



BONDS OF BLOOD AND HONOUR


A DUAL-STATTED INTRODUCTORY ADVENTURE FOR
A GAME OF THRONES RPG
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A GAME OF THRONES



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BONDS OF BLOOD AND HONOUR

Introduction

"Bonds of Blood and Honour" is an introductory adventure for *A Game of Thrones* RPG. It is structured around the "Noble House" campaign style. It is not completely scripted, and requires the GM to flesh out certain details and make important decisions about some aspects of the plot. Additionally, it does not provide stat write-ups for the major NPCs, instead referring to the sample NPCs from the core rulebook. Note that the adventure is written for the d20-based Open Gaming rules, but includes the corresponding Tri-Stat System rules [*italicised, in brackets*], when appropriate.

This adventure assumes that all of the player characters are loyal retainers of or nobles related to House Locke of Oldcastle, a minor house of the North. The players can either use the pre-generated characters found with this adventure, or create new characters to fit into House Locke. House Locke is not detailed in the core rulebook, but is a minor house, similar to House Umber. Its chief members are described herein under Personalities of House Locke.

If the Games Master is instead using another house as the basis of their campaign, this adventure can be easily adapted to fit any number of houses or locales. Since it does not depend upon events from the novels (though it is assumed to take place before the events in *A Game of Thrones*), it can be similarly placed at any juncture in time.

SERIES CANON AND SPOILERS

The events depicted herein take place sometime before the beginning of *A Game of Thrones*. Certain details from the official story have been used, but as a whole this is a work of fiction and should not be considered canonical to George R. R. Martin's world. Rather, it is an extrapolation for the role-playing game.

These parenthetical notes contain spoiler information from the novels (up through *Storm of Swords*) and the fates of the NPCs described therein. They are provided solely for the Game Master's reference, and do not have any bearing on the outcome of events in this adventure. If the GM sees fit, this information can be provided to the players afterwards, or as a "parenthetical aside" during the course of the adventure.

Setting

The setting of "Bonds of Blood and Honour" is House Locke, a minor noble house in the North, located within the wolfswood governed by House Stark. The time period is before Eddard Stark is named Hand to King Robert Baratheon.



Player Characters

The player characters are assumed to be retainers or younger members of the house. The player characters should be 3rd to 6th Levels [85-110 Points], though some variance is reasonable (encounters may have to be tailored to fit). The pre-generated characters span this range. The characters should not be in the key positions of the house, such as lord or lady.

The one exception to the above is to allow one player character to have the position of heir-apparent (this should be represented by the Heir Feat).

The pre-generated characters include:

ELINORA LOCKE, eldest child, a woman of 19 years. Elinora bucks the trend of the demure noble lady. Once she was old enough, she took to woodland crafts, and has of late been training in the martial arts under the careful eye of her best friend, Captain Britamore.

SER DONNEL LOCKE, heir of 17 years, newly knighted in the name of the Seven, and heir to Lord Ondrew. A brash, but good hearted son.

THEDRIC, eldest son of Celia, 17 years, son of Ser Martyn, adopted into House Locke at age 2, a quick lad who is well liked.

HOBBS, second son of Celia, a young man of 14 years, who has begun his martial training in earnest.

BLANE, third son of Celia, a young man of 13 years, he studies under Maester Benjen and hopes to enter the Citadel.

BRITAMORE, Captain of the 3rd Watch, an able swordswoman, originally from Bear Island. She has taken up service with House Locke, and been a loyal retainer for many years. She is best friends with Elinora, and has begun instructing her in martial arts.

MAESTER BENJEN, maester in training, a loyal retainer to House Locke. Maester Benjen takes his instruction from the House Maester, Sewell. He is new to the North, and hails from the Reach.

NEL, the house hunter, a woodsman loyal to House Locke, who's family has been in service to the house for several generations.

Now, Warrick Snow, older than the heir-apparent, has come to the attention of House Locke for a variety of reasons. As Lord Ondrew's health fails, House Locke can no longer easily govern the village, and it is slipping back under the grip of House Bolton. Others have been asking questions about Snow, and Lord Locke is worried for the young man's safety.

Lord Locke's youngest brother, Ser Godfrey Locke, wants Warrick Snow brought back to Oldcastle. If at any point he has reason to fear for Snow's safety, he will attempt to move Snow to the safety of Locke's lord in Winterfell.

Lady Celia, already scheming against the current heir, wants Snow found and killed, or at least discouraged from returning to meddle in the succession. She has asked her brother, Ser Anders, the captain of House Locke's guard, to see that Snow does not return to Oldcastle safely. Celia may ask a loyal player character to aid her in dispatching this potential rival claimant as well.

The player characters must go and find Warrick Snow, and discover if he is indeed any relation to them. He's rumoured to be in a holdfast village on the edge of the wolfswood. Dangers abound in the journey through the wolfswood, from bandits and fierce beasts. There is the strong chance that Snow does not know of his parentage, and if he does, he may not want to be found. If the characters confirm Snow bears Locke's likeness, they must encourage him to return with them to Oldcastle. Then, it must be decided what is to happen and what his role in the family will be, if any.

Lockes of Oldcastle

Sigil: Two bronze keys, crossed, on a field of vertical purple and white stripes.

House Locke is a banner house to Winterfell and House Stark.

House History

House Locke's seat is Oldcastle, an ancient edifice partly built during the Age of the First Men, or so it is said. Blood of the First Men runs through the veins of many of Locke.

House Holdings

Oldcastle is located near the terminus of the west fork of the White River, deep in the heart of the wolfswood between the kingsroad to the east, and Deepwood Motte and the coast to the west. South of Oldcastle is Torrhen's Square.

The ancient castle is immense and in terrible condition, with crumbling walls and a huge weirwood in its midst. Despite this, Oldcastle has been a good home to the Lockes, and the location deep within the wolfswood means it has rarely been assailed.

Oldcastle's walls include an inner castle sheltering a weirwood, stables, a small tower for the maester's use, a barracks, a smithy, ample storehouses, and other features standard to a house's seat.

House Traits

Feats: Able Body, Blood of the First Men, Pious, Stubborn, Keys of Oldcastle

Social Status: Rank 3 (Member of a Minor House) [Level 5 Organisational Ties]

Adventure Synopsis

Lord Ondrew Locke of Oldcastle is dying, his health failing despite the constant care of the house maester. Lord Locke has few children, and his eldest son is naturally expected to inherit the title and assume control over the house. Ideally, this role is handled by a player character, but if not, the heir-apparent is Ser Donnel Locke, a young and headstrong knight. The eldest children are of Ondrew's first wife, Emelyn, deceased for 16 years.

Lady Celia Locke, Ondrew's second wife (of 15 years), is determined that her eldest son will take the house's lordship over any children from Ondrew's first marriage. She feels that Donnel is too hot-tempered and impetuous to make a good leader, and her first son, Thedric, is the one she would see assume the house's lordship. Thedric, although of another father, was adopted by Locke as a condition of the marriage. Thedric's father was a well-respected knight (Ser Martyn), who died valiantly.

A tale has emerged from a small holdfast village on the fringes of the wolfswood that Lord Locke, before his first marriage, fathered a bastard son upon a woman of the village. Locke has never spoken of this, but as the youth reached manhood, the resemblance became apparent, and the rumour of the Snow's true identity has become widespread in the region.

Personalities of House Locke

This section lists the most important members of the house. Specific game values are not provided, however, as their Levels will vary considerably depending on the Levels of the player characters.

Lord Ondrew Locke

Lord Locke is ailing, old and enfeebled, and despite near-constant care from the house maester, it is clear that he will not live for many years. He is bedridden most of the time, incapable of making any journeys from Oldcastle. Lord Locke was once a doughty warrior, honourable and vigorous, but time and a wasting disease have stricken him fully; now he spends most days upon what will be his deathbed. When he is able to rise he cannot go far, and the chill of the outside air, once a balm to his strong lungs, now sends him into paroxysms of choking coughs. Ondrew has lost none of his wits, despite his physical frailty, and has begun to put his affairs into order, seeing to the management of his house and the eventual transfer of lordship to a worthy heir.

Ondrew is tall and gaunt, with a grizzled short beard, a mane of wildly-unkempt hair, and a rough voice torn raw from years of shouting orders across battlefield lines. Currently, he is terribly thin, often able to speak only in a whisper, and his hands are tremulous and weak, barely able to hold utensils while he eats. Ondrew is often wracked with bouts of coughing or wheezing, and blood comes up more often than not when he has these fits. The house's maester, Sewell, does what he can for Ondrew, but believes that the man's life is to be measured in months, not years.

When not abed, Lord Locke is to be found in his massive carved wooden chair in the great hall of Oldcastle, swathed in thick layers of a fur-lined cloak and heavy blankets. From here, he oversees much of the house's business, though this has of late fallen to Lady Celia (his second wife) and his youngest brother, Ser Godfrey.

In his younger days, Ondrew fought many campaigns for his lord of Winterfell, battling wildlings, raiders, and even other Northmen. Locke has a long history of violence with House Bolton, and Lord Ondrew and the now-deceased Lord Bolton had a long standing enmity over certain territories, rights, and interests.

Lord Locke is an average Man-at-arms / Noble / Knight [*Soldier, Warrior, Knight, and Noble Paths*], with the North Background, appropriate age modifiers, and the Defect Sickly 3 BP [*Physical Impairment Defect -3 Points*].

Spoiler: Lord Ondrew Locke

In the novels, Lord Ondrew Locke lingers on for some time after the events of this scenario, and his death is as of yet unchronicled.

Keys of Oldcastle (Optional d20 feat)

You are devoted to an area, and your ancestral claim to this realm is such that you are at your best when defending it.

Prerequisites

Appropriate House Affiliation (Locke)

Benefit

When in an area you have been charged with protecting or overseeing, you are at a +1 to all Saving Throws, Knowledge: Local Area checks, Survival checks, and any uses of Influence. This bonus only applies while you are acting to defend or protect the denizens of the area or the area itself. An area can be defined as a geographical feature (for example, the wolfwood), a man-made edifice (the kingsroad), a town or village (the village of Ameth), or a structure (Oldcastle). It does not apply to individuals or any group of people specifically, but the combination of inhabitants and environment. If the outcome of the actions you are opposing will not have an adverse effect on the majority of the inhabitants or the place itself (GM's discretion), the bonuses do not apply.

Lady Celia Locke

Lady Celia Locke is Ondrew's second wife, part of an arranged marriage from House Tollet, an impoverished house of the Vale of Arryn. Though the houses of the Vale and the North are more-or-less allied through the ties of Stark, Tully, and Arryn, Tollet is a poor house, with meagre holdings, and they are united in the desire to climb socially through marriage and alliance. Lady Celia has known hardship as a young girl, and she would do all she may to remain in a position of relative wealth and influence. Her first marriage was to a young, rising knight, Ser Martyn. He died valiantly in a fight against wildlings, earning much honour but leaving her a widow with a newborn. Her father was able to arrange an auspicious match with the widower, Lord Ondrew Locke, and insisted that Locke take Celia's newborn into the family proper.

Celia's marriage to Ondrew has not been marked with a great deal of love from the children of Ondrew's prior marriage. As a result, she has taken on an "us versus them" attitude with her brood, secretly cultivating a desire to be the true power behind the house. Should House Locke's lordship pass to an heir not of her blood, Lady Celia fears that her influence at Oldcastle will be marginalised, or even that she will be sent into exile.

Almost two decades her Lord's junior, she is still beautiful, though her features have taken on a colder, harsher element as a result of the desperation and stress she feels. Her long blonde hair has been woven into several thick braids, which she wears according to the fashions she hears are popular in the south. She is fiercely protective of the children she has mothered, and favours them completely over the offspring of Ondrew's first wife.

Lord Ondrew recently informed Celia of the possibility of this bastard son in order to prepare her for any rumours she might hear.

Lady Celia Locke is a Noble [*Noble Path*], with the Vale of Arryn Background.

