

ROBERT'S REBELLION

A SONG OF ICE AND FIRE JCC

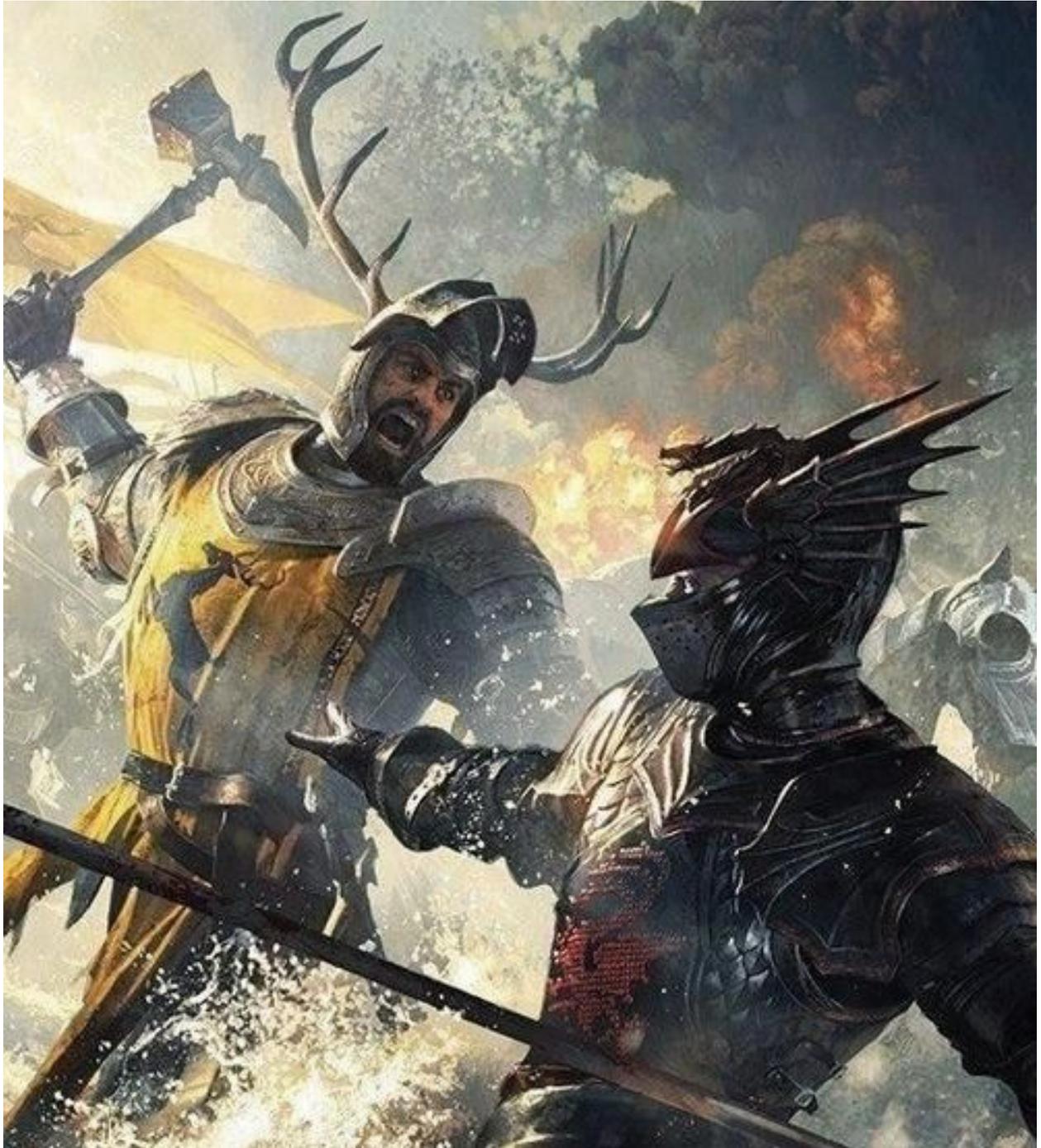


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HISTORY OF WESTEROS

Time Notation: The maesters of the Citadel who keep the histories of Westeros have used Aegon's Conquest as their touchstone for the past three hundred years. Births, deaths, battles, and other events are dated either AC (After the Conquest) or BC (Before the Conquest).

Early Years

At the dawn of time the land of Westeros was watched over by the Children of the Forest. Little is known about these creatures and their mysterious magic, but it is said that they were one with the nature and lived hidden in the depths of the wilderness. The children lived peacefully, and carved faces into their sacred Weirwood Trees in order to communicate and observe far-away places through the faces. All was good until the First Men arrived.

The First Men were a group of humans who journeyed into Westeros under the leadership of Garth Greenhand, High King of the First Men, thousands of years before Aegon's Conquest. For centuries, the children and the First Men warred against each other. Although the Children of the Forest had powerful magic, it was ultimately no match for the First Men whose swords and horses allowed them to systematically cut down and burned the sacred Weirwoods of the Children of the Forest. This decimated the children and ultimately lead to a pact between the two factions that favored the First Men. Under the pact many the First Men started worshipping the same nature gods as the children, today referred to as the "old gods", while the Children of the Forest relinquished claim to all land that was not deep within the forests of Westeros.

In approximately 6000 BC the Andals, another tribe of men, invaded and laid claim to Westeros. This lead to a long period of war were the First Men and the Children of the Forest fought against the Andals. Ultimately the Andals won with the Children of the Forest becoming extinct in all the known regions of Westeros and all the First Men south of the Neck becoming assimilated into Andal culture. With their victory the Andals brought many cultural influences into Westeros. The most notable of these being the Faith of the Seven, which established conflict between the "old gods" and the "new gods". Ultimately the only section of Westeros where the First Men and their culture remained intact was the North.

Upon their victory over the First Men and the Children of the Forest, the Andals began to war with each other over control of Westeros. Over the next few thousand

years kingdoms rose and fell with a division between nobility and peasantry becoming clearer and clearer. By the time of Aegon's Conquest the Children of the Forest faded into the stuff of legend and seven major kingdoms had come to rule Westeros.

The Seven Kingdoms Prior to Aegon's Conquest

The Kingdom of the North, ruled by King Torrhen of House Stark, was the only kingdom in which the tradition of the First Men persisted. This is indicative of the cultural differences between the North and the other kingdoms. The North is commonly thought to be larger than the rest of Westeros combined, and yet it has the smallest population of all kingdoms.

The Kingdom of the Mountain and Vale, ruled by King Ronnel of House Arryn, was in a prime position for overseas trade both to other locations in Westeros and to the extensive continent of Essos, including the Free Cities. This caused the Vale to be economically (and therefore, politically) separated from the rest of the southern kingdoms.

