

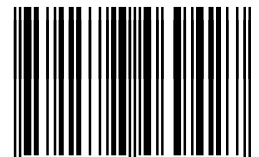
A comprehensive reference guide to the  
best-selling fantasy novel series by  
**GEORGE R.R. MARTIN**

Sample file



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# A GAME OF THRONES D20-BASED OPEN GAMING RPG

## Line Developing By

Jesse Scoble

## Written By

Elissa Carey, Jonathon Cassie, Simone Cooper, Chris Desmarais, Jason Durall, Debbie Gallagher, Sam Johnson, David Lyons, Wil Upchurch, Jeremy "Bolthy" Zimmerman.

## Additional Writing By

Jesse Scoble, Ian Sturrock

## Special Thanks To

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Ryan Dancey, for always picking up the phone when it rang.

## Editing By

Michelle Lyons and Mark C. MacKinnon

## Additional Copyediting And Proofing By

Brian Barnhill, Andy Fix, Paul Jackson, Doug Justice, Matt Keeley, Jason Kettler, Vincent Lefavrais, Lisa Leutheuser, Gary London, David McCaman, Karen A. McInerney, Dylan Pritchard, Rich Spainhour, Paul Tucker, Christopher Young

## Art Direction and Graphic Production By

Jeff Mackintosh

## Final Graphic Production By

Adam Jury

## Cover Artwork By

Mike S. Miller

## Map By

Keith Curtis

## Interior Artwork By

Roman "Amok" Papsuev (Character Portraits), Nate Barnes (308-309), Dennis Calero (72-73, 378-379), Shane Coppage (214-215, 440-441), Thomas Denmark (18-19, 44-45, 62-63, 106-107, 118-119, 184-185, 276-277, 288-289), Chris Dien (94-95, 242-243), Jason Engle (172-173), Mark Evans (36-37, 136-137, 162-163, 362-363), Jon Hodgson (150-151), Veronica Jones (328-329), Travis Moore (252-253, 262-263), Lee Moyer (7-8, 224-225), William O'Conner (320-321), Chris Seaman (84-85, 126-127), Andrew Trabbold (232-233), Beth Trott (53-54), Udon Studio (298-299, Character Classes, Shields)

## Playtesting By

Nathaniel Bennett, Drew Bergstrom, Robin Boles, John Bryan, Jason Castle, Michelle Klein Castle, Stephen Cool, Troy Duffy, Dave van Es, Andy Fix, Peter Flanagan, Paul Frazier, Scott Garibay, Kenneth Gatt, Xavi Gracia, Brian Houston, Maarten Hulshoff, Paul Jackson, David de Jong, Thijs Kreukels, David McCaman, Jan Oliehoek, Dylan Pritchard, Bret Smilyk, Mysti Sothen, Robert Stein, Devinder Thiara, George Tson, Ron Michel van Heijningen, Lorena Wolfe

## Contributing Supporters

Matthew Andrews, David Banuelos, Frank Bohnsack, Timothy Carter, Rod Currie, Nagy David, Neil Demaegd, Dianne Descoteaux, Tod Detre, Herman Duyker, Mark Eggert, Eric Fouvez, Robert French, Len Fritz, Javier Gracia, Martin Heidemann, Matthew Hoffman, Andrea Keller, Sebastien Malangeau, Hans Manhave, Scott Martin, Darren Miguez, Shawn Moore, Eden Rabatsch, Jeff Rasar, Susan Ray, Darren Richley, K.C. Saniga, Pierre-Alexandre Sicart, Brian Sniffen, Rich Spainhour, Daniel Stanke, Robert Stehwien, Valerie Tatro, Stephen Tihor, Paul Tucker, Chris Young

## Resources

WESTEROS.ORG

The concordance at [www.westeros.org](http://www.westeros.org) was a tremendous help in putting this book together. The organisation of the world section (Chapter 15) is based on their listings, and used with their permission.

BROTHERHOOD WITHOUT BANNERS

The Brotherhood Without Banners — [www.bwbfanclub.com](http://www.bwbfanclub.com) — is an official GRRM fan club.

## Final Thanks To

George R. R. Martin, for creating Westeros in the first place.

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## ROLE-PLAYING GAME MANIFESTO

THESE RULES ARE WRITTEN ON PAPER, NOT ETCHED IN STONE TABLETS.

RULES ARE SUGGESTED GUIDELINES, NOT REQUIRED EDICTS.

IF THE RULES DON'T SAY YOU CAN'T DO SOMETHING, YOU CAN.