Ser Donnel Locke

Note: Ser Donnel can either be a player character or an NPC, as appropriate.

Ser Donnel Locke is the eldest son of Lord Ondrew, and heir-apparent to House Locke. He is newly knighted, rash, and too much the carouser. Though he is a good friend and a loyal brother, the truth is that he would be a terrible lord. He has no head for management, no talent at stewardship, and often blurts out his opinion regardless of the facts. It is possible that years of duty to the house will temper him and make him a leader, but the rapidly-approaching time of turmoil ahead and the likelihood of Ondrew's imminent death will not grant that experience.

Ser Donnel is wide-faced and tall, Northman-born like his father, but possessed of a rashness that few of the North share. Instead of grim pessimism, he is sometimes thick-headed and stubborn, more often wrong than right in judgement. He is a capable combatant, but the best place for Ser Donnel is as a bannerman, and not a lord. He knows this in his heart, but refuses to admit it to others.

Ser Donnel Locke is a novice Man-at-arms / Noble / Knight [*Soldier, Warrior, Knight, and Noble Paths*], with the North Background, and the Heir Feat.

Spoiler: Ser Donnel Locke

Ser Donnel Locke is among those who swear allegiance to Robb Stark as King in the North. He is captured at Green Fork, and later freed from imprisonment at Harrenhall by Lord Roose Bolton. Later, his luck runs out, like that of many others, when he is slain at the Red Wedding.

Other Locke Children

After the players have created their characters, the GM is encouraged to add other children to House Locke's roster, as children of Ondrew's previous wife Emelyn, or as one of Celia's brood. This should be done after the player characters are created, for their travails should be the most important of the adventure, and players should not be made to feel that they must distinguish themselves against a background of more important NPCs.

The GM may wish to modify any of the pre-generated characters from this adventure by changing their ages and Levels, or create new noble children of House Locke.

Ser Godfrey Locke

The youngest brother of Ondrew, Ser Godfrey chose not to take the black as did his elder brother Mallador, but instead swore allegiance to another lord and serves in his retinue. He has spent the last 15 years in the service of House Stark, as a loyal and trusted knight.

Alarmed by news of his brother's health, Godfrey has returned to Oldcastle to attend to family matters and see that the lordship will pass onto a worthy heir. He has been in Oldcastle now for several months, and is well-known as an uncle and as a newfound ally from within the family. Unfortunately, he is not confident that his nephew, Ser Donnel, is much of a leader, and believes that the matter of succession of the house lordship does not need to be as cut-and-dried as simple inheritance to the eldest son. Though he does not have any designs on the position for himself, he is willing to step in as regent or steward should he need to while matters are settled, or in the event that the heir to the lordship is not of an appropriate age to rule the house.

Ser Godfrey Locke is an average Man-at-arms / Noble / Knight [*Soldier, Warrior, Knight, and Noble Paths*] with the North Background.

Maester Sewell

A graduate of the Citadel in Oldtown, Maester Sewell is loyal to House Locke and Oldcastle. He wears his bonds of love for the family as proudly as those metal ones he bears around his throat. Older than Lord Ondrew, Sewell served Ondrew's father also. Though a skilled physician, he has thus far been unable to stem the affliction that has befallen Ondrew, and he curses his inability to do so. Ravens frequently fly from his tower as he seeks counsel from his brother maesters, but none have provided adequate remedy. Maester Sewell is thin and old, a patchy beard trails down his chest; he has a look of profound melancholy perpetually upon his face, though it will readily break into a warm smile when he sees the children of House Locke, his former charges.

Maester Sewell is an average experienced maester [*Student, Scholar, and Maester Paths*] with the North Background.

Ser Anders Tollet, Captain of the Guard

Brother to the Lady Celia Locke, Ser Anders came with her as her bridal escort, and was granted a position as the captain of the guard of House Locke as a show of goodwill. Ser Anders has been nominally loyal to Locke, though he has regularly passed secret messages between his sister and their family back home. When he learned of the discovery of the bastard son, he immediately told his sister and his family, despite Lord Locke's desire for secrecy on the matter. He is stocky and has short, curly blonde hair and a pale, sometimes flushed complexion.

Ser Anders is an average Man-at-arms / Noble / Knight [*Soldier, Warrior, Knight, and Noble Paths*] with the Vale of Arryn Background.

Other Locke Retainers

The GM is encouraged to fill Oldcastle with other loyal, if less important, retainers. Just as Winterfell has Septa Mordane, Old Nan, Hodor, and others, Oldcastle should be filled with such NPCs that the player characters know from years of service and companionship. A noble house is a thriving, bustling place with many servants and retainers, and to properly capture the flavour of Westeros, each keep should be viewed as such a place.

A Dying Wish

When play begins, the player characters are all assumed to be present in Oldcastle. Through appropriate means (servants, guards, etc.) they are all summoned to the bedside of Lord Locke, who has been bedridden for many months, his health continuing to deteriorate.

The GM should paraphrase the following description of Lord Locke's chambers to the players:

Maester Sewell and the lord's younger brother, Ser Godfrey are present. Lord Locke lays upon his bed, swaddled in thick woollen coverlets and furs against the cold, though a fire is burning in the hearth. He turns when his children enter and struggles to sit up, while the maester places several pillows beneath his back to prop him up.

Lord Locke beckons weakly to his children, urging them to come within whispering distance, for his voice is weak and brittle. He says, haltingly and pausing for breath, that he would have them seek out a young man named Warrick Snow, who dwells in a small holdfast several leagues from Oldcastle.

This young man might be his first, though bastard-born, son, fathered upon a smallfolk lass when Lord Locke was younger and unmarried. He does not know for certain, but various tales and rumours speak on the resemblance to the younger Lord Locke. Now, Locke wishes to meet the young man, but cannot travel there himself, and is worried that enemies might hear of Warrick's appearance, and might harm the youth, or worse. He knows nothing of the young man, but would like to meet him before he dies.

With that, Lord Locke drifts back to his pillow, his voice spent, and he slowly falls asleep. Ser Godfrey Locke urges everyone away from the bed, to continue the conversation and not wake his brother. Maester Sewell follows, escorting everyone from the room. Outside, Ser Godfrey takes up the tale, his voice low and his eyes darting about for any uninvited ears.

The village of Ameth was under the control of House Bolton years ago. As punishment for various misdeeds, the village and surrounding region were taken away from Bolton, and given to House Locke. Ondrew visited it regularly in his youth, and it was one of his first responsibilities. Now that Locke is weakening, however, Bolton has been extending his reach into their territory. The boy, if a natural son of Ondrew, could be tortured, held hostage, or even turned against the family.

Ser Godfrey beseeches the player characters to go to the holdfast village of Ameth, find Warrick Snow, and convince the lad to return with them to Oldcastle. Snow is not to be threatened or bullied, but must come of his own free will. The characters have leave to tell Snow of his possible parentage, but if he refuses to come, they may entice him with the possibility of reward from his father, but should not promise anything. Furthermore, if Warrick Snow refuses to come and see Lord Locke, they will be forced to order him to never speak of any familial connections again.

Sewell provides directions to the holdfast village of Ameth, and Ser Godfrey gives them leave to take what provisions and gear they need, asking that they leave at first light upon the morrow.

Investigating Further

Asking around Oldcastle may reveal some of the following information. The GM may choose to role-play the circumstances in which these bits of knowledge and gossip are obtained, or can simply ask the players to make checks in Skills such as Bluff, Diplomacy, Gather Information, Intimidate, Listen, Persuade, or Sense Motive [*appropriate Mind-based Skill checks*]. (Although notes indicate which are true and which false, the GM may modify these to suit the campaign.)

- Lady Locke has been meeting with her brother, Ser Anders Tollet, frequently in her quarters. Muffled arguments have been had, but no one has heard the specifics. (DC 10 [TN 12]; True)
- Lord Locke has gone quietly senile, and his brother, Ser Godfrey Locke, conspires with Maester Sewell to guide the Lord's thoughts and actions. (DC 10 [TN 12]; False, though Locke is unwell and often fevered, and both Godfrey and Sewell have taken an increasingly active role in the House's management.)
- A messenger from House Tollet recently met with both Lady Locke and Ser Anders discretely, claiming to be delivering good tidings and news from home. (DC 15 [TN 15]; True, but also delivered word confirming Warrick Snow's whereabouts.)
- The holdfast village of Ameth is on the edge of the wolfswood. It is a small village of perhaps 100 smallfolk, and has long been a favourite of Lord Locke's. In past years, he often stayed in the village when travelling to and from Oldcastle, sometimes staying a day or two longer than would seem necessary. (DC 15 [TN 15]; True.)
- Maester Sewell recently has had a number of black birds coming and going from Oldcastle, with messages tied to their legs. (DC 15 [TN 15]; True, though this is due to turmoil elsewhere – perhaps even the events of *A Game of Thrones*.)
- Ser Donnel Locke has heard rumblings about this supposed bastard son, and is quite upset at the notion of suddenly having an older brother, one who his father is eager to meet. (DC 15 [TN 15]; True if Donnel is an NPC, otherwise possibly false.)
- Ser Anders is not Lady Locke's brother at all, but a lover she brought with her, a ruse to cuckold poor Lord Locke in his own castle. (DC 15 [TN 15]; False. They are brother and sister, and no improper intimacy exists between them.)
- Some of the guards have been told by Ser Anders that they may be leaving on a mission shortly. (DC 15 [TN 15]; True.)
- Scuttlebutt and rumours have it that Lord Locke intends to formally acknowledge Warrick Snow as his eldest son, and give over to him the family title. (DC 15 [TN 15]; Mostly untrue. Lord Locke wishes to meet Warrick Snow and potentially adopt him, but he still intends to give the lordship over to Donnel.)

Potential Complications

By this time, it should be clear there is some contention about the issue of Snow. There is a chance the player characters will have wildly divergent goals when they find Warrick Snow. This can be encouraged or discouraged by the GM, depending on the experience of the players, the roles they are playing, and the general dynamic of the group. It's a difficult thing to advise, but generally, for less experienced players, a more straightforward adventure is often best.

For players who are up to the challenges presented with a group of characters who are at cross-purposes, and who enjoy a conspiratorial element to gaming, following are a number of complications that can be introduced that evening, before the player characters set forth to Ameth:

Potential Complications Continued

- Lady Locke pulls one (or more) appropriate player characters aside and asks about what Lord Locke said to them. She implies that she is afraid for her husband's faculties, and that he might have been swayed to this action by Ser Godfrey, who wishes to claim the house for his own, by complicating the succession and cheating Ser Donnel out of his lordship. If she is asked about her arguments with her brother, she claims that as brother and sister, they often speak candidly, and he provides her with needed counsel and news from home. They argue because they are both possessed of such temperaments, childhood rivalries having lasted long into adulthood.
- Ser Donnel Locke (if a NPC) speaks with an appropriate player character. He knows why they will go to Ameth, and is worried that this outsider, Warrick Snow, will attempt to pollute his father's mind against him. He urges caution, and emphasises that perhaps it would be best if Warrick Snow were discovered to be unrelated to Lord Locke, and the resemblance a coincidence. He would go with the player characters to Ameth, but is concerned about something happening to his father should he leave Oldcastle. He will not go into specifics about this.
- Ser Anders Tollet, captain of the Oldcastle guard, speaks to an appropriate player character. He knows the rumour of the bastard Warrick Snow and is convinced it is a ploy from a rival house (such as Bolton, Karstark, or even a southron house with a long memory) intent on setting an agent of their own in Oldcastle. It would have been easy enough to find a look-alike. He encourages the player characters to question Snow carefully and determine if he is an impostor, and if so, to see that Lord Locke's life is not threatened. If questioned about any secret meetings or mustering the guards, he says that he and his sister often speak privately and he counsels her and provides news from home, and that the guards will be dispatched on an unrelated matter, the nature of which he cannot divulge.

