

The cover art depicts a dramatic battle scene. On the left, a warrior in ornate silver and gold plate armor, wearing a helmet with large antlers, roars with his mouth open. He holds a battle-axe aloft in his right hand. On the right, a figure in dark, spiky armor with a dragon-like crest on the helmet is shown in profile, looking towards the first warrior. The background is filled with the chaos of war, including a large yellow banner and a bright, fiery explosion. The overall tone is epic and intense.

A SONG OF ICE AND FIRE

— ROLEPLAYING —

A GAME OF THRONES

EDITION



BY ROBERT J. SCHWALB

ADVENTURE, WAR,
AND INTRIGUE IN
GEORGE R.R. MARTIN'S
WORLD OF WESTEROS

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

  EDITION  

BY ROBERT J. SCHWALB

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A Song of Ice and Fire Roleplaying: A Game of Thrones Edition

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INTRODUCTION

“When you play the game of thrones, you win or you die. There is no middle ground.”

—CERSEI LANNISTER, *A Game of Thrones*

In a roleplaying game, anything is possible. Your character can head off to explore the world, take part in convoluted intrigues, wage war against rival houses, and just about anything else you can come up with. But it is still a game, and as a game, this book has rules, guidelines designed to help players and Narrators tell the stories they wish to tell in a way that’s both consistent and fun. As you make ready to dive into the rest of this rulebook, you should know a few things up front. These basic game concepts should help you along and give you an idea what all the numbers mean.

THE BASICS

A Song of Ice and Fire Roleplaying (SIFRP) is a game in which the players take up the roles of notables in Westeros, distinctive personas that have a place and purpose within the larger society that makes up the Seven Kingdoms. These personas are called player characters (PCs) or just characters. In most games, each player creates just one character and uses that character to interact with the imagined setting

in structured or unstructured scenarios called stories. The PCs, then, are the principal characters—the protagonists—of the story.

Of course, a story rarely tells itself, and while the players make the decisions about how their characters act and react in response to certain developments in the game, the world does unfold around them, their nemeses still plot and connive in the shadows, and their foes take steps against them. Each player is in charge of his or her particular character, but who, then, is charge of the rest of the world? The Narrator.

The Narrator has the best job of all. It may very well be entertaining to portray a particular character, but the Narrator doesn’t have to settle on just one: the Narrator gets to play them all. The Narrator plays the villains, the minions, and all the other supporting characters who help make up the story. Furthermore, the Narrator also shapes the story, decides on the plot, what happens when, and is clued in on all the things that go on in the background. The Narrator might use a published story from Green Ronin such as *PERIL AT KING’S LANDING*, or she might spin out a story of her own.

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

A GAME OF THRONES EDITION

A Song of Ice and Fire Roleplaying was first published in 2009 as a full color hardback book. A smaller format black and white softback version, the *Pocket Edition*, was published in 2010 and later offered as the PDF *Tablet Edition*. When stock on the original rulebook started getting low, we had to ready a reprint. By this point the latest novel, *A Dance with Dragons*, had been released to much fanfare and HBO’s *Game of Thrones* TV show had brought Westeros to life on the screen. With interest in *A Song of Ice and Fire* running high, we decided we had to do more than a simple reprint. Thus *A Game of Thrones Edition* was born.

The book in your hands (or on your screen) is essentially a deluxe edition of *A Song of Ice and Fire Roleplaying*. The core rules are the same, so long time players needn’t worry about wholesale changes to the game. We have tried to implement all known errata, so this becomes the definitive version of the rules. We have also added a short introductory adventure that previously appeared in the *Quick-Start Rules* and the entirety of *Peril at King’s Landing*. This is a full length adventure that was originally published separately. We have folded it into the core rulebook so new Narrators can have an example adventure at their fingertips.

A Game of Thrones Edition was also a chance to revisit the look and feel of the rulebook. The most obvious change is Michael Komarck’s stunning new cover illustrating the climactic moment of the Battle of the Trident. We’ve also added a dozen new interior illustrations and revised the presentation of stat blocks. Altogether, these changes make *A Game of Thrones Edition* the best looking and most comprehensive version of *A Song of Ice and Fire Roleplaying*. Now get thee to Westeros and begin your adventures!

