a small group of men have been asking some uncomfortably probing questions about the Tinker.
6 or more	As above, plus the agents know that Renys travels in the guise of a crippled old man. They don't know that he is called "the Tinker," but they have enough of a description that it doesn't really matter. In this encounter, given the accuracy of the Cressey agents' information and the degree to which the PCs should find their knowledge unsettling, Bevan and his men gain a +1 modifier to Intrigue Defense and also a +2 modifier to all intrigue tests against the PCs. During an event in <b>Scene Three</b> , the PCs learn not only of Bevan and his men, but they might even get a reasonable description of the three if they ask, along with the subject of Bevan's discourse with whatever NC is talking to the PCs—for it's likely a conversation remarkably similar to the one they're having right now.

to find Renys. It is possible, if their intrigue is particularly successful, that the PCs can actually talk the agents into sharing some information and then abandoning their search, playing on Bevan's mistrust of Lord Cressey's motives.

## KNOWN FACTS

At this point, the PCs know only that House Cressey is very actively seeking information about Aeron Waters and the Dragon Vaults. They may have discovered Falea, Cressey's spy within their household, during **Part I** of this chronicle, but otherwise they are most likely unaware of these agents until they meet them here in this scene.

However, according to the Cressey's Progress rating, you should consider giving them a few hints about Cressey's agents, "some strangers who've been asking a lot of questions," as they encounter other NCs previous to running this scene. (See the **Directing This Scene** sidebar at the beginning of **Scene Three**, as well as the **Cressey's Progress Table**, above.)

## UNKNOWN FACTS

Since Old Lord Cressey's death several years ago, Bevan has continued to serve House Cressey, in the hopes of winning the knighthood he secretly desires. However, the young Lord Cressey has not given Bevan any inkling of the hopes or responsibilities that his father once accorded the grizzled campaigner. Very recently, though, Bevan was summoned to the new Lord Cressey's chambers. There, the young lord ordered him to choose two men who "could be trusted to keep their heads down and their mouths shut." The young lord informed him that members of the PCs' House had learned a secret of great importance to House Cressey, a secret told them by Jothos Velaryon's bastard. Bevan and his men were ordered to take three horses and ride at once to the Home House lands, where they should find out whatever information they could dig up about this bastard and his new allies.

Assume that Bevan, Farn, and Yeseph have been keeping loose tabs on the PCs for the past couple of scenes, and thus interrogating many

of the same NC as the player characters. As well, based on the relative success of some of the players' rolls in **Scene One**, Falea the spy may have passed along some useful bits of information to Bevan and his men, either directly or by some proxy.

## NOTABLE LOCALES

This scene can take place almost anywhere within the Home House borders except within one of their major holdings, such as a fortified hall or keep (although it could happen in a hamlet or town outside the walls of a hall or keep). Bevan and his men are good at prying information out of easily cowed smallfolk or from lesser servants or henchmen whom they can bribe or intimidate; they are not meant for sneaking around and spying in castles or forts, where they would stand out like a sore thumb. Lord Cressey has other servants who can perform that kind of service, such as Falea.

That said, this encounter works best when it occurs along some road or track, perhaps as the PCs make camp, or else in some small village or settlement where there are no Home House guards likely to be around. Remember that Bevan knows full well who any highborn or highly placed PCs are. He's going to try to catch them off guard or at a disadvantage, when they can't call down a cadre of armed men to assist them.

## NOTABLE CHARACTERS

Lord Mikkel Cressey is desperate to root out any information he can about Aeron Waters or the location of the vault. Rather than risking another all-out assault, as he did in **Part I**, this time he sends in three men to nose around quietly among the smallfolk. Statistic for these men, Bevan, Farn, and Yeseph, can be found in the **Appendix**.

## RESOLUTIONS

This scene will work best (and be most rewarding for your players) if the manner of the characters' meeting conforms roughly with the Cressey's Progress table. That is, if the Progress value is low, then Bevan and his cronies are relatively unprepared, and this fact should be reflected in their manner and in the circumstances of their meeting.

For example, if the Progress value is a 1 or 2, then Cressey's agents should seem ill-prepared for the meeting; perhaps the PCs actually come upon them while they are encamped or otherwise occupied. If the value is more moderate, like a 3 or 4, then the meeting should place both sides on a relatively even footing. But if the Progress is 5 or higher, then the NCs should find the PCs at unawares or possibly at rest, or else they have settled in to wait somewhere along the PCs' route.

Note that, if the Cressey's Progress value is 5 or better, then Bevan and his allies will be lying in wait for the PCs or else actively pursuing them. Whatever the scenario, when they finally approach, Yeseph is hiding somewhere nearby, high up and with a clear line of fire, in case things get ugly. If the encounter occurs outdoors, then he might be hiding in a tree; if it is in town or inside, then he is perched high up on a roof or among the rafters. Only Bevan and Farn are immediately visible.

Regardless of the encounter's initial circumstances, though, the PCs have two options: They can begin by talking to Bevan, which leads to an intrigue, or they can launch immediately into a combat. Given that he and his men aren't wearing enemy colors and have no

identifying symbols upon them, an attack might be a rather hasty and possibly ill-considered choice. Players being players, however, it's not entirely unlikely.

## INTRIGUE

### TALKING IT THROUGH

If the PCs engage the three strangers in conversation, or if they hesitate, then Bevan steps forward to do the talking. It is clear, though these men have no rank or markings visible, that he is their leader; the other two remain nearby and alert, and Farn may step in if things seem to be going poorly, but for the most part he and Yeseph speak only if addressed directly. What is also clear is the fact that these men obviously know who the PCs are, which places them at something of an advantage.

Should the PCs seem inclined to discuss matters openly, then Bevan tries to wheedle whatever bits of information he can from them regarding the matters he is here to investigate. Initially, citing the recent attack on the Home House by "unknown enemies," he wonders aloud why the attackers were interested in some dead noble's bastard. From there, use the Cressey's Progress table to gauge what he already knows against what information he would be interested to get from the PCs.

If the PCs seem hostile or question his purpose here, Bevan is evasive. He might even suggest that he and his companions would be interested in coin for service, "especially since you must have lost some men in the recent fighting?" (This isn't necessarily an outright lie, as Bevan's loyalty was to the old Lord Cressey, not Lord Mikkel. If the PCs would be willing to pay enough or, Seven forbid, even offer a worthy man such as himself a privileged place such as he had before, then he would certainly consider it.)

### INTRIGUE NOTES

Although standard intrigues normally default to "simple" if a PC's Status is 3 or more ranks higher than the NC's, you may set that rule aside in this instance (unless you or your players would be happier to keep the intrigue short). Because of Bevan's Flaw and the fact that he is here on the direct order of Lord Cressey (though he will never admit it of course), he is not going to roll over easily even for a PC heir.

Don't forget to apply any modifiers from the Cressey's Progress table to either the PCs or the NCs in this scene, as applicable. Also, be sure to tally up any additional successes on PC ability tests during the intrigue, as the total number of successes can affect the final outcome, as noted on the table below.

**BEVAN:** Bevan generally uses the Convince technique in this intrigue, although if he is provoked, he is liable to switch to Taunt. His objective is information; he wants to learn whatever he can from the PCs about the topic of his mission. He begins the intrigue with a disposition of Indifferent, unless the PCs seem overtly hostile, in which case his disposition is Dislike. He is likely to start with the Read Target action, given his high Awareness.

**FARN:** Farn may take part in the intrigue actively, although he will direct his Persuasion tests only against targets of Status 3 or lower, and only if they have directed "attacks" at him or Bevan. When he does act, he uses either the Convince technique to influence a PC (if the conversation is calm) or Intimidate to make a PC back off (if



things are getting heated). Otherwise, he bides his time using the Consider action, and then supports Bevan as needed using either using the Assist or the Mollify action. He begins the intrigue with an effective disposition of Indifferent.

- ⚔ **YESEPH:** Even if he is visible at the start of the encounter (i.e., if the Cressey's Progress value is 4 or less), Yeseeph generally won't participate in the intrigue; assume that he uses the Consider action each round until he decides to act (if he does so at all). The only time he might act is if one of the PCs is an attractive female who doesn't seem overtly hostile, in which case he may attempt to Seduce, whether to irritate the other PCs or to actually improve her disposition. Like Farn, Yeseeph's attitude begins at Indifferent.

## DRAW YOUR STEEL!

You might find that, after several scenes of little but roleplaying, intrigues, and ability tests, both you and your players might be ready for a good fight. To that end, if the conversation should start to devolve, don't be afraid to let loose with Bevan's taunts, Farn's intimidation tactics, and Yeseeph's smarmy pickup lines. Get the players good and riled up, have fun with it, and let the chips fall where they may!

### INTRIGUE RESULT

- ⚔ **PCs LOSE:** The exact result of the PCs losing is left to the Narrator to work out for the PCs, since the players can always decide

their own actions if they want to. However, from the NCs' perspective, a victory most likely means that they have learned everything they need to return to Lord Cressey with their information. In that sense, their "victory" may look like a loss to the PCs, since they leave the Home House lands. That's fine, let the players think what they want.

- ⚔ **PCs WIN:** Again, you'll need to decide exactly what a victory means here for the PCs, depending on their objectives in the intrigue. They might get basic information from Bevan, or they might sway him to back off and depart or even to betray Lord Cressey in some small way.
- ⚔ **PCs WIN (GREAT OR BETTER):** As "PCs Win," but if any PC scores a **Great** success during the intrigue (see *Table 2-1: Difficulties in SIFRP*, page 32), then the PCs' victory is much greater. They might get extensive information from Bevan, or he and his men might drop their search and leave Home House lands immediately, or they could be convinced to betray Lord Cressey in some meaningful way.
- ⚔ **PCs WIN (ASTONISHING):** As "PCs Win," but if any PC scores an **Astonishing** success, then her influence can be truly remarkable: For instance, Bevan might be so charmed that he turns coat entirely; he and his men might be convinced that giving up all of their gold and leaving at once, never to return, is a better bargain than trying their luck with steel and losing their lives; or if PC fighting types clearly outnumber Bevan and his men, he might be cowed into surrendering without a fight.

Whether or not the PCs win the intrigue, they are always at liberty to switch to combat at any point. Since each side is fully aware of the other, and neither is likely to let their guards down, there is no surprise possible. Simple check initiative and start the combat normally.

## COMBAT

### OUR SWORDS WILL DO THE TALKING

Whether the PCs launch into combat immediately or only after they have persuaded Bevan to admit what he is doing here, the crossing of swords is a very likely possibility in this scene. That's fine. The three NCs in this scene aren't pushovers, but none should prove too great a threat for any knight or other combat-focused PC.

**BEVAN:** Bevan is the most dangerous of the three, and he is most likely to square off against a seasoned-looking PC warrior. If his enemy is wearing heavy armor, he is likely to use Long Blade Fighter to forgo his bonus dice but deal more damage on a successful attack. Wherever possible, he looks for opportunities to use terrain and obstacles to his advantage, moving around constantly and trying to keep a slower, bulkier enemy off balance. Against multiple opponents, he uses Dodge until he can put himself in a position to defend safely, if possible.

He may opt to take a few injuries or even a wound to keep fighting if the combat seems evenly matched or he thinks his side might win, but if he senses certain defeat or is forced to take more than three injuries or a second wound, he immediately surrenders.

**FARN:** Farn is a nasty fighter, always targeting the weakest-seeming enemy on the field. He doesn't care if that means his target is male or female, old or young, armed or unarmed. He relies on taking that enemy down quickly, thereby hurting his enemies' morale and (if all goes well) forcing one or more of his other adversaries to rally around the fallen. This way, he helps to manage his enemies' positions on the battlefield. If he can't get at the weakest enemy, he'll go for the next weakest, then the next, and so on, until he finds a relatively soft target he can get at, if there is one.

If this strategy fails, then Farn tries to work in tandem with Bevan, attempting to circle behind Bevan's assailant so that they can take a dangerous enemy down as quickly as possible.

**YESEPH:** As noted previously, Yeseph may be hiding in a tree or on a rooftop somewhere nearby if he and his companions were well prepared for this encounter. If so, he snipes soft, mobile targets first, preferring those with obvious ranged attacks, trying to limit his enemies' ability to come after him. Even if he is standing with Bevan and Farn at the opening of the encounter, his first priority is to get well clear of danger so that he can load and fire his crossbow freely. If he sees a good vantage point and can get to it, he takes the time to climb up so that he can fire from a position of advantage and keep armored foes on the ground below.

Yeseph knows all too well that he is no match for an armored warrior face to face, so if he is forced into a confrontation with such an enemy, he tries to retreat and stay at range, so he can keep using his crossbow; failing that, he tries to flee the battle altogether; or if he has no other choice, he yields.

## FURTHER SCENES

- SCENE THREE:** From here, the players are headed to **Scene Six**, in which they finally meet Renys. However, if you still haven't used all of the events in **Scene Three**, you might consider using them now before starting the final scene.
- SCENE SIX:** **Scene Six** is the final scene of **Part IV**. If you feel your players are ready to meet Renys with no further interruption, then proceed to **Scene Six**.

## REWARDS

EXPERIENCE: 2

COIN: 300

GLORY: None

## SCENE SIX

# STRIKING THE WEFT

CONFLICT: MINOR • INTRIGUE, SKILL

One way or another, the PCs have outmatched House Cressey's agents and now they have finally caught up with Renys. Their work is not yet done, however: They now need to win his trust and try to overcome his hatred of the Home House.

## SETUP

This scene assumes that the PCs have learned Renys actually is "the Tinker," who is well known in the Home House lands. The PCs will have no great difficulty finding out where he is and tracking him down. The scene begins as they make their final approach, so they have not yet spoken with him.

Note that you may have a PC in your group whose biography or character build assumes he or she has spent a great deal of time making friends among the smallfolk (such as the Favored of Smallfolk Quality). In this case, that character has almost certainly met the Tinker before, and knows a little bit about him; and if the character is old enough, he or she might also have met Renys before he was trampled, but somehow just never put it together that the two men are one and the same. (See the Appendix for a full description of Renys's biography and personality.)

## OBJECTIVES

The PCs' only goal here should be to win Renys over to their cause. Doing so is no easy feat, however. In fact, though they shouldn't realize it, this is an almost impossible task.

## KNOWN FACTS

The Tinker, who has plied his trade in the Home House lands for a dozen years, is in fact Renys the Mason. His legs twisted and bent and face disfigured from his injuries in years past, he trundles along slowly on a covered cart drawn by an ass, and which is both his home and his

workshop. Depending on the PCs' success in previous chapters, they may know some portion of his unfortunate tale.

## UNKNOWN FACTS

Renys remembers exactly how to get to the Dragon's Vault, and he knows what's inside. In addition, he is a mason and a craftsman, as well as a direct descendent of the man who built the vault: thus, it was a matter of both personal and professional interest for him to search the vault and learn as much about them as possible while he was there. Assume that he knows pretty much anything important about the vault, up to and including an intimate knowledge of its defenses (i.e., traps or hazards), as well as information about any modifications or enhancements he made to it while on the island.

Renys is very unstable mentally, but he hides it well. Of course, he is going to be far from eager to share any of his knowledge, particularly with anyone from the PCs' House.

## NOTABLE LOCALES

Whatever the lay of the land, the Tinker doesn't live in a settlement, as did Renys of old. He wanders freely among them, riding along on his rickety wagon, drawn slowly by an old jenny. In order to find him, the PCs will need to wander among the settlements of their holdings as well. For all intents and purposes, the only "locale" that matters for this scene is Renys's wagon. Inside are all of the tools and materials one might expect to find in a mobile tinker's shop, plus other odds and ends that you'd find in a very poor man's house on wheels.

## NOTABLE CHARACTERS

The only notable character in this scene is Renys himself. For a full description of this major character, see the Appendix.

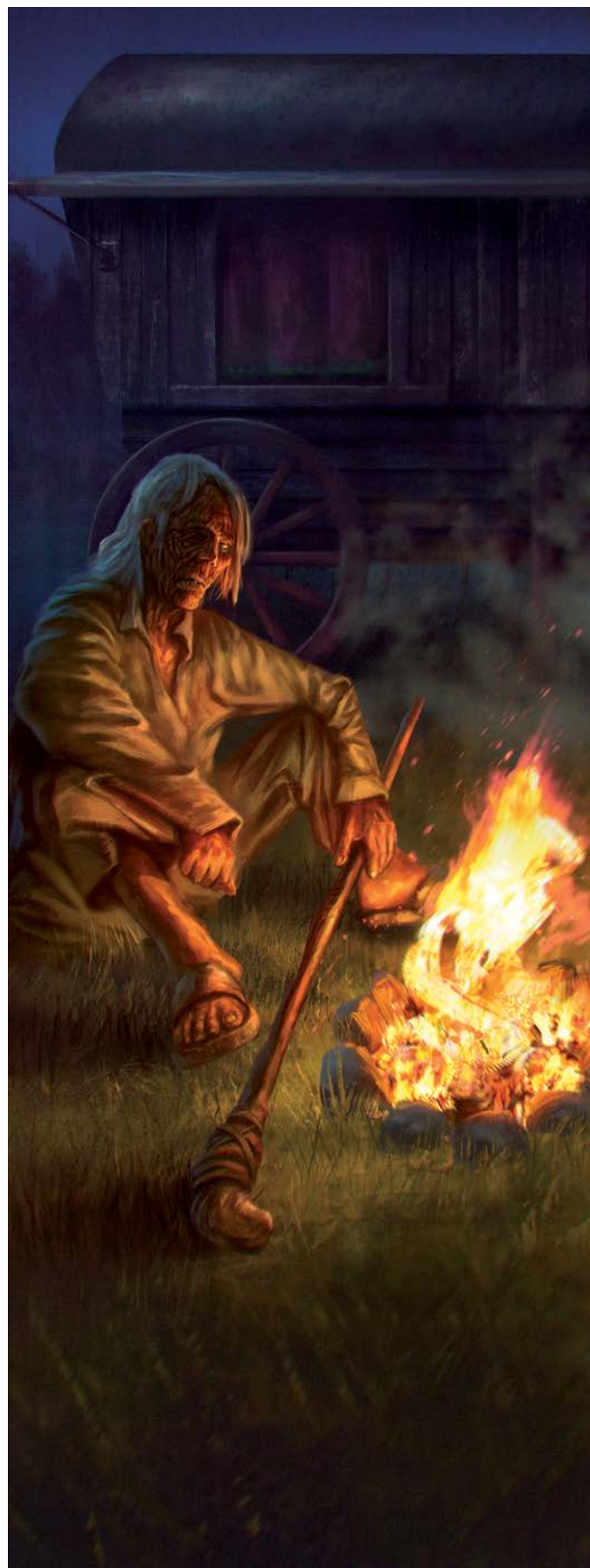
## RESOLUTIONS

You should decide where the PCs encounter Renys, as well as what time of day (or night) it is, and any other such details that might help set the scene. Given his mistrust of others, he is unlikely to be settled down for the night in a town or settlement; at the closest, he would move his wagon out somewhere well away from the edge of town, far enough away that no one would bother to come and harass him.

Assuming they don't take him by surprise, Renys's reaction to the PCs' approach is eerily calm. He sits and watches, not speaking or hailing them until they speak first. Even once they engage him in conversation, he is unlikely to speak until he must: he knows from experience what kind of unsettling effect his voice can have, so he typically waits to use it at an opportune moment.

Once the PCs do engage him in conversation, then he speaks as necessary, but he has learned to make himself understood in part through heavy use of (grotesque) body language because of the difficulty people can sometimes have understanding his speech. At this point, the PCs enter into a standard intrigue.

If any PCs are wearing House colors or emblems openly, then treat Renys's disposition as Unfriendly. (He is actually Malicious, but he's



restraining himself to see what they want and how he might turn this situation to his favor.) Otherwise, he starts off at Dislike, but his attitude should quickly deteriorate by one step every exchange once he realizes who they are. However, it should be very difficult for the PCs to determine his disposition because it's hard to read his twisted features: Renys gains a +2 modifier to his passive Deception against all attempts to Read Target (making the Difficulty 22!).

At first, Renys uses only Bargain or Convince techniques. Once he sees what it is that the PCs want, though, he may use any technique except Charm or Seduce; he knows they need him, so he can get away with taunts or threats and doesn't have to play nice. He always uses Deception to influence people, never Persuasion.

Renys's objective is always some combination of "bargain" and "deceit": he wants to try to get the best deal he can for himself, if the PCs want his help, and at the same time he is pretending to be helpful while covering up the fact that he loathes them with every fiber of his being.

Even though Renys's Status is only 2, this scene should still be handled using a standard, not simple, intrigue. There is simply too much history and too much hatred in Renys for him to be browbeaten by some upstart little lordlings.

#### INTRIGUE RESULTS

❗ **PCs LOSE:** Renys bargains for some outrageous fee or favor from the PCs in return for his assistance. Of course, he intends to collect his reward and then betray them in some terribly cunning way when they least expect it. But he'll betray them for the satisfaction even if he hasn't yet been paid, should the right opportunity come along.

❗ **PCs WIN:** Renys agrees to help the PCs for a much more reasonable fee or favor. As before, though, he still intends to betray them and see them all ruined or dead.

These outcomes might very well play out as the PCs explore the Dragon Vault, using the knowledge Renys imparts to them about its design and traps, granting either bonus dice or penalty dice to their rolls to detect, avoid, and/or escape the vault's traps (see **Scene Six of Part V: The Dragon's Hoard**).

Any character who succeeds at an Awareness test to Read Target on Renys (see *SIFRP*, page 149), in addition to the usual benefit, also gets some inkling that Renys is definitely not telling them something. There's something in his manner or in his one cold, beady eye that gives him away. In fact, the PC senses something "wrong" about Renys, who is definitely hiding something. And worse yet his manner is odd, as if he... well, like he is thinking about watching the PCs all boil in oil or something, but worse yet, that thought pleases him.

#### RENY'S WAGON

Even if the PCs don't sense anything untoward about Renys from his conversation, they might still get some insights into his psychoses by snooping in his wagon, should the opportunity ever arise (though it's unlikely). Any character spending at a few minutes digging around in the back of the wagon can make a **VERY HARD (18)** Awareness test (Notice applies) to find some odd marginal scribbles in an old book. These notes are in Renys's hand, written in both the Common Tongue and Old Valyrian.

If these writings are examined for an hour by a character who can read both Common and Old Valyrian, that character can make a **FORMIDABLE (12)** Cunning test (Decipher or Logic applies). Finding an occasion during which Renys is away from his wagon for an hour at a time, however, is extremely rare.

If successful, the character deduces that whoever wrote the scribbles suffers from a severely illogical, probably imbalanced mind. If the reader gets a Great success, he or she knows the reader is not fit mentally, and also that he is seemingly fixated on his "friend" King Aerys II Targaryen. And with an Incredible or better success, the reader begins to suspect that whoever wrote the scribbles is probably maniacal, if not homicidal.

Given the bit about being friends with Aerys Targaryen, it's very possible that characters who do learn this information might assume the book belonged to Renys's former traveling companion Jothos Velaryon. If so, don't do anything to dissuade them of that thought!

#### REWARDS

EXPERIENCE: 2

COIN: None

GLORY: None

#### APPENDIX

## PEOPLE, PLACES & THINGS

This section outlines the character of Renys the mason, whom the PCs seek throughout this chapter and whose role in locating the Dragon Vault has yet to be revealed, as well as the various characters the PCs can interrogate to find him.

### RENY'S

#### ARCHITECT, TINKER, AND MADMAN

Renys the mason, now called only the Tinker, is a direct descendant of Veran the architect, the original mastermind and architect of the Aegon I's secret Dragon Vault. Veran was the most famed craftsman of his time and, according to the tales, also a renowned alchemist and sorcerer. For his part, Renys inherited some of his predecessor's cunning and the pride of that long-lost station, but little else beyond old stories.

#### HISTORY

Renys's father was a mason, as was his father's father, and so on, back up the line all the way to Veran. In the nearly three centuries since Veran's time, however, the family has consistently dwindled and diminished in importance, so that for the past few generations, the line has become little better than the smallfolk among whom they dwelt. And while many of the skills and tales of the great architects of old were passed down, countless things were lost as well.

For his part, the young Renys learned his father's menial trade. However, raised on the many tales his ancient bloodline's grandeur, yet seeing the disparity between those stories and his present circumstances, Renys learned to resent his family and their trade. Their poverty dis-

gusted him, but more irritating was their complacency. Did they not see that they were destined for more? Did it not matter to them that they were descended from greatness? What good were these stories when they had to slave for the wealthy and powerful just to put food on their table? Such labors were beneath Renys.