Schemes and Betrayals

The next morning, the player characters should leave, provisioned with whatever supplies and equipment they need, including horses, pack mules, food, water, and other necessities. Ser Godfrey has given the apparent leader a purse of coin for any expenses along the way, though, as banner lords of this region, they should not expect to be required to pay anything for standard goods and services. Nonetheless, he reminds them, it is good form to offer, and shows grace and wealth to pay when one does not have to. It is an investment in one's own land, and the smallfolk will remember more fondly a noble who paid when he did not have to than one who took without giving.

Unbeknownst to the player characters, several hours before their departure, Ser Anders sent one of his men-at-arms, Gervas, along the way to make a deal with bandits to harass and mislead the characters should they pass by. Gervas is to try to identify Warrick in the village, and then meet up with an encampment of soldiers from House Tollet and find Snow before the player characters, if at all possible. The Tollet men will travel bearing no signs of rank or house, and will seem but a band of well-armed brigands or savage sell-swords.

On The Road to Holdfast

The wolfwood is thick with sentinel trees and soldier pines, dark even in the brightest days of summer, lit only by thin spears of sunlight that pierce the darkling canopy. The ground is extremely uneven, rocky and barren, and it roughens as the forest floor slopes up into stony hills. There is much mineral wealth in those hills, and many smallfolk toil arduously at quarry-work, living in small mining villages controlled by minor lords. Other folk dwell and live there as well, despite the gloom – crofters, foresters, and huntsmen. This time of year it is raining, and the way should be dismal and slow, with a thick rattle of rainwater cascading down constantly, causing steps to be uncertain and the slog to be a miserable one. In no time the player characters will be mud-spattered and soaked.

Encounters in the Wolfwood

The player characters must make their way across the wolfwood to the village of Ameth. It is perhaps 50 miles distant, though the path is not straight. Through the mud, slush, and summer snow, it should take a couple of days of rapid riding, perhaps four days if the player characters do not push themselves overmuch.

The GM should ask one of the player characters to make a Survival check at DC 10 [*Wilderness Survival Skill check TN 12*] to find the way to Ameth. Ideally, this should be done by one player character, with others potentially assisting with the roll (if more than one check, they may have conflicting opinions). Additionally, the GM can call for additional Survival checks twice a day of travel to avoid encounters. If the player character leading the way fails this check, the GM should pick one of the encounters listed below, allowing appropriate checks (Listen, Spot, etc. [*Mind-based Skill checks*]).

Note: The players will also meet a group of bandits once leaving the village, and GMs should be careful not to bog the scenario down in endless combat.

- **Tollet Bandits:** Ser Ander's man, Gervas, has made a deal with Gareth's Wolves, a small group of local robbers. Gareth's band is about six men strong, and they spread along the road watching for any travellers heading towards Ameth village.

Three of the men act as refugees or armed guards, and attempt to dissuade travellers by informing them that a winter sickness has spread throughout the village, and everyone is to stay away.

If the characters ignore them and push their way past, the bandits will allow them to pass. The bandits will regroup and attack later from ambush, potentially attacking in the middle of the night. There should be up to 6 bandits (maximum of 1 per character) including Gareth. Use stats provided from the Sample NPCs presented in the core rulebook (see Bandit Thug and Bandit Leader for templates).

The bandits will flee if seriously pressed, and will try to join up with the Tollet band (see later, Stand and Deliver!).

- A deadfall of fallen timber and overgrown bramble blocks the path. The party must traverse the deadfall, requiring successful Reflex Saves [*Body Stat checks*] or risk taking 1d3 damage [*5 damage*] from twisted ankles or torn muscles (armour does not protect against this damage). Getting horses over is more difficult. Alternatively, the deadfall can be travelled around (adding 1d4+1 hours to travel time) or pulled apart (taking 1d3 hours) [*both options add 2-4 hours of time*].

- A band of armed men are skinning a small pack of wolves. If you want to unsettle the player characters, they see that the men fly the flayed man of Bolton.

Wood Collector

This should take place at approximately four hours before nightfall.

A half day outside of Ameth, across a flooded and raging river, a wood collector sees the party. Frightened (because of the recent stranger in the village) he rushes back. There is no easy way across the river, and the wood collector will not stop for the characters.

The Village of Ameth

If the encounter with the wood collector occurs four hours before nightfall, the characters will likely have to camp in the woods one final night and arrive in Ameth in the morning. If they push on through the night, they can make it to the village late in the evening, which may upset some of the village folk.

Located at the edge of the wolfwood, the holdfast village is a pleasant enough place, though neither idyllic nor possessing any unique charm. It is a small community that supports roughly 100 smallfolk, who make their livings in the wolfwood as hunters (sanctioned, of course, by Lord Locke), or as labourers in the nearby stone quarry. Many more of the smallfolk tend small crofts, a portion of their harvest going to Oldcastle. The remainder of the village folk are craftsmen, their days spent making goods for sale or barter in Ameth or other nearby holdfasts.

Ameth has few visitors aside from those going to or from Oldcastle or those on the long walk north to take the black at the Wall, and thus there is no proper inn. Anyone wishing to find lodging for the night is best served seeking floor or bench space at the village's common house, or negotiating with other residents of Ameth for hospitality. If the player characters identify themselves as agents of Oldcastle, or are family members, they will be able to choose from several hosts, but it will seem unusual if they do not stay at Jarred's common house.

Physically, the holdfast is not much to look at: a small collection of cottages; a slat-roofed common house and small stable; a working smithy; a grain mill beside a slight creek; and a small shrine to the Old Gods (not a proper weirwood, though). The village's small common house serves as its meeting place, a village store, and also as store house for Oldcastle's share of the harvest. An old, ruined guard tower sits several hundred yards outside of the village's centre, long abandoned by the village folk.

Ameth's nominal leader is a portly, sour-faced fellow named Old Jak, who runs the common house and collects and holds the taxes and shares of harvest due Oldcastle. He is honest and loyal to Oldcastle, though his demeanour masks a kind heart. He is suspicious of the recent intentions towards Warrick Snow, and will help shelter the young man, though not to the point of outright defiance of his banner lord.

The smallfolk are a bit wary of the player characters, though this should not become immediately apparent. A successful Sense Motive check (DC 15) [*Mind Stat check TN 15*] will note a general unease at the player characters' arrival, and if they give no sign of continuing on, this sense of distrust will increase significantly; it will not manifest as intentional disrespect or outright fear, though. If the player characters come across as heavy-handed and haughty, the Northmen of Ameth will not respond well to such behaviour. They are loyal to Oldcastle, but are stubborn and proud of heart, and to them, respect is a coin grudgingly given. They will not take well to callow highborn who do not acknowledge their inborn dignity. If the player characters are natives of the North, this attitude is obvious to them.

Investigating the Village

Asking around in Ameth may reveal some or all of the information presented below. As with the previous investigation at Oldcastle, this may be role-played or handled through appropriate Skill checks (DC 10-18 [TN 12-18] as appropriate). In either case, the GM should characterise the sources of this information, such as "From the village blacksmith, you learn that"

- There have been a few others through the holdfast over the past fortnights and months, most recently a messenger wearing the livery of House Tollet. He stayed at the common house and asked a lot of questions about village folk. This was a month ago.
- There are bandits around, a vicious gang that Oldcastle would be thanked for getting rid of. They've not assailed the village directly, but hide in the wolfswood nearby and use it for refuge.
- A robber (likely believed to be one of the bandits) tried to assault Warrick Snow two nights ago. He was stopped by the villagers, who dealt mob justice to him. He is hung from a gallows. If investigated closely, this man is Gervas, one of Ser Anders soldiers, although dressed in common garb and having shaved his beard.

Note: After meeting with Gareth's Wolves, Gervas made his way through Ameth. When he saw Warrick, he took it upon himself to try to finish the boy outright. Other villagers were nearby, however, and intervened.

- Another villager, Abbott, has a new horse. It is a war horse from Oldcastle, though stripped of livery. He found it yesterday in the woods in a small camp – he assumes the horse belonged to the robber, and thus was free to take. He buried the robber's gear, including his fancy clothes (with House Locke livery).
- Old Lord Locke used to favour this holdfast when he was younger. It has been a score of years since he stayed any length of time, however.
- When Lord Locke came through he often stayed at the common house with his men, though from time to time he would enjoy the hospitality of other smallfolk in the area. It differed from visit to visit.

The smallfolk are protective of Warrick Snow and will not volunteer information about him. This includes selective omission of information that might lead the player characters to Snow. A Sense Motive check (DC based on a Bluff +5) [Mind-Stat check TN 12] reveals that knowledge is being withheld. Forcing the issue through role-playing or use of Intimidate, or by convincing the villagers that no harm is meant to Warrick Snow, may reveal the following:

- Lord Locke stayed most often with the village's miller, Elmar, and his wife Estel who lived at the granary. Elmar was not especially wealthy, but his daughter Alise was quite beautiful, and Locke's eyes were oft-fixed upon her when he was in Ameth.
- 21 years ago, almost a year after Lord Locke last stayed in Ameth, Alise gave birth. She named him Warrick. The father, she claimed, was a penniless knight, who passed through the village on the way to the Wall to take the black, but she would not name him. Warrick was given the surname of Snow, in honour of the father's station.
- Alise died almost a decade ago of the winter sickness, and Warrick has been raised by his grandparents. He works at the granary, and is well-liked by the smallfolk of Ameth.
- The recent attack has put the fear into Warrick Snow, and last night he fled the village, perhaps never to return. When word reached the village of more strangers (seen by the wood collector), it set Warrick to flight.

How much or how readily the village folk provide this information depends on the GM's desire to play these events out. If the player characters are not the type to spend time socialising and interrogating smallfolk, a few appropriate Skill checks (DC 10-18 [TN 12-18]) should reveal pertinent information. If the group likes to role-play out these encounters, the GM should have fun with it, creating colourful characters to populate the village.

If the characters are brash and use force and intimidation, they may gain the information they need unwillingly, with the smallfolk emphasising that Snow has gone for good. Where he went, they do not know ... only that he left and is beyond the player characters reach. If the player characters behave menacingly towards the smallfolk, they should notice quickly that the number of able-bodied men increases in the village, and that many of the smallfolk bear farm tools, walking staves, and other implements that would make suitable improvised weapons. Though the smallfolk will not aggressively challenge the characters, it will become clear that they will not absorb ill-treatment forever, and that a reprisal is likely.

Finding Snow

Asking at the grain mill gains the same information as described previously (Investigating the Village). Elmar and Estel are elderly and protective of their grandson, and do not wish to see harm come to him. If they are questioned about Snow's whereabouts, they will say that he bid them farewell last evening and set off north, on a trail that leads to the kingsroad. Elmar says that it is likely the lad will seek refuge in the black garb of the Night's Watch. Snow left few personal effects, but did leave his horse with Elmar. They do not know why he left to travel at night, nor why he left his horse, but suspect it was to avoid these nosy strangers.

Attempting to track Snow from the grain mill is difficult, due to the rains that have beset the area these past days. If a player character attempts it, a successful Survival check (DC 25 [Wilderness Tracking Skill check TN 18], due to hard ground, a day's delay, and four hours of rain) is required to find Snow's path. It leads north from the holdfast along a thin trail towards the kingsroad. If the player characters make another similar check, they see that about a half-mile out of Ameth, the trail diverges, goes into the wolfswood, and returns to the village, far enough apart that the trails cannot be seen. If they fail this check, any following successful check will indicate that Snow appears to have abandoned this trail at some point previously, directing the characters back towards the village.

If they fail and keep going, they can run into another village where it is clear that Snow has not come through here and they should head back.

A further day on is an armed encampment. These are Gervas's men from House Tollet, although they do not show their colours. (See Stand and Deliver!).

Diverging Tracks

The diverging tracks lead to the ruins of the guard tower that sits several hundred yards from the village, and inside is the missing Warrick Snow. After the wood collector saw the characters in the forset, he returned immediately and told the villagers about the strangers. Snow feared they were after him, perhaps companions to the man who attacked him. Rather than leave the village that was his home, Snow simply told his family that he would leave, and thought to hide and wait until the strangers were gone, and then return to his former life.