The Kingdom of the Isles and Rivers was ruled by King Harren of House Hoare, known as Harren the Black. Although House Hoare had been kings of the Iron Islands for many years, it was not until Harren's grandfather, Harywn Hardhand Hoare, conquered the Riverlands that the "Isles and Rivers" were politically united. However, the culture of the two regions could not have been more different. The Iron Islanders followed the Drowned God, a religion separate from the others dominating mainland Westeros, and did not believe in trade or agriculture, only reaving and conquest. The Riverlands, on the other hand, were culturally similar to the rest of southern Westeros. King Harren is most widely known for two characteristics: his cruelty and his pride. The latter was displayed in his construction of Harrenhal in the Riverlands, the largest castle ever built in Westerosi history. Deemed impregnable, the castle's fortifications were certainly impressive enough to deter nearly any foe.

The Kingdom of the Rock, ruled by King Loren of House Lannister, was the richest of the seven kingdoms, as the Westerlands of Westeros were littered with mines of gold and other precious metals. Due in large part to these riches, the blonde-haired Kings of the Rock had already gained a reputation for their pride and ambition.

The Kingdom of the Reach, ruled by King Mern IX of House Gardener, was the most populous of the Seven Kingdoms. House Gardener, like many noble houses of the reach, claimed descent from Garth Greenhand, leader of the invasion of the First Men.

The Kingdom of the Stormlands, ruled by King Argilac of House Durrandon, was so named because of the multitude of storms that ravaged the area. King Argilac, known as "the Arrogant", was known for his military prowess, experience, and success in addition to his prideful personality.

The Kingdom of Dorne, ruled by Princess Meria Nymeros Martell, was perhaps the most politically and culturally distinct of the Seven Kingdoms. The Rhoynish invasion of Dorne infused aspects of Rhoynish culture into the area, resulting in laws which considered men and women equal and social norms which accepted both bastard children and various sexual orientations, among other cultural idiosyncrasies.

Aegon's Conquest and the Reign of Dragons

Prior to the events that would later come to be known as Aegon's Conquest, House Targaryen had been a prominent family in Valyria, a technologically advanced society in Essos. However, twelve years prior to the Doom of Valyria (114 BC), the Targaryen's relocated to the island of Dragonstone off the coast of Westeros. Aside from their advanced technology, the Targaryens had one weapon that no other house in Westeros had- Dragons. These winged creatures were massive and a single one could defeat an entire army in combat, possessing the ability to breath fire. By the time of the Aegon's Conquest, the Targaryens were in possession of three grown dragons, one of which was the biggest Dragon to ever exist- Balerion the Black Dread, Aegon's own steed.



The political climate of these Seven Kingdoms was forever changed by the conquest of King Aegon I Targaryen. At the time of the conquest, the Seven Kingdoms were in perpetual war with each other. At any given time at least two of the great houses were

warring with each other, thus making them weak for Aegon's taking. The conquest began after Aegon had been insulted by a Stormlord who came to him asking for help. The Storm King, Argilac The Arrogant, came seeking help in defending his lands from Harren the Black, but when Aegon offered terms for their partnership the Stormlord rejected it and even cut off the hands of Aegon's envoy to the Stormlands as a show of his contempt. Angered by the constant squabbles of the Kings of Westeros, Aegon declared that from that day forward the Seven Kingdoms would only know one king-him.

In a few weeks time Aegon and his Sister Wives, Rhaenys and Visenya, began their conquest with a small army and, most importantly, their three dragons. In a few weeks time the Targaryens had conquered a large section of Westeros and prompted the Seven Kingdoms to plan against him. However, their efforts were in vain as the Targaryens' dragons made them almost invincible in battle. The first King to fall was at the siege of Harrenhal when King Harren the Black, thought to be the most powerful King in the Seven Kingdom, was burned alive with his entire family. Harren's fortress of Harrenhal was the largest the world had ever seen and was thought to be impenetrable, however, while the fortress itself never fell, it could not protect Harren from the scorching heat of dragon's fire. After Harren's death his lands were divided into two realms, the Iron Islands and the River Lands, each subservient to the Targaryens. The River Lands were placed under the control of House Tully and the Iron Islands were placed under the control of House Greyjoy.



After the fall of Harrenhal, Aegon's conquest of Westeros became inevitable. At the Battle of the Last Storm King Argilac The Arrogant drew his last breath at the hand of Aegon's second in command, Orys Baratheon, who in turn became the new lord of the Storm Lands. At the Field of Fire, House Gardener of the Reach and House Lannister of the Westerlands united in order to create the largest host Westeros had ever seen in the hopes of putting an end to Aegon's Conquest. Unfortunately their plans were short lived as the majority of their forces burnt to death at the hands of Aegon and his dragons. By the end of the battle House Gardener had been completely destroyed with House Tyrell now becoming the new lords of the Reach under Targaryen rule. House Lannister did manage to survive the battle, however the Lannister King was quick to bend the knee and be reduced to the lord of the Westerlands under Aegon's new kingdom. Following these battles both the King of the North and the King of the Vale bent the knee peacefully to Aegon and his Sisters before the wrath of dragon fire could be brought upon their lands. As a result both the Stark and Aryn Kings were made lords of their respective lands. In Aegon's life time only one Kingdom refused to fall under Targaryen rule, Dorne. The Princes and Princesses of Dorne were crafty rulers and used guerrilla tactics in order to stay out of Targaryen rule.

Aegon's Conquest ushered in the Targaryen dynasty, also known as the Reign of Dragons. During this Dynasty there were several great Kings such as Jaehaerys the Wise and Aegon the Unlikely. Under their rule the realm saw many years of prosperity and many triumphs including the union of the realm and Dorne through marriage. However, more often than not the realm either had an indecisive or bad king. Rulers such as Maegor the Cruel, Aegon the Unworthy, and Aegon the Dragonbane lead the realm into chaos. Their rules saw rebellions, famine, civil war, and the death of the last Targaryen dragon. By the time the current king Aerys II, also known as the Mad King, took power in 262 AC the Targaryens were long past their glory days.

The Rule of the Mad King

The rule of the Mad King started out with great promise. By all accounts the young new king was a strong and capable leader. He had fought bravely in the War of the Ninepenny Kings and at the start of his rule announced that he would become the greatest king the realm had ever seen. The start of Aerys II rule brought sweeping changes to the realm including the replacement of several old and conservative officials with new young faces. Perhaps the most notable replacement was giving the title of Hand of the King to Tywin Lannister, the youngest person to ever hold that title. Tywin was a capable servant of the crown and was able to maintain the day to day order in the realm while Aerys set his sights on greater ambitions. However, despite the promising beginning to Aerys' rule, it was not indicative of what was to come.