Swearing that he would never follow in his fathers' footsteps, Renys ran away. In time, he came to study briefly at the Citadel, seeing there a way that he could perhaps recover some measure of the respect and station he was owed. There, even lowborn men could rise to positions of power and authority. But becoming a master is not an inexpensive prospect, and he never forged any links. Moreover, he found the maesters to be too stuffy, too set in their ways. Backwards. Surely they could see his worth? Surely there was no need to make him jump the same hurdles as lesser students? But the maesters did not comply. And so, after a time, he ran away again.

Before long, starving and penniless, without a home, Renys was forced to take up masonry work just to survive. He hated the strenuous labor, and he hated himself for breaking his promise to never practice his father's profession. Worse, though, he hated the sting of having to cater to the wishes of soft, stupid, greedy "nobles" who had no skills of their own to speak of, who were in fact lesser men.

Renys was an excellent mason and, in fact, had quite the aptitude to be an architect as well, more than capable of erecting palaces for the rich and powerful of Westeros. Yet he refused to use his gifts to benefit those people. Since they had thrown his family down and taken all away from him, he would labor among the smallfolk.

## MADNESS DESCENDS

In the years that followed, Renys kept to his word: he used his talents to build simple hovels, septs, taverns, and town halls. Never again did he lift a hand to help anyone of noble birth, for what were the lords of Westeros to him? He would swear his oath loudly. He would lift his cup high and proclaim it! And so he did, whenever he had an audience, in seedy taverns and common houses, to any who would hear.

Of course, in his secret mind, Renys admitted that had the Targaryen king himself come to Renys and asked for his help, then perhaps he would have reconsidered his oath. They shared the kindred blood of Old Valyria. And they also shared a connection, as their lines had since the time of Aegon I, when his forebear Veran was a valued lord and companion to the royal family.

Short of a royal summons, he would never work for any proud, ignorant highborn fool. But when King Aerys sent for him, he would answer.

When Aerys II Targaryen was slain, Renys's secret hopes were dashed. The lordship that he had known in his heart to be imminent would now never come, nor all the attendant honors. His dreams were dashed. He became despondent. The wine was his only solace now, for the only one who had known his worth was dead, slain by his own treacherous bodyguard.



## RENYS

## SECONDARY CHARACTER

AWARENESS 3, CUNNING 4 (LOGIC 2B), DECEPTION 5 (ACT 3B, BLUFF 1B), KNOWLEDGE 4 (EDUCATION 2B), LANGUAGE 3 (COMMON TONGUE), LANGUAGE 3 (OLD VALYRIAN), PERSUASION 2 (BARGAIN 2B, INTIMIDATE 1B), STATUS 1, STEALTH 2 (BLEND IN 1B), SURVIVAL 3 (FORAGE 1B), THIEVERY 3, WILL 3

COMBAT DEFENSE: 6 ● HEALTH 6

INTRIGUE DEFENSE 9 ● COMPOSURE 6

DESTINY 1 POINT

BENEFITS: BLOOD OF OLD VALYRIA, KNOWLEDGE FOCUS (ARCHITECTURE), TRADE (STONEMASON AND TINKER)

DRAWBACKS: CRIPPLED, FLAW (AGILITY), MARKED

CLOTHES: AR 0 ● AP 0 ● BULK 0  
MOVEMENT 2 YARDS

OTHER GEAR: NONE

And who sat the throne now? A Baratheon? Upstarts! A minor house of Old Valyria. This Usurper's blood wasn't half so pure as Renys's own.

## HOPE REKINDLED

By the time Jothos Velaryon found Renys, the mason was more than half mad, lost in a swirling dream of self-delusion and bitter regret. But now, seeing a face so clearly of Valyrian blood, Renys was brought sharply out of his drunken reverie. He was being offered a means to help the dead king (that noble king, his one true friend, whose only crime was the greatest of the Dragon Kings!). And if by helping this young lord he would also be hurting the Usurper, then how could he sit by while there was work to be done? Surely it was in his power to help. In fact, it was his duty to help.

Though Jothos struggled some days to keep Renys focused on the task at hand, at other times the madman was nearly normal, quite lucid and helpful; on a few occasions, he even proved good company. Eventually they found the Dragon Vault, and Renys set about learning its design and secrets, finishing some undone work on it, while making some modifications and enhancements along the way. Once they stored the Targaryen treasure within the vault and sealed it, Jothos considered killing Renys to keep the man from telling the tale. But then he reconsidered, worried that should he himself die, there would be no one who could find the vault again once the Targaryens returned to the throne. And for all his madness, Renys seemed truly to love the Targaryens.

So Jothos let him live.

## ILL-FATED RETURN

Perhaps it would have been better had Jothos Velaryon killed Renys after all. When they returned from the island to the PC's Home House so they could retrieve Velaryon's son, the lord of the House was incensed. The rest of the tale is told elsewhere throughout the scenes of **Part IV**, but in short, Renys was chased, assaulted, trampled, and left for dead. He recovered thanks to the skilled hands of a local healer, but he was never the same. His legs were shattered and his face crushed, so that now he is barely recognizable.



## APPEARANCE

Although he is but 46, Renys has the body of a man in his 60—worse yet, a crippled man in his 60s. He hobbles slowly on a crutch when he must walk at all; if he can, he rides on his wagon to avoid the pain of bearing any weight on his grotesquely twisted legs. The greatest irony in all this, perhaps, is that Renys really did look the part of the Valyrian lord in his youth: handsome, with the sharp features and pale, almost platinum hair common to those of the ancient Valyrian blood.

Now most of his face is horribly disfigured, the result of a horse stamping down on one side of it. His jaw was shattered completely so that the lower portion of his face resembles a collapsed pouch with odd protrusions, and his mouth is set permanently in a twisted parody of a thin pout. His left cheekbone is caved in, and where once there was an eye above it, there is now a narrow, puckered crater that sits almost a full inch lower than it should. The few patches of dry hair, long and wild, do nothing to improve the image.

Renys' voice is perhaps the most horrifying thing about him. In the attack that ruined his body and his face, his throat was also damaged. Now his speech sounds like something between the throaty whine of an old hound dog and the raucous croaking of a raven; moreover, his pronunciation is so slurred that it sounds at times like he is speaking an entirely different dialect.

## PERSONALITY

Where the Renys of old was a bit “wild,” something of a local personality—at least until the full brunt of his madness set in—the Tinker is sullen, bitter, and mean. He bears little if any resemblance to the vital, colorful, rashly outspoken Renys of Cyrol's diaries. While his story should arouse some pity, don't forget that underneath his victimization and his broken exterior, he is malicious and cruel. Fortunately, he keeps largely to himself and generally finds the company of others odious. (Huw the Carpenter is one rare exception, although even he is not someone Renys would call a “friend.” He reserves that title for the deceased King Aerys II, whom of course he never met.)

BEVAN		SECONDARY CHARACTER
AGILITY 3 (DODGE 1B), ANIMAL HANDLING 3, ATHLETICS 3, AWARENESS 5 (NOTICE 2B), ENDURANCE 4, FIGHTING 4 (LONG BLADES 2B, SHIELDS 1B), KNOWLEDGE 3 (STREETWISE 2B), STEALTH 3 (BLEND IN 1B), SURVIVAL 3 (TRACK 1B)		
COMBAT DEFENSE: 9 (10 WITH BUCKLER) ● HEALTH 12		
INTRIGUE DEFENSE 9 ● COMPOSURE 6		
BENEFITS: DANGER SENSE, LONG BLADE FIGHTER I		
DRAWBACKS: FLAW (STATUS)		
RING: AR 4 ● AP -2 ● BULK 1		
MOVEMENT 4 YARDS (SPRINT 15 YARDS)		
SUPERIOR LONGSWORD	4D+2B+1	4 DAMAGE
BUCKLER	4D+1B	2 DAMAGE, DEFENSIVE +1, OFF-HAND +1
OTHER GEAR: NONE		

Renys was always good at self-deception, able to convince himself (and others) of all manner of things that would served him well in the moment. While he wasn't intentionally cruel in his treatment of others, he has always been incredibly selfish. As his madness progressed, he became progressively more delusional and narcissistic. In recent years, while there's not really anyone who might observe it, his madness has grown uglier and more cruel.

In some ways, it's fortunate that his physical limitations are what they are, lest he do some great bodily harm to an innocent. While he probably wouldn't hurt a child, for instance, even if he could, he can be quite nasty verbally when the mood is on him; he wouldn't be above scaring some poor waif half to death for no reason better than the child happened to be there. For the most part, his mental state lies hidden, unseen because there is no one close to him to see it and because he is physically unable to act on his most terrible thoughts. But at some point, he will do something utterly horrible and incomprehensible, in a way that no one ever expected.

The true target of Renys' hatred and malice is the PCs' House, for it was they who chased him and Jothos Velaryon off, and whose soldiers attacked him and left him for dead. There is likely very little he wouldn't do to cause harm to any member of the Home House, should the opportunity arise. But even in his current state, he is still clever enough to know that the moment needs to be right and that it must allow him to escape any blame for whatever happens, and until then he will certainly play along.

## BEVAN

### THE SOLDIER

Bevan, a lowborn serjeant and would-be knight, fought with distinction as a mercenary under House Cressey's banner during Balon Greyjoy's rebellion. For that service, he was taken up by Lord Cressey and for several years acted as the old lord's unofficial “master of acquisition,” which is to say a discreet, dependable warrior with a knack for finding people or things even when others didn't want them found. Since the old lord's death, Bevan is eager to prove his worth in the eyes of Lord Mikkell Cressey, although some part of him realizes unconsciously that this new lord will probably never give him the position of respect the old Lord Cressey once did.

With thinning, prematurely white hair kept short-cropped, Bevan has the look of a seasoned soldier about him. His armor, while far from pristine, is kept in good repair and well oiled, and his weapons are similarly well treated. He is very wary and alert at all times, with darting, watery blue eyes that miss very little. Long and lean, he is very good at using his surroundings or the immediate terrain to his advantage, and he generally has at least a solid plan for escape in any given situation, if not two.

In conversation, Bevan is simple and direct, like any career soldier. He avoids any talk that revolves around emotions, feelings, or niceties,



sneering dismissively at such “drivel” and calling it “wasted breath, since a man can only draw so much air.” He thinks in simple terms of immediate advantage and long-term benefit, and the two things that matter to him most are those he has the least of: Wealth and, more importantly, status. In fact, so obsessed is he with the latter that, despite himself, his preoccupation tends to do him more harm than good.

## FARN “BEANSTALK”

### BRUTE

Remarkably tall but thin almost to the point of emaciation, Farn has been called many names, not all of them pleasant. “Beanstalk” is the one that has always stuck, however. He and Bevan have been companions-in-arms for many years, and they have learned to trust one another implicitly. In addition, their natural talents are well aligned: where Bevan specializes in finding people and things, Farn is very good at squeezing information out of people once they’ve been found. His methods aren’t always pretty, given his penchant for intimidation and finger-breaking, but they do work.

Farn is clever enough, but unimaginative, and thus he almost invariably follows Bevan’s lead.



## YESEPH

### MARKSMAN

Yeseph is one of the band of mercenary crossbowmen known as the Seven-Coin Snipers (see **Part I**). He was chosen by Bevan to assist on this mission not just because he’s an excellent marksman, but because he is one of the more dependable and cool-headed of that bunch. He and Bevan have worked together before on occasions when Lord Cressey has mobilized the Snipers, but they do not know each other as well as Bevan and Farn.

### FARN

### TERTIARY CHARACTER

ATHLETICS 3, ENDURANCE 3, FIGHTING 4 (BLUDGEONS 1B),  
PERSUASION 3 (INTIMIDATE 2B)

COMBAT DEFENSE 5 (7 WITH SHIELD) ● HEALTH 9

INTRIGUE DEFENSE 6 ● COMPOSURE 6

HARD LEATHER: AR 3 ● AP -2 ● BULK 0

MOVEMENT 4 YARDS (SPRINT 16 YARDS)

MACE 4D+1B 3 DAMAGE

SHIELD 4D 1 DAMAGE, DEFENSIVE +2

### YESEPH

### TERTIARY CHARACTER

AGILITY 3, ATHLETICS 3 (CLIMB 1B), AWARENESS 3, MARKSMANSHIP 4  
(CROSSBOWS 2B), PERSUASION 2 (SEDUCE 2B), STEALTH 2 (SNEAK 1B)

COMBAT DEFENSE 9 ● HEALTH 6

INTRIGUE DEFENSE 7 ● COMPOSURE 6

SOFT LEATHER: AR 2 ● AP -1 ● BULK 0

MOVEMENT 4 YARDS (SPRINT 16 YARDS)

DAGGER 2D 1 DAMAGE, DEFENSIVE +1, OFF-HAND +1

LIGHT CROSSBOW 4D+2B 4 DAMAGE, LONG RANGE, RELOAD  
(LESSER), SLOW

Dark-haired and with the unmistakable cast of the Free Cities, Yeseph is a good-looking man whose mother was a Tyroshi whore in Duskenale; he was born and raised in Westeros. He has a deserved reputation among his cohorts as something of a womanizer; he flippantly refers to his crossbow as “my love” or “sweet Luceda” as he caresses it (which sometimes gets a laugh), and he treats it with far more respect than any woman should ever hope to get from him. What is far more disturbing, though no one knows it, is that Luceda was the name of Yeseph’s mother.



# PART V: THE DRAGON'S HOARD



Once the PCs have all the clues leading to the Dragon's Hoard they will need to make their way to Whitebone Island, so named for the vast white coral reefs that encircle its shores and threaten any ships that approach unawares. This small island is located among the Stepstones, sitting only a few score miles from Tyrosh, but to most is considered little more than a ship graveyard due to the many rotting hulls that dot its reefs, or a pirate's cove for those who successfully navigate the dangerous approaches to the island's hidden harbor.

In the days of the Valyrian flight to the west after the Doom of Valyria, Whitebone Island was chosen for its remote location and natural defenses, a place to fall back to in the event of more tragedy. The great vault they found there - perhaps a relic of the First Men, it seemed - was empty, its contents long disgorged, and its very existence forgotten, so they claimed it for their own as a place to hide the bodies of loyal vassals and riches they brought with them. By the time of the twilight years of the Targaryens, the vault was known only to scholars of mostly forgotten lore and childhood bedtime stories of lost treasure among the Targaryens.

## THE VAULT

Jothos Velaryon and his good friend Maester Ryon were both scholars of mostly forgotten lore. When the tides of fate seemed certain to turn against the rule of the Targaryens, Jothos smuggled the royal treasury out of King's Landing in beer casks. Using ancient clues and texts, most of which he destroyed after using, he found the location of the vault on Whitebone Island and saw the royal treasury hidden there with the help of Ser Kael Stormsword and Renys the mason, who was a descen-

dant of those who built the tombs in the first place. The treasure was transported to the island on the mercantile ship *Loyal Hound*, the trip carried out under the direction of Jothos Velaryon, Ser Kael, and a loyal naval officer named Captain Philp Grayeye.

When Jothos and Renys set out to find the vault, Ser Kael Stormsword began loading a skiff with casks containing what he had stolen from the treasury. As he did this, Captain Grayeye came upon him and discovered his treachery. As Grayeye turned his back to Stormsword to go find Jothos, Stormsword clubbed him in the head with an oar, and dragged Grayeye into a nearby cave, leaving him for dead.

When Jothos and Renys returned to the beach, they found Stormsword, Grayeye, and the skiff missing, along with several of the casks. Realizing that the knight had betrayed him, he assumed that Stormsword must have bribed Grayeye to accompany him. Once he and Renys hid treasure away and sealed the vault, Jothos appointed a new captain and the *Loyal Hound* set sail back to Westeros; months after Jothos and Renys disembarked, the *Hound* would later be sunk, with all hands lost, as it unsuccessfully attempted to run supplies past the blockade of Dragonstone by Stannis's fleet.

But Grayeye was not dead, and when he came to, he found himself alone, marooned on Whitebone Island.

## WHITEBONE ISLAND

Over the centuries, Whitebone Island's proximity to trade routes from Tyrosh, along with the hidden and protective harbor that had drawn the Targaryens to the island in the first place, sometimes attracted pirates and

smugglers to occasionally make port there, and even occasionally build a ramshackle settlement. Captain Grayeye had already been on the island alone for years by the time yet another group of pirate crews arrived to make their base of operations there. These pirates soon lost interest in the mad hermit's tales of hidden treasure after the first three groups to follow him to this supposed hoard did not return, thanks to the ingenious traps guarding the vault. Now, the pirates consider Grayeye little more than a madman and his treasure nothing but crazy ravings, but they still tell tales of it over mugs of grog in the shanties lining the crude docks of Bastard's Crook, Whitebone Island's latest pirate town.

Of late, Bastard's Crook has become even more dangerous than normal as a new pirate captain, Morgan Twelvetoes, has come to call the settlement home after being forced out of his old haunts around southern Westeros. While the pirates of Bastard's Crook are certainly murdering thieves, they generally avoided striking ships too close to Tyrosh and try not to attract too much attention with wanton acts of murder and savagery. Twelvetoes is not concerned with being restrained in his predations, being far more interested in raiding wherever he wants and committing whatever acts of barbarity come to mind in the hopes of intimidating future victims into surrendering more easily.

Twelvetoes has begun pushing for control of the settlement and changing how its inhabitants go about their acts of piracy, something that Seria the Red, the town's current leader, has not taken lightly. So far the conflict has taken the shape of a handful of drunken brawls, a few late night stabbings, and lots of name calling, but Bastard's Crook is set to erupt into violence with the smallest change in the stalemate between the two pirate crews. The PCs will likely provide just such a change, especially since Twelvetoes has taken an interest in this vault Grayeye continually mumbles about, to the point of imprisoning and torturing the madman in order to claim the treasure for himself.

## THE TASK AT HAND

Despite the PCs having gained the location of the vault, acquiring its treasures means they still have a number of hurdles in their path. In addition to the dangerous, storm-ridden shores of Whitebone Island and the traps in the vault itself, the PCs will have to contend both with the pirates of Bastard's Crook and, of course, Mikkell Cressey. It is a dead sprint for the treasure and it is likely that the PCs will have more than few rivals working to stymie their efforts.

At this point the PCs should know the vault is somewhere on Whitebone Island, specifically on the north side of the island beneath a stone formation shaped like a fist. Unfortunately for the PCs, due to the rocky coasts and reefs, surveying the coastline by ship is a risky proposition and finding a rock formation that is supposed to look like a fist to a ship is a lot harder from land. An added wrinkle is the entrance to the vault is actually in a cave whose entrance is under the high tide mark, meaning the entry way to the vault floods every high tide, forcing PCs to either get inside or come back hours later when the tide has gone down. So even though the PCs have clues to the location of the vault, finding it is going to far from simple, and entering it equally as challenging.

In the process of obtaining the Dragon's Hoard, the PCs may make alliances with one or more factions, or choose to go it alone. Going in alone will likely be tough unless the PCs bring a lot of forces with them since they will be opposed by House Cressey, two groups of pirates, and possibly Tyrosh or the Iron Throne itself if the PCs have not been suitably dis-

## THE NIGHT'S WATCH

While the PCs may have very well absconded with a man sworn to take the black at the beginning of this adventure, at this point the PCs have passed beyond the reach of the Night's Watch. If they openly kidnapped Aeron instead of bribing his captors or making some other arrangement to cover their tracks, news of this crime will reach the King sooner or later, adding to the attention the PCs are attracting. If the PCs committed this crime, it is something they will have to answer for eventually, though a royal pardon could be part of a deal they work out with Varys and the Iron Throne in exchange for the treasure. If the Narrator wishes, an agent of the Night Watch could accompany Bennick Codd in his pursuit of the PCs, or even Aeron's jailer Ser Weller if he survived the first chapter. There is likely to be little else in the way of pursuit from the Night's Watch.

cret over the course of their pursuit of the treasure. There are no ravens on the island or means of communication aside from ships that leave the island, so word of any betrayals that occur may well not escape the island.

## THE OPPOSITION COUNTER

This chapter includes a counter that is used to keep track of the various parties involved in pursuing the Dragon's Hoard. The Opposition Counter starts at a position determined by the events of the previous chapters. For example, if Mikkell Cressey is somehow killed in a previous chapter, he will not be leading House Cressey in this chapter; instead Ser Leof Cooper will be leading its forces against the PCs and those forces will be further behind the PCs due to this change.

If they attract too much attention getting the various clues to the location of the vaults, reaching the vaults, and unearthing them, they may attract unwanted interest from outside forces previously unaware of the treasure, or at least unaware of its exact location. This varies from local threats like the pirates of Bastard's Crook, who the PCs may be able to intimidate or bribe, to more large scale threats like the Iron Throne itself. If the PCs are not careful in how they speak of their quest they may never be able to complete it.

The PCs will have to decide what sorts of resources they are bringing on this trip when they head out, and will have to operate within those confines for the most part for the rest of the quest. If they leave with only a handful of laborers and soldiers, they may have a harder time securing the vault than a larger force would, but a larger force would attract more attention in reaching the vaults. The PCs will have to guess at what forces and resources they will need, and then use trickery and diplomacy to make up the shortfall.

## USING THE COUNTER

The Opposition Counter records how much of a spectacle the PCs make of themselves in their efforts to dig up the Dragon's Hoard. It begins at 3, but is then modified based on events in both this chapter and previous chapters. The Opposition Counter directly affects how far

## SCENES IN THE DRAGON'S HOARD

## SCENE ONE: RACING THE DRAGON

With the location of the Dragon's Hoard in hand, the PCs must race to its location before any of the other factions involved in the pursuit beat them to it. Be they at home, in Braavos, or elsewhere, they must make all possible speed to Whitebone Island while not attracting too much attention. The PCs must journey to a suitable port, acquire a ship, and reach Whitebone Island while avoiding the pirates who call the Stepstones home.

**CONFLICT:** Moderate • Skill

**LOCATION:** The Narrow Sea, from a variety of seaports

**NOTABLE NPCs:** *Bennick Codd*, an emissary from the Iron Throne.

*Captain Parell*, a merchant captain with ships for hire.

**REWARDS:** 4 Experience

## CONNECTS TO...

*SCENE TWO:* Once the PCs arrive at Whitebone Island.

## SCENE TWO: ENTERING WHITEBONE ISLAND

Once the PCs have reached Whitebone Island, they must find a safe place to land, a difficult proposition given the natural reefs and steep cliffs surrounding most of the island. The only sure safe harbor is Bastard's Crook, but that requires dealing with the pirates.

**CONFLICT:** Major • Combat, Intrigue, Warfare, Skill

**LOCATION:** Whitebone Island, in the Stepstones

**NOTABLE NPCs:** *Seria the Red* and *Morgan Twelvetoets*, pirates of ill repute.

**REWARDS:** 4 Experience for navigating to the island safely. 2 Experience for establishing a relationship with the pirates. 2 Experience for defeating the pirates in combat or warfare. 1 Glory for defeating the pirates in naval warfare.

## CONNECTS TO...

*SCENE THREE:* If the PCs decide to explore Bastard's Crook.

*SCENE FOUR:* If the PCs decide to free Captain Greyeye.

*SCENE FIVE:* If the PCs decide to seek the vault.

## SCENE THREE: BASTARD'S CROOK

Once the PCs are on Whitebone Island they may head directly for the vault, or decide to scout out the pirate town of Bastard's Crook. Bastard's Crook provides a possible source of manpower and ships, and it is up to the PCs as to how they deal with the unseemly den of thieves and murderers.

**CONFLICT:** Minor • Intrigue, Skill

**LOCATION:** Bastard's Crook, Whitebone Island.

**NOTABLE NPCs:** *Seria the Red* and *Morgan Twelvetoets*, notable pirates of the Crook. *Lord Mikkel Cressey*, if House Cressey is on the trail. *Bennick Codd*, if the Iron Throne is a player.

**REWARDS:** 2 Experience or 4 Experience, 400 Coin, 1 Glory for sacking Bastard's Crook.

## CONNECTS TO...

*SCENE FOUR:* If the PCs elect to rescue Captain Greyeye.

*SCENE FIVE:* If the PCs seek out the vault.

## SCENE FOUR: THE CLUES OF CAPTAIN GREYEYE

Once the PCs land on Whitebone Island they must ferret out the clues to the location of the vault, with the more information they have the better off they are. Captain Greyeye is the best local source of such information, but he is in the hands of Morgan Twelvetoets and extracting him will not be easy, which could take too much time and give their rivals time to catch up, and Lord Cressey time to figure out what's happening.