Ruined Guard Tower

The ruined guard tower is several hundreds of years old. The area is lightly wooded, and it sits close by the village. Although crumbling and broken in many places, the lower level is still sound, with only a single entrance. Snow barricaded the door, and plans to hide out here until the strangers leave. He has enough provisions to maintain him for several days, his bow, two quivers of arrows, and a spear.

If a full day passes and Snow is unmolested he will creep out in the middle of the night and sneak back to the village to try to determine if the strangers have left. If he spots them, he will hurry back to this spot.

When the characters find the tower, they will find the door is an improvised log, braced with several smaller branches and rocks from the inside. If anyone tries to break down the barricade, Snow will emerge from the tower's rooftop, from where he can see down to the door and the immediate woods. He will shout at any strangers to "Go away ... or else!" and punctuate his threat with shots from his bow.

Snow does not truly want to hurt anyone, but he is scared of these strangers and if cornered will fight. Despite his lack of training, he is strong and brave, and able to use both long bow and spear.

Loud commotion at the ruined tower (such as angry shouts) will attract the attention of the village folk. It takes them several minutes to get there, and they arrive in small groups, armed with pitchforks, quarterstaves, shovels, and other improvised weapons. There are enough villagers to make the situation potentially volatile. In their sight, it is unlikely that the player characters will be able to openly threaten Snow, though he will not wish harm to come to those people he has grown up with and will encourage them to stand down if it looks like blood will be shed.

Talking to Snow

Although Warrick is initially panicked, and prone to an aggressive display to attempt to frighten the characters off, he can eventually be made to listen. This can be done through numerous ways, including:

- Reasoning with him that they are not here to harm him (Diplomacy check, DC 25, or Perform Oratory check, DC 20 [*appropriate Mind-based Skill Check TN 15-18*]).
- Fast-talking him and essentially lying to him (Bluff check, vs. Sense Motive + circumstance modifiers [*Performing Skill Check TN 15-18*]).
- Convincing the village folk (especially Elmar and Estel) that they simply want to talk to him (Diplomacy check, DC 20 [*appropriate Mind-based Skill Check TN 15-18*]).
- Threatening him, his grandparents, or the village (Intimidate check, opposed by modified Level check, or d20 + Level 2 + 2 Wis mod [*Intimidation Skill Check TN 15-18*]).
- Physically overwhelming him, either by breaking down the barricade (Strength check, DC 22, Disable Device check, DC 22, or smashing it with weapons, Armour Rating 5, 20 Hit Points [*Body Stat Check TN 18; Armour Rating 12; Health Points 12*]), or climbing the walls (Climb check, DC 22).

Eventually, Snow will probably agree (or be forced) to listen to what the player characters have to say, though the smallfolk stand ready to protect one of their own should he be threatened.

Warrick Snow

Two nights ago, a man tried to rob and kill Warrick. This has made him panicky.

Born to a grainer's daughter and an unnamed father, Warrick Snow knew his mother for a brief span; she died when he was 11, of the winter sickness. She told him his father was a great knight, though poor, and that he had ridden north to take the black and defend Westeros from giants, wargs, wildlings, and other monsters that threatened the folk of the North. He believed her, and dreamed of his father's adventures.

When Snow came of age, he put aside those dreams and went to work in his grandparent's mill, his build growing strong as he handled bags of grain and pushed the great grinding wheel when the creek did not provide enough power. He is 21 years old, broad-shouldered and a true Northman in blood and demeanour. His features are very similar to Lord Locke's, and any who knew Lord Locke when he was a lad would say that Snow is his twin. Any player characters from the Locke family will also note a strong resemblance, moreso than seems coincidental.

Warrick Snow (d20)

2nd Level

CLASS:	Commoner 2
BACKGROUND:	The North
HOUSE AFFILIATION:	None
SOCIAL STATUS:	Rank 0
WEALTH:	Rank 0
REPUTATION(S):	None
INFLUENCE(S):	(2)
AGE:	Adult
ABILITIES:	Str 16 (+3), Dex 10 (+0), Con 12 (+1), Int 11 (+0), Wis 14 (+2), Cha 10 (+0)
SAVES:	Fort +1, Ref +0, Will +2
HIT POINTS:	7
SHOCK VALUE:	6
INITIATIVE:	+0
MOVEMENT:	30 ft.
ARMOUR CLASS:	1 (+1 Defence Bonus)
ARMOUR:	0
BASE ATTACK/GRAPPLE:	+1/+4
ATTACK:	Longbow +1 (1d8) / Spear +1 (1d8+3)
FULL ATTACK:	Longbow +1 (1d8) / Spear +1 (1d8+3)

Skills

Climb (Walls; 1+3) +4, Craft: Carpentry (Mill; 2+0) +2, Listen (Wilderness; 3+2) +5, Profession (Grainer; 2+2) +4, Sense Motive (Body Language; Cross-Class; 1+2) +3, Spot (Movement; 2+2) +4, Survival (Hunting; 2+2) +5, Swim (Rough Waters; 1+3) +4

Feats

Hard Luck, Unknown Heritage (Child of Lord Ondrew Locke), Weapon Proficiency (Martial: Longbow)

Weapon and Armour Proficiencies

Simple weapons and longbow

Other

Favoured Skill: Survival; +2 Handle Animal/Intimidate checks; +2 Fort save vs. cold

Defects

Bastardy 3 BP

Possessions

Horse, spear, longbow, simple clothes

Warrick Snow (Tri-Stat)

40 Character Points

PATHS: None

Stats

BODY 5 (10)

MIND 5 (10)

SOUL 5 (10)

Derived Values

ATTACK COMBAT VALUE 5

DEFENCE COMBAT VALUE 5

DAMAGE MULTIPLIER 5

HEALTH POINTS 50

SHOCK VALUE 10

FATE POINTS 5

Attributes

Skill: Artisan (Carpentry) 1 (1), Skill: Climbing (Trees) 1 (2), Skill: Swimming (Rough Waters) 2 (2), Skill: Wilderness Survival (Forest) 2 (4), Skill: Wilderness Tracking (Forest) 1 (2)

Defects

Ism (Bastard) (-1)

Warrick Snow as a Player Character

One intriguing option for handling this adventure is to have Warrick Snow run as a player character. This would require patience from that player, as he will spend much of the beginning of this scenario separated from the other characters. However, there is a strong benefit to the social dynamic provided with a real player in the role of Snow, as his fate becomes something a player will be invested in and will argue about.

The GM may run "side" descriptions of Snow's experiences with the chosen player prior to the other characters' arrival in the village, painting a quiet picture of life in Ameth, an image that darkens as first strangers come through asking about him, and then becomes sinister with the attack by Gervas and the violent intervention of the village folk, and then becomes intimidating and frightening by the sudden arrival of an armed delegation from House Locke very interested in his whereabouts. Giving Snow something to be paranoid about will make his discussions with the other player characters much more dynamic than were he to simply agree to come with them, with no dispute or argument.

If Warrick Snow is to be a player character, the GM should naturally allow the player to determine the details of the character. The only requirements are that he should be: 21 years old, smallfolk by birth (No House Affiliation), and his last name is Snow. Snow's Class and Abilities should be determined by the player, and in an alternate scenario Snow could even be a daughter (e.g. Wendolyn) of Lord Locke.

Complications in Holdfast Village

A number of things can develop based on how complex or dangerous the GM wants to make this adventure or how the player characters have handled things thus far. Following are a few suggestions for ways things might develop into more than a simple negotiation with Snow, or might be more complicated from the beginning:

- Warrick Snow does not immediately parley with the player characters, and instead attacks from a position of ambush (either hiding in the ruined guard tower or in the woods). The player characters must subdue him without serious harm, and perhaps any villagers who get involved, showing that they are not bloody-handed assassins, before he will speak with them.

- Gervas's men are encamped a day farther on. Once Gervas fails to show they grow restless, and head towards the village looking for him or the Snow they are to arrest.

- While the player characters are in the midst of negotiating with Snow, they are attacked by the guards from Tollet. The village folk are caught in the middle, potentially used as hostages. Snow will readily surrender himself to them if his grandparents are threatened.

- Alternatively, Snow is not in the tower any more, but instead has been captured by the group of Tollet men-at-arms (described under Stand and Deliver!), who are taking him to their camp a short distance from the holdfast before deciding what to do with him. Without Gervas, they are uncertain what to do. Their plans may range from executing him outright, to dragging him back to House Tollet as a prisoner, or sending a messenger to Ser Anders at House Locke for further instruction. In this case, the player characters may have to rescue Snow.

Return to Oldcastle

Depending on how the negotiations went, the player characters should finish up in Ameth with Snow in their company. If they managed to make a good case for Lord Locke, and impressed Snow as being trustworthy and of good character, he will go with them to Oldcastle. The truth of his parentage has always intrigued him, and he is curious to see his true father.

It is possible, however, based on what happened at Oldcastle before they left, the player characters may feel that home is not the safest place for Snow. In that case, they may consider taking the youth to Winterfell, and explaining the situation to Lord Stark, asking for his guidance and protection. It is said that the Lord of Winterfell has a soft spot in his heart for bastard sons, and might even give Warrick Snow safe haven.

The games master should refer to the above section, Encounters in the Wolfswood, for potential encounters on the road back home, though it is recommended that encounters not be overused or repeated.

One encounter, however, must occur: the arrival of the bandit mercenaries, hired by House Tollet to stop Warrick Snow from returning to Oldcastle.

Stand and Deliver!

The group is a force comprised of several Tollet men and any of the survivors of Gareth's Wolves (see Encounters in the Wolfswood). Their orders were to prevent Warrick Snow from returning to Oldcastle, but without Gervas's leadership they are at something of a loss.

The Tollet men are travelling incognito, and while the group all look like bandits, Gareth's Wolves are clearly subservient to the Tollet men (it is suggested that there is one soldier per militant member of the group, as well as Warrick, and one bandit per one or two non-combatant characters like maesters and godsworn).

If Warrick Snow is spotted with the characters, the Tollet men will order the group to hand him over. If pressed, they will reveal their identities as men of House Tollet and explain that Snow is a criminal in the eyes of the house, and that he must be taken back to their lord for trial. If pressed on the details, the leader can be as glib or as clumsy as the GM wishes, but ultimately he is lying.

Note: Depending on how overt the GM would like to make the Tollet conspiracy, these men may instead be led by Ser Anders Tollet himself (summoned by a quick riding messenger), brazenly acting in defiance of his sworn lord's wishes. If so, Ser Anders will either encourage his men to slay all of the player characters along with Snow, or (more charitably) will take Snow captive, ignobly betraying his position at Oldcastle and return to his family at House Tollet.

Use the core rulebook stats provided for bandit thugs, city guardsman for any Tollet men-at-arms, and a bandit leader with chainmail for the leader. If Ser Anders is present, model him after the city guard captain. Ser Anders is no fool, and will flee rather than fight to the death. The Tollets have horses, while the bandits are on foot.

This is intended to be a dangerous fight, but not a massacre. The GM should also allow for the possibility of a nonviolent resolution to this encounter through strong role-playing, ingenuity, or use of social skills. If it does turn into a combat, it should be an exciting one, a running battle through the forest, with trees and fallen logs serving both as obstacles and bulwarks, and the smallfolk of the village potentially coming to the aid of the player characters.

If they are defeated, any surviving bandits will tell the truth, that they were hired by an armoured warrior named Gervas, and later joined up with the guardsmen. The Tollet guardsmen, will eventually confess to their orders from Gervas (acting on orders from above) if it will spare their lives.

If Ser Anders is taken alive, he will threaten the player characters with the full weight of reprisals from House Tollet, telling them that the bastard is not worth the trouble this will cause between the two families. He will offer them money, positions of honour with House Tollet, and even favour should Lady Celia's son become lord of House Locke. Although he knows his position is desperate, he will not implicate his sister in this action and takes full responsibility.