As the rule of King Aerys continued, his goals for the realm became mere passing thoughts. The king would often devise grand schemes only to forget about them within a few days. His ideas would also become more and more unrealistic to the point where he once devised a plan to build a giant wall hundreds of feet taller than and hundreds of miles farther north than the current great wall in the north. Had it not been for Tywin overseeing the realm's day to day operation the realm would have surely fallen into chaos. In fact by this time many began to say that while Aerys wore the crown it was Tywin who ruled the realm. Needless to say once the king found out about these claims he was not pleased and soon he went out of his way to spite Tywin at every possible turn. If Tywin appointed someone to a royal office the King would often replace them immediately with a candidate he knew was frowned upon by Tywin. This led the realm into turmoil as the stability of the Westeros had taken a backseat to the Mad King's insults to his hand. However, it was not until the Defiance of Duskendale that King Aerys II truly went mad.

In 277 AC Denys Darklyn of Duskendale attempted to gain a royal charter so that the ports of Duskendale would become a trading hotspot and have greater autonomy from the crown. Seeing how this could take away from the thriving economy of the Kingsland the Hand denied this request. However, sensing a rift between the King and his hand Denys Darklyn devised a plan. He began to withhold all of Duskendale's taxes from the crown and instead invited the King to come to Duskendale and hear his petition for the charter. He knew that Tywin Lannister would advise the king not to go to Duskendale and that the King would go anyway in order to spite his Hand. When King Aerys arrived in Duskendale he was taken prisoner and held for ransom.



Over the next six months King Aerys was kept alone in his cells allowing for his insanity to fully overtake him until he truly was the Mad King. The reason for Aerys's prolonged imprisonment was that any time the forces of the Crown tried to enter Duskendale Lord Darklyn threatened to behead the King. However, many speculated that Tywin Lannister, the leader of the royal forces, was in no rush to save the king and even hoped that if the siege lasted long enough the King would die. Whether or not these theories are true is up to debate, what is known is that ultimately the King was rescued single handedly by Ser Barristan Selmy who was able to sneak past Lord Darklyn's forces in the middle of the night.

Following Ser Barristan's rescue the Mad King demonstrated the extent of his newly found insanity by having lord Darklyn executed for his treachery and torturing every member of House Darklyn before burning them alive. Driven mad by his imprisonment, the king became a recluse for the next four years. He developed an intense fascination with fire and would routinely torture and kill prisoners with it. He also became paranoid and began seeing evidence of treachery everywhere. Aerys' relations with Lord Tywin further deteriorated, as he felt as though his Hand had wanted him to die in Duskendale. Aerys even began to lose trust in his heir Rhaegar. Rhaegar was a bright and charming Prince who was much loved by the people of Westeros. He was incredibly intelligent and would often speak up against his father's foolish or cruel plans. This created a rift between the father and his son, which ultimately led the Mad King

Aerys, in his insanity and paranoia, to come under the belief that Tywin and Rhaegar were conspiring against him so that Rhaegar would become King. This led Aerys to push all those except for his youngest son Viserys away from him. In this time of isolation, the wee boy of 4 years old became the Mad King's closest companion. Many speculated that the boy would replace Rhaegar as heir should the King grow too suspicious of him. Eventually though tensions within the royal family calmed down when Rhaegar's alleged conspirator, Tywin Lannister, left King's Landing. The reason for Tywin's abdication of the position of Hand of The King was because the King had inducted his son and sole heir, Jamie Lannister, into the Kingsguard, the King's guild of bodyguards. By doing so Jamie gave up his royal titles and vowed to never marry or have children. This left Tywin without an heir and caused him to angrily leave his position and return to Casterly Rock to be the Lord of the Westerlands. Life in Westeros returned to being relatively well after Lord Tywin's departure to the Westerlands. With the appointment of a new hand, the day to day operations of the realm went unimpeded by Aerys Targaryen. However, in 281 AC the seeds of rebellion were sown.

Start of the Rebellion

In 281 AC, the Tourney at Harrenhal was hosted by Lord Petyr Baelish. A man born into the lowest rank of nobility, blurring the line between lord and peasant, Lord Baelish was in love with Catelyn Tully. Unfortunately, Catelyn was a high noble and daughter to the lord of the Riverland, who refused to see his daughter marry someone of such low birth. Instead Catelyn was betrothed to Brandon Stark, a high noble who was the heir to Winterfell and the North. Unable to accept the loss of Catelyn, Petyr challenged Brandon to a duel for Catelyn's hand. While Petyr fought valiantly he was simply no match for Brandon and was easily defeated. After recovering from his injuries Petyr set off into the world determined to increase his noble standing in the hopes that he might win back fair Catelyn. It was in this way Lord Baelish came into the possession of Harrenhal.

In 279 AC, Lord Baelish made a deal with Walter Whent, Lord of Harrenhal and the surrounding area, that if he could increase the revenue made from Lord Whent's holdings by tenfold, he would give Harrenhal to Lord Baelish. However, if Lord Baelish were to fail at his objective after a year he was to give all of his meager holdings to Lord Whent and forgo all payment for his time in service to Lord Whent. Luckily Petyr was of strong mind and was incredibly cunning and was able to reach his goal within 7 moons time. With the largest castle the world had ever seen now under his control Lord Baelish was now recognized as a high lord. Wishing to demonstrate his new found position Lord Baelish called for a tourney to be held at Harrenhal so that all could see how a once minor lord was now someone of authority. Needless to say that Petyr sent an invitation

to the Starks so that the man who stole his beloved from him could see who he had become. The King and his court were also sent an invitation to the tourney, although since the king hadn't left his castle since the Defiance of Duskendale it was doubtful that he would attend. Then something strange happened, Prince Rhaegar announced that he would not only attend the tourney, but also compete in it. While Rhaegar was known to be skilled with both a sword and lance he had a known disdain for tourneys as he saw them as pointless violence. The unexpected acceptance of Rhaegar's invitation threw the king into a fit of paranoia. He came to believe that Rhaegar was going to plan to kill him at the tourney and decided he too would go in order to stop these plans. Whether or not Rhaegar actually planned overthrow his father is still up for debate, however what is known is that the the Tourney at Harrenhal was by far the greatest tourney of the last 100 years. The tourney lasted 7 days with 5 days allotted for jousting and the other 2 allotted for various other competitions. While it turned out that the King's fears of Rhaegar using the event to plot against him turned out to be false, Rhaegar did manage to bring the realm to war thanks to his actions in the tourney. In the main event of the tourney, the joust, Rhaegar was able to defeat every challenger, including for members of the King's guard. Upon being crowned the champion Rhaegar was given a crown of blue roses to give to the fairest maiden at the event. It was to be expect that Rhaegar give the crown to his own wife, Elia Martell, however Rhaegar gave the crown to Lyanna Stark. This act was considered scandalous by the crowd and caused quite an uproar. Not only was Rhaegar already married, but Lyanna was betrothed to Robert Baratheon, heir to the Stormlands. This indiscretion by Rhaegar resulted in the two immediately being separated from each other after the match for fear of causing a conflict between the great houses of the Starks, Martells, Baratheon, and Targaryen. Unfortunately, despite the best attempts to calm the situation the seeds of rebellion had already been sown.