**CONFLICT:** Minor • Combat, Intrigue, Skill

**LOCATION:** *The Lucky Dozen*, a ship anchored in the cove of Whitebone Island

**NOTABLE NPCs:** *Morgan Twelvetoets*, pirate captain of the *Lucky Dozen*. *Captain Greyeye*, a prisoner with a secret.

**REWARDS:** 2 Experience for rescuing Captain Greyeye. 200 Coin for looting the *Lucky Dozen*.

## CONNECTS TO...

*SCENE THREE:* If the PCs have not investigated Bastard's Crook yet.

*SCENE FIVE:* If the PCs go in search of the vault.

## SCENE FIVE: FINDING THE VAULT

The PCs must scour the island to find the entrance to the vault before the other factions beat them to it, assuming they have not already.

**CONFLICT:** Moderate • Skill

**LOCATION:** Whitebone Island

**NOTABLE NPCs:** *Captain Greyeye*, who may be leading the PCs to the vault. Possibly representatives of other factions, also seeking the vault.

**REWARDS:** 2 Experience

## CONNECTS TO...

*SCENE THREE:* If the PCs have not investigated Bastard's Crook yet.

*SCENE FOUR:* If the PCs elect to rescue Captain Greyeye.

*SCENE SIX:* Once the PCs find the vault.

## SCENE SIX: TESTS OF WIT AND TIME

Now that the PCs have reached the vault, they must defeat the traps and locks that defend it.

**CONFLICT:** Major • Skill

**LOCATION:** The Vault, Whitebone Island

**NOTABLE NPCs:** Varies

**REWARDS:** 2 Experience.

## CONNECTS TO...

*SCENE THREE:* If the PCs have not investigated Bastard's Crook yet.

*SCENE FOUR:* If the PCs elect to rescue Captain Greyeye.

*SCENE SEVEN:* If the PCs get through the door and further into the vault.

## SCENES IN THE DRAGON'S HOARD

### SCENE SEVEN: THE LAST ACT OF JOTHOS VELARYON

At the heart of the vault the PCs must defeat the final defenses of the Dragon's Hoard, all while having trouble telling reality from hallucination.

**CONFLICT:** Major • Skill, Combat

**LOCATION:** The Vault, Whitebone Island

**NOTABLE NPCs:** Varies

**REWARDS:** 8 Experience for finding the treasure. Variable treasure.

#### CONNECTS TO...

*SCENE THREE:* If the PCs seek assistance from Bastard's Crook.

*SCENE EIGHT:* If the PCs claim the treasure and begin moving it off the island.

### SCENE EIGHT: EPILOGUE

Now that the PCs have the treasure they must escape from Whitebone Island before everyone else interested in obtaining a great deal of wealth comes and takes it from them. They must also deal with the logistics of how to get all this wealth off the island while in the middle of a pirate-infested island chain.

**CONFLICT:** Moderate • Combat, Intrigue, Warfare, Skill

**LOCATION:** Whitebone Island and the Narrow Sea

**NOTABLE NPCs:** Various representatives of factions.

**REWARDS:** 4 Experience, various amounts of Coin, 3 Glory.

#### CONNECTS TO...

None

behind the PCs forces like Bennick Codd arrive on Whitebone Island. A negative Opposition Counter means the forces have heard about the vault and are ahead of the PCs, while a positive number means the PCs have avoided attention for the most part.

PCs. The difficulty for these tests can be modified by the Opposition Counter; as PCs draw more attention avoiding it becomes more difficult. Failing these tests can increase the Opposition Counter.

BASE OPPOSITION COUNTER	3
PCs use their Home House's own ships to reach Whitebone Island	+3
The PCs have been meticulous about keeping the secrets of the Dragon's Hoard	+2
The PCs have slipped a few times revealing the existence of the Dragon's Hoard	0
The PCs have made numerous mentions of the Dragon's Hoard in public	-2
The PCs kidnapped Aeron from the Night's Watch without covering his disappearance	-2
The PCs travel by foot for most of the distance to Whitebone Island (including waiting for infantry)	-4
The PCs travel by horse for most of the distance to Whitebone Island	-2
The PCs travel by boat for most of the distance to Whitebone Island	+0
Each house or faction the PCs tell about the treasure (such as contacting maesters of other houses for research, borrowing ships from other houses, etc.)	-3
Each clue Lord Mikkel gained	-2
House Cressey was publicly outed for attacking the player's house in the first chapter	+3
Mikkel Cressey has been killed	+5

Through the course of the story the PCs may try to move their forces without drawing attention. This usually involves either a Stealth test on the part of the unit or a Persuasion or Deception test on the part of the

OPPOSITION COUNTER	RESULT
10+	The PCs have attracted no attention thus far and no parties aside from House Cressey know about the treasure.
7 to 9	There are whispers of a lost treasure among spymasters and scholars, but little fact.
4 to 6	Rumors that the lost treasure of the Targaryen treasury has been found are circulating by a noble house in Westeros, but there are no specifics. Many houses are on the lookout for unusual activity, such as noble houses far from home without cause or chartering ships with a hidden destination. +3 to all Difficulties for tests to avoid attention.
1 to 3	The PCs' house has been implicated in the search for the Dragon's Hoard, though only by rumor. Other houses will hit them up for information and the Iron Throne will likely want to talk to them given the chance. +6 to all Difficulties for tests to avoid attention.
-2 to 0	Many noble houses and the Iron Throne know of the PCs' actions. Any enemy or rival noble house that finds the PCs in a position of weakness will likely try to kidnap or imprison them for interrogation, while even allied houses will likely want in on the treasure. The Iron Throne will publicly announce that the PCs are summoned before the King in addition to announcing any crimes the PCs are wanted for (such as depriving the Night's Watch of one of its men). The PCs will be arrested on sight by agents of the crown. +9 to all Difficulties for tests to avoid attention.

Many powers know about the treasure, including the Iron Throne and Tyrosh. Seria the Red will be alerted to their purpose on arrival. The PCs will be arrested if detected by agents of the Crown or any of the major houses, including foreign powers. +12 to all Difficulties for tests to avoid attention.

## FACTIONS

The following factions may be involved in the chase for the Dragon's Hoard based on the PCs' actions. All of these factions want the treasure in some way. Some are willing to work with the PCs, while others will fight the PCs to the death for every copper penny.

### CAPTAIN GRAYEYE

A faction of one man, Captain Grayeye is one of the most important people on Whitebone Island once the PCs arrive since he is the only living man who has been to the vault. He is willing to share his knowledge with anyone who is willing to cut him in on the treasure but a home, creature comforts, and a secure future far from the sea mean more to him than a pile of gold he may not live to spend—addlebrained and treasure-hungry though he might be, weak and stupid he is not. While there is a good bit of negotiating room in dealing with Captain Grayeye, he will not give in to threats or torture; he has been through too much at this point and is more interested in dying to spite his enemies than give into anyone who abuses him.

While the PCs likely know the rough location of the vault, i.e., the north side of the island near a stone spire shaped like a fist, only Captain Grayeye knows the exact location. He knows the tidal patterns that conceal the entrance as well.

### HOUSE CRESSEY

Most likely House Cressey has some portion of the information about the vault that the PCs have, and unless the PCs have been extremely successful at keeping House Cressey in the dark, they have enough to reach Whitebone Island. Alternately if the PCs have kept House Cressey from getting any information, House Cressey will be pursuing

the PCs the old-fashioned way: spies and scouts. PCs traveling openly or with large numbers of troops or servants are going to be easy to follow, but if the PCs travel in smaller numbers they may well not have the manpower to claim the treasure for themselves against the forces that will soon be landing on Whitebone Island.

House Cressey will take every opportunity to stall the PCs, including ambushes along the road, sinking ships, and even killing them outright if it can be done with plausible deniability. Once on the island, they use every method at their disposal to kill the PCs, and are not afraid to risk their house's wealth and future on the process. Mikkel will be mobilizing as much as of his house as possible to pursue the PCs, including Lord Bracken and the sons of Ser Stormsword if they has managed to recruit them as allies. Unless the PCs take steps to make an alliance with Morgan Twelvetoos, Mikkel will do so, promising some portion of the treasure but planning to betray him later. Unless the PCs intervene, the conflict on Whitebone Island will probably break down to House Cressey and Morgan Twelvetoos against Bennick Codd and Seria the Red, at least until the Tyroshi arrive.

### THE IRON THRONE

Should the Iron Throne learn the location of the Dragon's Hoard, things get very complicated for the PCs. The Iron Throne is going to want to treasure for itself. While it will likely give the PCs some fraction of the treasure as a reward and will show them favor in the future, this is may be of lesser value to the PCs compared to the value of the whole treasure. If the PCs are loyal servants of the crown or are hungrier for Influence than Wealth, this may be enough for them; if they are not, they may well need to commit acts of treason to ensure the treasure is theirs. Discovery by the Crown becomes all the more likely as Seria the Red, the contested pirate lord of Bastard's Crook, sends regular reports to Lord Varys in King's Landing regarding pirate and Tyroshi activity in the region.

## DEALING WITH THE IRON THRONE

If the PCs have not been careful during their pursuit of the Dragon's Hoard, the Iron Throne may well be on to their efforts and actively working against them. This may, and probably should, be a cause of great concern to the PCs as the Iron Throne is arguably the most powerful political force in Westeros and certainly not an enemy they want to have. King Robert and his retainers believe that the Dragon's Hoard belongs to them, and most legal scholars would agree with them, even those not vulnerable to coercion by the King. Being as the Iron Throne is the most powerful of the factions working against the PCs, in addition to being their liege lord and having legal claim to the treasure, the Narrator may wish to cut the PCs some slack in dealing with them.

One thing to keep in mind is that with King's Landing a week away, the PCs may be able to get off Whitebone Island with the treasure before Bennick Codd arrives. If they fail at that, the best option is to have the Iron Throne and its agents, particularly Bennick Codd, cut a deal with the PCs where the PCs give some portion of the treasure to the Iron Throne in exchange for political considerations, land grants, and so on. Effectively this would be trading Wealth for Influence, Land, or Defense, which may be more attractive to the PCs in the first place. The PCs may choose to throw caution to the wind and rebuke any offers by the Iron Throne, but if word of them doing so makes it back to Westeros, they will have political hell to pay in addition to facing the forcible taking of the treasure by King Robert.

If the PCs have kept their mouths shut and covered their tracks, it is likely the Iron Throne has no idea that they are pursuing the Dragon's Hoard. In this case, Seria the Red is the only likely way their operations come to the attention of the King Robert, or more specifically Varys. In such a situation the PCs can either try and deal with Seria, cut her out of the process entirely, or deal with Varys (again through Bennick Codd). It will take some time for Seria to alert Varys and for Bennick Codd to reach Whitebone Island, so the PCs may be long gone by then.

If the PCs do attract the attention of the Iron Throne, Seria will be the embodiment of the Iron Throne's will in the short term. She will help the PCs, but once the treasure is obtained she will turn on the PCs and take the hoard by force if needed. In any case if the PCs make their presence and identities known to Seria or she learns they have found the treasure, she will immediately send a ship to King's Landing to alert Varys. Also once House Cressey lands on the island she will dispatch such a ship, thus resulting in the nigh inevitable arrival of Bennick Codd, an agent of the Spider. Fortunately for the PCs, such a letter will take days to reach King's Landing and for forces to return to Whitebone Island, so they have some time. Due to this lag, Seria will do her best not to tip her hand between sending a message and reinforcements arriving.

Once the Iron Throne is alerted, or if it sends forces due to the Opposition Counter, Lord Varys dispatches one of his more discreet agents to deal with the problem, an Ironborn sailor known as Bennick Codd. Bennick Codd is accompanied by a bevy of pirate and privateer ships whose captains owe Varys, accompanied by two units of troops drawn from minor houses also indebted to the Spider. Bennick Codd and his men are there to make sure the PCs make the right choice and return the treasure to its proper owner, and are more than willing to use force to settle the issue. Bennick Codd finds it perfectly acceptable to kill all the PCs if need be as he is confident that Varys could cover up such a deed appropriately and blame it on the pirates, but would rather avoid that due to Lord Varys's orders to keep them alive if possible.

## TYROSH

Tyrosch is a short distance away from Whitebone Island, only a few hours sail. Despite this proximity, thanks to the efforts of Seria the Red to direct the pirates of Bastard's Crook elsewhere, Tyroschi shipping has remained mostly unaccosted by the pirates right on their front door. This does not mean they are ignorant of the problem; indeed many of the merchants in Tyrosch knew Seria the Red before she turned to a life of crime and have kept up that relationship, paying her off so she would direct her pirate compatriots toward other prizes. So far this has been beneficial to all parties involved as the pirates of Bastard's Crook have not allowed any other pirates to set up shop in the area nor yet troubled any Tyroschi shipping, while Seria has made a handsome profit.

Unfortunately with the arrival of Morgan Twelvetoes, this whole plan has begun to unravel. Already Tyroschi merchants have suffered from attacks by Morgan, and they are beginning to feel that Seria is not living up to her end of the bargain. Thus the merchants who had been paying off Seria have arranged their own plan to settle the matter if things do not settle themselves soon. They have inserted a Tyroschi spy into Bastard's Crook to observe what is happening among the pirates and to gather information for possible military action against the island.

This spy is a Braavosi water dancer named Vollo the Fat, who only partially lives up to his name. He has infiltrated the pirates posing as a down-on-his-luck bravo looking for quick coin, signing on board the crew of the Stranger's Friend for the past few months. His goal so far has been to learn why the pirates have begun attacking Tyroschi ships, and so far has gotten the basic lay of the land among the pirates. His goal is to stay for another few weeks before making an escape, which will probably result in a Tyroschi naval force storming the island to elim-

## TIMELINE

The following is a rough sequence of events as they occur on Whitebone Island after the PCs arrive. These should be rearranged to fit the specific circumstances of your campaign, and the choices the PCs have made. Day 0 is the day the PCs land on the island. Since the time line is based on the Opposition Counter, it is necessary to make a note of the relevant days with the counter added to avoid confusion.

So if the Opposition Counter was at -3, meaning House Cressey arrived three days before the PCs, the PCs would arrive to find House Cressey and Morgan Twelvetoes already allied, and only have another three days before they find the vault.

### HOUSE CRESSEY ARRIVES FIRST TIME LINE

**DAY 0 + OPPOSITION COUNTER:** House Cressey and their allies reach the island. They try to find a safe route and a suitable coast to land on, but find neither.

**DAY 2 + OPPOSITION COUNTER:** House Cressey and its forces find the entrance to the harbor and engage in parlay with the pirates. If they have not done so already, Seria the Red sends a ship to Lord Varys and Vollo go to warn Tyrosch. House Cressey lands its forces in the harbor. Unless the PCs intervene House Cressey and Morgan Twelvetoes make an alliance, leading Seria the Red to leave port to lurk around the coast.

**DAY 6 + OPPOSITION COUNTER:** House Cressey and Morgan Twelvetoes find the vault and begin working to navigate its defenses.

**DAY 9 + OPPOSITION COUNTER:** Having navigated the defenses of the vault, House Cressey and Morgan Twelvetoes begin removing the treasure.

**DAY 10 + OPPOSITION COUNTER:** Bennick Codd arrives. He will enter parlay with any of the forces present, but will only ally with those who agree to turn the lion's share of the treasure over to the crown. He will ally with Seria the Red to take on House Cressey and Morgan Twelvetoes separately unless the PCs intervene.

**DAY 12 + OPPOSITION COUNTER:** Mutual double-crosses ensue as Morgan Twelvetoes tries to take over House Cressey's ships, while House Cressey tries to take over Bastard's Crook using their superior land forces. This results in all House Cressey ships being sunk and only Morgan Twelvetoes flagship remaining, and Bastard's Crook firmly in the control of House Cressey and the Azure Helms.

**DAY 14 + OPPOSITION COUNTER:** Assuming Vollo was able to leave the island successfully, Tyroschi forces arrive and try to take the treasure for themselves. Unless the PCs get involved, Bennick Codd and whatever other forces that survive are wiped out, leaving the treasure in the hands of the Tyroschi. The Tyroschi lose two ship units and one infantry unit in taking the island.



inate all the pirates. Vollo has stashed a skiff, capable of making the trip to Tyrosh in a few days, in the harbor in order to make his escape unnoticed.

If the PCs have been open about their quest for the Dragon's Hoard and Tyrosh has been alerted, Vollo will work to keep an eye on the PCs in the hopes of finding out where the treasure is. If the PCs have been more covert and Tyrosh is unaware of their purpose on the island, he will instead observe and only become involved if it seems to benefit Tyrosh, such as obvious efforts to remove Morgan's forces or stories of the treasure prove true.

If Tyroshi forces do arrive, they are not going to be nearly as discreet as Bennick Codd or House Cressey. Unless Vollo tells them otherwise, they will sail into Bastard's Crook and put the whole place to the sword, acting swiftly to keep any pirates from escaping. This attack will include any forces belonging to the PCs, House Cressey, or Bennick Codd forces caught in the trap, and given the limited harbor entrance to the harbor, the Tyroshi forces can bottled it up relatively easily.

Vollo is not particularly loyal to his employers, and can be bought off for coin or threatened, though he will try and betray anyone who threatens him given the first opportunity. He doesn't care about the treasure really, and can be bought off with sufficient coin to keep him in wine and women until the end of his days, which requires a few hundred dragons and protection from his Tyroshi masters once his betrayal is discovered. If he is bought off or killed before Tyrosh is warned of events on Whitebone Island it is likely they will never send forces.

The Tyroshi forces are sort of a forced timer for the PCs; they will likely show up in a few days' time unless the PCs eliminate or buy off Vollo. The arrival of Tyroshi forces may well force the PCs into new temporary alliances to deal with them due to the size of their force, in addition to possibly causing an international incident. The Tyroshi forces are led by Captain Artakesh, a career pirate hunter in service to the Tyroshi merchant houses. The Tyroshi forces are made up of 20 ships (four units for Warfare purposes), which are carrying units of Tyroshi infantry, archers, and scouts.

## SCENE ONE

# RACING THE DRAGON

CONFLICT MAJOR • SKILL

The first step in this stage of recovering the Dragon's Hoard is going to be reaching Whitebone Island. This scene represents several weeks of travel, depending on when and where the PCs are when they decide to undertake the trip. The PCs will have to make several decisions that will affect them for the rest of the chapter, such as what forces they want to bring with them to Whitebone Island.

PCs are going to have to choose what and how many units they want to take with them to Whitebone Island. The PCs can go it alone, but will have to do all the labor and fighting themselves. If they choose to bring some of their house units with them they should select these now.

The first portion of the trip to Whitebone Island is going to be reaching a location on the coast where they can obtain a ship to take them to Whitebone Island. If the PCs' house has coastal territory and a ship unit of their own, this is easily accomplished, and the PCs can set

sail immediately with one unit per ship unit without difficulty or raising suspicion. Consult the travel times in the Known Facts section to see how long this takes. If the PCs have a coastal settlement, but no ships of their own, if it is at least Large Town they can find ships to transport them at a cost of 1 Wealth per ship, each unit requiring one ship unit (the PCs themselves can double up with a unit). Assuming the PCs do not have a coastal settlement of sufficient size of their own, they must travel to one, which will probably take a few weeks. This time will be cut in half if the PCs and their units are all mounted.

## THE SUBTLE APPROACH

If the PCs are not bringing any units with them, the PCs can travel openly overland, subtracting -1 to the Opposition counter, or succeed at a **ROUTINE (6)** Deception (Act) or Stealth (Blend) test to travel incognito. Failing this check subtracts -2 to the Opposition Counter as the PCs draw more attention for trying to be secretive and failing, arousing more suspicion. The Narrator may play out these encounters as desired, and should add an additional check each week the PCs are in transit over land (once they get on a ship it is easier to keep word from spreading). If the PCs can concoct a suitably clever explanation for their house hitting the road, such as attending a tournament being held in the town they hope to hire a ship in, they can reduce the difficulty of their tests or avoid them entirely at Narrator discretion.

## AS AN ARMY

If the PCs are bringing units with them, each unit traveling with the PCs can either travel openly, stealthily, or in disguise. Each unit traveling openly subtracts -1 from the Opposition Counter. Units traveling stealthily by avoiding settlements and roads must succeed in a **ROUTINE (6)** Stealth test to avoid attracting attention, but takes twice as long as normal to reach the intended destination. A unit traveling in disguise must succeed in a **FORMIDABLE (12)** Deception (Act) test, though a player traveling with the unit can make this check if sufficient preparations have been made such as fake uniforms, false banners, and modified heraldry. Failing an attempt by a unit to travel in disguise or stealthily subtracts -1 from the Opposition Counter.

## ENCOUNTERS ALONG THE WAY

The Narrator should use these rules to provide an overall structure to the trip to the coast, but should also insert individual encounters with traveling retinues, merchants, highwaymen, and toll agents as needed to make the PCs nervous about being followed or discovered. The PCs should be continually tense about being uncovered at every turn. If word of the treasure has already leaked, some well-placed overheard discussions about the treasure could put them on their toes, especially if they are questioned by local lords or other officers of the law if they know anything about these stories.

## OBTAINING PASSAGE

Once the PCs reach a port city with sufficient ships, they must obtain transit. Again this is another chance to play on the paranoia of the PCs,

because if word has gotten out about the treasure, sea captains will listen for rumors just like everyone else. Any number of ships could suit the PCs' needs, but an example in the form of Captain Porell is in the Notable Character appendix. Captain Porell will want either 1 Wealth per unit transported, plus 1 Wealth for the PCs, or half that plus ten percent of the treasure if he learns of it. Other captains will propose similar deals. No such hired ships are going to be interested in fighting pirates, strictly providing transport, unless the PCs offer an extra Wealth per ship. For each week the PCs spend in the city securing transit they must succeed in a **ROUTINE (6)** Stealth or Deception check to avoid attention, with +3 to the difficulty for each unit with the PCs. If the PCs choose to go to a major settlement like Lannisport or King's Landing where there will be many more eyes on them; all tests to avoid attention to reach the city increase their difficulty by +3 but travel costs are reduced by 25%.

## UNDERWAY

Once on the seas the PCs can largely relax. Unless the Narrator wishes to throw some pirate or Ironborn raiders at the PCs there really isn't much worry of avoiding prying eyes on the sea, aside from the crews the PCs have hired. If the PCs went with shady captains who offered cheap transit they may find they get what they pay for when the sailors threaten to rob or enslave the PCs, or demand part of the treasure if they have learned the truth of the situation.

## SETUP

At this point in the chronicle, the PCs should know most of what they need to know to get to Whitebone Island. This is the Narrator's final opportunity to make sure that the PCs have discovered what they need to know. If not, perhaps a captured Cressey agent - or one that has defected and is looking to cash in on what he knows - can provide the final bits of information.

## OBJECTIVES

The PCs should be presented with the logistical challenge of reaching Whitebone Island in the Stepstones from their current location with the appropriate resources, but without attracting too much attention. If the PCs are at their house's seat they can collect their forces, plot a course, and go, but if they are abroad they may well have to arrange for their house forces to meet them somewhere in transit if not on the island itself. The PCs will have to make special preparations to make sure their forces remain undetected by their rivals to the treasure which can involve traveling under disguise, through the wilderness, etc.

## KNOWN FACTS

The following are rough approximations of the travel times from various nearby settlements to Whitebone Island, and vice versa. The Narrator should free to adjust these as needed, but do not surprise the PCs with these changes. If they make plans based on these numbers, they need to not change unexpectedly in order to avoid the PCs feeling cheated. These times could vary by 10-30% due to differences in current, wind, crew skill, etc. at the Narrator's discretion.

## TRAVEL TIMES TO WHITEBONE ISLAND

PLACE	TRAVEL TIME
Gulltown	7 days
King's Landing	7 days
Lannisport	21 days
Lys	2 days
Myr	3 days
Old Town	10 days
Pentos	5 days
Sunspear	2 days
Tyrosh	12 hours
White Harbor	21 days

## UNKNOWN FACTS

If the PCs have kept House Cressey in the dark thus far by keeping all the clues away from them House Cressey will deploy scouts to follow the PCs, which can be detected with a **CHALLENGING (9)** Perception test. The PCs can then try and engage them in combat, requiring a clever plan to trap the scouts or a **CHALLENGING (9)** War test to encircle them, or avoid them with a **FORMIDABLE (12)** Stealth check made by all the units traveling together. Eliminating or avoiding this unit of scouts will increase the Opposition Counter by 2.