Resolution

How this scenario is resolved depends entirely upon the player characters' actions.

Are they able to take Snow back to Oldcastle, or does he refuse and stay in Ameth? If he did not go with them, a few days after the player characters leave, the Tollets raid into the village at night and take Snow, leading him away before murdering him. What remains of his body is found several weeks later, carrion for the many animals in the wolfswood.

If they manage to get Snow to Oldcastle, how will he react to meeting his true father? And is Lord Locke his true father, after all? Or is he a mere lookalike? Assuming that they are related, the meeting with Lord Locke is an emotional one, and when both men are in the same room, it is clear that they share the same blood. In time, Lord Locke acknowledges that Warrick Snow (now permitted to bear the name Locke) is his offspring, though the heir is still Ser Donnel. How the young knight will deal with suddenly having an older brother remains to be seen.

Did the characters learn about the hand of the Tollets in the bandit attack? How will the characters deal with the possibility that their mother-in-law's House has conspired against a potential heir to their own House? What can (and will) they do? Lady Locke cannot be forced to take the black and depart to the Wall, and exile might provoke an incident and great unpleasantness with the Tollets, fellow bannermen under House Stark. Can the characters provide adequate proof of the perfidy of the Tollets? What of Ser Anders, should he survive?

A decision about this can only be made by Lord Eddard Stark, House Locke's banner lord, and Stark is far off in Winterfell. Will the player characters journey there to take the case before him? What will they find at Winterfell? Regardless, such a rift will cause a great schism in the family, and eventually, Lady Locke flees in the night with the remainder of the Tollet loyalists at Oldcastle, taking with her all of her children (as appropriate).

Additional Complications

GMs who wish to further complicate this scenario (not recommended for beginning player character groups) may choose to add one of these additional wrinkles to further complicate the matters as described, turning this into a truly difficult situation to resolve.

Lady Locke as Lady MacBeth

This complication pushes Lady Celia's perfidy to the forefront, turning her from a scheming but behind-the-scenes manipulator into someone quite ambitious and deadly. With this option, her activities are more audacious. Perhaps she orders Ser Anders to make sure that the heir-apparent (Ser Donnel) is also slain, by sending him with the characters in their quest and then having him killed by "bandits." In such a fell and diabolical swoop, she might thus eliminate all of those who stand between her son Thedric and the lordship. She might even conspire to become the head of House Locke herself, ruling in proxy for her son Thedric until he comes of age. A GM wishing to make her a true medusa could potentially put her behind Lord Andrew's affliction, with Celia administering an exotic and untraceable poison to her husband while he sleeps. Players might learn of this while away, perhaps discovering a courier en route to Oldcastle with a fresh supply of the deadly substance, to be secretly delivered to the Lady.

The Count of Oldcastle

In this complex wrinkle, the bastard Warrick Snow is in fact not the real son of Lord Locke, but a coincidental lookalike found by an enemy house (such as Bolton) as a means of infiltrating Oldcastle and perhaps putting a pretender into Locke's family circle, for some sinister purpose. Perhaps it is a ruse for short-term goal, merely to gain access for a potential assassination attempt upon Lord Locke or his wife, or the purpose might be more far reaching, with the insider a spy in the service of an enemy to the North, such as the Greyjoys or Lannisters. In a world where blood ties are nigh-impossible to prove with certainty, a strong-willed and competent impostor can go a long way into infiltrating a family or organisation. This twist is better-suited for a political thriller-style campaign, with a dramatic revelation in the unmasking of the bastard as an impostor with nefarious designs upon House Locke. With this complication, it is recommended that Snow spent much of his life away from Ameth, sent by his mother to live with relatives in some distant croft or even southron town or city. He "returned" home a year ago, though the truth is that Alise and her true son died sometime previously, perhaps even in the hands of the enemy house.



Summary of Events

This is a brief summary of the events described in the course of this adventure:

- Characters are summoned to speak with Lord Locke.
 - Charged to find Warrick Snow and return him to Oldcastle.
 - Preparation for journey and secret meetings.
 - Gervas sent out at midnight.
 - Journey from Oldcastle through the wolfwood to the holdfast – 2-4 days.
 - Possibly difficulties with terrain or beasts.
 - Encounter with Gareth's Wolves.
 - Gervas passes through Ameth and tries to kill Warrick Snow, but meets his death at the hands of the smallfolk, instead.
 - Possibly see Bolton's men skinning wolves.
 - Possibly see wood collector.
 - Entering village of Ameth.
 - Dealing with village folk.
 - Finding Warrick Snow – 1 day or more.
 - Investigation in the holdfast.
 - Investigating the dead robber.
 - Finding the robber's camp through Abott's new horse (Gervas's buried livery).
 - Tracking Snow to the ruined tower.
 - Convincing Snow to return with them.
- Returning to Oldcastle (or voyage to Winterfell) – 2-4 days.
- Encounter with Tolle men.
 - Confrontation or reunion with Lord and Lady Locke, or the Starks in Winterfell.

Adventure Design

This adventure was written to provide the players with familiar elements from the novels (a Northern house beset by conspiracy, a ruthless Lady MacBeth style of character, and other elements) wrapped in themes such as issues of inheritance, honour and betrayal, a family in crisis, unwanted responsibility, unready characters being forced to make complex decisions where no answer is obvious, and matters of family where a mistake can cause the death of kin. It is also open-ended in that there is no clear-cut resolution for this scenario. It can be solved without violence, or end with many dead, perhaps even at the hand of family members. Regardless of the outcome, if it provokes strong role-playing and encourages player characters to act in accordance with the goals of their house as well as their characters, then it should provide the experience that the *A Game of Thrones RPG* strives to present.

Continuing The Adventure

This adventure can provide the springboard for a small campaign of its own, with the player characters dealing with a new family member in the form of Warrick Snow (now Locke), or dealing with the unpleasantness of having a mother-in-law who has been openly revealed to be plotting against the House and the heir-apparent. How will they deal with this? Lord Eddard Stark will need to know of this matter eventually, so will they take Warrick Locke to meet him in Winterfell? Lord Locke's brother, Ser Mallador, is stationed up at the Wall. How will he respond to a new nephew? Will they take word to him?

Additionally, the *Winter is Coming* scenario trilogy, upcoming from Sword & Sorcery Studios and Guardians of Order, focuses on the travails of House Flint, another Northern house as they become involved in the affairs of the game of thrones. As allies of the Flints through their loyalty to the Starks, player characters from House Locke could easily find themselves embroiled in the events of those adventures, and from there become firsthand participants in the wave of turmoil that is soon to sweep Westeros.

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HOUSE LOCKE OF OLDCASTLE

Sigil: Two bronze keys, crossed, on a field of vertical purple and white stripes

House Locke is a banner house to Winterfell and House Stark

House Locke's seat is Oldcastle, an ancient edifice partly built during the Age of the First Men, or so it is said. Blood of the First Men runs through the veins of some still.

Oldcastle is located near the terminus of the west fork of the White River, deep in the heart of the wolfswood between the kingsroad to the east, and Deepwood Motte and the coast to the west. South of Oldcastle is Torrhen's Square.

The ancient castle is immense and in terrible condition, with crumbling walls and a huge weirwood in its midst. Despite this, Oldcastle has been a good home to the Lockes, and the location deep within the wolfswood means it has rarely been assailed.

PERSONALITIES OF HOUSE LOCKE

Lord Ondrew Oldcastle – ailing, old and enfeebled. Once a doughty warrior, but is terribly frail though he has lost none of his wits.

- Lady Emelyn, his first wife, deceased for 16 years.

- ELINORA, a woman of 19 years. Elinora bucks the trend of the demure noble lady. Once she was old enough, she took to woodland crafts, and has of late been training in the martial arts under the careful eye of her best friend, Captain Britamore.

- SER DONNEL, a man of 17 years, newly knighted in the name of the Seven, and heir to Lord Ondrew. A brash, but good hearted son.

- Lady Celia, his second wife, of 15 years, of House Tollet (in the Vale of Arryn)

- THEDRIC, a man of 17 years, her eldest son of Ser Martyn, adopted into House Locke at age 2, a quick lad who is well liked.

- HOBBS, a young man of 14 years, who has begun his martial training in earnest.

- BLANE, a young teen of 13 years, he studies under Maester Benjen and hopes to enter the Citadel.

SWORN SWORDS OF HOUSE LOCKE

BRITAMORE, Captain of the 3rd Watch – an able swordswoman, originally from Bear Island. She has taken up service with House Locke, and been a loyal retainer for many years. She is best friends with Elinora, and has begun instructing her in martial arts.

MAESTER BENJEN – a loyal retainer to House Locke. Maester Benjen takes his instruction from the House Maester, Sewell. He is new to the North, and hails from the Reach.

NEL – a hunter loyal to House Locke, who's family has been in service to the house for several generations.



Nel, House Hunter

6th Level

CLASS: Hunter 3/Knave 3

BACKGROUND: The North

HOUSE AFFILIATION: No House

SOCIAL STATUS: Rank 1 (Household Servant)

WEALTH: 1

REPUTATION(S): _____ +2

AGE: Adult (23 years)

ABILITIES: STR 13 (+1), DEX 16 (+3), CON 12 (+1), INT 10 (+0), WIS 12 (+1), CHA 13 (+1)

SAVES: Fort +5, Ref +10, Will +3

HIT POINTS: 21

SHOCK VALUE: 6

INITIATIVE: +7 (+3 Dex, +4 Quick To Arms)

MOVEMENT: 30 ft.

ARMOUR CLASS: 8 (+4 Defence Bonus, +3 Dex, +1 Dodge)

ARMOUR: 2 (Leather)

BASE ATTACK/GRAPPLE: +5/+6

ATTACK: Longbow +8 (1d8) (+1 attack and damage at close range);
Shortsword +5 (1d6)

FULL ATTACK: Longbow +8 (1d8) (+1 attack and damage at close range)

Skills

Balance (Loose Ground; 6+3) +9, Climb (Trees; 3+1) +4, Craft: Fletcher (Arrows; 4+0) +4, Diplomacy (Nobility; 2+1) +3, Disguise (Costume; 6+1) +7, Gather Information (6+1) +7, Hide (Tailing; 7+3) +10, Knowledge: Nature (Animals; 5+0) +5, Listen (Wilderness; 5+1) +6, Move Silently (Wilderness; 9+3) +12, Sleight of Hand (Palm; 5+3) +8, Spot (Tailing; 5+1) +6, Survival (Hunting; 8+1) +9, Swim (Speed; 3+1) +4, Tumble (Acrobatic; 2+3) +5, Use Rope (Knots; 2+3) +5

Feats

Accuracy; Finesse (Attack; Longbow); Dodge; Point Blank Shot

Weapon and Armour Proficiencies

Simple weapons, handaxe, longbow, net, shortsword, shortbow; light armour

Special Abilities

Illicit Barter; Fortune's Favour 1/day; Native Terrain (Coast); Quick To Arms; Sneak Attack +1d6; Track; Wilderness Stealth

Other

Favoured Skill: Survival (The North); +2 Handle Animal and Intimidation checks (The North); +2 Fort Save vs. cold (The North)

Defects

None

Possessions

Shortsword, longbow, leather armour

Background

Nel's family has been in service to House Locke for several generations. He has proven himself over the years, and is a valued and trusted household servant.

Nel's duties include taking the children of Locke into the wolfswood and teaching them life's first lessons in woodcraft, hunting and survival. Nel likes all the children, although he has particular soft spots for Elinora and Blane.

Elinora took immediately to the woods, and is a very proficient hunter. She is quick to laugh and funny to be around. Nel has something of a crush on her, although he knows he is far, far beneath her station. He will never say anything to her for to do so would be to dishonour his family's service.

Blane is a good boy, barely a young man. He likes the woods and hunting, although his physical frailty suggests he will never master the elements. Still, he has the patience for hawking, and Nel has helped Blane train a hunting bird, Tilda.