In 282 AC, less than a year after the Tourney at Harrenhal, Lyanna Stark was abducted from her ancestral home at Winterfell by Prince Rhaegar. At the time of her abduction Lyanna's brother, Brandon, and father, Rickard, were headed to the Riverlands to marry Brandon to Catelyn Tully. Meanwhile her other brother, Eddard, was serving as a ward to Jon Arryn, the Lord of the Vale. The absence of Lyanna's father and brothers allowed Rhaegar to enter Winterfell unchallenged as no one else would dare refuse the request of the heir to the throne. Once inside he was able to easily grab Lyanna and take her to his personal fortress in Dorne, the Tower of Joy.

Upon hearing about his sister's kidnapping Brandon Stark postponed his marriage to Catelyn Tully so that he could find Lyanna. Unfortunately, Brandon was a man who was quick to action and did not always think his plans through before executing them. This led him to take a small force with him to King's Landing on the assumption that Rhaegar had taken his sister to the seat of the Targaryens' power. Had Brandon taken the time to scout out the city before taking action he would have quickly realized that his sister and her kidnapper were not there. However, he instead chose to march into the city and make a stand in front of the Targaryen palace known as the Red Keep. Here he loudly demanded that Rhaegar "come out and die" for kidnapping his sister. Much to the realm's surprise, it was King Aerys who emerged from the Red Keep in response to Brandon's demands. The King was not alone though, by his side were the knights of the King's Guard who quickly took Brandon and his forces into custody. The intruders were then charged with planning to murder Prince Rhaegar. Normally the Mad King would have been indifferent, or maybe even delighted, if Rhaegar had been killed

for he still feared that his son was plotting against him. However, when Brandon and his forces marched on the Red Keep, they had dishonored the King himself and that could not be tolerated. The Mad King then called upon all the fathers of the men in his custody to come answer for the crimes of their sons. When Brandon's father and Lord of the North, Rickard Stark, came to court to answer for his son's crime he came in a full set of armor. In the Seven Kingdoms of Westeros it was common among nobles to prove innocence through a trial by combat. In a trial by combat traditional legal proceedings are set aside and instead the prosecution and the accused duel in order to determine innocence or guilt. Both parties are allowed to chose champions to represent them; however, Rickard Stark chose to represent himself due to his years of experience with a blade. Unfortunately, when Rickard came to face the Mad King's champion he was horrified to learn that his opponent did not wield a sword. In his madness King Aerys had instead chosen fire as his champion. Rickard Stark was then doused in Wildfire, a highly flammable substance the King had a fondness for, and was set ablaze inside his armor. Meanwhile, Brandon Stark was attached to a Tyroshi strangeling device in the corner of the room. A sword had been placed just outside of his reach and as he tried to reach for it in the hopes that he might save his father, the device tightened its grip around Brandon's throat. Brandon was ultimately unable to save his father and died when the device completely cut off his breathing. After the executions of Brandon, his father, and all of his men, King Aerys sent a raven to Jon Arryn, Lord of the Vale, with a very serious demand. He demanded that Lyanna's other brother, Eddard Stark, and betrothed, Robert Baratheon, be sent to King's Landing. This was because the Mad King wished to execute the two young men so that they could not rebel against the crown over Lyanna's kidnapping. The two young men had been serving as Jon Arryn's wards and he had given a solemn oath to protect them. As such the Lord of the Vale refused to hand over his wards to the Mad King and with this defiance Robert's Rebellion had begun.

Early Days of the Rebellion

After defying the king's wishes, Jon Arryn knew he was going to have a war on his hand. Immediately after receiving the king's message, Lord Arryn, using his power as Lord of the Vale, sent a raven to each of his bannermen telling them to prepare for war. He then instructed his 2 young wards to do the same. After the death of his father and brother, Eddard Stark was now the head of house Stark and the Lord of the North; as such, he called upon all the houses of the North to join him in arms against the mad king. As the Lord of the Stormlands Robert Baratheon also called upon his bannermen in order to bring the Stormlands up in arms against the crown. Seeing as it was the kidnapping of his bride to be that sparked this war, Lord Baratheon felt honor bound to

lead the charge in this war. He took charge of the main rebel host and began a march towards King's Landing.

Upon hearing about the defiance of Jon Arryn, the Mad King Aerys decided it was time that he too called upon his bannermen. Hoping to completely squash the rebels, the king called upon all the major houses in the Seven Kingdoms to come serve the King. Unfortunately for the King, only House Martell and House Tyrell rode to King's Landing to serve under the Targaryen banner. Still this was enough to construct a host large enough to oppose the rebels seeking to destroy the Targaryen dynasty.

The remaining major house, Houses Lannister, Tully, and Greyjoy, opted not to raise their banners for either house. The Lannisters were not on good terms with the crown after the poor treatment of their patriarch Tywin Lannister yet they were not eager to plunge the realm into war by supporting the rebels. After the death of Catelyn Tully's fiance, Brandon Stark, the Tullys were no longer bound to support the rebels in their fight against the Crown. However, after the brutal way in which King Aerys executed Brandon Stark and his father the Tullys opted to keep their distance from the cruelty of House Targaryen. Finally, the Greyjoys were hesitant to join either side in order to find the most profitable outcome. The Greyjoys along with the rest of the Iron Islands sustained themselves mostly on fishing and pillaging the coast of Westeros. So while war provided Greyjoys with an opportunity to sustain their way of life by plundering, it was important that they choose a position that would bring them riches while sparing them from the ramifications of possibly choosing the wrong side. Due to this desire to assure they were on the right side of history, Balon Greyjoy, the patriarch of House Greyjoy, called upon the other undecided major houses to come to join together in order to decided on a course of action. They formed the Confederation of Undecided Houses and quickly set to work deciding on the future of their territories.