If the Opposition Counter has gone below 6 the PCs will find many other noble houses and the Iron Throne itself interested in their movements. The PCs will be tailed and tracked by numerous such interested parties, especially long-term rivals of the PCs' house. This will make traveling openly very quickly seem like a bad idea. The lower the Opposition Counter, the more resources will be put towards pursuing the player, including agents of the crown sent to arrest the PCs if the Opposition Counter gets low enough. In these situations the PCs may well be forced into working with Varys before they ever leave the mainland, because if they are arrested he will be the one who deals with them.

## NOTABLE LOCALES

Due to the uncertain nature of the beginning of this scene, the PCs may well begin in any number of locations, and could travel to a variety of sea ports to find transport to Whitebone Island.

## NOTABLE CHARACTERS

The PCs can deal with a vast cast of characters in this scene as they travel across Westeros, but two more likely characters are Bennick Codd and Captain Porell. If the PCs have come to the attention of the Iron Throne, Varys dispatches Bennick Codd to strike a deal with them, or bring them in by force if necessary. In this situation Bennick Codd will recruit additional forces from nearby houses as needed to confront the PCs, so the Narrator should feel free to add additional units to present a challenge to the PCs. Bennick Codd will be more interested in ob-



taining the treasure than fighting the PCs, but will not hesitate to force them into compliance if needed. If the PCs agree to work with Varys in exchange for a substantial portion of the treasure, Bennick Codd and his forces will accompany the PCs to Whitebone Island, and will also provide transit to the PCs free of charge. This transport will consist of ships identical to the ones listed with Bennick Codd's forces, one for each unit the PCs have with them.

Captain Parell is a merchant captain with a small trading fleet who is more than willing to hire his ships out to the PCs to get them to Whitebone Island. He can be placed in any major port.

## RESOLUTIONS

The resolution the PCs are most likely working towards is reaching the waters around Whitebone Island without alerting anyone else to their destination. If they succeed in this, they can likely pursue the treasure with only worrying about Seria the Red or Vollo the Fat bringing in outside forces.

If the PCs have attracted attention, they may have drawn any number of other houses into the chase for the gold. Rival houses aside from House Cressey are unlikely to have the information to lead them to Whitebone Island before the PCs, meaning the PCs may well have a trail of scouts and spies behind them. This is an excellent time to play up existing rivalries as houses previously established in the campaign come back to haunt the PCs.

If the PCs have attracted attention of the Iron Throne they will be hounded by Bennick Codd and, if caught, likely forced into a bargain with Varys through Bennick Codd. This may help the characters succeed in the long run since they now have Bennick Codd backing them up on Whitebone Island, but it will also mean part of the treasure goes back to the crown.

## FURTHER SCENES

- SCENE TWO: The most likely scene after this one is reaching Whitebone Island, which is covered in **Scene Two**.

## REWARDS

EXPERIENCE: 4

COIN: None

GLORY: None

## SCENE TWO

# LANDING ON WHITEBONE ISLAND

CONFLICT MAJOR • COMBAT, INTRIGUE, WARFARE, SKILL

Once the PCs have reached Whitebone Island they must find a way onto the island so they can search for the specific location of the vault. The island's coastline is almost completely made up of reef-lined cliffs, making landing on the island very difficult anywhere but the harbor where Bastard's Crook is located.

## NAVAL ENGAGEMENTS

If the PCs have sufficient naval power they may seek to engage the pirates of Bastard's Crook or try to engage the forces of House Cressey or Tyrosh before they land. If such a battle takes place off the coasts of Whitebone Island, the coral reefs Whitebone Island is known for will make such a battle much more interesting.

The entrance to the harbor of Bastard's Crook is only one hundred yards wide, so it is barely large enough for two ships to enter it simultaneously. The harbor inside is a roughly circular body of water about a thousand yards across and surrounded by sandy beaches except for the piers of the settlement at the northern end of the harbor. Outside the harbor is a mixture of open sea, rock outcroppings, and reefs.

In addition to having to dodge a number of rocky formations around the coast which can be used as terrain obstacles in any naval battle, any ship not piloted by inhabitants of Bastard's Crook acting on a Move or Charge order through the coastal waters of Whitebone Island must make a **FORMIDABLE (12)** Awareness check in order to avoid running aground on a reef. Ships that fail this check run aground, suffering 1 health damage that ignores armor and stopping the ship's movement. The ship cannot move again until it completes a Regroup order and succeeds in a Formidable (9) Athletics check as part of that Regroup order. The local pirates need only make an **EASY (3)** Awareness check to avoid the reefs since they know the secret to detecting and avoiding them. If the PCs are allied with a pirate group they may get pirate lookouts on their own ships.

If the PCs have allies in naval engagements, such as recruiting the help of Seria the Red or Bennick Codd, they should be allowed to control the ships of these allies to spread out the bookkeeping and keep the PCs involved. The Narrator should overrule any suicidal actions or other actions by these groups that would harm them and help the PCs' position.

If the characters successfully engage in a naval confrontation of notable import or size they should earn a point or two of Glory for doing so, particularly if it means sinking ships crewed by pirates, foreign nations, or rival houses. Sinking Bennick Codd's ships should only earn Glory if the PCs can spin the victory to be a story in their favor.

### SETUP

The PCs enter this scene as soon as they reach the waters around Whitebone Island after Scene 1.

### OBJECTIVES

The objective is to get onto the island safely, preferably with the ability to leave again safely as well and enough ground forces to accomplish the objective. This will require navigating the reefs of the island, and dealing with either the cliffs or the pirates.

### KNOWN FACTS

Any captain familiar with the region of the Stepstones where Whitebone Island is located, which does include Captain Parell, can give the PCs a general idea of the difficulties they will face, including the reefs and cliffs. A player can gain similar knowledge with a **CHALLENGING (9)** Knowledge test. As only the pirates who use Bastard's Crook know about the harbor it is unlikely anyone the PCs hire will have that information, so the PCs may want to plan for climbing up the cliffs by purchasing many ropes, pullies, and other climbing gear.

### UNKNOWN FACTS

It is unlikely any of the captains the PCs will hire for the trip to Whitebone Island know it is a pirate haven, so the PCs may well be surprised when they encounter hostile pirates in the area guarding the only easily accessible port on the island.

### NOTABLE LOCALES

The primary locale for the scene is the coasts of Whitebone Island, which are further detailed in the Notable Locales Appendix.

### NOTABLE CHARACTERS

The PCs are likely to interact with Seria the Red and Morgan Twelvetoos, both of whom are described in the **Appendix**.

Seria the Red is going to be most interested in what the characters are doing on the island so she can report back to the Spider about it, and if possible she will try to recruit them to help her against Morgan Twelvetoos. The PCs are a possible major disruption to the balance of power on the island so she will try to gain their allegiance, or at least make sure they are not working with Morgan. The problem is she cannot look weak to the inhabitants of the island in doing this, so the PCs will get a lot of posturing and braggadocio in public while she tries to woo them in private.

Morgan Twelvetoos will also try to recruit the PCs, but as minions to his cause rather than anything approaching equals. He will try and bully them into following him, and will meet refusal with promises of future suffering. Any hint that the PCs are looking for the hoard will make Morgan all the more violent since he believes he has the only person who knows about the treasure in his hold. He does not want competition.

### RESOLUTIONS

The PCs can choose to land in the harbor and deal with the pirates, or try to work their way up the cliffs and avoid involving the pirates in their affairs. Spotting the entrance to the harbor on the south side of



the island requires a **CHALLENGING (9)** Awareness test, unless the PCs are within 500 yards of the entrance, at which point it becomes obvious. If the PCs are heading for the cliff-side coasts or the harbor, they must successfully navigate the reefs surrounding the island.

## NAVIGATING THE REEFS

Navigating the reefs around the island is only interesting if the PCs are piloting the ship; if Narrator characters are running the ship it can run aground or not at the Narrator's discretion. Having the ship run aground once or twice will bring home the danger of the reefs to the PCs. If the PCs are operating the ship, they need to make three **FORMIDABLE (12)** Awareness or Survival tests to detect the reefs and avoid running aground on them. If they fail these checks, their ship runs aground and takes 1 Health damage that cannot be removed until the ship is beached for at least a full day to make repairs (note the only suitable beaches for this on the island are in the harbor of Bastard's Crook). Also each failed check means an hour lost getting the ship unstuck from the reef.

If the ship runs out of health before making three successful Awareness or Survival checks, it runs aground and has suffered debilitating damage. Without outside resources like wood and tar, which can be acquired at Bastard's Crook for a few score dragons, and at least a week of work, the ship will not be seaworthy. The PCs will have to try and take a longboat or swim to shore, which is a **ROUTINE (6)** Athletics test. Note if the PCs leave their ship aground on the reef to continue on, they are leaving a very tempting target for the local pirates who are likely to swoop in and claim the ship as soon as they detect it.

## PIRATES ON WATCH

The pirates have three watch posts around the cliffs of the harbor on the southern end of the island, each manned by two pirates with a spyglass and a reflective silver mirror. If they detect a ship they use the mirror to signal a pirate on watch duty in Bastard's Crook as to the number, location, and type of ship. If the ship is military, the pirates batten down the hatches, put out all fires, and try to make Bastard's Crook disappear. If the ship looks to be a merchant ship or is investigating the island the pirates may well launch ships to attack it, particularly if it is not a Tyroshi vessel. If a ship runs aground on the reefs, the pirates will launch at least two ships to capture it.

The pirates on watch have an Awareness of 3 and make tests against the Stealth of any ships approaching the island, though ships approaching during daylight hours should probably be automatically detected unless there is a storm, fog, or some other unusual condition. These pirates take turns sleeping or drinking and do not check in with anyone until the end of their twelve-hour watch, so if they are eliminated no one will know for some time.

## SCALING THE CLIFFS

Once the PCs have navigated the reefs or reached the shore, unless they approached the southern end of the island at the harbor entrance, they will have to climb the cliffs. Climbing the cliffs of the island requires a **FORMIDABLE (12)** Athletics test for each person or unit involved. Units that fail this check suffer 1 health damage that

## ADDING COMPLICATIONS

Much of the conflict in this stage of the quest for the Dragon's Hoard is due to different factions also pursuing the treasure, but it may be that the PCs have been extremely diligent and kept the hoard a near-complete secret. In that case the Narrator may be looking for other options to introduce conflict and obstacles for the PCs to overcome. Here are some other options to introduce should the Narrator think the PCs are having too easy a time of things on Whitebone Island.

### LIMITED SUPPLIES

Whitebone Island is largely bereft of provisions, having only limited fresh water and food supplies on the island. If the PCs bring more than two units with them, they will quickly find they are overtaxing the local supplies of food and water, forcing them into dehydration and starvation. If the PCs bring two units with them they will run out of food in a month unless they specify laying in extra supplies beforehand; each additional unit decreases the time until starvation by one week with a minimum of one week. Once the supplies run out the PCs begin suffering dehydration and starvation, while their units begin losing one Health per day that cannot be regained until they are fed. The PCs can deal with this by sending some of their ships back for food, purchasing food from the pirates for 10 dragons per week per unit, or eliminating the local pirate population and taking their food. There are effectively five units of pirates on the island and each one removed allows the PCs to support one more unit without risking starvation and dehydration.

### STORM SEASON

The PCs land in storm season, meaning Whitebone Island will be lashed for the next few weeks by an almost endless series of storms. The pirates tend to batten down the hatches during this season and stay indoors, drinking grog and playing dice until the weather changes, but the PCs may not have that opportunity. For the duration of the adventure it is raining on Whitebone Island, adding +6 to the Discipline of any ship unit given an order while at sea and any checks made to detect the reefs around Whitebone. Any Climbing actions performed in the outdoors on Whitebone Island have their difficulty increased by +3 and the lighting in outside conditions is considered Shadowy at best. Luckily for the PCs the storms mean it is much easier to sneak up on the island, adding +6 to the Difficulty of any Awareness check to detect approaching ships.

### PIRATE CONCLAVE

A few times a year a large number of pirate crews gather at Bastard's Crook to trade booty they can't easily sell for one reason or another, exchange information on shipping lanes, settle old scores, and the like. During the week long conclave the number of pirates and ships in Bastard's Crook triples, with most factions being no more than a single ship. These pirates have long ago written off Captain Grayeye's ramblings like the locals, but if a bunch of mainlanders are snooping around the island it may reignite their curiosity and greed.

ignores armor and cannot be healed without 24 hours of rest. Once atop the cliffs the PCs can attach ropes, pullies, or other devices to reduce the climb to a **ROUTINE (6)** Athletics test if they thought to bring them. In either case a unit climbing the cliffs requires four hours and mounted units cannot climb the cliff. Once their units are on land the PCs are free to go looking for the vault, or go investigate Bastard's Crook.

## ENTERING BASTARD'S CROOK

If the PCs seek to enter the harbor of Bastard's Crook, the pirates on watch will send up a warning as soon as they set course for it. If the PCs can sneak up on the pirates, possibly by attacking at night or in morning fog, they could catch the pirate ships at their docks; otherwise the PCs will face the pirates either in the harbor, where there will not be much room to maneuver since the whole thing is a thousand yards across, or in the waters just outside the harbor. While the pirates will scramble their ships to defend their territory, they will parlay with the PCs, with both Seria the Red and Morgan

Twelvetoes trying to carry out the parlay simultaneously. If the PCs are able to sneak into the harbor and get the jump on the pirates, or if they manage to land troops on the island and march on Bastard's Crook, they will find themselves in a much stronger bargaining position with the pirates.

Parlaying with pirates will be an intrigue with the two pirate captains trying to figure out what the PCs want and secure their allegiance against the other pirate captain. Seria the Red will be Indifferent to the PCs, while Morgan Twelvetoes will be Malicious, trying to win the PCs over to him with charisma so he can betray them later.

Seria will try and form an alliance with the PCs against Morgan Twelvetoes and is willing to help them fight House Cressey in exchange, but will also question them at length in private about why they are on the island. If the PCs mention looking for the treasure, or the Opposition Counter is at 0 or below so she knows about the treasure to begin with, she will recommend they may want to look into rescuing Captain Grayeye from Morgan Twelvetoes's ship. Also to keep her pirate charade going, she will want at least twenty percent of the treasure for her help. Seria will not betray the PCs until Bennick Codd arrives

to back her up or she absolutely has to in order to make sure they do not escape with the hoard. She will not admit her connection to Lord Varys until such time.

Morgan Twelvetoes is also likely to pursue the PCs' assistance, but if he has already made an agreement with House Cressey he will most likely try to lead the PCs into their hands. Otherwise he will try and get the PCs to side with him against Seria the Red, though will avoid giving his word on any matter as he will not break that and he would really like to betray the PCs once they have the treasure. If he learns they are looking for the treasure he will brag to them that he has the only living man on the island who knows its location in his hold.

If the PCs flatly refuse both parties they will likely find themselves under attack by both groups of pirate ships. If the PCs are on hired ships at the time, the captains may surrender and turn the PCs over to the pirates in exchange for safe passage.

## THE PIRATE FACTIONS

At the end of this scene the PCs should be on Whitebone Island, hopefully with some portion of the troops they brought with them. They may have remained undetected by the pirates in the process, and if so they have a definite advantage as they can search the island without alerting the pirates and the various other factions that have agents within the ranks of the pirates. If the PCs were detected by the pirates they can still land, but are now likely to be pulled into pirate politics. The PCs may well end up aligned to one pirate faction or the other, or may manage to remain neutral.

## FURTHER SCENES

- SCENE THREE: If the PCs decide to explore Bastard's Crook and learn more about the pirates, including the possible side effects of allying with each side, go to **Scene Three**. This may also provide them the information to go after Captain Grayeye in **Scene Five**.
- SCENE FOUR: If the PCs decide to try and free Captain Grayeye, go to **Scene Four**. This will require finding his location if they don't know it already and infiltrating Morgan Twelvetoes's ship.
- SCENE FIVE: If the PCs decide to ignore the pirates and go looking for the vault, go to **Scene Five**. They can return to scenes Three and Four if they decide they need more information to find the vault or more supplies.

## REWARDS

The PCs can gain 4 Experience for navigating the fleet to land on the island safely, 2 Experience for parlaying and establishing a relationship with the pirates of Bastards Crook and 2 Experience for defeating the pirates of Bastards Crook in combat.

The PC's can gain Glory if they defeat the pirate fleet of Bastards Crook in naval warfare.

EXPERIENCE: 4-8

COIN: None

GLORY: 1

## SCENE THREE

# BASTARD'S CROOK

CONFLICT: MINOR • INTRIGUE, SKILL

Once the PCs have reached Whitebone Island, they now have a town full of pirates to deal with. If the PCs have approached the island from any direction other than south they may be completely unaware of the presence of the pirates, but still Bastard's Crook is probably the most important location on the island other than the vault itself. It is the only source for manpower and supplies, not to mention information about the pirates and the vault, available to the PCs without leaving the island, so they will probably stop here at some point.

## SETUP

Bastard's Crook is detailed in the Notable Locations appendix for this chapter. This is a pirate town where might makes right and tensions are high due to the conflict over leadership. If the PCs appear with enough resources and warriors to tip the balance, everyone in town is going to take notice.

If the PCs enter the town via a ship or at the head of a military force, they will attract a lot of attention. Such characters will be the talk of the town and everyone will be curious as to what they want in town. Any attempts to gather information or pass through the town incognito will have their Difficulty increased by +6 after such an entrance as everyone will be trying to figure out what the PCs are up to. Unless they take special efforts to remain out of sight, all of their actions will soon be public knowledge.

Sneaking into town will require a **ROUTINE (6)** Stealth test for individuals, or a **FORMIDABLE (12)** Stealth test for units. Failure at such a test may result in the locals thinking they are under attack and will react with violence. Even if the PCs manage to sneak a unit into the town, it will not remain a secret for long as even a single unit will drastically increase the population of Bastard's Crook. While the locals are used to people coming and going, that many new faces will cause a lot of confusion and possibly panic. Everyone will want to know where these strangers came from and whose side they are on.

## OBJECTIVES

The PCs may go there to find supplies, recruit help, gather information, or to storm the place to eliminate it as a threat.

If the PCs are looking for supplies they can purchase these at the handful of shops present in town, assuming they wish to buy ship supplies, weapons, food, water, clothes, or other basic goods. Nothing over 500 silver stags is commonly available in Bastard's Crook; looking for goods costing more than that will require a special effort and likely attract a lot of attention. Also inflation is rampant in the town, so paying fifty to one hundred percent over the normal cost of an item is not uncommon. Assuming the PCs arrive on their own ship or with significant forces under their control, they can expect to be overcharged and all their purchases quickly become the talk of the town.



If the PCs wish to recruit help they can hire willing bodies in Bastard's Crook, but not a lot of people they can trust. If the PCs are looking to hire muscle, they can effectively buy the loyalty of the town for 5 Wealth, granting them control of the Bastard's Crook Pirates unit (see Notable Characters appendix). Individual laborers or thugs can be hired for 1 ss per day, but they are likely to turn on the PCs if offered a better deal and won't risk their necks for the PCs. If used as labor inside the vault they will do what they can to steal the treasure for themselves, or turn the location of the vault over to other factions if they can escape to do so and are promised sufficient reward.

If the PCs are looking to gather information, see the Known Facts section below.

If the PCs want to eliminate Bastard's Crook as a threat, the city can be fairly easily destroyed with sufficient military force or if attacked from within covertly. If the PCs try to storm the settlement the locals will mobilize to defend it, but are not prepared for a ground assault. The PCs can approach the settlement stealthily, but their unit needs to succeed in a **FORMIDABLE (12)** Stealth test to do so undetected. If they can approach the settlement undetected they can storm the settlement before the locals know what happened, giving them time to take key buildings and streets before the locals can react. This requires a **CHALLENGING (9)** Warfare test to execute properly, failure meaning the locals manage to rally and for their Bastard's Crook Thug unit to fight the PCs.

The locals will try and fight the PCs as long as they have a chance at winning, but if outnumbered more than two to one they will surrender. If the Warfare test is successful the PCs have effectively captured the town and prevented the locals from rallying to its defense, meaning

the town can be burnt down at will and the locals will likely flee to the docks. If they town is lit on fire it will take a few hours to burn down completely, with most of the buildings having some wooden construction, no fire codes, and no active force fighting the fire, the town and its piers are doomed. In any case, if the PCs get control of the town it gives them a much stronger position to negotiate with the various factions on the island, but they will face resistance from the conquered town in the form of brawls, sabotage and the other myriad acts of cursed rebelliousness they can expect from a den of thieves and cutthroats. If the PCs approach by ship and try to land forces, the same events happen.

## KNOWN FACTS

The PCs are likely to know little if anything about Bastard's Crook before they arrive and investigate the town. If a player wishes to see if they've heard of the place, they can make a **FORMIDABLE (12)** Streetwise test; success means they've heard of a pirate town by such name hidden in the Stepstones and home to a pirate of note named Seria the Red. It will be obvious to any group that has sailed around the island looking for a place to land that Bastard's Crook sits in the only safe place to land on the entire island, and is the only visible settlement. It is the only obvious source for supplies and manpower on the island.

If the PCs wish to investigate the town they can do so using Streetwise, the difficulty varying depending on the time spent as normal for a Streetwise test. The PCs can choose to spend some money on bribes to loosen tongues, gaining a +1B bonus for each dragon spent on bribes. If the test is successful the player learns of the two factions controlling the



town and their general differences, plus the fact that Morgan Twelvetoos seems to be winning over most of the populace. For each degree of success the PCs learn one additional fact from the list below:

- ☞ Captain Grayeye is a crazy old hermit who lived on the island before the town was settled. He rambles about some sort of lost treasure hidden on the island, but so far everyone who has gone off to investigate with him has not returned.
- ☞ Captain Grayeye has been taken prisoner by Morgan Twelvetoos and the rumor is he is being tortured to reveal the location of the hidden treasure he keeps rambling about.
- ☞ Morgan Twelvetoos has some sort of deep seated fear of Ironmen and will not abide them in town. He killed one last week for daring to even look at him.
- ☞ Morgan Twelvetoos has a deep belief that he needs to keep his word when it is given, but he rarely gives it. A few weeks back he made the mistake of swearing in jest he would give 100 dragons to the man who survived leaping off one of the cliffs near Bastard's Crook and then paid out when one of the locals actually did it.
- ☞ Vollo the Fat, a recent arrival to the island, seems really curious about what everyone on the island is doing to the point of annoyance. He has a skiff hidden in the harbor, so some people think he is a spy.
- ☞ Seria the Red is getting some manner of payoff for keeping the pirates from attacking Tyroshi shipping, which is why she doesn't want Morgan Twelvetoos attacking ships closer to Whitebone Island.
- ☞ Seria the Red is providing information for someone in Westeros on pirate activity in the Stepstones.

## UNKNOWN FACTS

The PCs are unlikely to know Vollo and Seria the Red's true loyalties coming into this scene. If PCs are coming from inland after landing on the coast and scaling the cliffs they are unlikely to know much about Bastard's Crook at all or the pirates who call it home.

## NOTABLE LOCALES

The main locale for the scene is Bastard's Crook, which is described in the Notable Locations Appendix.

## NOTABLE CHARACTERS

Seria the Red and Morgan Twelvetoos will almost certainly play a role in this scene as they will try and recruit the PCs to their side as soon as they enter the harbor. Captain Parell may be present if the PCs hired him, and if House Cressey or the other factions got a head start on the PCs Lord Mikkel and Bennick Codd may already be present.

## RESOLUTIONS

The resolution of this scene largely depends on what the PCs went into it looking for. If they were looking to destroy the threat of Bastard's Crook, they may leave the scene with the town being nothing

more than a corpse-choked pile of ashes. If they are looking to recruit laborers, they may have some laborers of questionable loyalty. If they are looking to buy the loyalty of the town, they may have done so.

## FURTHER SCENES

- ☞ **SCENE FOUR:** If the PCs hope to rescue Captain Grayeye so he can help them reach the treasure after learning of his plight in this scene, then they should progress to **Scene Four**.
- ☞ **SCENE FIVE:** If the PCs seek to ignore the pirates and go after the treasure vault, they should progress to **Scene Five**.

## REWARDS

The PCs will earn 2 Experience for successful navigation of Bastard's Crook, and an additional 4 if they sack the town. If the PCs sack Bastard's Crook they can recover 400 Dragons in coin and 2,000 Dragons in trade goods, but these weigh 10 tons. They'll also earn 1 Glory for doing so.