Nel gets along surprisingly well with young Maester Benjen. Benjen tells wonderful stories about the sights and spectacles of the southron lands, and makes Nel laugh. While Nel respects Captain Britamore, he is jealous of the time Elinora spends with her now, when she used to accompany him into the woods.

BRITAMORE, CAPTAIN OF THE 3RD WATCH

5th Level

CLASS: Man-at-arms 5
 BACKGROUND: The North (Bear Island)
 HOUSE AFFILIATION: No House
 SOCIAL STATUS: Rank 1 (Sworn Sword)
 WEALTH: 1
 REPUTATION(S): _____ +2
 AGE: Adult (20 years)
 ABILITIES: STR 16 (+3), DEX 12 (+1), CON 15 (+2), INT 12 (+1), WIS 10 (+0), CHA 9 (-1)
 SAVES: Fort +9, Ref +5, Will +1
 HIT POINTS: 37
 SHOCK VALUE: 7
 INITIATIVE: +1 (+1 Dex)
 MOVEMENT: 30 ft., 20 ft. in armour
 ARMOUR CLASS: 5/13 (+4 Defence Bonus, +1 Dex/+8 large wooden shield)
 ARMOUR: 6/6 (20 HP) (Chainmail, +1 Armour Compatibility)
 BASE ATTACK/GRAPPLE: +5/+8
 ATTACK: Bastard sword +9 (1d10+3; 1d10+4 two-handed)
 FULL ATTACK: Bastard sword +9/+4 (1d10+3; 1d10+4 two-handed)

Skills

Diplomacy (Nobility; 3-1) +2, Intimidate (Combat; 5-1) +4, Knowledge: Local Area (The North; 5+1) +6, Knowledge: Nobility (Heraldry; 3+1) +4, Knowledge: Religion (The Seven; 1+1) +2, Knowledge: Warfare (Logistics; 6+1) +7, Listen (Detection; 4+0) +4, Ride (Heavy War Horse; 9+1+1) +11, Spot (Ambush; 5+0) +5

Feats

Brute (Attack; Bastard sword); Mounted Warrior; Power Attack; Spirited Charge; Weapon Focus (Bastard sword); Weapon Proficiency Exotic (Bastard sword)

Weapon and Armour Proficiencies

Simple and martial weapons and bastard sword; light and medium armours and shields

Special Abilities

Armour Compatibility +1

Other

Favoured Skill: Survival (The North); +2 Handle Animal and Intimidation checks (The North); +2 Fort Save vs. cold (The North)

Defects

None

Possessions

Bastard sword, chainmail, large wooden shield, heavy war horse

Background

Britamore grew up on Bear Island, where women carry a babe in one arm and an axe in the other. She excelled in the martial arts and eventually left home to find her fortune. The life of a woman warrior is tough anywhere in the Seven Kingdoms, but it is a little easier in the North where the northerners tend to regard you for your deeds more than your name or sex. Although her chosen profession is unusual, she has found a welcome home in House Locke, and a welcome liege in Lord Ondrew, to whom she swore her sword.

Britamore has risen through the ranks of Lord Ondrew's staff with only minor difficulty. She chafes a bit at being given command of the 3rd watch – from midnight 'till dawn – and thinks the Captain of the Guard, Lady Locke's brother Ser Anders Tallet, has little faith in her. She does believe that if she proves herself, Lord Ondrew will recognize her ability.

Recently, Elinora sought her out and begged to be taught the way of the sword and shield. With Lord Locke's permission Britamore indulged her ... and found not only a willing student, but a passionate lover. The two women have kept their affair secret.



MAESTER BENJEN

5th Level

CLASS: Maester 5
 BACKGROUND: The Reach
 HOUSE AFFILIATION: No House
 SOCIAL STATUS: Rank 2
 WEALTH: 0 (-2 Poor)
 REPUTATION(S): _____ +5
 AGE: Adult (19 years)
 ABILITIES: STR 10 (+0), DEX 10 (+0), CON 11 (+0), INT 17 (+3), WIS 14 (+2), CHA 15 (+2)
 SAVES: Fort +4, Ref +1, Will +6
 HIT POINTS: 10
 SHOCK VALUE: 5
 INITIATIVE: +0
 MOVEMENT: 30 ft.
 ARMOUR CLASS: 0
 ARMOUR: None
 BASE ATTACK/GRAPPLE: +2/+2
 ATTACK: Dagger +2 (1d4)
 FULL ATTACK: Dagger +2 (1d4)

Skills

Bluff (Misdirection; 6+2) +8, Craft: Alchemy (Poisons; 8+3+2) +13, Decipher Script (Ancient Languages; 8+3+2) +13, Diplomacy (Nobility; 8+2) +10, Gather Information (Contacts; 8+2) +10, Heal (Surgery; 8+2) +10, Knowledge: History (Literature; 8+3+2) +13, Knowledge: Legends (Myths; 8+3+2) +13, Knowledge: Local Area (The Reach; 8+3+2) +13, Knowledge: Nature (Plants; 8+3+2) +13, Knowledge: Nobility (Etiquette; 8+3+5) +15, Knowledge: Religion (The Seven; 8+3+2) +13, Sense Motive (Mannerisms; 8+2) +10, Speak Language (High Valyrian; 2+3+2) +7

Feats

Blood of the Andals (+1 Int Skills); Fame; Fast Healer; Fortune's Favour; Leechcraft; Literacy; Political Connections

Weapon and Armour Proficiencies

Simple weapons

Special Abilities

Link in the Chain: Heal*, Logic and Reason* +1/+0, Mastery: Poisoner, Mastery: Superior Leechcraft, Research, Rookery, Star-Gazing

Other

Favoured Skill: Ride (The Reach); +2 Knowledge: Nobility* and Knowledge: Warfare checks (The Reach); +2 Reflex Save while mounted (The Reach)

Defects

Poor 6 BP

Possessions

Dagger, writing material

Background

A devoted student of the Citadel, Maester Benjen began life in the lush, fecund southron lands of the Reach. Ever an honourable and diligent student, he still sometimes wonder why his masters were so cruel as to send him to the frigid North. It could be worse, he supposes, they could have sent him to the Wall or to House Umber.

Benjen doesn't truly hate the North, and has found a welcoming family in House Locke. He apprentices to Maester Sewell, an ancient greybeard but skilled physician. Benjen helps Maester Sewell with the day-to-day duties, and also instructs the children of Lord Ondrew when appropriate.

Benjen's best student is likely Blane, and he can see the boy entering the Citadel when he feels ready. Unfortunately, Lord Ondrew sees the Citadel as a second-rate lifestyle compared to the way of the sword. Perhaps, eventually, Blane can be sent off...

Benjen has found a surprising companion in Nel, the house woodsman. While the two are as similar as winter and summer, they both enjoy a good tale, a good beer, and stories of travel. Benjen's tales cover the south and the noble courts, but Nel's are no less engaging for his stories of hunting parties and northern survival.



BLANE LOCKE, 3rd Child of Lady Celia

3rd Level

CLASS: Maester 1, Noble 2
 BACKGROUND: The North
 HOUSE AFFILIATION: Locke (Minor House)
 SOCIAL STATUS: Rank 3
 WEALTH: 3
 REPUTATION(S): _____ +3
 AGE: Early teen (13 years)
 ABILITIES: STR 12 (+1), DEX 16 (+3), CON 8 (-1), INT 12 (+1), WIS 9 (-1), CHA 17 (+3)
 SAVES: Fort +1, Ref +2, Will +2
 HIT POINTS: 9
 SHOCK VALUE: 4
 INITIATIVE: +1 (+1 Dex)
 MOVEMENT: 30 ft.
 ARMOUR CLASS: 4 (+1 Defence Bonus, +3 Dex)
 ARMOUR: 3 (Ringmail)
 BASE ATTACK/GRAPPLE: +2/+3
 ATTACK: Longsword +2 (1d8+1)
 FULL ATTACK: Longsword +2 (1d8+1)

Skills

Appraise (Weapons; 3+1) +4, Diplomacy (Nobility; 3+3) +5, Gather Information (Contacts; 3+3) +5, Handle Animal (Horses; 4+3) +6, Heal (3-1) +3, Intimidate (Diplomatic; 3+3) +5, Knowledge: History (Military; 4+1) +5, Knowledge: Foreign Culture (Wildlings; 3+1) +4, Knowledge: Legends (Legends; 3+1) +4, Knowledge: Local Area (The North; 3+1) +4, Knowledge: Nature (Plants; 3+1) +4, Knowledge: Nobility (House Locke; 3+1+3) +6, Knowledge: Religion (Old Gods; 2+1) +3, Knowledge: Stewardship (Leadership; 2+1) +3, Move Silently (Soft Step; 2+1) +3, Perform: Oratory (High Society; 3+3) +5, Ride (Light War Horse; 3+1) +4, Sense Motive (Speech; 4-1+3) +5

Feats

Literacy; Mounted Warrior; Spirited Charge; Weapon Proficiency (Martial - Longsword); Weapon Focus (Longsword)

Weapon and Armour Proficiencies

Simple weapons, longsword; light armour

Special Abilities

Bonus Class Skills: Handle Animal and Move Silently; Noble Education*; Noble Standing*; Rookery

Other

Favoured Skill: Survival (The North); +2 Handle Animal and Intimidation checks (The North); +2 Fort Save vs. cold (The North), Early teen: +2 Hide, +2 Climb, +2 Bluff

Defects

None

Possessions

Hunting Hawk (Tilda), Longsword, ringmail, light war horse

Background

Blane is a young man of 13 years, son to Lord Ondrew and Lady Celia. His full blooded older brothers are Hobb and Thedric, and he likes both tremendously. Blane is slight but quick, and people often warm to him quickly. He does suffer from a weak constitution, however, and tires easily.

As the youngest child of Lord Ondrew Blane is sometimes forgotten in the family's politics. His mother dotes on him, perhaps too much. He respects his lord father and is in awe of him – Blane sometimes wishes he knew his father in the prime of his life.

Blane is keen for knowledge and spends much of his time with Maester Sewell and his apprentice, Maester Benjen. Benjen has told Blane many stories of the south and the exotic lands of the Seven Kingdoms, and Blane has a strong desire to explore. While his father acknowledges the benefits of an education, Lord Ondrew thinks such schooling is less noble than mastery of arms. Therefore Blane does not discuss his desire to train at the Citadel of the Maesters in front of his father. Blane knows his father is ill and does not have many years left ... perhaps then he can travel south and further his studies.

Blane is especially fond of hawking and has a bird, Tilda, that Nel has helped him train. (Tilda can be used to hunt, but will not attack in combat.)



