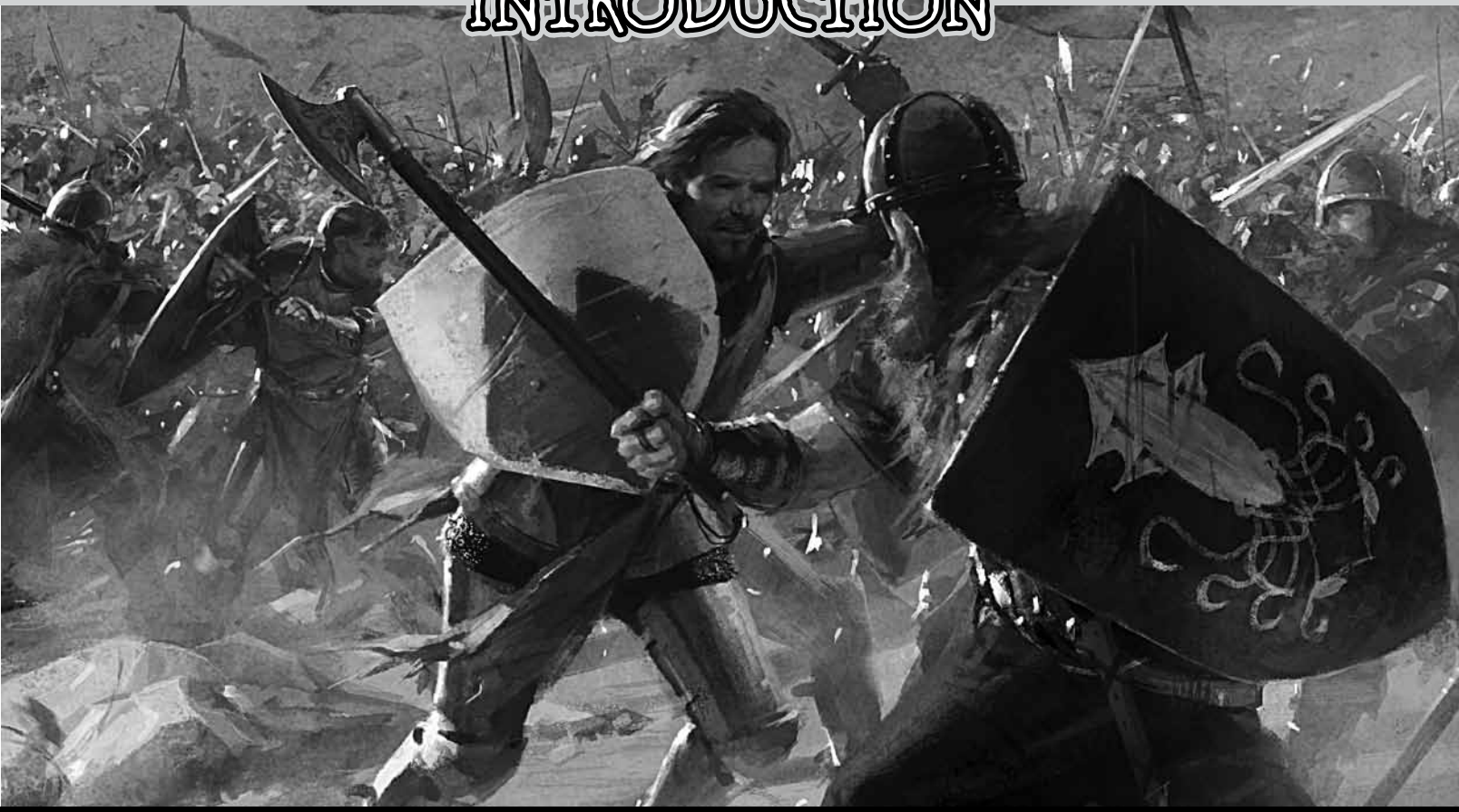


INTRODUCTION



The continent of Westeros is rich in its history, varied in its cultures, and practically overflowing in noble houses. One of the memorable qualities of the *Song of Ice and Fire* series is the amount of detail given to the noble families, each with unique heraldic devices and evocative mottos. From the roaring giants of House Umber in the North to the Princes of Dorne residing in Sunspear, these noble houses reside on or hold dominion over much of the land on the continent and its nearby islands. The *A Song of Ice and Campaign Guide* contains information about all of the houses George R.R. Martin has written about up to *A Feast for Crows*. What it does not contain, however, is the story that has yet to be written...the chronicle of your house.

THE CHRONICLE STARTER

The *A Song of Ice and Fire Chronicle Starter* is designed to provide players with a way to begin forging their own path in Westeros, with a selection of noble houses scattered about the Riverlands, some additional locations within the Tully lands ready-made for exploration outside the players' stronghold, and an adventure to both these elements together. The *Chronicle Starter* is also an excellent resource for the Narrator, providing ready made houses that can be used as allies or enemies of characters' house.