So far the war has seen very few battles. At the start of the rebellion, at the Taking of Gulltown rebel forces led by Jon Arryn and Eddard Stark secured rebel control over the entirety of the Vale and maintained rebel rule. The rebels then found more victory at the battle of Summerhall where the rebel forces, led by Robert Baratheon, secured their control over the Stormlands. However this security was short lived as Loyalist forces, led by Mace Tyrell, were soon able to repel Robert and divide the storms lands between the two sides. Unfortunately for the rebels the portion of the Stormlands captured by Mace Tyrell held Robert Baratheon's ancestral home at Storm's End. The Iron Throne was then quick to lay siege before the rebels at Storm's End, led by Robert's younger brother Stannis, could take in a proper amount of supplies and provisions. Iron Throne thought the siege would only last a week, however Stannis dug himself in and refused to yield to the Targaryen forces, lead by Mace Tyrell. Despite only having enough enough provisions to last a fortnight, Stannis and his men withstood starvation for almost four months. While his brother and his friends were off waging war,

Stannis and his men wasted away within the castle and resorted to eating rats just to make it to the next day. When all seemed lost to the rebels a smuggler by the name of Davos was able to breach the siege by sea and delivered the men of Storm's End the provisions they so desperately needed. For his service Stannis knighted Davos and gave him the house name of Seaworth. By the men of Storm's End Davos was given the nickname onion knight as the provisions he delivered took the form of a large shipment of onions he stole from a Targaryen transport ship.



Once all the men had been fed and the hunger subsided Stannis then devised a plan. Under the guise of surrender the rebel forces were to march out of Storm's End. Since the Loyalist Forces were still under the assumption the rebels were weakened from starvation they would put little effort into protecting themselves when apprehending the rebels. This would allow them to attack by surprise and take back the area. The plan worked and while Stannis and his men were not able to completely repel Mace Tyrell and his forces from the Stormlands they did manage to reunite their forces with the rest of Robert Baratheon's rebel army. From this point forward the future of Westeros is up to you, the Confederation of Undecided Houses has yet to make a move and the Rebels and Loyalist have just begun to clash. What happens from here on in is entirely up to how well you and your committee can work together.

Your Objective

As a delegate representing one of the three alliances, it will be your job to assure that your delegation comes out on top by the end of this rebellion. To achieve this you must act quickly and effectively with your delegations in order to make vital decisions that could determine the outcome of Robert's Rebellion.

For Robert's Rebels your objective will be to defeat the armies of the King and bring much needed new leader to Westeros.

For those loyal to the Mad King your objective will be to squash the rebel scum at all cost in order to restore the realm under Targaryen rule.

For those in the Confederation of Undecided Houses your objective is secure the best possible outcome for your members. You can either do this by choosing to support the rebels, choosing to support the crown, or by choosing to try and take the realm for yourselves. Be careful when making this decision as your armies are less than that of the two other factions and making any decision is bound to bring you new enemies.

Positions

1. Commander

The Commander is in charge of all land-based combat of the kingdom. All forces that exist solely on the ground are under the Commander's power. Examples of decisions the Commander can make are: where to move troops, what areas to invade, where defensive positions should be held, and where and/or when to meet the other kingdoms in battle. The Commander is also in charge of supervising other officials (Elite Commander and Saboteur) and can issue orders when necessary, though both parties must agree on the course of action before an order is followed. The Commander and the Naval Minister should work together as partners in two separate branches of the military to move towards a common goal.

2. Minister of the Interior

The Minister of the Interior is in charge of keeping the kingdom itself stable during the rebellion. Some of their duties include ensuring riots don't occur, protecting nobility residing in the kingdom, preventing unrest among the citizens, and discovering possible traitors to their kingdom's cause. They are able to move troops within the kingdom and create laws with the purpose of imposing security measures to keep the kingdom and its citizens safe from the inside. The Minister of the Interior also supervises other officials (Master of Coin and Maester) and can issue orders when necessary, though both parties must agree on the course of action before an order is followed.

3. Naval Minister

The Naval Minister has control over all the kingdom's forces that reside on water. The Naval Minister oversees all movements of their kingdom's ships and sailors and decides how all battles on the sea are fought. Examples of decisions the Naval Minister can make are where to move ships, what ports to invade from water, where defensive lines should be held, and where and/or when to meet other kingdoms in the battles that occur in the ocean. The Naval Minister and the Commander work together as partners in two separate branches of the military towards a common goal.

4. Elite Commander

The Elite Commander oversees the group of soldiers named the Elites. They are a select group of extremely talented soldiers and fighters; in summary, they are the best of the best. The Elites are able to take on small groups of the enemy head-on; however, they are not well-suited for longer, drawn-out conflicts (this would be delegated to the main army). The orders the Elites follow are carried out in the open and can be used to

send a message to the enemy. The Elite Commander is supervised by the Commander and can agree to follow issued orders when deemed necessary.

5. Chief Saboteur

The Chief Saboteur is in charge of the saboteurs, a group of highly-trained individuals that are able to carry out specific, secretive missions. Tasks they can carry out include sabotaging weapons, poisoning officials or water supplies, assassinating nobility, or performing nighttime raids. They are not suited to engage in head-on combat with groups of the enemy (this would be delegated to the Elites or the army). The Chief Saboteur is supervised by the Commander and can agree to follow issued orders when deemed necessary.

6. Maester

The Maester oversees all research pursuits of the kingdom. The Maester learns information through experimentation and the vast amount of knowledge made available by the Citadel. Possibilities of areas the Maester could conduct research in include medicine (faster and more consistent healing), smithing (creating stronger weapons and armor), poisons (improving upon them to become quicker and more efficient), and agriculture (developing better farming techniques). The Maester is supervised by the Minister of the Interior and can agree to follow issued orders when deemed necessary.

7. Master of Coin

One of the best-known rules of being involved in battle is “War costs money.” The Master of Coin’s job is to manage all the monetary interactions of the kingdom and make sure all combat is financially feasible. If not feasible, it is the Master’s job to make money for the kingdom to fund the war efforts. The Master of coin is also in charge of setting taxes, tariffs, trade regulations, and making other decisions having to do with the commerce of the kingdom. The Master of Coin is supervised by the Minister of the Interior and can agree to follow issued orders when deemed necessary.

8. Ambassador 1

The Ambassador has the ability to appear in the other kingdoms’ meeting chambers, if the other kingdom accepts. They are allowed to peacefully converse with the members of the other kingdom. This can be used for sending clear messages, negotiating treaties, or any other purpose deemed necessary for the Ambassador to be present in another kingdom’s chambers.