Hobb Locke, 2nd Child of Lady Celia

3rd Level

CLASS: Man-at-arms 1, Noble 2
 BACKGROUND: The North
 HOUSE AFFILIATION: Locke (Minor House)
 SOCIAL STATUS: Rank 3
 WEALTH: 3
 REPUTATION(S): _____ +2
 AGE: Young Adult (14 years)
 ABILITIES: STR 13 (+1), DEX 15 (+2), CON 10 (+0), INT 12 (+1), WIS 16 (+3), CHA 15 (+2)
 SAVES: Fort +1, Ref +3, Will +2
 HIT POINTS: 13
 SHOCK VALUE: 5
 INITIATIVE: +1 (+1 Dex)
 MOVEMENT: 30 ft.
 ARMOUR CLASS: 3/11 (+1 Defence Bonus, +2 Dex/+8 Large Wooden Shield)
 ARMOUR: 3/6 (20 HP) (Ringmail)
 BASE ATTACK/GRAPPLE: +2/+3
 ATTACK: Longsword +5 (1d8+1)
 FULL ATTACK: Longsword +5 (1d8+1)

Skills

Appraise (Weapons; 3+1) +4, Bluff (Gambling; 2+2) +4, Diplomacy (Nobility; 4+2) +6, Gather Information (Contacts; 2+2) +4, Handle Animal (Horses; 4+2) +6, Intimidate (Diplomatic; 3+2) +5, Knowledge: History (Military; 4+1) +5, Knowledge: Legends (Legends; 3+1) +4, Knowledge: Local Area (The North; 3+1) +4, Knowledge: Nobility (House Locke; 3+1+2) +6, Knowledge: Stewardship (Leadership; 2+1) +3, Move Silently (Soft Step; 2+1) +3, Perform: Oratory (High Society; 3+2) +5, Ride (Light War Horse; 6+1+2) +9, Sense Motive (Speech; 4+3+2) +5

Feats

Bravado (Attack; Longsword), Literacy; Mounted Warrior; Spirited Charge; Weapon Focus (Longsword)

Weapon and Armour Proficiencies

Simple and martial weapons; light and medium armours and shields

Special Abilities

Bonus Class Skills: Handle Animal and Move Silently; Noble Education*; Noble Standing*

Other

Favoured Skill: Survival (The North); +2 Handle Animal and Intimidation checks (The North); +2 Fort Save vs. cold (The North); Young adult: +1 Hide, +1 Climb, +1 Bluff

Defects

None

Possessions

Longsword, ringmail, large wooden shield, light war horse

Background

Hobb is Lady Celia's second child, and her first by Lord Ondrew. Hobb gets along well with his full siblings, Thedric and Blane, and less so with those of Ondrew's first wife. Hobb sees Ser Donnel as loud, brash, and clumsy. He makes a fine soldier but a poor leader, especially when compared to Thedric.

As for Elinora, Hobb doesn't know what to make of her. She was around little when he was growing up, and she did none of the things he associated with proper women, like his lady mother. In addition, he is old enough to realize that Elinora's friendship with Captain Britamore is unusually passionate. He has never said anything to her about it, however.

Hobb has proven a quick study in the martial arts. He trains hard every day, and has learned a great deal from Thedric, whom he holds in high esteem. Although he doesn't understand it, Hobb accepts his younger brother Blane's preference to old maps and heavy books rather than spending time in the practice yard. With Thedric as lord of the house, and Hobb as his right hand and Blane as his counsellor, House Locke could reach previously unknown heights. And he can find a good spot for Donnel and Elinora, too.



THEDRIC LOCKE, 1st Child of Lady Celia

5th Level

CLASS: Man-at-arms 2, Noble 3
 BACKGROUND: The North
 HOUSE AFFILIATION: Locke (Minor House)
 SOCIAL STATUS: Rank 3
 WEALTH: 3
 REPUTATION(S): _____ +4
 AGE: Adult (17 years)
 ABILITIES: STR 13 (+1), DEX 17 (+3), CON 10 (+0), INT 12 (+1), WIS 9 (-1), CHA 15 (+2)
 SAVES: Fort +4, Ref +3, Will +2
 HIT POINTS: 18
 SHOCK VALUE: 5
 INITIATIVE: +3 (+3 Dex)
 MOVEMENT: 30 ft.
 ARMOUR CLASS: 9/15 (+3 Defence Bonus, +3 Dex, Finesse +3/+6 Small Metal Shield)
 ARMOUR: 5/8 (30 HP) (Chainmail)
 BASE ATTACK/GRAPPLE: +4/+5
 ATTACK: Longsword +8 (1d8+1), Longbow +7 (1d8)
 FULL ATTACK: Longsword +8 (1d8+1)

Skills

Appraise (Weapons; 3+1) +4, Bluff (Seduction; 4+2) +6, Climb (3+1) +4, Diplomacy (Nobility; 4+2) +6, Gather Information (Contacts; 2+2) +4, Handle Animal (Horses; 4+2) +6, Intimidate (Diplomatic; 3+2) +5, Knowledge: History (Military; 4+1) +5, Knowledge: Legends (Legends; 3+1) +4, Knowledge: Local Area (The North; 3+1) +4, Knowledge: Nobility (House Locke; 3+1+2) +6, Knowledge: Stewardship (Leadership; 2+1) +3, Knowledge: Warfare (Teamwork; 5+1) +6, Move Silently (Soft Step; 2+1) +3, Perform: Oratory (High Society; 3+2) +5, Ride (Light War Horse; 8+3) +10, Sense Motive (Speech; 4-1+2) +5

Feats

Accuracy, Finesse (Attack; Longsword); Finesse (Attack; Bow), Finesse (Defence; Longsword), Literacy; Mounted Warrior; Spirited Charge; Weapon Focus (Longsword)

Weapon and Armour Proficiencies

Simple and martial weapons; light and medium armours and shields

Special Abilities

Bonus Class Skills: Handle Animal and Move Silently; Mandate +1, Noble Education*; Noble Standing*

Other

Favoured Skill: Survival (The North); +2 Handle Animal and Intimidation checks (The North); +2 Fort Save vs. cold (The North)

Defects

Fear (Drowning) 3 BP

Possessions

Longsword, chainmail, small metal shield, light war horse

Background

Theatric is a man of 17 years. His father was the honourable knight, Ser Martyn, who died in a northern campaign against wildlings when Theatric was but a babe in arms. When Lord Ondrew Locke needed to remarry, an alliance was forged with House Tollet. Lady Celia was still young, strong, and beautiful, albeit a newly made widow. The marriage was arranged, and one condition was that young Theatric would be adopted fully into House Locke as one of Ondrew's own children.

Theatric knows of his past and holds the image of his blood father in highest regard. He respects Lord Ondrew, for certain, and has never suffered ill-treatment or abuse throughout his life. Still, he tends to favour his mother more, and there is an unspoken rivalry between Celia's children and the offspring of Ondrew's first wife, Emelyn.

Theatric is a well-rounded young noble with significant arms training. His equal and opposite is Ser Donnel, heir to the family. Where Donnel is strong, Theatric is fast. Theatric also thinks things through more carefully than his half-brother, and secretly worries that his half-brother may one day lead House Locke to ruin.

At age 10, Donnel and Theatric dared each other to swim a near-frozen pond. Theatric nearly drowned, and to this day has a powerful fear of deep waters.



SER DONNEL LOCKE, Heir and 2nd Child of Lady Emelyn

5th Level

CLASS: Man-at-arms 3, Noble 1, Knight 1
 BACKGROUND: The North
 HOUSE AFFILIATION: Locke (Minor House)
 SOCIAL STATUS: Rank 3 (Heir)
 WEALTH: 3
 REPUTATION(S): _____ +3
 AGE: Adult (17 years)
 ABILITIES: STR 17 (+3), DEX 12 (+1), CON 15 (+2), INT 12 (+1), WIS 7 (-2), CHA 13 (+2)
 SAVES: Fort +7, Ref +4, Will +1
 HIT POINTS: 34
 SHOCK VALUE: 7
 INITIATIVE: +1 (+1 Dex)
 MOVEMENT: 30 ft., 20 ft. in armour
 ARMOUR CLASS: 6/14 (+2 Defence Bonus, +1 Dex, +3 Brute/+8 Large Wooden Shield)
 ARMOUR: 9/6 (20 HP) (Plate, +1 Armour Compatibility/Large Wooden Shield)
 BASE ATTACK/GRAPPLE: +4/+7
 ATTACK: Greatsword +8 (2d6+3), War Lance +4 (1d8+5), Tourney Lance +4 (1d6+5)
 FULL ATTACK: Greatsword +8/+3 (2d6+3)

Skills

Diplomacy (Nobility; 2+2) +4, Intimidate (Combat; 5+2) +7, Knowledge: Local Area (The North; 2+1) +3, Knowledge: Nobility (Heraldry; 5+1) +6, Knowledge: History (The North; 2+1) +3, Knowledge: Religion (The Seven; 1+1) +2, Knowledge: Stewardship (Raising Troops; 2+1) +3, Knowledge: Warfare (Logistics; 6+1) +7, Listen (Detection; 4-2) +2, Perform (Carousing, high society; 2+2) +4, Ride (Heavy War Horse; 7+1) +9, Spot (Ambush; 5-2) +3

Feats

Brute (Attack; Greatsword); Brute (Defence; Greatsword); Heir; Literacy, Mounted Warrior; Spirited Charge; Weapon Focus (Greatsword); Weapon Specialisation (Lance)

Weapon and Armour Proficiencies

Simple and martial weapons; light, medium, and heavy armours, and shields

Special Abilities

Armour Compatibility +1; Bonus Class Skill, Knight's Training: Ride +1; Noble Education*

Other

Favoured Skill: Survival (The North); +2 Handle Animal and Intimidation checks (The North); +2 Fort Save vs. cold (The North)

Defects

Blind Fury (Family threatened) 2 BP, Debauched (Drink) 1 BP

Possessions

Greatsword, plate, large wooden shield, war lance, tourney lance, heavy war horse

Background

Ser Donnel Locke is the second child of Lord Ondrew and Lady Emelyn, but as first born son he is the heir to the house. At 17, he is newly knighted in the name of the Seven. He loves his father fiercely, and his sister, too, although she is as fond of weapons as he.

Donnel respects Lady Celia, and is fond of her at times, but he would have to be blind to not realize she favours her own children in all things. Donnel gets along well with Thedric, for they are of a similar age, although their friendship is at times overshadowed by their competition. Thedric finds Hobb to be a bit of a pain, always hanging on Thedric's heel, but he likes the young, bookish Blane well enough.

Donnel has no head for management, no talent at stewardship, and often blurts out his opinion, despite the fact that he knows better. He can be stubborn, and finds it hard to admit when he's wrong ... though he has plenty of experience at it. He likes his swords, his drink, and his women. Deep in his heart Donnel knows he would be a terrible lord, but he cannot bear to admit this to his father, and he sees no way out of his responsibility.



ELINORA LOCKE, 1st Child of Lady Emelyn

5th Level

CLASS: Hunter 2, Man-at-arms 1, Noble 2
 BACKGROUND: The North
 HOUSE AFFILIATION: Locke (Minor House)
 SOCIAL STATUS: Rank 3
 WEALTH: 3
 REPUTATION(S): _____ +2
 AGE: Adult (19 years)
 ABILITIES: STR 10 (+0), DEX 14 (+2), CON 11 (+0), INT 14 (+2), WIS 18 (+4), CHA 15 (+2)
 SAVES: Fort +6, Ref +4, Will +4
 HIT POINTS: 17
 SHOCK VALUE: 5
 INITIATIVE: +6 (+2 Dex, +4 Quick to Arms)
 MOVEMENT: 30 ft.
 ARMOUR CLASS: 4/6 (+2 Defence Bonus, +2 Dex/+2 dodge cold forest)
 ARMOUR: 3 (Ringmail)
 BASE ATTACK/GRAPPLE: +4/+4
 ATTACK: Longbow +8 (1d8) (+1 attack and damage in short range), Dagger +1 (1d4)
 FULL ATTACK: Longbow +8 (1d8) (+1 attack and damage in short range), Dagger +1 (1d4)

Skills

Balance (Slippery surface; 4+2) +6, Bluff (Seduction; 5+2) +7, Climb (Trees; 3+0) +3, Craft: Domestic Arts (Needlework; 3+2) +5, Craft: Fletcher (Arrows; 3+2) +5, Diplomacy (Nobility; 5+2) +7, Gather Information (Gossip; 5+2) +7, Handle Animal (Horses; 3+2) +5, Hide (Tailing; 3+2) +5, Intimidate (Diplomatic; 3+2) +5, Knowledge: History (Literature; 4+2) +6, Knowledge: Legends (Myths; 5+2) +7, Knowledge: Local Area (The North; 5+2) +7, Knowledge: Nature (Weather; 2+2+2) +6, Knowledge: Nobility (Etiquette; 5+2+2) +9, Knowledge: Religion (The Seven; 2+2) +4, Knowledge: Stewardship (Hospitality; 5+2) +7, Listen (Wilderness; 2+4) +6, Move Silently (Wilderness; 4+2) +6, Perform: Song (High Society; 5+2) +7, Ride (Light War Horse; 5+1) +6, Sense Motive (Mannerisms; 5+1) +6, Spot (Hidden Objects; 3+4+2) +9, Survival (Cold forest; 3+4+2) +9, Swim (Speed; 3+0) +3

Feats

Blood of the First Men (+4 Wis bonus to one roll per day), Canny (Attack; Longbow), Fortune's Favour; Literacy; Point Blank Shot

Weapon and Armour Proficiencies

Simple and martial weapons, handaxe, longbow, net, shortbow; light and medium armours and shields

Special Abilities

Bonus Class Skills: Handle Animal and Spot; Native Terrain (Cold forest)*, Noble Education*; Noble Standing*, Quick to Arms, Track (+2 Survival)

Other

Favoured Skill: Survival (The North); +2 Handle Animal and Intimidation checks (The North); +2 Fort Save vs. cold (The North)

Defects

None

Possessions

Longbow, ringmail, dagger, light war horse

Background

Elinora is the eldest child of Lord Ondrew and Lady Emelyn, and senior to all of the next generation of Locke's. She is 19, and has always gone her own way despite the "proper course for women." Her father blames her mother Emelyn for encouraging her spirit too much, and after Emelyn passed away, he could not find it in himself to force her to change her ways.