EXPERIENCE: 2-6

COIN: 2,400

GLORY: 1

## SCENE FOUR

# THE SECRETS OF CAPTAIN GREYEYE

CONFLICT MINOR • COMBAT, INTRIGUE, SKILL

Once the PCs have landed on Whitebone Island and met the pirates of Bastard's Crook they will have likely heard of Captain Grayeye and his ramblings of a lost treasure on the island. Doubtless his knowledge could be useful in finding the entrance to the vault, but currently he is in the hands of Morgan Twelvetoos, who does not seem inclined to release him. To affect a rescue the PCs will have to sneak on board or assault Morgan Twelvetoos' flagship.

## SETUP

In any lengthy visit to Bastard's Crook or talk with the local pirates the PCs are likely to learn that Captain Grayeye has been talking about a hidden treasure on the island for years and that he is now in the hands of Morgan Twelvetoos. If Seria is allied with the PCs, she will point out to them that he is the best source of information on the vault on the island, so rescuing him may be a good first step in any plan to recover the treasure. Doing so may well result in the death of several of Morgan Twelvetoos's men, if not the pirate captain himself (neither of which would be bad things in Seria's opinion). The PCs may choose to ignore Captain Grayeye entirely, but the local pirates should make clear that rescuing him is an option.

If House Cressey has allied with Morgan Twelvetoos and already located the vault, Captain Grayeye will be with their forces at the vault entrance instead of on the Lucky Twelve.



## OBJECTIVES

The objective is to get the information that Captain Grayeye has regarding the vault. Doing so will require that the PCs free him. Once they have, he is deeply stubborn and is not interested in sharing his secrets with anyone who will try and cut him out of the treasure or plans to leave him on the island again.

## KNOWN FACTS

For the PCs to undertake the action of this scene they have to know about Captain Grayeye and his location on Morgan Twelveto's ship. If the PCs do not know his location they can use Streetwise to find out, as detailed in the previous scene. The PCs may know Morgan Twelveto's penchant for keeping his word and use that against him.

## UNKNOWN FACTS

The PCs are unlikely to know the whole of the defenses on Morgan's ship, though with a **CHALLENGING (9)** Streetwise test they can try and find out. Morgan Twelveto's ship is full of trained pirates and they have a regular series of watches set when expecting trouble, which is most of the time these days due to the ongoing conflict with Seria the Red.

## NOTABLE LOCALES

Morgan Twelveto is holding Captain Grayeye on his flagship, The Lucky Dozen, which is a small Braavosi three-masted xebec, having

a large deck and one level below decks in addition to the ballast. The ballast is used as cargo and a wet larder, while the level below decks primarily serves as storage and officer's quarters. The crew sleeps and eats on the deck most of the time when they are not in port. The ship has a crew of forty. Luckily for the PCs while in port no more than a half of the crew is on the ship at any given time, though if an alarm is raised they will all return to the ship via rowboats within ten minutes.

## NOTABLE CHARACTERS

The primary characters in this scene are Captain Grayeye, Morgan Twelveto, and the pirates of The Lucky Dozen.

## RESOLUTIONS

If the PCs decide to rescue Captain Grayeye, there are only two possible results of doing so: they succeed, or they end up on a ship full of angry pirates.

On the deck during the day there are 10 crewmembers going about their duties, including four on watch with Awareness 3. Approaching the ship undetected will be hard unless the PCs swim underwater. If the PCs approach on a boat they will be hailed and asked what they want, but they will not be attacked unless they try and board without permission. Trading and wanting to see Morgan Twelveto are both good reasons for being let come aboard, but the PCs could also try other deceptions like delivering grog to the ship.

Climbing the side of the ship without a rope ladder, which will be lowered to anyone invited on board, is a **CHALLENGING (9)** Athletics test. At night there will be twenty crewmen asleep on the deck and five awake

## THE SAILORS OF THE LUCKY DOZEN

The sailors working for Morgan Twelvetoos are a pretty vile band of cutthroats who are very loyal to Morgan thanks to the gold he provides them with. They've grown accustomed to his mood swings and violence, mimicking such behavior among themselves. They are a dedicated and bloodthirsty group, but not particularly bright or educated.

### PIRATE

### TERTIARY CHARACTER

AGILITY 3, ATHLETICS 3 (SWIM 2B), ENDURANCE 3, FIGHTING 3 (LONG BLADES 2B), SURVIVAL 2 (ORIENTATION 1B)

COMBAT DEFENSE 8 • HEALTH 9

INTRIGUE DEFENSE 6 • COMPOSURE 6

SOFT LEATHER: AR 2 • AP -1 • BULK 0  
MOVEMENT 4 YARDS (SPRINT 16 YARDS)

DAGGER	3D	1 DAMAGE, DEFENSIVE +1, OFF-HAND +1
LONGSWORD	4D+2B	4 DAMAGE
MEDIUM CROSSBOW	2D	4 DAMAGE, LONG RANGE, PIERCING 1, RELOAD (LESSER), SLOW, TWO-HANDED

on watch. Sneaking up on the ship should be much easier under starlight, and the PCs will not wake up the sleeping crew-members, who are used to people moving around while they sleep, unless they engage in combat or other unusually loud noises on the ship. If the PCs are not careful though they may find themselves having to deal with a ship full of pirates who will stab first and think up some questions after getting drunk.

## FINDING GREYEYE

Below decks the room that takes up the back-fifth of the ship serves as the captain's quarters, officer's mess, and meeting room; it is the only securely locked room on the ship as it also contains the ship's pay chest. Captain Grayeye is kept in this room chained to a heavy wooden chair with the door to the captain's room shut and barred. There is no way below decks aside from to sets of stairs and the cargo hatch in the center of the deck, so Captain Grayeye is left unguarded most of the time. Morgan Twelvetoos has taken to sleeping on the deck with his men while his room is being used for a cell if the island is on alert, but if the PCs have not been detected by the locals he will be sleeping in Bastard's Crook at one of the inns. In either case he will have his Valyrian steel-tipped spear with him. Releasing Captain Grayeye will require getting on the ship, getting past the 25 pirates on board, breaking or unlocking the chains containing Captain Grayeye (which is either a **VERY HARD (18)** Athletics test to break the lock or a **FORMIDABLE (12)** Thievery test to pick the lock), and get him off the ship.

Once free, Captain Grayeye will be indebted to the PCs, but will still not lead them to the treasure without some manner of understanding. Assurances of his continued survival, transport off the island, and

enough funds to remain comfortable for the rest of his life is the minimum he will expect, though he is more than willing to earn his keep serving the PCs as an officer on a ship.

If the PCs are caught by Morgan Twelvetoos and his men, the PCs can try to fight their way free or surrender. While there are a good number of pirates on board, individually they are not very skilled so the PCs may conceivably fight their way off the ship.

## FURTHER SCENES

- SCENE FIVE: From this scene, characters may get to **Scene Five** if they are going to use Captain Grayeye's information to find the vault entrance.
- SCENE THREE: From this scene, characters may get to **Scene Three** if they go to investigate Bastard's Crook after freeing Captain Grayeye.

## REWARDS

If the PCs successfully rescue Captain Grayeyes they gain 2 Experience. If the PCs loot Morgan Twelvetoos's ship they can find 200 dragons in coin and 1,000 dragons in trade goods, but they weigh 6,000 pounds.

EXPERIENCE: 2

COIN: 1,200

GLORY: 0

### SCENE FIVE

## FINDING THE VAULT

CONFLICT MODERATE • SKILL

Once the characters are on Whitebone Island, their overall goal is finding the vault and extracting the treasure, so they may ignore the pirates entirely and just go after the vault. From the clues they have gained so far they know the entrance to the vault is supposedly hidden under a rock formation that looks like a fist, but years of storms, purposeful efforts by Captain Grayeye to conceal the treasure and the tides are all working against the PCs.

## SETUP

Once the PCs decide it is time to find the vault entrance, they enter this scene. This can occur as soon as they land, after they visit Bastard's Crook, after they free Captain Grayeye, etc. The PCs have hopefully brought or hired some help for the search but this is by no means required.

## OBJECTIVES

The objective of the PCs is to find the entrance to the vault, preferably before anyone else does.

## KNOWN FACTS

Assuming the PCs have all three clues to the location of the vault, they know it is located under a rock formation that looks like a fist on the

north side of the island. Of the PCs have rescued Captain Grayeye and made a deal with him, he can lead them directly to the entrance to the vault with little difficulty. If the PCs have neither of these guides they will likely have to follow House Cressey and hope to steal the treasure after they find it.

## UNKNOWN FACTS

During his many years on the island Captain Grayeye spent a lot of anger breaking down the rock formation that marked the entrance to the vault, so finding it without him will not be as easy as some may hope. Also the entrance to the cave is contained in a cavern that floods at high tide, so the PCs will have to time their excavation efforts very carefully.

## NOTABLE LOCALES

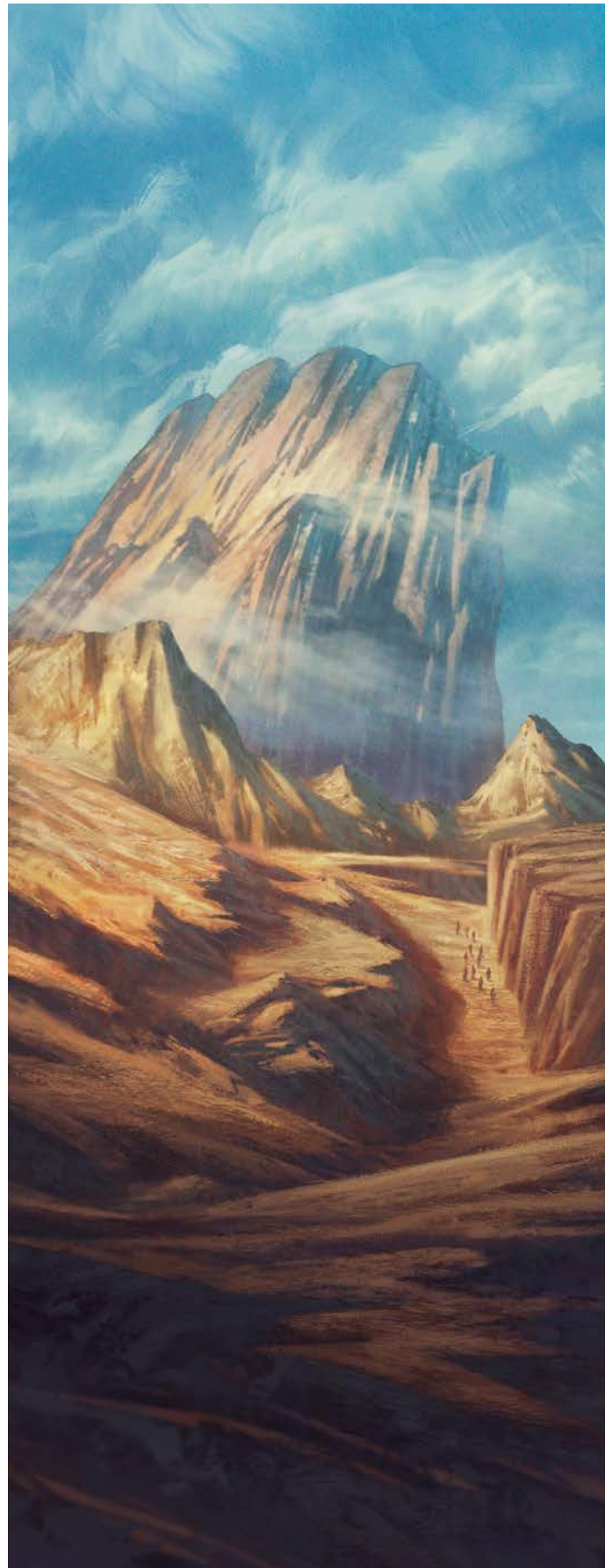
The primary location for this scene is the entrance to the vault. The entrance to the vault is located in a hole on the northern side of the island; the hole is a shaft twenty feet across and sixty feet deep that sits about a hundred feet from the coastal cliff range. Directly above the shaft is a stone outcrop twenty feet high that previously looked like a fist, but now has been worn by time and Captain Grayeye to look more like a ridged boulder. The entrance to the vault is near the bottom of the shaft, which can be reached using what was once a winding stair but now is little more than a slick ramp thanks to years of erosion due to the tide flooding and receding in the shaft. Any attempt to move up and down the ramp at a pace faster than a slow walk requires a **ROUTINE (6)** Agility test or the character will fall to the bottom of the shaft. If the character is carrying something extremely heavy, like a chest of coins, this increases to a **CHALLENGING (9)** Agility test.

Aside from the difficulty navigating the ramp, the shaft fills with seawater above the level of the entrance to the vault for a few hours on each side of high tide. This means that from 12-6 PM and 12-6 AM the vault cannot be reached and the door is forced shut. The water comes from the coast in underground channels; a character could theoretically try and swim these channels so they don't have to worry about climbing the seaside cliffs to reach the vault and vice versa, but doing so is an **HEROIC (21)** Athletics (Swimming) test. Characters caught in the entranceway to the vault or the bottom of the shaft must swim to the surface to avoid drowning. The door to the vault proper is waterproof so once it is sealed the vault itself will not flood, and a series of water pressure activated levers will force the door shut when the water begins rising with enough force to break stone and bend steel.

The terrain around the shaft is largely flat but uneven rock. The coast is a hundred feet to the north, and five hundred feet to the south is another section of cliffs leading up to the rocky outcropping at the center of the island. There is little to hide behind while approaching the shaft, so other than sneaking up under cover of darkness PCs will have a hard time reaching it unnoticed if other forces are already present. There is enough space for a full Warfare confrontation, but just barely.

## NOTABLE CHARACTERS

Since everyone on the island may well be looking for the vault by this point, any of the major Narrator characters on Whitebone Island could



make an appearance in this scene. The most likely is Captain Grayeye since he may be leading the PCs to the vault. Depending on where the Opposition Counter is, there may be other groups at the vault when the PCs arrive.

If House Cressey has already arrived at the vault entrance, the PCs will find the entrance is surrounded by a camp of House Cressey soldiers, their most elite surviving unit, along with forces from whatever other factions they have successfully allied with. These forces will not let anyone else near the shaft. If the PCs cannot force rival parties to give up control of the shaft, they may be able to parlay their access to additional clues or information into a share of the treasure or at least entrance to the vault, but are likely to be betrayed at the earliest opportunity.

## RESOLUTIONS

If the PCs have rescued Captain Grayeye and made a deal with him he will lead them to the vault in short order. It's two miles from Bastard's Crook, so within an hour of freeing him the PCs can be at the vault entrance.

If the PCs have not rescued Captain Grayeye, have none of the clues to the location of the vault, and are only following House Cressey, they will need to wait until House Cressey finds the vault and taken it from them by force.

If the PCs have the clues to its location but have not rescued Captain Grayeye they can attempt to search the island themselves for the vault. Doing so is a **HEROIC (21)** Awareness check with each search of the northern side of the island taking a day. Each player and unit searching can test separately. Obviously if this process takes long enough the PCs may be beaten to the vault.

If the PCs discover the vault and do not work to keep its location a secret and their activities there discreet, the other forces pursuing the treasure will try to follow them and take the vault by force. Unless the PCs can conceal their discovery of the vault entrance, they will be attacked by any faction with comparable land forces within two days of finding the vault. If the PCs have brought multiple units, the pirates of the island will likely leave them alone, not having the skill and numbers to overcome that sort of opposition, but Bennick Codd or Captain Artakesh will not be so challenged.

## FURTHER SCENES

- 📖 **SCENE THREE:** From this scene, characters may go to **Scene Three** if the PCs wish to go to Bastard's Crook to look for help, information, or supplies.
- 📖 **SCENE FOUR:** From this scene, characters may go to **Scene Four** if they get frustrated in the search for the vault and return to Bastard's Crook to rescue Captain Grayeye.
- 📖 **SCENE SIX:** From this scene, characters may get to **Scene Six** if they find the vault.

## REWARDS

Once the PCs locate the entrance to the vault they gain 2 Experience.

EXPERIENCE: 2

COIN: 0

GLORY: 0

## SCENE SIX

# TESTS OF WIT AND TIME

CONFLICT MAJOR • SKILL

Once the PCs have reached the vault entrance they will have to get inside and bypass the defenses left by its creators. They will likely be doing so on a schedule since they will have rivals coming after them and the tide to worry about.

## SETUP

With this scene the PCs have reached the shaft containing the entrance to the vault during low tide and managed to navigate the ramp leading to it. The PCs will likely have one or more factions on their heels, so they should feel some level of urgency and should work towards getting through the defenses of the vault as quickly as possible. This will be further complicated by the tide blocking access to the vault half of each day. Also the characters will need a Valyrian steel weapon to get through the final door to the vault.

## OBJECTIVES

The objective in this scene is getting through the outer defenses of the vault, which is made up of the first few rooms the PCs will find inside the vault. All of these rooms are flooded by the rising tide each day and night at noon and midnight, so the PCs will have to work fast to get through.

## KNOWN FACTS

At this point the PCs know where the vault is and should have some idea of the other factions contesting with them to claim it. Captain Grayeye can tell them about the difficulties with the tide; if they have not gained his assistance they'll probably have to learn firsthand. If the characters reach the final door and do not have a Valyrian steel weapon to open it with, Captain Grayeye and Seria the Red will both volunteer that Morgan Twelvetoed has such a weapon if they are accompanying the PCs. If Morgan is accompanying the PCs he will offer the use of his spear but will try to renegotiate their deal over the treasure since he now has more leverage.

If the PCs managed to get information from Renys, they should have a good idea of the kinds of layout and traps that await them. If they do, give them a +2B to all rolls to detect or avoid such traps: the knowledge won't help them immediately spot the hidden threats, but it will prepare them. He may or may not have told them about the need for Valyrian steel in the final test—if he did, it was most likely couched in some kind of mad ramble or riddle.

Of course, Renys might have deliberately misinformed them about some or all the traps as his way of getting his revenge upon the Home House: at an appropriately dramatic moment, telling the PCs they instead have a -2D penalty to their rolls might liven things up a bit...

## UNKNOWN FACTS

Unless they had the opportunity to talk to Renys at length (and depending upon just what he has told them—see above), the PCs know nothing of the defenses within the vault and will have to figure them out for themselves. Captain Grayeye does not know anything about the defenses inside the vault aside from the dart trap near the door as he set it off many times trying to explore the vault on his own before getting scared and leaving. He will warn the PCs that there are more traps than that one, as other people he's brought here before who made it past the darts did not make it back out. He heard some heavy thuds, screams, and what sounded like sloshing liquid, so he's really not sure what is inside. He never went into the vault during its construction or the installation of the treasure, so he has nothing to share about its layout.

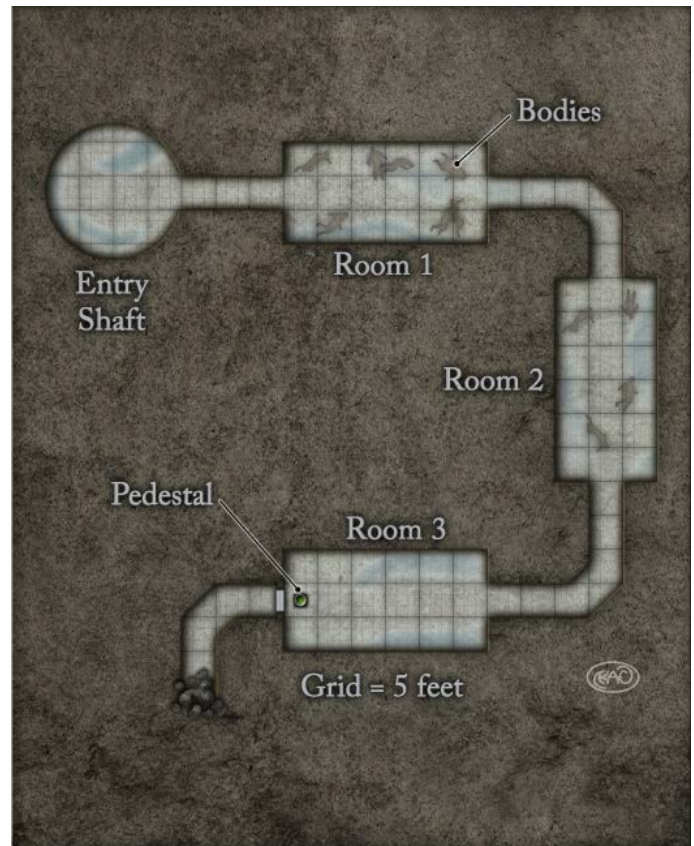
## NOTABLE LOCALES

The entrance way to the vault is a sharp cut room carved into the stone of the island through the efforts of long-dead master craftsmen. Over the years the sea water coming in and out of the entrance way has worn the floor and many of the sharp edges, but the craftsmanship is still evident. The entire chamber was hewn from the stone of the cliffs so there are no seams or joints aside from the floors of the rooms, which conceal pressure plates linked to the traps that defend the vault, and the ceiling of the second room, which is set up to partially collapse on intruders. Instead it is entirely made of stone worn smooth by centuries of tides coming in and out. The only things marring the majesty and cleanliness of the rooms are the dozen corpses that lay splayed about the floors and walls, all worn away to bones and debris by time and tide. These are the unlucky few that Captain Grayeye led to the vault in the past. Their bodies have all rotted and moved about due to the tidal waters to make it impossible to guess any information about the defenses of the vault from where they died.

## GETTING IN

The entrance way to the vault is made up of three rooms, each approximately 30 feet long and 15 feet wide. Each of these contains a different trap that must be bypassed, and at the end of the third room is the door to the vault proper. That door is watertight, but the rest of the entrance way floods every day at noon and midnight. The flooding process takes about 15 minutes from when water first begins entering the entrance way and the water reaching the ceiling, so the PCs will have time to evacuate as long as they are paying attention, but if they have brought any heavy equipment like digging gear, that may get left behind if they do not react in enough time to the tide coming in. Once the tide comes in the vault is inaccessible for six hours; the vault door is far enough from the shaft that swimming to it will result in the character having little breath left. Also opening the door while the entrance way is flooded is impossible, though while flooded the traps defending the vault are not active.

Unfortunately for the PCs though, the force of the tide coming in and out was used by the designers of the vault to reset the traps, so PCs who set off several traps and then leave due to the tide will return to find those traps reset...



### Room 1

## DEATH FROM BELOW

The first room in the entrance way has the majority of the corpses as most of those who entered never made it past this room. They were killed by the dart traps set in the floors of the room which are activated by stepping on specific plates in the floor. Each time a character crosses the room roll 1d6; on a roll of 4, 5, or 6 they have stepped on a plate and set off a trap. If the PCs try to jump across the room to minimize the times they touch the floor, they can do so with a **CHALLENGING (9)** Athletics test, reducing the chance of setting off a trap on a 5 or 6. Failure means they stumble and automatically set off a dart trap.

Detecting the traps before someone sets them off requires a **VERY HARD (18)** Awareness test to see the dart holes in the stones. Each successful test spots enough trap triggers to reduce the chance of setting a dart trap off on a roll of 6, assuming the PCs mark the trapped floor stones. Once the player succeed in three **VERY HARD (18)** Awareness tests they can find all the trapped stones, but each test requires 10 minutes of careful floor stone inspection. The walls are completely smooth, so climbing around the walls without touching the floor is a **VERY HARD (18)** Athletics test. The darts can pierce up to 5 points of armor, so PCs could slide across the floor on shields or breastplates if they think of such. The darts automatically hit anyone who steps on a trapped stone but inflict no damage themselves; instead they are covered with bloomblood, a virulent poison collected from a species of



## BLOOMBLOOD

Found in the fangs of various colorful fish that frequent the reefs of the Stepstones, bloomblood is used by some local hunters and fishermen to aid in taking down larger game. The difficulty of collecting it means that few outside the Stepstones know of the substance, but many of the locals on Whitebone Island are familiar with its symptoms as every few years someone on the island falls victim to it. Unlike many poisons, bloomblood retains its effectiveness in water. The only treatment is sucking out the toxin within minutes of it being injected.

### BLOOMBLOOD

### INJECTED

VIRULENCE: 4

FREQUENCY: ONCE/IMMEDIATE

TOXICITY: 1

DIAGNOSIS: HARD (15)\*

Bloomblood is a toxin that stops the heart of the target, causing terrible pain and likely killing the victim. On a successful attack, the victim suffers a Wound; if the target is not important enough to have Wounds they die. If the victim survives three attacks they live, but will have to heal the Wounds normally. Diagnosing this poison is **ROUTINE (6)** for a local of Whitebone Island

**RECOVERY:** If the victim survives all three attacks they recover fully from the bloomblood.

tropical fish common among the Stepstones (see above). There are 386 darts remaining in the traps, so the PCs will have to set them off many, many times to exhaust the dart supply.