9. Ambassador 2

The Ambassador has the ability to appear in the other kingdoms' meeting chambers, if the other kingdom accepts. They are allowed to peacefully converse with the members of the other kingdom. This can be used for sending clear messages, negotiating treaties, or any other purpose deemed necessary for the Ambassador to be present in another kingdom's chambers.

10. Spymaster

The Spymaster's duty is to coordinate all the actions of the kingdom's spies. These spies can be ordered by the Spymaster to sneak past defenses (whether it be another kingdom's or their own) and learn specific pieces of information. They are not military units, and thus do not carry out actions such as assassinations or attacks. Their actions are non-intrusive and do not cause physical harm. The Spymaster is able to request what information they'd like to know, and spies report all information learned directly to the Spymaster. It is not guaranteed they will obtain the requested information, and it is up to the Spymaster how much gained knowledge they disclose to their fellow chamber members.

11. Mercenary General

The Mercenary General's is in charge of contracting sellswords that will serve the realm. These mercenaries are trained soldiers and are proficient at their work. However, their loyalty lies solely with the person paying them. Sellswords will not work for free and will often betray those who fail to pay them on time. Most of the men and women who take part in this line of work originate from the continent of Essos, the lands across the Narrow Sea from Westeros. The Mercenary General already has a modest sellsword army that is on permanent retainer, and does not need to worry about the loyalty of these mercenaries as their pay is assured by the kingdom that they serve. However, if the Mercenary General wishes to obtain more mercenaries, additional funds will have to be used to purchase their services and loyalty. While some of the top tier sellswords can be contracted individually, most need to be contracted in bulk by purchasing the services of a specific Mercenary Guild. In both Westeros and Essos, there are several Mercenary Guilds to choose from. The cost of each guild's services is determined by three main factors: their legacy, their skills, and their willingness to take on dangerous assignments.

12. Red Priest

Red Priests are clergy men and women who serve the god R'hllor, also known as the Lord of Light, and get their name from the crimson red robes they wear. Most Red Priests originate from the continent of Essos and have come to Westeros in order to spread the gospel of the Lord of Light. While the Lord of Light is a relatively new deity to Westeros, the Red Priests have been able to gradually convert more followers to him. Typically those who come to worship R'hllor are impoverished peasants who feel that their prayers to the main gods of Westeros have fallen on deaf ears. However, while the religion of the Red Priests has gained some acceptance in Westeros, there is a majority of people who are hostile to belief in R'hllor and see it as a threat to Westeros's major religion, the Faith of the Seven. As a result of this, the two religions find themselves at odds with each other with each side often hostile towards the other one. In order to protect themselves from members of the opposing faith, Red Priests are often accompanied by members of the Fiery Hand. The Fiery Hand is a small group of highly skilled warriors who serve the Red Priests and will protect them at all costs. Furthermore, it is rumored that Red Priests can summon dark forces to attack their enemies and can even bring individuals back from the dead.

13. Septon

Septons are clergymen who serve the Faith of the Seven. The Faith of the Seven, also known as The Faith, is based on the belief that there is a single great deity who has seven different aspects or faces, each representing a different virtue. The Faith is the major religion of Westeros with the exceptions of the Iron Islands, where the Drowned God is worshiped, and the North, where worship is split between The Faith and the Old Gods. Septons are considered the leaders of The Faith and it is their job to promote and maintain the religion. Recently, The Faith has been threatened by a loss in followers to the Red Priests and their Lord of Light. The Septons have taken it upon themselves to suppress conversion to what they see as a false and evil god. Typically, the Septons maintain their followers through spiritual means. However, if there ever arises a need to use force the Septons can call upon the Sparrows for assistance. The Sparrows are a militant sect of The Faith made up of predominantly poor and uneducated followers of The Faith. While they are in no ways as skilled as the Red Priests' Fiery Hand, the Sparrows make up for this with their superior numbers. Septons should be warned that calling upon the Sparrows can be dangerous as their radical ideologies often put them into conflict with those who have more moderate beliefs. It is not unheard of for Sparrows to kill high ranking officials or ignore their orders if they see them as heretics.

14. Head Merchant

The Head Merchant is in charge of ensuring the security and continued success of trading in the Kingdom they serve. The Head Merchant has several contacts throughout both Westeros and Essos. These contacts can be incredibly useful in obtaining hard to acquire materials. The Head Merchant is also in charge of overseeing several Merchant Guilds throughout the regions. Since merchants can travel freely between Kingdoms to trade, they can be used to smuggle goods and information. However, the Head Merchant should be careful of such activities, as they can hurt business relations and harm trade to the kingdoms they serve if they are caught.

15. Peasantry Representative

The Peasantry Representative is considered the voice of the common people. Her or she is a lowborn individual who has become a prominent individual and leader within the peasant community. This has led to the kingdoms of Westeros accepting Peasantry Representatives into their courts in the hopes that they will keep the commoners under control. It is the Peasantry Representative's job to ensure the security and economic prosperity of the commoners under their leadership. He or she can do this through negotiations with royalty and those who hold power. He or she can also organize the peasants for protests and in extreme circumstances peasant revolts. The Peasantry Representative must be careful though as the peasants under his or her leadership are not trained warriors and are ill equipped for military campaigns. Furthermore, the peasants loyalty will only persist if they believe the Peasantry Representative is keeping their needs in mind and may not listen to orders if they lose trust in their representative.

Committee and Character Summaries

<u>Committee House Alliances</u>		
Robert's Rebels	The Mad King's Iron Throne.	Confederation of Undecided Houses.
<ul style="list-style-type: none"> · Baratheon · Stark · Arryn 	<ul style="list-style-type: none"> · Targaryen · Martell · Tyrell 	<ul style="list-style-type: none"> · Lannister · Tully · Greyjoy

<u>Committee Positions</u>		
Robert's Rebels	The Iron Throne	Confederation of Undecided Houses.
Robert Baratheon (Commander)	Rhaegar Targaryen (Commander)	Tywin Lannister (Commander)
Jon Arryn (Minister of the Interior)	Mace Tyrell (Minister of the interior)	Hoster Tully (Minister of the Interior)
Stannis Baratheon (Naval)	Paxter Redwyne (Naval)	Balon Greyjoy (Naval)
Eddard Stark (Elite Commander)	Randyll Tarly (Elite Commander)	Gregor Clegane (Elite Commander)
Roose Bolton (Saboteur)	Doran Martell (Saboteur)	Walder Frey (Saboteur)
Luwin (Maester)	Pycelle (Maester)	Vyman (Maester)
Wyman Manderly (Master of Coin)	Qarlton Chelsted (Master of Coin)	Petyr Baelish (Master of Coin)
Nestor Royce (Ambassador 1)	Jon Connington (Ambassador 1)	Catelyn Tully (Ambassador 1)
Denys Arryn (Ambassador 2)	Olenna Redwyne (Ambassador 2)	Tyrion Lannister (Ambassador 2)