One important thing to note about the *Chronicle Starter* is that at heart it is a big, worked example of what a group can do with the house system presented in the core rulebook. This is not a book about creating setting canon, but showing you how you can use the tools in *SIFRP* to get a chronicle going and doing a lot of the heavy lifting for you.

THE NOBLE HOUSES

Each of the six houses described in the first chapter is suitable for a group of four players to take over and run for themselves. The houses all contain a number of primary characters with pre-determined attributes, as well as write-ups of notable secondary characters, in case the players would prefer to determine their own abilities and come into glory on their own.

Although each of the houses described in this chapter are aligned to a different major house, all except House Marsten are based within the Riverlands in order to maximize the potential for them to be used in conjunction with each other. Obviously this requires the Tullys to be extremely tolerant of houses on their lands aligning themselves with other families. Since the realm is still at peace in the time in which *A Song of Ice and Fire Roleplaying* is set (as Robert Baratheon still sits the iron throne), this forbearance is assumed. Of

A NOTE ON STAT BLOCKS

If you've read previous *A Song of Ice and Fire Roleplaying* books, you may have noticed that the way in which character stat blocks are presented has changed somewhat. Probably the most significant change is the manner in which the Combat Defense attribute is listed. While the recent *Pocket Edition* notes that CD is equal to Agility + Athletics + Awareness + Defensive Bonus (from shields or parrying weapons)—Armor Penalty (pg. 69), stat blocks will no longer include the latter two equipment adjustments. This is to reflect the fact that characters need not be combat focused, and even those that are will not always be armed and equipped.

Additionally, the passive Awareness target number, Movement and Sprint scores and Personal Gear listing will no longer be included in order to streamline the stat blocks further.

course, you should feel free to alter allegiances or shift the locations of the houses as needed to better fit your group's chronicle.

Similarly, most of the houses, and the characters who inhabit them, would be considered to be on the good side of the moral spectrum—or at least a lighter shade of grey than many of the characters who inhabit Martin's books. Players looking for a noble family that scheme as adeptly as the Lannisters or kill as nonchalantly as The Mountain that Rides may need to make some adjustments. The *Chronicle Starter* attempts to make the majority of the characters at least somewhat sympathetic, but not to the point that they become boring milquetoasts to play. However, we've also included a section entitled "Muddying the Palette" at the end of each house section, which can help make the players' home house a little bit darker.

THE RIVERLANDS

This section adds a number of new locations to this region of Westeros to the ones previously established in *A Song of Ice and Fire*. Chief among these new locales is Market Town, a village that struggles to maintain its independence from the nearby noble houses. Esra Stone, Market Town's mayor, has become rather adept at playing these houses against one another in order to maintain his own power.

Market Town and the other locations within this chapter each contain descriptions of their history, notable features, and important personages in much the same fashion as the house section. In fact, the players could easily adopt one of these locations for their house—or view them as new areas to conquer, should they have a more acquisitive bent.

This section also includes a selection of other interesting places in the region, and some suggested events that you can drop in as flavoring to your ongoing chronicle or use as a springboard to a new series of adventures.

THE IRON PLOT

Tying together the new houses and locations is an adventure revolving around the plans of a force of ironborn reavers to wreak havoc in the region—with the assistance of someone inside one of the region's houses. The adventure presents two potential paths of play in case the players have selected a house being used in the plot. Although the players should be able to counter the ironborn threat, the question of what to do next is left unanswered. The adventurers could decide to rip the threat out at the root—or find a way to use it to their own advantage.

The choice is entirely theirs.

THE HOUSES AT A GLANCE

If your players have already created characters and are simply in need of a place of their own, this chart lists all of the vital statistics of each house presented in the first chapter. Numbers that appear in parentheses represent the points that have already been invested to improve the house.

HOUSE NAME	ALLEGIANCE	DEFENSE	INFLUENCE	LANDS	LAW	POPULATION	POWER	WEALTH
Barnell	Stark	39 (30)	18	33 (32)	29	36	40 (39)	18 (10)
Bartheld	Baratheon	30 (30)	38 (20)	40 (40)	20	18	11 (10)	43 (30)
Dulver	Lannister	42 (40)	38 (35)	34 (34)	24	17	21 (21)	61 (55)
Kytley	Frey	25 (20)	26 (20)	31 (31)	22	35	23 (21)	31 (20)
Marsten	Arryn	42 (40)	46 (10)	30 (30)	24	32	41 (41)	33 (25)
Tullison	Tully	40 (40)	23 (10)	25 (25)	18	24	20 (17)	48 (45)