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# INTRODUCTION

“Winter is coming.” No words better represent the impending doom that awaits the lands of the Seven Kingdoms, the looming sense that the careful balance won in the last war that ravaged Westeros teeters on the brink of collapse, and with the barest touch, the faintest spark, the entire land could collapse into war once more. To the north yawns wide the Lands of Always Winter, a realm plagued with old evils, secrets, and a dark threat that hungers to renew the violence of the Longest Night. At King’s Landing, whispers of infidelity, suspicions, and corruption unravel the dreams held by those lords who supported Robert Baratheon in his crusade to rid the lands of the last Mad King. Meanwhile, across the narrow sea, rumors of the exiled Targaryen king, Viserys, trickle into the ports, where dissatisfied smallfolk recall the glory days of the great Targaryen kings and look to the scandalous reign of King Robert with something bordering on regret. There is peace, but it’s a tenuous one, for who can say if Viserys will return at the head of a new army? Who can say what will tumble out of the North on the heels of the mustering wildlings who flock to join the King-beyond-the-Wall? And who can say for certain when and if the crimes committed against Princess Elia and her children will bear the fruits of war with Dorne? This is the time of *A Song of Ice and Fire*, the moment before the game of thrones produces a resounding clash of kings, before the storm of swords breaks to leave a feast for crows, and before the dragons dance once again.

It is also the time for telling your own tales, using *A Song of Ice and Fire Roleplaying*, where you create the noble houses, ambitious heirs, and prime movers in stories about the Seven Kingdoms and the lands beyond.

## THE CAMPAIGN GUIDE

*A Song of Ice and Fire Campaign Guide* is your indispensable resource for playing and running games set in the Seven Kingdoms of Westeros. This volume presents a detailed look at the various regions, the houses, and the notable figures that represent the most powerful individuals just before the War of the Five Kings erupts and brings these realms to the brink of destruction. The primary focus of this sourcebook is to help Narrators construct stories and chronicles in these lands, providing the details needed to breathe life into George R.R. Martin’s incredible cast of characters while presenting useful information about noble houses and locations the player characters might explore.

Of course, this book is also valuable to players. Armed with this sourcebook, the players can make informed decisions about where they might place their noble house, which houses they might forge alliances with, and which houses they might oppose as they make their own climb to greatness. As well, the *Campaign Guide* presents useful information for people who aren’t playing the game, making it a great reference for fans of the novels alone.

“Winter is coming.”

—THE WORDS OF  
HOUSE STARK

## USING THIS BOOK

While this sourcebook provides extensive details about the Seven Kingdoms, not every detail is filled in, not every secret revealed.

The point at which *SIFRP* takes place is before the War of the Five Kings but after Greyjoy’s Rebellion. Specifically, the game focuses on the last year before the start of *A Game of Thrones*. As a result, no details about the plots and fates of the various characters are revealed, and each house and individual is presented as they are at the opening of the novels.

As you make your way through the book, you’ll notice some characters have statistics, whereas others do not. Those characters with mechanics attached are defined since they are considered major players, individuals who should live and last throughout the player character’s stories leading up to the disastrous war. The rest is left for you, the Narrator, to define as needed for your own stories. In some cases, scant information is provided, giving you more room to define these figures, while others have greater information, owing to their greater presence in the stories to come. To create statistics for these characters, simply refer to the guidance in *SIFRP* in **Chapter Eleven: The Narrator**.

In addition, each chapter that covers a region includes a complete list of all the known houses sworn to the lords of the realm. The amount of information associated with each banner varies based on how they are presented in the novels. Some houses, specifically the great and major houses, have extensive information, whereas the minor and landed houses may and do have little. The less we know about a house, the more room you, the Narrator, have to develop these obscure families for your own games. In addition, players can also select these houses as their own, adding their own details to this rich setting. For houses with little to no information, the text defaults them to minor houses, positioned somewhere between major and landed. Future novels may contradict these entries, but this designation should serve for creating chronicles and stories in this world.

## FINAL THOUGHTS

Exploring any game setting based on media—novels, films, comics, and video games—can be daunting, especially if you try to cleave to every truth found in the source material. The closer you stay to the original works, the more constricting it can be on your games. **Chapter Fourteen: Exploring Westeros** provides extensive tips and guidance for handling these problems, but it bears mentioning here. By picking up this book, you make the world of Westeros your own. You are only as confined to the novels and short stories as you want to be. You can run an authentic game that follows the steps of the characters in the novels, or you can diverge from those events to tell your own stories. Whatever you decide, the game, the world, and the experience are yours to do with as you like. Have fun, and please, kill a Lannister. You’ll feel better, promise.