THERE ARE NO OFFICIAL ANSWERS, ONLY OFFICIAL OPINIONS.

WHEN DICE CONFLICT WITH THE STORY, THE STORY ALWAYS WINS.

MIN/MAXING AND MUNCHKINISM AREN'T PROBLEMS WITH THE GAME;  
THEY'RE PROBLEMS WITH THE PLAYER.

THE GAME MASTER HAS FULL DISCRETIONARY POWER OVER THE GAME.

THE GAME MASTER ALWAYS WORKS WITH, NOT AGAINST, THE PLAYERS.

A GAME THAT IS NOT FUN IS NO LONGER A GAME — IT'S A CHORE.

THIS BOOK CONTAINS THE ANSWERS TO ALL THINGS.

WHEN THE ABOVE DOES NOT APPLY, MAKE IT UP.



## FOREWORD

### Winter...

The end of 2004 seemed to bring the words of House Stark home to the offices of Guardians Of Order. Winter certainly seemed to have arrived. The falling American dollar, the slump in the RPG industry, and other factors beyond our control threatened to bury us in that cold darkness.

November of 2004 marked my second full year on the project, and the prospect of abandoning it when the end was "just in sight" filled me with despair.

Guardians Of Order met as a team and planned a course forward. We would put our all into finishing this book, come hell or ... well ... endless winter, I suppose.

Mark would make it his top priority to help me put the pieces into place. Jeff would refine his layout and continue to whip his team of artists to make this as pretty a book as a southron garden. I kept jabbing several writers with hot poker, constantly asking for just a few more words about poisons or NPC write-ups or the Targaryen succession. And Adam went beyond the call of duty — for this was never directly his project — to hammer out tremendous web support, and help Mark design the Enlightened Self-Interest campaign.

Which is where our friends, and GRRM's fans, came aboard. Our ESI campaign in January 2005 found tremendous support, patience, and understanding. Many of you were instrumental in helping us cross that dark time, and make this book happen.

It is roughly two-and-a-half years since this project commenced. Guardians Of Order — Mark, Jeff, Adam, David (whose work on *BESM 3e* was instrumental to the AGOT Tri-Stat rules, available in the deluxe edition and a separate Tri-Stat edition), and myself — have made a lot of sacrifices to craft this book.

More than that, the entire list of writers, editors, and artists made this happen. It was, overall, a monstrous project. Never would I have imagined we'd burn through (and burn out, in some cases) 17 writers, 2 editors, 2 copyeditors, and 20 artists.

Not quite herding cats (or training dragons), but close.

What you hold here is our testament to the epic world that GRRM has created. The world of Westeros (and the queer East) is a noble, amazing, exotic, terrible, deadly, sad, and also joyous place. We wanted to write more than a simple game adaptation, but also make a packed resource book for all of us who have fallen in love with ASOIAF.

It's a strange time for all of us at Guardians Of Order. Most of us have moved or are moving on, as life's courses take each on his own way. But no matter how much, or how little, we continue to work for Mark and GoO, I feel quite privileged to have led this crew, and have my stamp upon this tome.

And it goes without saying that it was hellishly exciting to work with George himself, but there, I've just said it. It was an honour.

Thus, it is my great pleasure to end this, and welcome you to *A Game of Thrones d20*. Remember, it's all about knights, knights, knights (and dragons)!

Jesse Scoble

Summer 2005

### DESIGNER'S NOTE: CAVEAT: APPROVAL VS. CANON

Although George R.R. Martin himself approved and authorised all the material concerning the Seven Kingdoms, including certain grey areas, the only official canon is what appears directly in the novels. Everything else — from place names to knights' shields to house words — may be changed as the story progresses. Therefore please take anything "new" here with that in mind — it is true, unless George decides to change it.

### DESIGNER'S NOTE: ACCURACY OF NUMBERS

The estimations for the strength of armies and the number of swords any house commands was derived from consultation with [www.westeros.org](http://www.westeros.org). George Martin has allowed us to keep them in, because they benefit role-playing campaigns significantly. He refuses to confirm or deny the numbers, however, and suggests that medieval historians, scholars, and presumably maesters often disagree about the facts.

Similarly, prices and values of items are given a "best estimate." The relationship of coins (a penny to a groat to a stag to a dragon) is accurate, but the prices for items may vary wildly between two regions, between different seasons, and between the RPG and the novels.





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Subject to the Product Identity designation above, the remainder of this publication is designated as Open Game Content.