As a child, Elinora grew up in the shadow of Nel, the house hunter and woodsman. She learned much at his side, and is quite an adept hunter herself. Recently, she decided it would be in her best interest to properly know how to use sword and armour, and appealed to the newly appointed Captain of the 3rd Watch, Britamore, for training. Britamore agreed only with Lord Ondrew's permission, but Elinora has proven to be a quick learner. Elinora has a secondary reason for spending time with Britamore, and the two have become lovers, although the affair is secret.

As the eldest, Elinora stands slightly apart from her siblings. She is closest to Donnel, and might eventually confide in him. However, as she has always been outside of the line of ascension, she never got involved in the rivalries between Donnel and Celia's children. Much of that distance comes from her strained relationship with Lady Celia – she has never much cared for the woman.

Nel (Tri-Stat)

100 Character Points
 PATHS: ARCHER (12), Hunter (15)

Stats

BODY 7 (30)
 MIND 4 (0)
 SOUL 5 (10)

Derived Values

ATTACK COMBAT VALUE 5 (LONGBOW 7; SWORD 6)
 DEFENCE COMBAT VALUE 5 (UNARMED 6)
 DAMAGE MULTIPLIER 5
 HEALTH POINTS 60
 SHOCK VALUE 12
 FATE POINTS 5

Attributes

Combat Technique (Accuracy 2, Far Shot) 3 (6), Melee Attack (Sword) 1 (3), Melee Defence (Unarmed) 1 (3), Organisational Ties (Household Servant) 1 (2), Ranged Attack (Bow) 2 (6), Skill: Acrobatics (Balance) 1 (2), Skill: Animal Training (Hawks) 1 (2), Skill: Area Knowledge (The North: Wolfswood) 2 (4), Skill: Artisan (Bowyer/Fletcher) 2 (2), Skill: Climbing (Trees) 1 (2), Skill: Disguise (Costume) 2 (4), Skill: Nature (Animals) 3 (3), Skill: Navigation (Landmarks) 1 (2), Skill: Shadowing (Market) 3 (3), Skill: Sleight of Hand (Palm) 2 (4), Skill: Stealth (Silent Movement) 2 (4), Skill: Wilderness Survival (Forest) 2 (4), Skill: Wilderness Tracking (Forest) 2 (4)

Britamore (Tri-Stat)

100 Character Points
 PATHS: SOLDIER (8), WARRIOR (20)

Stats

BODY 8 (40)
 MIND 5 (10)
 SOUL 4 (0)

Derived Values

ATTACK COMBAT VALUE 5 (SWORD 7)
 DEFENCE COMBAT VALUE 5 (SWORD 6)
 DAMAGE MULTIPLIER 5 (SWORD 7)
 HEALTH POINTS 70
 SHOCK VALUE 14
 FATE POINTS 4

Attributes

Combat Technique (Critical Strike, Lethal Blow) 2 (4), Massive Damage (Sword) 2 (8), Melee Attack (Sword) 2 (6), Melee Defence (Sword) 1 (3), Organisational Ties (Sworn Sword) 1 (2), Skill: Area Knowledge (The North: Wolfswood) 2 (4), Skill: City Survival (Behaviour) 1 (1), Skill: Interrogation (Physical) 2 (4), Skill: Intimidation (Military) 2 (4), Skill: Riding (Heavy War Horse) 2 (4), Skill: Warfare (Logistics) 2 (6), Tough 2 (4)

Maester Benjen (Tri-Stat)

90 Character Points
 PATHS: STUDENT (5), SCHOLAR (20), MAESTER (35)

Stats

BODY 4 (0)
 MIND 7 (30)
 SOUL 6 (20)

Derived Values

ATTACK COMBAT VALUE 4
 DEFENCE COMBAT VALUE 4
 DAMAGE MULTIPLIER 5
 HEALTH POINTS 50
 SHOCK VALUE 10
 FATE POINTS 6

Attributes

Aura of Inspiration 1 (4), Organisational Ties (Citadel) 3 (6), Skill: Animal Training (Ravens) 2 (4), Skill: Architecture (Castles) 1 (1), Skill: Area Knowledge (North: Wolfswood) 2 (4), Skill: Cultural Arts (Nobility) 4 (4), Skill: Etiquette (Nobility) 3 (6), Skill: Foreign Culture (Dorne) 1 (3), Skill: Humanity (Societies) 4 (4), Skill: Languages (Common Tongue; Free Cities and High Valyrian) 2 (2), Skill: Law (North) 2 (2), Skill: Leechcraft (Surgery) 2 (4), Skill: Logic (Math) 1 (1), Skill: Magic and Legend (Legends) 2 (6), Skill: Nature (Plants) 3 (3), Skill: Poisons (Plants) 2 (4), Skill: Writing (Instructional) 2 (2)

Defects

Inept Attack (-10), Inept Defence (-10)

Blane Locke (Tri-Stat)

85 Character Points
 PATHS: STUDENT (5), NOBLE (20)

Stats

BODY 5 (10)
 MIND 5 (10)
 SOUL 6 (20)

Derived Values

ATTACK COMBAT VALUE 5
 DEFENCE COMBAT VALUE 5
 DAMAGE MULTIPLIER 5
 HEALTH POINTS 55
 SHOCK VALUE 11
 FATE POINTS 6

Attributes

Organisational Ties (Noble of Minor House) 5 (10), Skill: Administration (Finances) 2 (2), Skill: Animal Training (Hawk) 1 (2), Skill: Area Knowledge (The North: Wolfswood) 2 (4), Skill: Cultural Arts (History) 2 (2), Skill: Etiquette (Nobility) 2 (4), Skill: Foreign Culture (Wildlings) 1 (3), Skill: Humanity (Politics) 2 (2), Skill: Law (The North) 2 (2), Skill: Nature (Plants) 2 (2), Skill: Riding (Light War Horse) 1 (2), Wealth 2 (10)

Hobb Locke (Tri-Stat)

85 Character Points

PATHS: SOLDIER (8), NOBLE (20)

Stats

BODY 6 (20)

MIND 5 (10)

SOUL 5 (10)

Derived Values

ATTACK COMBAT VALUE 5 (SWORD 6)

DEFENCE COMBAT VALUE 5

DAMAGE MULTIPLIER 5

HEALTH POINTS 55

SHOCK VALUE 11

FATE POINTS 5

Attributes

Melee Attack (Sword) 1 (3), Organisational Ties (Noble of Minor House) 5 (10), Skill: Administration (Leadership) 1 (1), Skill: Area Knowledge (The North: Wolfswood) 2 (4), Skill: Cultural Arts (History) 1 (1), Skill: Etiquette (Nobility) 2 (4), Skill: Foreign Culture (Wildlings) 1 (3), Skill: Interrogation (Physical) 1 (2), Skill: Law (The North) 2 (2), Skill: Riding (Light War Horse) 1 (2), Skill: Warfare 1 (3), Wealth 2 (10)

Theodric Locke (Tri-Stat)

90 Character Points

PATHS: SOLDIER (8), NOBLE (20)

Stats

BODY 6 (20)

MIND 4 (10)

SOUL 4 (10)

Derived Values

ATTACK COMBAT VALUE 5 (SWORD 7)

DEFENCE COMBAT VALUE 5 (SWORD 7)

DAMAGE MULTIPLIER 5 (SWORD 6)

HEALTH POINTS 50

SHOCK VALUE 10

FATE POINTS 4

Attributes

Massive Damage (Sword) 1 (4), Melee Attack (Sword) 1 (3), Melee Defence (Sword) 2 (6), Organisational Ties (Noble of Minor House) 5 (10), Skill: Acrobatics (Balance) 2 (4), Skill: Administration (Leadership) 3 (3), Skill: Area Knowledge (The North: Wolfswood) 2 (4), Skill: Climbing (Trees) 2 (4), Skill: Etiquette (Nobility) 2 (4), Skill: Foreign Culture (Wildlings) 1 (3), Skill: Interrogation (Physical) 1 (2), Skill: Intimidation (Diplomatic) 2 (4), Skill: Law (The North) 2 (2), Skill: Riding (Light War Horse) 2 (4), Skill: Warfare (Teamwork) 2 (6), Wealth 2 (10)

Defects

Phobia (Drowning) (-3)

Donnel Locke (Tri-Stat)

110 Character Points

PATHS: SOLDIER (8), KNIGHT (20), NOBLE (20), WARRIOR (20)

Stats

BODY 7 (30)

MIND 4 (10)

SOUL 4 (10)

Derived Values

ATTACK COMBAT VALUE 5 (LANCE 7, SWORD 7)

DEFENCE COMBAT VALUE 5 (SWORD 6)

DAMAGE MULTIPLIER 5 (SWORD 7)

HEALTH POINTS 65

SHOCK VALUE 13

FATE POINTS 4

Attributes

Combat Technique (Lethal Blow, Steady Hand) 2 (4), Massive Damage (Sword) 2 (8), Melee Attack (Lance) 2 (6), Melee Attack (Sword) 2 (6), Melee Defence (Sword) 1 (3), Organisational Ties (Noble of Minor House) 5 (10), Skill: City Survival (Territories) 1 (1), Skill: Etiquette (Nobility) 2 (4), Skill: Foreign Culture (Wildlings) 1 (1), Skill: Law (The North) 1 (1), Skill: Interrogation (Physical) 2 (4), Skill: Intimidation (Military) 2 (4), Skill: Powerlifting (Bulky Objects) 1 (2), Skill: Riding (Heavy War Horse) 2 (4), Skill: Warfare (Logistics) 3 (9), Tough 2 (4), Wealth 2 (10)

Defects

Blind Fury (Family threatened) (-1), Overstated (Skill: Administration; 1 Point) (0)

Elinora Locke (Tri-Stat)

110 Character Points

PATHS: HUNTER (15), NOBLE (20)

Stats

BODY 5 (10)

MIND 6 (20)

SOUL 7 (30)

Derived Values

ATTACK COMBAT VALUE 6 (BOW 7)

DEFENCE COMBAT VALUE 6

DAMAGE MULTIPLIER 5

HEALTH POINTS 60

FATE POINTS 7

SHOCK VALUE 12

Attributes

Combat Technique (Accuracy) 1 (2), Organisational Ties (Noble of Minor House) 5 (10), Ranged Attack (Bow) 1 (3), Skill: Administration (Hospitality) 1 (1), Skill: Animal Training (Horses) 1 (2), Skill: Area Knowledge (The North: Wolfswood) 3 (6), Skill: Climbing (Trees) 1 (2), Skill: Etiquette (Nobility) 2 (4), Skill: Foreign Culture (Wildlings) 1 (3), Skill: Law (The North) 1 (1), Skill: Navigation (Landmarks) 1 (2), Skill: Shadowing (Fortress) 2 (2), Skill: Wilderness Tracking (Forest) 1 (2), Wealth 2 (10)



A Adventure Notes