## Room 2

### DEATH FROM ABOVE

The second room is the same size as the first and looks identical aside from the fact there are only four corpses and there are no dart holes in the floor if someone thinks to check. If PCs make a **HARD (15)** Awareness test they can notice the corpses in this room are more deformed and dismembered than the ones in the previous room, indicating deaths with far more violence than poison. Indeed like the previous room there are floor tiles that activate when stepped on, but these release stones from the ceiling to crush those that activate them. Each time a character crosses the room roll 1d6; on a roll of 4, 5, or 6 they have stepped on a plate and set off a trap. If the PCs try to jump across the room to minimize the times they touch the floor, they can do so with a **CHALLENGING (9)** Athletics test, reducing the chance of setting off a trap to a 5 or 6. Failing the check means they stumble and automatically set off a trap.

Detecting the traps before someone sets them off requires a **HEROIC (21)** Awareness test to see the cracks in the ceiling. Each successful test spots enough trap triggers to reduce the chance of setting a dart trap off to a roll of 6, assuming the PCs mark the trapped floor stones. Once the player succeed in three **HEROIC (21)** Awareness tests they can find all the trapped stones, but each test requires 10 minutes of careful ceiling

stone inspection. The walls are completely smooth, so climbing around the walls without touching the floor is a **VERY HARD (18)** Athletics test. Once the trap is activated the PCs may attempt a **HARD (15)** Agility test to avoid the falling rock; if they succeed they take no damage but they must immediately make another check to see if they activated another trap while dodging the previous one. If the PCs are struck by one of the falling stones they take 8 Health damage that can only be reduced to a minimum of 3 damage by armor. The stones are connected to the ceiling via heavy chains and automatically reset after each tide. There are thirty falling stones in the room.

### ROOM 3

## THE VALYRIAN TEST

The final room has no traps, only a stone door at the far end and a bowl of acid sitting directly in front of it on a carved stone pedestal at waist level. The bowl is two feet across and two feet deep, and is filled with a powerful clear acid that quickly destroys anything aside from Valyrian steel. The interior of the bowl is coated in Valyrian steel, which can be identified with a **ROUTINE (6)** Knowledge test. Once the Valyrian steel is identified, the acid, called dragon bile, can be identified with a **CHALLENGING (9)** Knowledge test. Anything inserted into the acid takes the equivalent to 20 Health damage each round it is submerged and any normal material, be it stone, metal, or flesh that is inserted will be quickly destroyed.

Characters who try to game the system and take Wounds to reach into the liquid should end up with Disadvantages liked Maimed for doing so, likely losing an arm in the process without reaching the switch. There is also a reservoir within the pedestal, also coated with Valyrian steel, which refills the bowl quickly, triggered by a counterweight beneath the bowl as the acid within the is consumed or somehow spilled out, perhaps by immersing an opponent in it, in an attempt to drain the bowl (something Morgan might likely consider doing, possibly with one of his own men...).

Any Valyrian steel object will survive the acid unscathed and, if long enough, can be used to flip open a latch visible at the bottom of the bowl, which opens the door.

If the PCs try to break open the door it requires a **HEROIC (30)** Athletics check or the use of a battering ram, and getting such a device into position should be extremely difficult, due to the proximity of the pedestal to the door. The door automatically shuts once the tide begins rolling in, doing so with enough force to break nearly any object that could be used to jam it open.

## NOTABLE CHARACTERS

No characters are necessary for this scene, though anyone brought with the characters may throw out ideas to bypass the traps at the Narrator's discretion. Any minor Narrator characters struck by the traps should be killed outright, and major characters wounded accordingly.

## RESOLUTIONS

There are only two resolutions available for this scene: either the PCs get the door open, or they leave to get more help, supplies, Morgan's spear, etc.

## FURTHER SCENES

- ☛ **SCENE THREE:** From this scene, if the characters wish to go to Bastard's Crook to get supplies, they can go to **Scene Three**.
- ☛ **SCENE FOUR:** From this scene, if the characters wish to rescue Captain Grayeye, they can go to **Scene Four**.

## REWARDS

Once the characters have breached the final door to the inner vault, they gain 2 Experience.

EXPERIENCE: 2

COIN: 0

GLORY: 0

### SCENE SEVEN

## THE LAST ACT OF JOYHOS VELARYON

CONFLICT MAJOR • SKILL, COMBAT

Now that the characters are in the vault proper, they must deal with the last line of defense created by Renys: the interior of the vault has been infested with a hallucinogenic spore, blurring reality for any who intrude within. It is extremely unlikely that Renys will have told them about this last defense, smiling to himself at the thought of his hated enemies being driven into madness just as they begin to think they have finally made it in safely.

## SETUP

Once the PCs get through the entranceway to the vault, they will have to deal with the vault itself. They can only reach this scene after getting through the door in the final room of the entrance way using Valyrian steel. The first step in this is going to be getting through a rock fall that has blocked the vault, and overcoming any attempts at treachery while the PCs do so.

Once inside the vault proper the PCs will find its interior walls and floors covered with appears to be a thick gray moss. This moss is actually marmold, whose spores produce hallucinogenic effects. The PCs will have to run the risk of inhaling the spores to get to the treasure. The PCs will encounter a number of unexplainable events in the depths of the vault and the Narrator should play up the marmold spores as a possible explanation of these events. Ideally the PCs should feel unsure where any possible magical effects and the hallucinations begin, or if everything was a hallucination.

## OBJECTIVES

In the final stage of their quest, the PCs are within reach of claiming the Dragon's Hoard for their own. Once claimed, they just need to defend it and get it safely off the island. Unfortunately many of the allies the PCs could have recruited will turn on them at this point.



The PCs will need to remove a rock fall from the entrance to the vault, and then enter the depths of the vault to bypass the remaining defenses. There are still traps in the vault, and between the hallucinations of the marmold and any remaining magics within the vault, the PCs find themselves battling the long reach from the grave of both the ghosts of Jothos Velayron and Veran the architect.

## KNOWN FACTS

No one living knows what's inside the vault, so the PCs are going to have little information to go on.

## UNKNOWN FACTS

No one actually knows what the vault containing the Dragon's Hoard was originally. Refugees from the Doom of Valyria found them, already both ancient and empty when they made their flight from Essos. They bolstered the defenses they found here, though no one can really say what is original to the vault, and what is an add-on from those days. Regardless, though - it is dangerous, and the PCs are unlikely to know everything about what awaits them on the other side (although they might have some clue from Renys the mason).

Once the PCs breach the rock fall, if they have made an alliance with Morgan Twelvetoes or House Cressey, they will be betrayed assuming they have not gotten Morgan Twelvetoes to give his word. These villains believe they no longer need the PCs, and so will work to remove them. This betrayal will take the form of an attack when the PCs are at their weakest, such as when they are separated crawling through the rock fall. The betraying faction will also try to assault any forces PCs left on the surface. Seria the Red and Bennick Codd will only betray the PCs at this point if they have been obvious that they intend to betray the Iron Throne.

## NOTABLE LOCALES

The entirety of the scene takes place in the ancient Valyrian burial vault Jothos Velayron hid the treasure within. Of similar hewn construction as the entrance way, it is much larger and filled with tombs.

### ROOM 4

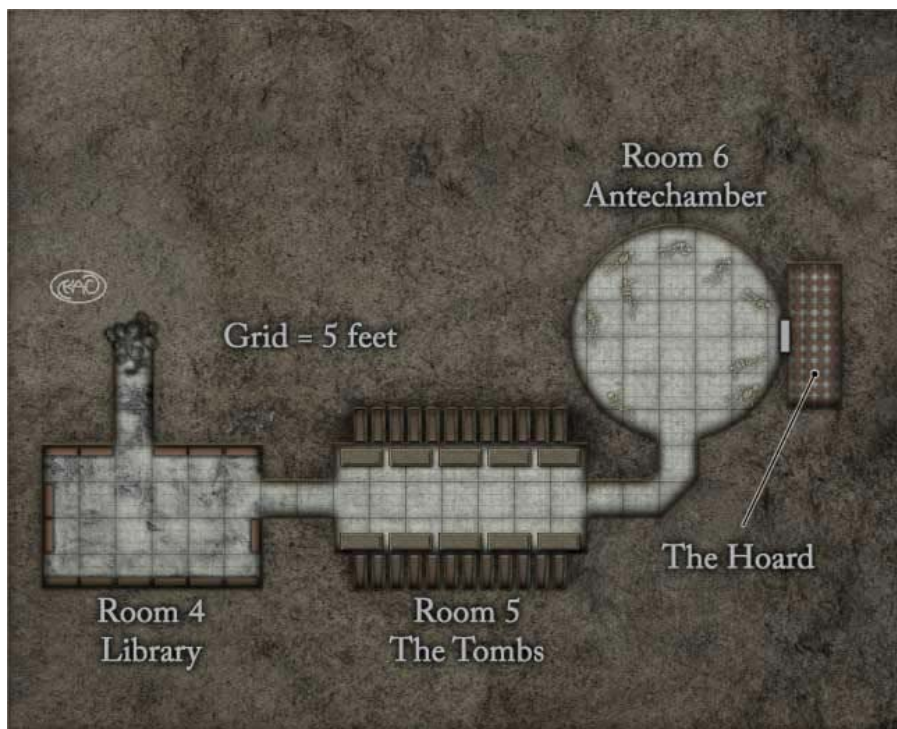
## THE ROCKFALL

The first room on the other side of the door to the vault proper was once a large library recording the history of those buried within in stone and sculpture, but an earthquake thirty years ago weakened the delicate stone supports holding up some of the larger and more ornate statues, causing them to come crashing down. Their remains block the corridor entirely. It will take 120 man hours of work and digging tools, obtainable in Bastard's Crook for a few silver stags, to clear a hole large enough to crawl through, though only ten individuals can work at a time. Clearing the path entirely, which will be necessary to get the treasure out, requires 240 man hours. Succeeding at a **FORMIDABLE (12)** Athletics test can reduce this time by one hour per success and each person digging can make one check. If the diggers are left on the other side of the door when the tides rise and have not cleared a path they will risk dying of asphyxiation. If this happens PCs and important Narrator characters should suffer a wound while less important characters die. Doing this sort of heavy labor for more than eight hours straight inflicts an injury on the character.

Once the characters clear the path they can examine what remains of the historical records stored in the room in tablets, carvings, monuments, and books. Succeeding at a **ROUTINE (6)** Language (High Valyrian) test can determine that the underground complex is in fact a tomb,

not a vault, and that it contains high-ranking nobles fleeing the Doom of Valyria centuries ago. All the bloodlines represented here save the Targaryens have since bred themselves with the Andals so as to be unrecognizable, but characters with Valyrian blood may find record of their lineage if the Narrator desires. The records also indicate that the treasure is protected by powerful Valyrian magic and any who steal from the dead will be cursed.

Much of the room is covered in a thick gray moss that can be identified with a **FORMIDABLE (12)** Knowledge test as marmold, a highly hallucinogenic mold often found in Valyrian caves and tombs due to the fact it was used as a recreational drug in Valyria and often buried with the dead. It has infested this room and much of the tombs, plus all the rocks moved in clearing the rock fall have stirred up the spores. The room is filled with the fungus spores, so characters will have to wait two days for the spores to settle, and even then they can only move half speed through the vault without kicking them up. The Narrator should make a show of having



the PCs make Endurance tests to fend off the effects of the spores, but not reveal for certain who succeeded and who did not.

Aside from the books in the room, which would fetch 50 dragons to the right maester, there is nothing of value in this room.

## ROOM 5

### THE TOMBS

The majority of the vault is made up of tombs holding the ancient dead of Valyria. These corpses are mostly contained in stone sarcophagi on the floor for the higher ranking nobles and wooden coffins in alcoves in the walls for the lower ranking nobles. In all there are fifty nobles of high rank and three hundred of lower rank buried here, in addition to three dragon skeletons buried with their masters. Most of the higher ranking nobles are Targaryens, and are easily identifiable due to the dragon iconography on their clothes, armor, and weapons. The remaining corpses are all from smaller houses that are largely lost to history.

These corpses have nothing to defend them save the threat of a curse; the Narrator should feel free to secretly give the Cursed disadvantage to anyone who takes from the corpses and the only way to remove the curse is to return the stolen items. The PCs should not know immediately they are cursed and only come to suspect it over time. Any Narrator characters with the PCs will certainly caution against such graverobbing (though given the greedy nature of the rogues that may accompany them, they will certainly wish to be cut in on a share if the PCs risk the curse).

## ROOM 6

### ANTECHAMBER OF THE RESTLESS DEAD

This room once served as the entrance to the final tomb of the complex, containing the highest-ranking noble to escape Valyria, but now the massive door constructed for that tomb serves as the final barrier to the Dragon's Hoard. The circular room is dominated by a massive water-powered clock that runs along the walls and the ceiling, marking the passage of minutes, hours, days, and years across a series of circles in the ceiling. This clock is still accurate. In among the workings of the clock, which located along the walls and the ceiling, are a number of blade traps designed to stab down, up, and across into intruders on the floor below. They are activated via floor plates similar to the traps in the entrance to the vault, but their activation is concealed as described below by hallucinations or magic. Corpses that are little more than skeletons are scattered around the floor, all with rusting weapons close at hand. These skeletons are tied to the blade traps to give the appearance of them rising up to attack interlopers.

On the eastern side of the room is a large stone door similar in size and thickness to a bank vault. This door blocks the entrance to the hoard itself. This door is locked using a series of nine dials built into the center of the door, each of which contains a selection of letters from the High Valyrian alphabet. Opening the door requires spelling the name Targaryen using the letters. Once that is done the door will open. Alternately picking the lock apart can be done with a **HEROIC (21)** Thievery test.

## WEAPONS OF THE VALYRIAN TOMB

If the PCs choose to loot the tombs of the Valyrian nobles, or if the Narrator chooses to put some in the Dragon's Hoard, here are some suggested weapons. By no means should the Narrator place all of these weapons in the Hoard. One or two is sufficient for this to act as a very rich hoard. The PCs can find details of their history in the documents in the rockfall.

### THE DRAGONLORD'S BLADE

A longsword handed down through the Targaryen line, this weapon was wielded by multiple scions of that House astride their dragon mounts. It was forged in the flames of a dragon and was said to bring about a great curse if ever used to draw Targaryen blood. It was used to do just that in a duel in the months before the Doom of Valyria, so the weapon was consigned to the tombs of Whitebone Island to prevent its curse from striking again.

### THE LADY'S TALON

A Valyrian steel dagger inlaid with rubies and platinum, this weapon was carried by Valyrian nobility for centuries, usually in secret through a cunning series of straps that conceal it on the thigh of the wearer. Meant more for subterfuge and defense than attack, it is a court weapon of last resort, though the stories of the assassins it has slain are many.

### IRONBREAKER

A longaxe with a wicked-looking head in the shape of a dragon rearing, the haft of this weapon is a stout oaken shaft that has resisted the passage of time. This massive weapon was used by a great warlord of Valyrian history, Hajan the Unending, who used it to bring many of the primitive tribes surrounding Valyria to heel. According to legend he used it to hack the iron weapons of his enemies in twain.

### THE HEART OF VALYRIA

This Valyrian steel mace is formed around a solid chunk of volcanic glass, allowing the user to strike with both Valyrian steel or volcanic glass. The volcanic glass chunk was once known as the Heart of Valyria and was taken from the heart of the volcano that destroyed Valyria centuries later. The Heart of Valyria was said to be used to slay a great number of ancient monsters that plagued the nation.

Once the PCs enter the room they begin to hear whispering and moaning around the edges of the room. After a few seconds they begin to hear the drawing of metal across stone as a score of skeletons across the room begin standing up and moving toward the PCs at the same time the blade traps in the ceiling, floor, and walls start moving.

In reality the skeletons are attached to the blade traps and the whole setup is designed to make it look like the skeletons lurch to life and at-

tack the PCs. Even a **ROUTINE (6)** Awareness test will make it obvious the skeletons are part of the traps, but this test becomes **HEROIC (21)** Awareness if the PCs are affected by marmold. If the PCs are able to determine the truth of the situation they can avoid the traps with a **FORMIDABLE (12)** Agility test each round, but each failure inflicts 8 Health damage on the character. The PCs must continue these Awareness tests until one of them succeeds in a **VERY HARD (18)** Thievery test to disarm the traps.

If the PCs cannot see through the illusion, they'll have to fight their own hallucinations to end their threat. There are two such skeletons for each player.

## NOTABLE CHARACTERS

The only notable characters that are definitely present for this scene are the hallucinatory skeletons that attack the PCs, though numerous other characters may be present if the PCs have recruited their assistance. Any unimportant characters should be killed in short order by the skeletons or blade traps.

## RESOLUTIONS

Once the PCs bypass the rockfall, deal with the skeletons, and open the door they have reached the Dragon's Hoard. The room beyond is a square room, carved out of the rock itself, and is literally filled with ale casks, wall to wall, and floor to ceiling. Opening various casks will reveal coins of Valyrian and Targaryen mintage, jewels, gems, gold bars stamped with the Targaryen seal, paintings and other works of art wrapped in oilcloth, platinum crowns, and ceremonial gem-encrusted weapons. Some casks contain parchment tubes in which all manner of scrolls, papers, and other historical documents are stored, some promising indirect rewards such as land grants or lost knowledge for which Oldtown would bankrupt itself without hesitation trying to obtain. It should be clear to the PCs that a single cask or two will grant them more wealth than many nobles see in their entire lives.

The treasure should be worth 100 points of House Resources to the house that can claim it and get it back to their lands. The Narrator should decide based on the PCs' house what resources they gain from the Dragon's Hoard. Coins, ingots, and material goods can add directly to Wealth, while patents, writs, and other paperwork can lead to houses increasing their Land, Influence, or Defense.

If the PCs are able to get the treasure back to the Seven Kingdoms they may be able to use it to gain other House Resources. They can use their newfound wealth to hire soldiers or attract peasants, thus increasing the Home House's Power or Population. If the PCs return the treasure to the Iron Throne they may receive Influence for their loyalty and generosity.

## FURTHER SCENES

- ☞ **SCENE THREE:** From this scene, characters may get to **Scene Three** if they return to Bastard's Crook looking for assistance.
- ☞ **SCENE EIGHT:** From this scene, characters may get to **Scene Eight** if they get the treasure and begin moving it off the island.

## REWARDS

The wealth to be found in the jewels and riches of these dead Valyrian nobles is 3,000 dragons and weighs one hundred pounds. Also there could be Valyrian steel weapons at the Narrator's discretion. See the sidebar on the previous page for more information on that option.

EXPERIENCE: 8

COIN: 3,000

GLORY: 0

## SCENE EIGHT

# EPILOGUE

CONFLICT MODERATE • COMBAT, INTRIGUE, WARFARE, SKILL

Now that the PCs have the treasure, they have to get it off Whitebone Island and avoid the various other factions pursuing it and then get it back to their house's territory. This is no small feat given the mass of the hoard.

## SETUP

Once the PCs breach the door in the Room of the Restless Dead they have reached the Dragon's Hoard and claim it for themselves, though now they must get it to the coast and back to Westeros without any of the other surviving factions stopping them.

Alternately if another faction beats the PCs to the vault, they will have to obtain the treasure by attacking that faction. This will likely involve combat on the rocky surface of the island, an ambush at Bastard's Crook, or a battle at sea.

## OBJECTIVES

The goal of the PCs is to get off Whitebone Island and back to their house's territory with as much of the treasure as they can manage. They will have pirates and nations looking to stop them or at least get a portion of the loot.

## KNOWN FACTS

By the time the PCs have the treasure in hand they are likely to have a good idea of the factions aligned with and against them, so they should have some conception of the difficulties in getting the treasure off the island.

## UNKNOWN FACTS

Once the PCs have the treasure in hand, the main unknowns for them will be where any surviving opposing factions are and their intentions.

## NOTABLE LOCALES

At this point the PCs will likely be travelling all over the island in order to get the treasure off Whitebone Island. They may return to Bastard's Crook to get help to transport the treasure or to load their ships as moving the treasure down the cliffs will be difficult.

## NOTABLE CHARACTERS

Since the treasure is recovered any surviving enemies or rivals will strike at the PCs, while any allies will demand their share, so the PCs will likely interact with every Narrator character of note that still lives.

## RESOLUTIONS

The weight of the treasure and the casks combined is several hundreds of pounds, so removing it to a ship will require a lot of hands and time. It would take 200 men to move all the treasure in one hour's trip, and men so encumbered could not fight without putting it down. The trip from the vault to Bastard's Crook is roughly two miles of uneven and dangerous terrain, so it will likely take at least two hours to round trip carrying treasure, not including rest time (required if penalties for fatigue and injury are to be avoided). Loading the treasure on the docks of Bastard's Crook can be done easily within an hour, but moving the treasure down the cliffs of Whitebone Island will be far more difficult.

## THE LONG TREK DOWN

Transporting the treasure by hand, that is, loading men up and having them carry it down by hand - is an arduous process. Not only will it take some 200 man-hours of work to do so, but there is the very real threat of unstable footing on the way down causing a fair portion to be lost to men slipping and tumbling into the sea, treasure and all. If this is the method chosen, expect some 20% of the treasure to be lost. If the PCs rush it (halving the time it takes), as much as 50% can expect to be lost to the sea.

## ROPES & PULLEYS

If the PCs figure it out, using a rope-and-pulley system (the material of which can be taken from their ships), they can reduce the time it takes to move the entire treasure down to 50 man-hours, and the loss is minimal.

## THREATS

It's not necessarily going to be a cakewalk escaping with this much treasure. Here are the threats that could be arrayed against the PCs.

### HOUSE CRESSEY

House Cressey, if it is on the island, will immediately move to attack the PCs in force once they learn the PCs have the treasure. They will do so with all allies they can muster. House Cressey will attack on land or sea, whichever is more expedient.

### SERIA THE RED

Seria the Red will work to stall the PCs by any means necessary until Bennick Codd can arrive and deal with them directly, assuming she is not an ally. This will probably mean sabotaging the PCs' boats and loading equipment, and/or blockading the shore. If she is an ally she will work with the PCs to get the treasure loaded, make sure she gets her

cut, and make sure Varys gets his. If needed, she will escort the PCs to King's Landing in her ships to see this done.

### MORGAN TWELVETOES

Morgan Twelvetoes will likewise attack the PCs if he still lives and is not an ally. He will try to blockade the PCs from leaving the island, relying on naval power rather than ground forces. If he is an ally he will demand his share, though he will have betrayed the PCs in the vault if there.

### BENNICK CODD

Bennick Codd will use whatever means necessary to claim the treasure if he still lives, offering parlay first but fully willing to settle the matter with violence on land or sea. He will work with Seria to blockade the island if he cannot best the PCs on land. He will offer the PCs other compensation for the money at the Narrator's discretion.

### CAPTAIN ARTAKESH

If Captain Artakesh and the Tyroshi forces have landed, they will sweep the island clean of all opposition in hunting for the treasure. This may force strange alliances among the various factions. Captain Artakesh is not much interested in deals or talking, seeing everyone on the island as pirate scum, but if faced with enough opposition he may strike a deal for a portion of the treasure.

## ESCAPING THE VAULT

Once the PCs get away from the island with the treasure, whatever portion they are able to claim, they will be called to King's Landing to live up to any deals they made with Seria the Red or Bennick Codd. In either case they are well rewarded for their efforts by Varys, who marks them as a house worth having as an ally. If the PCs return most of the treasure to the Iron Throne, celebrations and tournaments will be held in their honor and they will become well known both in court and throughout the Seven Kingdoms. This is a good way to reward the PCs with Influence instead of other House Resources.

If the PCs have no such agreements with the Iron Throne or other groups they can return home with the treasure, but if they have stirred up the rumor mill in their search for the treasure it will not have died down just because they found it. Indeed they may attract a whole new set of problems as they work to transport a hoard of gold across the Seven Kingdoms, through the lands of greedy lords and rapacious bandits. That should be as easy or difficult as the Narrator thinks appropriate.

## FURTHER SCENES

From this scene the PCs should be returning to their house's territory, or the territory of one of the factions they allied with while on Whitebone Island to properly divvy up the treasure

## REWARDS

EXPERIENCE: 4

COIN: Whatever portion of the treasure the PCs escape with.