Davos Seaworth (Spymaster)	Varys (Spymaster)	Euron Greyjoy (Spymaster)
Syrio Forel (Mercenary General)	Ben Plumm (Mercenary General)	Vargo Hoat (Mercenary General)
Melisandre of Asshai (Red Priest)	Thoros of Myr (Red Priest)	Moqorro (Red Priest)
Chayle (Septon)	High Septon (Septon)	Meribald (Septon)
Bryan of Old Town (Head Merchant)	Illyrio Mopatis (Head Merchant)	Xaro Xhoan Daxos (Head Merchant)
Mikhail Dugan (Peasantry Representative)	Valyria Staadaa (Peasantry Representative)	Vincent Hammer (Peasantry Representative)

Character Bios- The Iron Throne

Rhaegar Targaryen

Rhaegar is heir to the Iron Throne, Crown Prince of Dragonstone, and loved by the common people of Westeros. Naturally talented in many areas, Prince Rhaegar despises war, but understands its necessity for securing the prosperity of the Seven Kingdoms. Rumors exist that Rhaegar intends to usurp his father, the Mad King, though little concrete evidence exists to back up this claim. The current conflict regarding Robert Baratheon began when Lyanna Stark disappeared, her family and others assuming her kidnapping was Rhaegar's doing. Rhaegar is married to Elia of House Martell, a frail woman who has borne him two children, a young daughter, Rhaenys, and an infant son, Aegon. Rhaegar, a strong believer in prophecy, seems to have voiced concerns about a third child, in order to ensure that "the dragon has three heads."

Mace Tyrell

Mace of House Tyrell, Defender of the Marches, High Marshal of the Reach, Warden of the South, and Lord of Highgarden, is the ruling member of his house and Lord Paramount of the Reach. A loyal supporter of King Aerys, Mace has ensured that House Tyrell is valued by the Crown and has defeated Robert Baratheon, the Usurper, at the recent Battle of Ashford. Although he is not known for his smarts, he has access to the immense resources of the lands of the Reach, including vast food and land resources and an unusually large number of mounted knights.

Paxter Redwyne

Paxter of House Redwyne, Lord of the Arbor and Master of Ships, is one of the most powerful of the lords of the Reach, commanding the formidable Redwyne fleet and coordinating the trade of the famous Arbor golden wine. Having been recently named Master of Ships by King Aerys, Redwyne is in charge of the naval forces for the Crown, allowing him control over the combined sea power of the Loyalist faction. However, Redwyne also has invested interest in peaceful seas; the oversea trade of Arbor wine brings in countless golden dragons to fill the Reach's coffers.

Randyll Tarly

Randyll of House Tarly, Lord of Horn Hill, is known throughout the Reach for his ruthlessness, ambition, and military prowess. Tarly's experience in the field of battle has

qualified him to be in charge of the Crown's elite forces, which are a small group of soldiers hand-picked by Tarly to act in special operations against the rising rebels. The expertise of these troops, combined with Tarly's focus on efficient military maneuvers, should prove a deadly advantage for the Loyalist faction.

Doran Martell

Doran of House Martell, Prince of Dorne and Lord of Sunspear, rules over the politically and socially distinct region of Dorne. As Dorne has always had significant cultural differences from the rest of Westeros, Doran would prefer to keep his people out of the current conflict; unfortunately for him, King Aerys has ensured that neutrality is not an option for the Dornish. His Grace has done this through implicit threats to the Prince's sister, Princess Elia, niece and nephew, Princess Rhaenys and Prince Aegon, and uncle, Prince Lewyn of the Kingsguard. All of these individuals remain in King's Landing, allowing the King to keep them as informal hostages in order to force Prince Doran into the conflict. Doran has the resources of Dorne behind him, as well as the sharp intellect, military knowledge, and social connections of his powerful brother, Prince Oberyn. The Dornish have a reputation of covert affairs; Doran has the power to use this to his advantage, as he has a special team of covert operatives which can carry out night raids and sneak attacks, as well as other secretive maneuvers.

Pycelle

Pycelle is the current Grand Maester, appointed by the Citadel as representative to and advisor for the King. Grand Maester Pycelle has been a major force in maintaining peaceful, positive relations between King Aerys and Prince Rhaegar, although his advice to King Aerys on humane treatment of prisoners has largely fallen on deaf ears. As Grand Maester, Pycelle has access to academic and research-based resources, and has been assigned the task of weapons development for the Loyalist forces. These resources are limited, however; the Citadel is unbiased in political matters, and therefore will perform no spying or offensive 'research' on Pycelle's behalf. However, if needed Pycelle is willing to work around the limitations of the Citadel in order to achieve his goals.

Qarlton Chested

Qarlton of House Chested, Master of Coin, is one of King Aerys's most trusted advisors. A firm supporter of the King and his actions, Chested has been highly suspicious of Prince Rhaegar. Chested's role as Master of Coin is of the utmost

importance, as he oversees all financial matters and is in charge of allotting funds to the various ministries and areas that the Crown oversees.

Jon Connington

Jon of House Connington, Lord of Griffin's Roost, is a close friend and trusted advisor to Prince Rhaegar. One of many young lords of this status, Connington strives to gain respect and admiration from Rhaegar, whom he believes is the ideal warrior, scholar, and man. As an Ambassador for the Small Council, Connington has the power to extend offers of negotiation to the other alliances. If they are to accept, Connington will personally travel to the other alliance to meet with them.

Olenna Redwyne

Olenna of the Houses Redwyne and Tyrell, Dowager Lady of Highgarden, known as the Queen of Thorns, is the mother of Lord Mace Tyrell and aunt of Lord Paxter Redwyne. Olenna's bristly personality comprises only half of her reputation; her political savviness and skill are renowned throughout the Reach, and the Seven Kingdoms as a whole. Fiercely loyal to House Tyrell and a firm supporter of House Targaryen, Olenna's lack of physical or military strength does not imply that she lacks immense power. As an Ambassador for the Small Council, Olenna has the power to extend offers of negotiation to the other alliances. If they are to accept, Olenna will personally travel to the other alliance to meet with them.

Varys

Varys the Eunuch, known as The Spider, has no house, little history, and only one title: Master of Whisperers. Varys's true allegiances are known to none, but he has acted loyally to the Crown and has been a consistent source of information for King Aerys. As Master of Whisperers, Varys depends on his extensive, all-knowing system of spies to relay information to the King and Small Council. He chooses how much of this information to share with his colleagues, though he has an invested interest in keeping himself useful to the Loyalist faction.