GLORY: 3

APPENDIX

PEOPLE, PLACES & THINGS

Here are some of the notable people and places for **Part V: The Dragon's Hoard**.

NOTABLE CHARACTERS

This chapter has a wide range of characters from the various factions contesting with the PCs for the Dragon's Hoard. Some of these may not be important in your campaign if the PCs have been particularly covert, creating a situation where they entirely avoid the entrance of the forces of the Iron Crown or Tyrosh, but the hope is that all the different factions involved will force the PCs to navigate a complicated web of alliances and rivalries as opposed to just marching in and laying waste to everyone in their path.

CAPTAIN ARTAKESH OF TYROSH

LEADER OF THE TYROSHI FLEET

Captain Artakesh leads the Tyroshi forces dispatched to Whitebone Island after Vollo warns the merchants of the city of recent events, or beforehand if the PCs have not been particularly covert in their quest for the Dragon's Hoard.

Captain Artakesh's masters are very clear on one thing: he is to recover whatever it is that might be found, or to destroy it if he cannot. It is bad enough that these islands are home to pirate scum, but Tyrosh does not wish the attention of the Iron Throne or its squabbling nobles so close to home.

HISTORY

A career sailor, first on mercantile vessels and now as a pirate hunter, Captain Artakesh has spent most of his life on the water. During most of that time he has served the merchant lords of Tyrosh, and they have done well by him. Now in his middle age, he looks toward building enough of a fortune to retire before his body fails him, and knows that failing the merchant lords of Tyrosh will not help him in that regard. He is as loyal as a military man can be, especially when dealing with pirate scum.

PERSONALITY

Captain Artakesh views pirates as the lowest of the low, and will have no compunction about wiping out everyone he finds within Bastard's Crook: if they aren't pirates, they are surely trafficking with pirates and so equally guilty. He will allow parlay, but short of surrender and taking the inhabitants of the island as slaves, he is little interested in negotiation. He was never keen on the idea of paying off pirates to begin with, and so sees this expedition as the long-overdue repudiation of that idea. He does not believe these stories of lost treasure on Whitebone Island, but if presented with proof of its existence he will work to recover it for his masters. Captain Artakesh worries little about killing Westeros nobles on Whitebone Island, feeling if they are on the island they will probably not be missed.

Captain Artakesh's ships are not familiar with the reefs around Whitebone Island, but he will not let this stop them. When they reach the island they will first seal up the entrance to the harbor of Bastard's Crook,



CAPTAIN ARTAKESH'S FORCES

TYROSHI PIRATE HUNTER SHIPS (4)

TRAINED WARSHIP SAILORS

COST: 14 \* DISCIPLINE: ROUTINE (3)

ARMOR RATING 6 \* ARMOR PENALTY -3

DEFENSE 7 \* HEALTH 6 \* MOVEMENT 60

FIGHTING DAMAGE 3 \* MARKSMANSHIP DAMAGE 4 (LONG RANGE)

AGILITY 3, AWARENESS 2, FIGHTING 3, MARKSMANSHIP 3

TYROSHI INFANTRY (2)

TRAINED INFANTRY

COST: 7 \* DISCIPLINE: ROUTINE (6)

ARMOR RATING 2 \* ARMOR PENALTY -1

DEFENSE 5 \* HEALTH 9 \* MOVEMENT 40

FIGHTING DAMAGE 3

ATHLETICS 2, ENDURANCE 3, FIGHTING 4

TYROSHI ARCHERS (1)

TRAINED ARCHERS \* COST: 6 \* DISCIPLINE: CHALLENGING (9)

ARMOR RATING 2 \* ARMOR PENALTY -1

DEFENSE 6 \* HEALTH 6 \* MOVEMENT 40

FIGHTING DAMAGE 1 \* MARKSMANSHIP DAMAGE 5 (LONG RANGE)

SKILLS: AGILITY 3, AWARENESS 2, MARKSMANSHIP 4

TYROSHI SCOUTS (1)

TRAINED SCOUTS

COST: 5 \* DISCIPLINE: CHALLENGING (9)

ARMOR RATING 2 \* ARMOR PENALTY -1

DEFENSE 5 \* HEALTH 6 \* MOVEMENT 40

FIGHTING DAMAGE 3

SKILLS: ENDURANCE 2, STEALTH 4, SURVIVAL 3

CAPTAIN ARTAKESH		SECONDARY CHARACTER
AGILITY 3, ATHLETICS 3 (CLIMB 1B, SWIM 3B), AWARENESS 4, CUNNING 3, ENDURANCE 3, FIGHTING 3 (LONG BLADES 1B), HEALING 3, LANGUAGE (TYROSHI) 3, LANGUAGE (COMMON TONGUE) 3, LANGUAGE (LYS) 2, KNOWLEDGE 3, MARKSMANSHIP 3 (CROSSBOW 1B, SIEGE 2B), PERSUASION 4 (BARGAIN 1B, INCITE 1B, INTIMIDATE 1B), STATUS 3 (STEWARDSHIP 1B, REPUTATION 1B), SURVIVAL 3 (ORIENTATION 3B), WARFARE 4 (COMMAND 3B, STRATEGY 3B), WILL 3 (COORDINATE 1B)		
<b>COMBAT DEFENSE:</b> 10 (9 IN ARMOR) ❖ <b>HEALTH</b> 9		
<b>INTRIGUE DEFENSE</b> 10 ❖ <b>COMPOSURE</b> 9		
<b>BENEFITS:</b> AUTHORITY, COURTEOUS, EVALUATION, TRADE (SEA TRADER)		
SOFT LEATHER: AR 2 ❖ AP -1 ❖ BULK 0 MOVEMENT: 4 YARDS (SPRINT 16 YARDS)		
LONGSWORD	3D+1B	DAMAGE 4
<b>OTHER GEAR:</b> NONE		

CAPTAIN GRAYEYE		SECONDARY CHARACTER
AGILITY 3, ATHLETICS 3 (SWIM 3B), AWARENESS 3 (NOTICE 2B), CUNNING 1, ENDURANCE 4 (RESILIENCE 1B), FIGHTING 4 (BRAWLING 1B, LONG BLADES 1B), LANGUAGE (COMMON TONGUE) 2, LANGUAGE (BRAAVOSI) 1, LANGUAGE (LYSENE) 2, LANGUAGE (TYROSHI) 2, MARKSMANSHIP 3 (THROWN 1B), PERSUASION 2 (BARGAIN 1B, INTIMIDATE 1B, TAUNT 1B), STATUS 1, STEALTH 2 (SNEAK 2B), SURVIVAL 4 (FORAGE 2B, ORIENTATION 4B), WARFARE 3, WILL 4 (DEDICATION 4B)		
<b>COMBAT DEFENSE:</b> 9 ❖ <b>HEALTH</b> 12		
<b>INTRIGUE DEFENSE</b> 6 ❖ <b>COMPOSURE</b> 16		
<b>BENEFITS:</b> HARDY, LUCKY, STUBBORN, WORLDLY <b>DRAWBACKS:</b> FLAW (WRETCHED), CRIPPLED (DOES NOT AFFECT HIM WHILE SWIMMING)		
RAGGED CLOTHES : AR 0 ❖ AP 0 ❖ BULK 0 2 YARDS (SPRINT 8 YARDS)		
RUSTY LONGSWORD	4D+1B	DAMAGE 3
<b>OTHER GEAR:</b> NONE		

and then try to enter the harbor so they can find a good place to offload their troops, having found no other place around the island due to the many jagged cliffs. They will eliminate any ships first, and then land troops, burning Bastard's Crook to the ground. Once it is dealt with they will work to find the treasure, if they know about it, even though their destruction of Bastard's Crook and the pirate ships guarding the settlement has likely destroyed the most useful sources of information on the hoard.

If Captain Artakesh is captured he will do as little as possible to aid his captors, thinking that since they are pirates, the only thing that awaits him is a painful death. If he is killed, the Tyroshi forces will pull back to reorganize; if they have already lost one or more ships they will return to Tyrosh for reinforcements.

### APPEARANCE

Captain Artakesh is a middle-aged man with dark, close cropped hair, weathered skin, and a stern bearing. He is every inch the professional soldier, always keeping his equipment neat and orderly. His many years at sea is evident in his tanned skin. He has a tendency to look past whoever he is talking to, always checking the horizon for sails.

## CAPTAIN GRAYEYE

### BORDERLINE-MAD CASTAWAY

Once a naval officer in King Aerys's fleet, now Captain Grayeye is a man driven to near madness by being marooned on Whitebone Island for over 14 years. Bent but never broken, he holds several of the secrets of the Dragon's Hoard.

### HISTORY

Captain Philp Grayeye was once a loyal captain in the naval forces of the Iron Throne, well known for hunting pirates and smugglers. He was as renowned for his skill at sea as he was for his incorruptible na-

ture, never accepting any bribes, while many other officers looked the other way for smugglers or other criminals. Captain Grayeye was both respected and reviled for his principles, but they served him well and he was one of the rising stars of the Targaryen naval forces.

It was his principles and loyalty that got him the job of captaining the *Loyal Hound*, a mercantile ship of amazingly average nature, to Whitebone Island. He did not know why he was assigned this unimpressive ship, but he did not ask questions of someone as important as Jothos Velayron. Once they set sail, only then did Jothos reveal to him the true nature of the voyage. He did as he was told, as he always did, delivering the treasure to Whitebone Island, faithful to his duty, never questioning his superiors until he caught Ser Kael Stormsword trying to make off with a portion of the treasure. Turning away from Stormsword to report him to Jothos earned him an oar to the back of his head, being dragged into a cave, and left for dead.

It has been over 14 years since that day, and Captain Grayeye has spent that time marooned on Whitebone Island, and a good chunk of that he spent alone. He grew up on the hard stone coast of Dragonstone, so Captain Grayeye well knew how to fish and survive on his new island home. His cunning and experience in combat served him well in dealing with the pirates who now call the island home, but did not help him get past the defenses of the vault.

PCs may make a **HARD (15) Knowledge (Education)** test to recall Captain Grayeye's name from the conflicts he was involved in during his service. Also any character that inspects his longsword and succeeds at a **HARD (15) Knowledge (Education)** test can recognize that it was



once a castle-forged sword bearing the draconic symbols of the Targaryen armies, but these details are hidden under years of rust due to exposure to sea water.

**PERSONALITY**

Captain Grayeye is not exactly what most would call stable or sane, but he is cunning and willful. He does things others find nonsensical, but these often turn out to be beneficial to him but he is planning so far ahead his actions seem like madness. He is always planning, thinking, and making sure he's not going to get marooned again, but as one man against many even with all his planning he cannot be the master of his fate. He respects those who treat him with respect, and calling him captain is required to show him respect.

**APPEARANCE**

All the years Captain Grayeye has been marooned on Whitebone Island are etched across his face. His skin is weather and cracked, his frame bent but wiry. He has managed to keep his full head of hair, but it has turned stark white. His hair and beard are wild and unkempt, making him appear even more the raving madman. He wears torn and faded clothes that are castoffs he found scrounging around Bastard's Crook.

**CAPTAIN PARELL**

**AMBITIOUS TRADER AND OCCASIONAL SMUGGLER**

A native of Lannisport, Captain Parell claims to be a long lost descendant of the Lannisters as proven by his striking blonde hair, but only does so out of earshot of actual Lannisters. A man who continually seeks to improve his station through hard work, wit, and a bit of underhanded dealings, Captain Parell is pretty representative of the self-made merchants who work the piers and wharves of Westeros. While he does partake in the occasional smuggling job, Captain Parell usually stays on the right side of the law and lives up to any contracts he makes as best he can, but more to preserve his reputation than any sense of morality. He doesn't want it getting around that he did not provide services once given coin.



**PERSONALITY**

Captain Parell is an man of ambition who is at least moderately clever, but thinks himself far more clever. He is always working on schemes that promise quick coin, but few of these pan out. While he does scheme and try to get rich quick, he is not afraid of hard work and has earned his current wealth as much by his work ethic as by his more nefarious plans. He places great importance on his reputation and will not see it besmirched. While Captain Parell is knowledgeable in military matters, he seeks to avoid combat whenever possible; he is more than willing to offer bribes if it means keeping his skin and his crew intact.

Captain Parell is more than willing to carry the PCs to Whitebone Island for 1 Wealth (200 dragons) per unit transported, plus an equal amount for the PCs and their retainers. He is willing to cut this in half for ten percent of the treasure if he learns that's what the PCs are after; if the Opposition Counter is 5 or lower, he assumes this is what they are up to. Captain Parell will not betray the PCs unless they give him cause, like putting his men or ships in unnecessary danger. He will not purposefully go into combat against the pirates or the Tyroshi forces unless paid double, though if already promised a percentage of the treasure he will do so in order to secure his share. He will not fight Iron Throne forces at all; instead he will turn the PCs over to them at the first opportunity. If Captain Parell is killed by the PCs his crew will mutiny against them and try to return home.

**APPEARANCE**

Crowned with striking blonde hair, Captain Parell is a handsome man in his early thirties who has benefited from living a life of moderate comfort and ease. His clothes are well made but plain; he prefers to spend his coins on making more coins instead of on finery. Captain Parell is in decent shape due to his time at sea, but his paunch is growing as the years catch up to him.

**CAPTAIN PARELL**

**SECONDARY CHARACTER**

ATHLETICS 3 (CLIMB: 1B, SWIM: 2B), AWARENESS 3, CUNNING 3, DECEPTION 3, FIGHTING 3 (BRAWLING 1B, BLUDGEONS 1B), LANGUAGE (COMMON TONGUE) 3, LANGUAGE (BRAAVOSI) 2, LANGUAGE (TYROSHI) 2, LANGUAGE (LYS) 2, KNOWLEDGE 3 (EDUCATION 1B), MARKSMANSHIP 3 (SIEGE 2B), PERSUASION 4 (BARGAIN 3B, CHARM 2B, CONVINCING 1B), STATUS 3, SURVIVAL 2 (ORIENTATION 2B), WARFARE 3, WILL 3 (COORDINATE 2B)

COMBAT DEFENSE 8 (7 IN ARMOR) \* HEALTH 6

INTRIGUE DEFENSE 9 \* COMPOSURE 9

BENEFITS: ADEPT NEGOTIATION, CHARISMATIC (BARGAIN), COURTEOUS, TRADE (SHIP CAPTAIN)

SOFT LEATHER: AR 2 \* AP -1 \* BULK 0  
MOVEMENT: 4 YARDS (SPRINT 16 YARDS)

MORNINGSTAR 3D+1B DAMAGE 4, SHATTERING 1, VICIOUS

OTHER GEAR: NONE

**CAPTAIN PARELL'S FORCES**

**CAPTAIN PARELL'S MERCHANT FLEET**

TRAINED WARSHIP SAILORS (1 PER PLAYER UNIT THAT NEEDS TRANSIT)

COST: 14 \* DISCIPLINE: ROUTINE (3)

ARMOR RATING 2 \* ARMOR PENALTY -1

DEFENSE 7 \* HEALTH 6 \* MOVEMENT 60

FIGHTING DAMAGE 3 \* MARKSMANSHIP DAMAGE 5

AGILITY 4, AWARENESS 3, FIGHTING 2, MARKSMANSHIP 2

## HOUSE CRESSEY'S FORCES

### HOUSE BRACKEN PRIVATEERS

#### GREEN SAILOR WARSHIP

COST: 12 ⚔ DISCIPLINE: CHALLENGING (9)

ARMOR RATING 5 ⚔ ARMOR PENALTY -3

DEFENSE 7 ⚔ HEALTH 6 ⚔ MOVEMENT 60

FIGHTING DAMAGE 3 ⚔ MARKSMANSHIP DAMAGE 4 (LONG RANGE)

AGILITY 3, AWARENESS 2, FIGHTING 2, MARKSMANSHIP 2

### THE MORNING COMPANY OF HOUSE BRACKEN

TRAINED INFANTRY ⚔ COST: 7 ⚔ DISCIPLINE: ROUTINE (6)

ARMOR RATING 3 ⚔ ARMOR PENALTY -2

DEFENSE 5 ⚔ HEALTH 9 ⚔ MOVEMENT 40

FIGHTING DAMAGE 5

ATHLETICS 3, ENDURANCE 3, FIGHTING 3

### BRAAVOSI PIRATE SHIPS (2)

#### TRAINED CRIMINAL WARSHIP

COST: 11 ⚔ DISCIPLINE: FORMIDABLE (12)

ARMOR RATING 5 ⚔ ARMOR PENALTY -3

DEFENSE 7 ⚔ HEALTH 6 ⚔ MOVEMENT 60

FIGHTING DAMAGE 3 ⚔ MARKSMANSHIP DAMAGE 3 (LONG RANGE)

AWARENESS 3, ENDURANCE 2, FIGHTING 2, MARKSMANSHIP 3, STEALTH 3

## HOUSE CRESSEY

House Cressey arrives with the Azure Helms and one other unit, assuming another unit survived the assault on the PCs' house and starting with the highest Power rating, aboard the Two Helms. If Lord Bracken remains an ally of Mikkel Cressey, he comes along and brings a unit of infantry with him with a fleet of hired privateers. If the sons of Ser Stormsword have survived and have become allies of Cressey, they arrange for Braavosi pirate ships to escort the Cressey forces to Whitebone Island (see previous chapters for the stats on Lord Mikkel, Ser Leaf Cooper, the Stormsword brothers, and Lord Bracken).

## MORGAN TWELVETOES

### REMORSELESS CORSAIR

A pirate raider little concerned with the suffering he causes, Morgan Twelvetoos is determined to become the greatest pirate of the age. He plans to begin his reign on Whitebone Island, forging Bastard's Crook into the first of his many pirate bases.

### HISTORY

A relatively recent arrival in Bastard's Crook, Morgan Twelvetoos is a native of the Summer Isles who has made a career of acts of piracy along

## MORGAN TWELVETOES FLAGSHIP AND ASSOCIATED SHIPS

### THE LUCKY DOZEN

#### VETERAN WARSHIP RAIDERS

COST: 15 ⚔ DISCIPLINE: ROUTINE (6)

ARMOR RATING 6 ⚔ ARMOR PENALTY -3

DEFENSE 7 ⚔ HEALTH 9 ⚔ MOVEMENT 60

FIGHTING DAMAGE 3\* ⚔ MARKSMANSHIP DAMAGE 4 (LONG RANGE)

AGILITY 3, AWARENESS 2, ENDURANCE 3, FIGHTING 4, MARKSMANSHIP 3

### MORGAN TWELVETOES

### SECONDARY CHARACTER

AGILITY 4 (BALANCE 1B, DODGE 2B, QUICKNESS 1B), ANIMAL HANDLING 1, ATHLETICS 4 (SWIM 2B), AWARENESS 3, ENDURANCE 3, FIGHTING 4 (SPEARS 3B), LANGUAGE (COMMON) 2, LANGUAGE (TYROSHI) 2, LANGUAGE (BRAAVOSI) 1, KNOWLEDGE 2 (STREETWISE 2B), MARKSMANSHIP 4 (CROSSBOW 1B, SIEGE 2B, THROWN 1B), PERSUASION 3 (INTIMIDATE 2B, TAUNT 1B), STATUS 2, SURVIVAL 3 (ORIENTATION 2B), WARFARE 4

COMBAT DEFENSE 11 (9 IN ARMOR) ⚔ HEALTH 9

INTRIGUE DEFENSE 7 ⚔ COMPOSURE 6

BENEFITS: SINISTER, CHARISMATIC (INTIMIDATE), COMPELLING (INTIMIDATE), SPEAR FIGHTER I, SPEAR FIGHTER II, INSPIRING

DRAWBACKS: CRUEL, FLAW (WRETCHED), THREATENING

BREASTPLATE: AR 5 ⚔ AP -2 ⚔ BULK 3

MOVEMENT: 3 YARDS (SPRINT 9 YARDS)

SKYSPIKE, VALYRIAN STEEL SPEAR 4D+3B+1 DAMAGE 5, FAST

OTHER GEAR: NONE

the coasts of southern Westeros. He is deathly afraid of Ironmen due to an encounter with them early in his career, and so stays far from the waters they call home; indeed a recent run-in with sailors of House Greyjoy drove him to Whitebone Island to find less blood-thirsty prey. Now he wants to lead the pirates of Whitebone Island, seeing the fledgling town as having great promise as a major pirate haven and birthplace of a pirate empire if it was led by someone ruthless and ambitious enough. Seria the Red, leader of the pirates of Bastard's Crook for the past five years, stands in his way, but he's killed plenty of people in his day so one more does not trouble him. Unfortunately for Morgan Twelvetoos, he has no idea who really funds Seria's control of the island.

Shortly after arriving on Whitebone Island, Morgan heard the mad ramblings of Captain Grayeye and decided to pay them more heed than the inhabitants of Bastard's Crook who had long ago become largely im-





muned to his tales of gold and gems. Morgan was little interested in sharing any of this supposed treasure with Captain Grayeye, so instead of striking a deal with the mad hermit, he decided to torture the man. Captain Grayeye had not spent all these years on this island to give up his treasure to a thug, and so has not told Morgan anything of the treasure since the torture began. The fate of Captain Grayeye is of little interest to Seria the Red until the PCs arrive, lending credence to his stories, at which point the rescue of the mad captain suddenly becomes of major importance since he is the best means to find the vault (though the PCs may not need him).

**PERSONALITY**

Unfortunately for the PCs, Morgan Twelvetoes is a competent, cold-blooded killer who is more than willing to kill both the PCs and his own men to get the treasure. His only saving grace is his fanatic dedication to keeping his word, a remnant of the religion practiced among his people in the Summer Islands. If he makes an agreement he will keep it even in the face of certain death, which is the reason he did not strike a deal with Captain Grayeye over splitting the treasure since he would have honor it. He will not make deals with the PCs when given a choice, instead choosing to kill anything that gets in his way.

Since arriving in Bastard's Crook, Morgan Twelvetoes has gained the allegiance of half of the ships that call the port home as they favored his more active, bloodthirsty style of pirating over the less violent, strong-arming style championed by Seria the Red. He also has the loyalty of many of the criminals and thugs who call the island home, and is more than willing to grind them to chum against the PCs if it gains him an advantage. He is extremely ambitious and is not content being a simple pirate captain: he wants to be a pirate king who all the land-based na-

tions pay tribute so he spares their ships, and he is willing to kill anyone necessary to make this come true. Morgan Twelvetoes will do whatever he can to avoid confronting Bennick Codd, fearing the Ironborn sailor far out of proportion to his actual power.

If Morgan is killed during the course of the adventure his forces will quickly fall in line with Seria the Red's forces, though if he is killed under flag of parlay or similar dishonorable means Seria will not ally with the PCs as she will not trust them.

Morgan's most prized possession is his Valyrian steel-headed spear, Skyspike. Taken from a merchant prince of Lys years ago, this weapon has been at Morgan's side ever since such that he even sleeps with it in his arms. The point and casting of the spear is two-and-a-half feet of Valyrian steel, atop a six-foot shaft of oak.

**APPEARANCE**

Dark-skinned as is the case for most Summer Isles natives, Morgan is a man built of corded muscles and scars. He seldom wears much in the way of clothes, little more than modesty requires, mainly to show off his many scars and his muscles for intimidation value. His hair is beginning to go gray, something that greatly upsets him.

**BENNICK CODD**

**AGENT OF THE SPIDER**

An agent of Lord Varys, Bennick Codd comes to Whitebone Island at the behest of his lord if the Iron Throne learns of the Dragon's Hoard. Though originally an Ironborn raider, now he is a dedicated servant of the Spider, doing the will of his master at any cost.

**HISTORY**

At first glance, Bennick Codd is an unremarkable Ironborn sailor, one of many such men to be found plying their trade and sword for coin. His accent, manner, and equipment are utterly average and forgettable. He is a perfectly average sailor of the Iron Isles. He is a constant first mate or boatswain, never a captain. He is possibly the most average sailor in Westeros, and that makes him immensely valuable. Bennick Codd has long cultivated this unremarkable manner in order to be an effective agent of Varys the Spider, using the guise of an itinerant sailor and raider to move about on his lord's business without arousing suspicion. In his day he has been an assassin, a messenger, a commander, and a bodyguard, and performed all of these roles without ever breaking his cover. Usually Varys uses him to keep an eye on things in the Iron Isles, but for important events on the sea he has been sent further afield.



Bennick Codd was plucked from his dead-end life as a sailor and sometimes pirate by Lord Varys: by sheer accident that Codd ended up walking in on an attempt on Varys's life. Bennick, thinking the steel daggers the assassins had looked of good quality, saved Lord

**BENNICK CODD**

**SECONDARY CHARACTER**

AGILITY 3 (DODGE 1B, QUICKNESS 1B), ANIMAL HANDLING 3 (RIDE 2B), ATHLETICS 4 (SWIM 3B, THROW 1B), AWARENESS 3, DECEPTION 3 (BLUFF 2B), ENDURANCE 4 (STAMINA 1B), FIGHTING 4 (BRAWLING 1B, BLUDGEON 2B, SPEARS 1B), HEALING 1, KNOWLEDGE 3 (EDUCATION 1B, STREETWISE 2B), MARKSMANSHIP 3 (THROWN 1B), PERSUASION 3 ((CONVINCE 1B, INTIMIDATE 2B), STATUS 2, STEALTH 3 (BLEND IN 2B), WARFARE 4 (COMMAND 2B, STRATEGY 2B), WILL 4 (DEDICATION 2B)

COMBAT DEFENSE 10 (7 IN ARMOR, +4 W/SHIELD) ♣ HEALTH 12

INTRIGUE DEFENSE 7 ♣ COMPOSURE 12

BENEFITS: FACE IN THE CROWD, DUTIFUL, BLUDGEON FIGHTING I, ARMOR MASTERY, SHIELD MASTERY

DRAWBACKS: FLAW (INSENSITIVE)

SPLINT: AR 8 ♣ AP -3 ♣ BULK 2

MOVEMENT: 3 YARDS (SPRINT 10 YARDS)

MORNINGSTAR 4S+2B, DAMAGE 4, SHATTERING 1, VICIOUS

LARGE SHIELD 4D, DAMAGE 2, DEFENSIVE +4

OTHER GEAR: NONE

NOTE: These numbers represent Bennick Codd on land. If on board a ship he wears Soft Leather Armor (Armor Rating 3, Armor Penalty -1, Bulk 0) and uses a Shield

Varys quite unintentionally. Once he saw the manner in which Lord Varys rewarded such efforts, he became a loyal agent of the Spider. Bennick Codd serves in exchange for money, women, and the freedom to do as he pleases when off duty. Or at least that was the original reward: since entering the Spider's service Bennick Codd fell in love with a seamstress in King's Landing and has recently married and gotten her with child. His family lives off the generosity of Lord Varys, but Bennick Codd knows they can also be used by Varys as hostages to ensure his loyalty.

## PERSONALITY

Bennick Codd is a consummate professional; while on the job he is only concerned with completing his mission in a suitably unobtrusive matter. He has no qualms about murder, even of innocents, and is more than willing to take all the blame for his actions without selling his lord out. On Whitebone Island he will work to recover the treasure without wavering—anyone who stands in his path will step aside or be killed. He is willing to work with other interested parties to gain the treasure and will not double-cross them, but the lion's share of the treasure must be in his hands to be returned to the Iron Throne. He has under his command a flotilla of pirate ships, a unit of scouts, and a unit of infantry, but none of them are well suited to taking his orders, being from several disparate sources of varying loyalties. Thus he will avoid conflict where possible, preferring the threat of battle to actual battle with untested soldiers. He will work readily with Seria and her pirates, having no qualms about the character of his allies, but will not let more than a pittance of the treasure go to them as a reward and will sacrifice them as needed.

If the PCs are willing to make a deal with the Iron Throne, Bennick Codd will readily work with them, and if they are particularly helpful or skilled he will even put a good word in with Varys for them. If they are unwilling to surrender the treasure he will use force to get what information he needs from them, and then kill them, but will accept their surrender as soon as they offer it. Bennick Codd does not wish the PCs to die, and will even protect them from Lord Mikkell if necessary due to orders from Lord Varys. The Spider thinks if the PCs are clever enough to find the treasure, they might prove to be useful as allies in the long term. At the very least, he knows he can leverage their potentially contrary actions to the Iron Throne's interests against their Home House in future intrigues.

Note that Bennick Codd will react particularly poorly to Tyroshi forces on the island, if that comes to pass. Annexation of a portion of the Stepstones by Tyrosh could be seen as an act of aggression against the Seven Kingdoms, and so will be dealt with harshly. Bennick Codd will not be a party to any plan that splits the treasure with the Tyroshi, seeing that as a plan that gives money to a foreign rival. If Bennick Codd is killed his forces will attempt to return to Westeros to report. If Varys hears the PCs killed his agent, they will have made an enemy out of the Spider.

## APPEARANCE

Black of hair and covered in scars, Bennick Codd is a hard-looking man. His gray eyes are ever even, betraying no hint of mirth or joy. He is a large, muscular man, making him all the more fearsome in appearance. He always has weapons close at hand and rarely is without his armor.

## BENNICK CODD'S FORCES

### PIRATE SHIPS

TRAINED WARSHIP CRIMINALS

COST: 11 ⚔ DISCIPLINE FORMIDABLE (12)

ARMOR RATING 5 ⚔ ARMOR PENALTY -2

DEFENSE 7 ⚔ HEALTH 9 ⚔ MOVEMENT 60

FIGHTING DAMAGE 3 \* ⚔ MARKSMANSHIP DAMAGE 3 (LONG RANGE)

SKILLS: AWARENESS 3, ENDURANCE 3, FIGHTING 3,  
MARKSMANSHIP 2, STEALTH 2

### BENNICK CODD'S IRREGULARS SCOUT UNIT

TRAINED SCOUTS ⚔ COST: 5 ⚔ DISCIPLINE: CHALLENGING (9)

ARMOR RATING 2 ⚔ ARMOR PENALTY -1

DEFENSE 5 ⚔ HEALTH 6 ⚔ MOVEMENT 40

FIGHTING DAMAGE 3 \* ⚔ MARKSMANSHIP 2 (CLOSE RANGE)

SKILLS: ENDURANCE 2, STEALTH 4, SURVIVAL 3

### BENNICK CODD'S IRREGULARS INFANTRY UNIT

TRAINED INFANTRY ⚔ COST: 7 ⚔ DISCIPLINE: ROUTINE (6)

ARMOR RATING 3 ⚔ ARMOR PENALTY -2

DEFENSE 5 ⚔ HEALTH 9 ⚔ MOVEMENT 40

FIGHTING DAMAGE 4

SKILLS: ATHLETICS 3, ENDURANCE 3, FIGHTING 3

## SERIA THE RED

### PIRATE QUEEN OF BASTARDS CROOK

The contested leader of the pirates of Bastard's Crook, Seria the Red has been a pirate long enough to know that laying low and not drawing attention is how you prosper. More interested in gold than blood, she plans everything with an eye towards the long term.

## HISTORY

The current leader of the pirates of Bastard's Crook, Seria the Red has been leading her pirate crews for over a decade, and was the force behind the building of the pirate town just over five years ago. Before this life she was the trophy wife of a wealthy merchant of Tyrosh, but she ended that life when she killed her husband while aboard one of his ships, claiming the ship as her own after having seduced the captain to back her against her husband.

From there she engaged in a life of piracy, spending her first years as a captain terrorizing the merchants of Braavos and Lys before founding Bastard's Crook. Now she prefers a less bloody, more showy form of piracy where prey are spared if they surrender, violence is only used when necessary, and the pirates do not operate too close to where they live in order to avoid provoking Tyrosh into destroying them. The fact

SERIA THE RED

SECONDARY CHARACTER

AGILITY 3, ATHLETICS 3 (SWIM 2B), AWARENESS 4 (EMPATHY 1B), CUNNING 3), DECEPTION 3 (BLUFF 1B), ENDURANCE 3), FIGHTING 4 (SHORT BLADES 2B), LANGUAGE (COMMON TONGUE) 3, LANGUAGE (TYROSHI) 3, LANGUAGE (BRAAVOSI) 2, KNOWLEDGE 3, MARKSMANSHIP 4 (SIEGE 2B, THROWN 2B), PERSUASION 4 (BARGAIN 2B, CONVINCING 1B, INTIMIDATE 1B), STATUS 3 (STEWARDSHIP 1B), SURVIVAL 3 (ORIENTATION 2B), THIEVERY 3), WARFARE 3 (STRATEGY 2B), WILL 4 (COORDINATE 2B, DEDICATION 2B)

COMBAT DEFENSE 9 \* HEALTH 9

INTRIGUE DEFENSE 10 \* COMPOSURE 14

BENEFITS: ACCURATE, AUTHORITY, DANGER SENSE, KEEN SENSES, STUBBORN

DRAWBACKS: MARKED, FLAW (WRETCHED)

SOFT LEATHER: AR 2 \* AP -1 \* BULK 0  
MOVEMENT: 4 YARDS (SPRINT 16 YARDS)

STILETTO 4D+2B DAMAGE 3, PIERCING 2

KNIFE 4D+2B DAMAGE 2, CLOSE RANGE, FAST, OFF-HAND +1

OTHER GEAR: NONE

SERIA'S FLAGSHIP & FLEET

THE RED DAGGER AND OTHER SHIPS

VETERAN WARSHIP SAILORS

COST: 16 \* DISCIPLINE: ROUTINE (3)

ARMOR RATING 6 \* ARMOR PENALTY -3

DEFENSE 8 \* HEALTH 6 \* MOVEMENT 60

FIGHTING DAMAGE 3 \* \* MARKSMANSHIP DAMAGE 5 (LONG RANGE)

SKILLS: AGILITY 3, AWARENESS 4, FIGHTING 2, MARKSMANSHIP 4

that some Tyroshi merchants have paid her off, and she works for Varys as a spy have given her extra reason to avoid rocking the boat, but she prefers not to broadcast these facts. The other pirates of the island would likely want a cut of the money from the Tyroshi merchants, or just kill her if they found out she was informing to Varys.

Thus far these restrained tactics have worked for the pirates as they have survived, if not prospered, though at the cost of occasionally passing up tempting targets like Tyroshi merchant fleets. Seria the Red has not tolerated any who break her rules, using a series of crow cages hung over the docks in town to execute those who disobey through exposure and dehydration. She's had a number of challengers to her rule over the years, but has dealt with them all successfully... until Morgan Twelvetoos, that is.

Morgan threatens to disrupt her entire operation with his tales of big prizes waiting just off shore in the form of weakly guarded Tyroshi ships. Worse still are his ambitions to rule the region as a pirate king, using blood and violence to force the nations nearby to pay him protection money to allow their ships to pass. Seria feels she has a good thing going here, making some money from piracy and payoffs while ruling her own little island kingdom, and is not interested in some outsider screwing it up for her.

PERSONALITY

Unfortunately Seria's arrogant and uncaring manner has not won her many friends among the rank and file of the people of Bastard's Crook.



While her own crew and another ship remain loyal to her, many of the locals would follow Morgan Twelvetoos if push came to shove, and she realizes this. She needs something to bring them over to her side, be it treasure to bribe them or overwhelming force to show them the error of their ways. Varys will not provide her with either since needing his help would be such a sign of her weakness he would probably write her off as a useless asset, but the PCs arriving on the island may give her a means to get his involvement indirectly. And certainly the PCs may be just the resource she needs, offering the possibility of muscle and money if Morgan does not kill them. Thus she will look to ally with the PCs if possible, and is willing to take a comparatively small share of the treasure if they help her secure her position, though her boss Lord Varys will want more.

Seria is loyal to Lord Varys, but only up to a point. She is not a hostage-bound minion like Bennick Codd, but a hired agent. She can be bribed to keep the Iron Throne out of the matter of the treasure entirely with sufficient enticement. She is not willing to get her men killed for nothing, but will commit them to any plan that seems sound with a good chance of success. Once she learns what the PCs are after she will alert Varys unless they manage to convince her otherwise, but reinforcements are at least two weeks away at that point, so she will do her best to stall the PCs at that point. If the PCs kill or pay off Seria before she sends word to Varys, Bennick Codd will only arrive if the Opposition Counter is below 0. If she is killed, her forces will continue to fight Morgan Twelvetoos for a day or so but then set out to sea to find a new base of operations.

APPEARANCE

Seria was an astounding beauty in her youth, but now into her mid-forties her many years at sea under the glaring sun have worn away some of her looks. She retains her striking red hair, though there are now streaks of gray running through it. She always wears red leather armor with a wide-brimmed red hat, living up to her title in every way she can.

VOLLO THE FAT

DRUNKARD AND TYROSHI SPY

Although he appears to be little more than a warrior past his prime drowning his sorrows in wine, Vollo the Fat is all that and a spy for the merchant lords of Tyrosh. His reports on events in Bastard's Crook keep him in enough coin to keep his lust for wine and women sated, which is as much as he feels he can hope for.

## HISTORY

A Braavosi water dancer past his prime, Vollo the Fat is not the lithe fencing master he was in his youth. Having lost his reputation in Braavos through a series of poorly thought out investments, badly ended romances, and lost duels, he came to Tyrosh to find a new life and hopefully a good death. Thus far he has been able to parlay the remainder of his reputation into a job for the merchant lords of Tyrosh keeping an eye on the pirates of Whitebone Island, but this more means he does as little actual pirating as possible and drinks a lot of cheap wine. Vollo knows there is no way to recapture his glory days, and so hopes to go out on a suitably impressive high note, or find a more comfortable place with a better wine selection to live out his retirement.



## PERSONALITY

Vollo is supposed to gather information about Morgan Twelvetoos and report back to the merchants who hired him as to whether Seria the Red has the power to keep the pirates in check, but the PCs will throw that whole proposition into chaos. Once the PCs or House Cressey land on the island and make clear they are not simply more pirates visiting the island, Vollo will gather what information he easily can before heading back to Tyrosh. He has a skiff hidden within the harbor under some discarded lumber that he can use to head to Tyrosh, but will have to wait for cover of night to do so. Due to the limited sails of the skiff, the journey will take him three days instead of the mere twelve hours a ship takes. The PCs can discover Vollo's plans either through asking around town or stopping his ship in transit. If stopped he can be bribed to keep quiet for 200 dragons as Vollo has learned nothing from his past poor decisions negatively affecting his reputation. Alternately if the PCs catch Vollo they can simply kill him; if they do so the Tyroshi forces do not arrive unless the Opposition Counter is below 0.

## APPEARANCE

Vollo the Fat lives up to his title, easily weight as much as two normal-sized men. In his early forties, there is muscle under his fat and he is surprisingly graceful for his size, bringing many to underestimate him in combat. Vollo has a full head of long, brown hair, that he always keeps clean and combed. Styling himself as a gentleman, Vollo always dresses as fashionably as possible and is arguably the most fashionable person on Whitebone Island. His fencing blades are never far from his side.

## LOCALES OF NOTE

Aside from the vault, the main location of action in this part is the pirate town of Bastard's Crook.

## VOLLO THE FAT

## SECONDARY CHARACTER

AGILITY 3 (DODGE 2B, QUICKNESS 2B), ATHLETICS 4 (JUMP 1B, SWIM 1B), AWARENESS 3, ENDURANCE 3, DECEPTION 3 (BLUFF 1B, CHEAT 1B), FIGHTING 4 (FENCING 2B, SMALL BLADES 1B, THROWN 1B), LANGUAGE (COMMON TONGUE) 1, LANGUAGE (BRAAVOSI) 3, LANGUAGE (TYROSHI) 2, KNOWLEDGE 2 (STREETWISE 1B), PERSUASION 3, STEALTH 4, THIEVERY 3

COMBAT DEFENSE 10 (9 IN ARMOR, +2 W/BRAAVOSI BLADE, +2 W/ LEFT-HANDED DAGGER) ● HEALTH 12

INTRIGUE DEFENSE 7 ● COMPOSURE 6

BENEFITS: BRAAVOSI FIGHTER I, DEXTEROUS, WEAPON MASTERY (BRAAVOSI BLADE)

DRAWBACKS: LASCIVIOUS

SOFT LEATHER: AR 2 ● ARMOR PENALTY -1 ● BULK 0  
MOVEMENT: 4 YARDS (SPRINT 16 YARDS)

BRAAVOSI BLADE	4D+2B	DAMAGE 4, DEFENSIVE +1 (+2 FOR VOLLO), FAST
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LEFT-HAND DAGGER	4+2B	DAMAGE 2, DEFENSIVE +2 (+3 FOR VOLLO), FAST
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OTHER GEAR: NONE

## BASTARD'S CROOK

A motley collection of shanties, salvaged ship hulls, and a few scattered stone buildings, Bastard's Crook is the very definition of ramshackle. Built on top of the remnants of innumerable pirate settlements raised (and razed) over the centuries because of the island's many fresh springs, there was never any thought put into organizing the settlement's buildings. In the past five years, it has gone from a small collection of lean-tos to a maze of driftwood and badly cut stone with winding alleys draped with laundry lines. It is a bustling town whose main industry is crime.

## LOCATION

The settlement is located on the northern end of the harbor that is the only easy means of landing on Whitebone Island. The settlement is hidden from prying eyes by the high stone walls that encircle the harbor, making it impossible to see the settlement until you are in the harbor. To further protect the settlement, no large fires are permitted during the day to avoid the smoke attracting any attention; instead all smithing and cooking are done after nightfall. This, and the terrible daytime heat during much of the year, has turned the settlement into one of quiet lethargy during the day, when little work is done, exploding to bustling life at nightfall.

## POPULATION

The population of Bastard's Crook is usually around 100, but this goes up and down as pirate crews come and go. There are normally four or five ships in dock, but this can swell to ten or twelve during busy months or during meetings between pirate gangs. Such occasions usually become nightly festivals. There are few long-term inhabitants of Bastard's Crook.



Less than twenty of the people in the settlement could be considered permanent residents; most people who live there that are not part of a crew rarely stay in the town for more than a few years before they move on looking for greener pastures, avoiding gambling debts or vengeance seekers on their trail. The permanent residents are mainly old-timers who own the more permanent buildings and have the most vested interest in the settlement surviving. Most of these individuals are former pirate cohorts of Seria the Red and support her long-term plans for the settlement, while the more transient rabble favor Morgan Twelvetoes.

## SOCIETY

Bastard's Crook is not a large settlement, measuring barely a hundred paces deep and two hundred across in a roughly crescent shape across the northern edge of the harbor. There are ten piers of various states of repair reaching into the harbor that provide the lifeblood for the settlement. Aside from fresh water, some limited fruits, fish, wild eggs, and stone, the island has few resources and so relies on the outside world for supplies. Scurvy is a regular problem and Seria often sends her ships to Lys to buy supplies when the pirating is going poorly.

Most of the individuals in Bastard's Crook derive their living from the supporting the pirate crews in some fashion. It is a settlement of smiths, shipwrights, grocers, bowyers, barkeeps, and brewers. There is a crude dry-dock in the harbor, several forges, three bars, a house of ill-repute, a mapmaker, and three general supply stores that support a

number of local craftsmen. If it is needed to run a ship, it can probably be found in Bastard's Crook, but a surprising variety of other items can be found here due to the random goods sold here by pirates over the years. Suits of plate mail, castle-forged lances, books of Braavosi poetry, and other unusual items often show up in the shops and sit for years as none of the locals are interested in them. PCs will be able to find most items worth 500 silver stags or less in Bastard's Crook and possibly more expensive items at the Narrator's discretion, but they will often pay at least a 50% markup and no mounts are available. Bastard's Crook also has a surprisingly good selection of poisons available thanks to the local herbalist. Inflation is rampant on Bastard's Crook due to the limited supplies and boom-and-bust economy.

There are few laws in Bastard's Crook, and all of them are more common understandings than established rules. No one cares about a brawl aside from the person whose building it takes place in, and thievery is punished only as much as the victim can find the thief and punish them. Murder and rape are the only crime really taken seriously, though in the case of murder, self-defense and claiming the person deserved it are very effective defenses. In cases of serious crime, Seria sits as judge and hears the arguments, but with the recent challenges to her power Morgan has begun doing the same thing. The followers of the two pirate leaders often try to disrupt the opposition's trials with loud noises, brawls, and various other distractions.

Aside from the pirates previously described, the following individuals are some of the more important members of Bastard's Crook:

## PIRATES OF BASTARD'S CROOK

The rank and file inhabitants of Bastard's Crook are a motley assortment of pirates, craftsmen, smugglers, prostitutes, criminals, forgers, and just about every other flavor of ne'er-do-well. They vary greatly from individual to individual, but most conform to the stats below. The pirates are primarily motivated by greed and survival; they have little loyalty to anyone other than those who pay them or scare them, though the PCs can take advantage of this. By default the pirates generally back Morgan Twelvetoes, but the pirates of Bastard's Crook can be bought off, changing their allegiance to the PCs or Seria the Red, with the expenditure of 5 Wealth if the PCs wish to do so, and have the funds available.

Note this does not mean they won't betray the PCs again later, only that they help them until a better option comes along. They will not change sides for promises of a portion of the hoard, not believing in it after hearing Captain Grayeye's ramblings for so many years.

### PIRATES AS A WARFARE UNIT

When acting as a land unit the pirates use the following stats. Note this unit is primarily made up of people not currently on a pirate crew, so the pirate ships can operate while this unit is defending the town or on other duties. Either Morgan Twelvetoes or Seria the Red acts as their commander, depending on their current loyalties.

PIRATE	TERTIARY CHARACTER	
	AGILITY 3, ATHLETICS 3 (SWIM 2B), ENDURANCE 3, FIGHTING 3 (LONG BLADES 2B), SURVIVAL 2 (ORIENTATION 1B)	
	COMBAT DEFENSE 8 ✪ HEALTH 9	
	INTRIGUE DEFENSE 6 ✪ COMPOSURE 6	
	SOFT LEATHER: AR 2 ✪ AP -1 ✪ BULK 0 MOVEMENT 4 YARDS (SPRINT 16 YARDS)	
DAGGER	3D	1 DAMAGE, DEFENSIVE +1, OFF-HAND +1
LONGSWORD	3D+2B	4 DAMAGE
BELAYING PIN	3D	2 DAMAGE, OFF-HAND +1

### PIRATES OF BASTARD'S CROOK

TRAINED CRIMINALS

COST: 4 ✪ DISCIPLINE FORMIDABLE (12)

ARMOR RATING 1 ✪ ARMOR PENALTY 0

DEFENSE 6 ✪ HEALTH 9

FIGHTING DAMAGE 3

ENDURANCE 3, FIGHTING 3, STEALTH 3

### OSFELL BOATCUTTER

The best shipwright in Bastard's Crook, he owns the largest dry-dock in town and works on many of the ships that make port in the town. He has a near monopoly on tar, timber, and canvas in the settlement, so PCs that need ship repairs are probably going to have to deal with him. A small king of a small kingdom, he does not let anyone push him around or forget how important he is; those who try get charged more. He was a shipwright in Lys before falling behind in gambling debts and fleeing the city, a deed he looks likely to repeat here. He tries to stay neutral in terms of pirate politics, taking money from both sides.

### ALLI UFGAFIN

Originally hailing from the Dothraki lands, Alli speaks little of her past or how she made the chest of money she used to buy out the old owner of the Tippy Duke bar in Bastard's Crook. Since that day two years ago, she has run the establishment with ruthless efficiency to the extent that brawls are now more the exception than the rule. She does not brook any disrespect and usually answers such by giving out facial scars. Alli is a strong backer of Seria and does not allow Morgan Twelvetoes in her bar. Outsiders will find her suspicious and unhelpful unless they are allies of Seria.

### JOSEF

Owner of the largest smithy in Bastard's Crook, Josef does much of the large-scale metalworking in the town, such as repairing metal fittings

on ships or weapon work. Josef is a fair smith, but makes up for lack of skill by working very quickly. He grew up on the island, inheriting his shop from his father, and knows everyone on the island, thinking them all friends. He supports Seria, but overall tries not to get involved in politics. He is one of the few people in town who likes Captain Grayeye and is willing to aid in his rescue.

### ONE-HANDED PETE

A retired pirate, One-Handed Pete decided to settle down in Bastard's Crook as a merchant after the sea battle that led to him earning his title. A man of a thousand stories, at least half of which are true, he is a fixture in town and is the heart of the local rumor mill. In addition to providing all manner of basic supplies and acting as the main fence in town for pirated goods, he is the best source in town for the latest scuttlebutt.

### TARRENT

A recent arrival from Lys, before coming to Whitebone Island, Tarrent was a brewer but he ended up running for his life after a plan to kill a competitor went awry. Now he hides out in Whitebone Island until the furor over his misdeeds back home dies down. He has used his contacts to become the preeminent supplier of alcohol to the island, mostly low-end rum and beer. Seeing himself as a cultured outcast among barbarians, he is not well-liked on the island due to his arrogance but is tolerated for his booze.