Ben Plumm

Ben Plumm, the Commander of the Second Sons, has the blood of many races flowing through his veins including that of House Targaryen. This link to the Targaryen heritage has led the Mad King to call upon Ben Plumm to serve as his Mercenary

General. All that Ben Plumm really desires is being on the winning side, no matter what the costs are. As a mercenary he has a love of gold, but realizes that it is useless have if he is not alive to enjoy it. Ben also claims to have fought in a hundred wars, but nobody can say how bravely he fought in them. However, as the leader of the Second Sons, it is undeniable that Ben is a skilled military commander and has the respect of his men.

Thoros of Myr

Thoros was born in the free city of Myr as the youngest of eight children and was given to the Red Priests of R'hllor at a young age. He earned his priesthood and was sent to King's Landing in hopes of converting the Mad King. Nicknamed "the Red Wizard" it is rumored he possesses strange powers that were bestowed upon him by the Lord of Light. However, it is also said that these powers come at a price, blood. Never an overly pious person, Thoros partakes in drinking and fighting. While he has so far been unsuccessful in converting the king, he has stayed in King's Landing in the hopes of spreading the Lord of Light's teachings.

High Septon

The High Septon is the title held by the head of the Faith of Seven, the dominant religion in Westeros. It is a position of highest authority within the church but has very little power outside the religion. Due to the large population of people that follow the Faith, the High Septon unofficially holds a huge amount of social clout. The current High Septon, nicknamed "the fat one" who, despite his allegiance to the Faith, is known as a very corrupt man, often accepting bribes over atonement. As the most powerful member of the Faith of the Seven, he is more interested in eradicating the false faith (Red Faith) than he is in putting down the rebellion. The Most Devout, the influential head council of the Faith, has been pushing the High Septon to more aggressively combat the heretic Red Faith that threatens to convert many followers.

Illyrio Mopatis

Illyrio Mopatis is one of the wealthiest men in all the known world. A native to the city state of Pentos, he deals mainly in spices, gemstones, dragonbone, and slaves. While he has previously never taken an interest in the politics of Westeros, Mopatis sees the war as a highly lucrative business opportunity. He believes that if he can assist in the Targaryen war effort he will be handsomely rewarded once the usurper is disposed of.

Valyria Staadaa

As the daughter of a blacksmith it is said that Valyria Staadaa's temperment is hotter than a roaring forge. Her combative nature has often landed her into sticky situations. In one instance she opened the throat of a court jester after he cut her in line for a bakery and mispronounced her name. This angered the jester's patron, Lord Mace Tyrell, who attempted to have her hung for murder. When brought before Lord Tyrell to answer for her crimes, Valyria unapologetically quipped that the fool shouldn't have cut in line if he didn't want to be cut himself. While Mace Tyrell would have normally killed any peasant who dare speak to him so crassly, he found Valyria's attitude to be quite amusing and even laughed at her crude remark. As a reward for making him laugh, he spared Valyria and even provided her with a large sum of rations, which she promptly shared amongst her fellow peasants. From that day on Valyria became a local hero and an influential member amongst the peasantry. This prompted Mace Tyrell to call upon her to serve the Iron Throne once the war broke out. It was his hopes that she would be able to maintain peace amongst the peasantry. Always the temperamental one, Ms. Staadaa agreed to serve the Iron Throne on the condition that she be allowed to kill Mikhail Dugan if the opportunity arrived. Mr. Dugan is the Peasantry Representative for Robert's Rebels and Valyria's ex-husband. The two have been at constant war with each other ever since both accused the other of cheating in a game of chess.

Character Bios-Confederation of Undecided Houses

Tywin Lannister

Tywin Lannister is the Lord of Casterly Rock, Shield of Lannisport, and Warden of the West. As the patriarch of a Great House, House Lannister, is one of the most powerful men in Westeros. Not only does House Lannister possess a formidable fighting force containing powerful vassal forces, such as House Clegane, but the Westerlands also provide Tywin with vast amounts of gold. Tywin is also a master strategist both on and off the battlefield. In the War of the Ninepenny Kings he earned a reputation as a ruthless commander able to easily take control of the battlefield. Afterwards he served as the Hand of the King to Aerys Targaryen for many years, serving the realm well. In this position he was able to maintain order and control, keeping the realm stable even in the face of war. However, Lord Tywin cares little for the happiness or desires of his constituents and always puts the needs of his house and the realm above all else. This has led to him becoming one of the most unloved men in all the Seven Kingdoms. However, what Tywin lacks in love he makes up for respect. Everyone in Westeros knows that Tywin is a capable leader and even those who despise him respect his abilities, or at the very least fear them. Tywin Lannister uses this combination of respect and fear to keep his forces loyal and his enemies scared. Even Gregor Clegane, the most brutish and violent man in the Seven Kingdoms, shows Tywin the respect he deserves and is always wary when interacting with him. In the rare cases where an enemy has failed to respect or fear Lord Tywin they have always met a quick and painful end. As a man fixated on control Tywin Lannister has no allegiance to Robert Baratheon and his rebel forces as he sees them as a disruption to the order on the realm. Conversely, he no longer has any allegiance to the Iron Throne after the years of abuse he suffered at the hands of the Mad King. Ultimately, Tywin will do whatever needs to be done to maintain House Lannister's political standing and order in the realm.

Hoster Tully

A tall and portly old man with a fluffy beard, Hoster Tully is the Lord of Riverrun and the patriarch of a Great House, House Tully. Many find his outward appearance to be friendly and inviting, a fact Hoster uses to his advantage when managing his alliances. Unlike most Lords who rule using fear or pure strength, Hoster rules through diplomacy and mutual respect. He presents himself as a family man rather than a military strategist, allowing him to forge bonds between his house and rest of Westeros. Most people who have worked with him find it easy to come to agreement with him and find him

very persuasive in his arguments. This has made him very well liked by houses both inside and outside the Riverlands with those serving him being fiercely loyal to his house, save maybe House Frey. Due to his house's bonds to the rest of Westeros and his skills in peaceful negotiation, it was decided by the Confederation of Undecided Houses that he should serve as the Minister of the Interior for the duration of the war. Hoster Tully is a capable leader and the best choice for maintaining the peace within the confederation while the war rages on.

Balon Greyjoy

Balon Greyjoy of House Greyjoy is Captain of *The Great Kraken*, Lord of the Iron Islands, and Lord Reaper of Pyke. His father Quellon, the previous Greyjoy lord, spent his rule seeking closer relations to the kings of Westeros. Balon Greyjoy had originally supported Robert Baratheon's rebellion in principle and had convinced his father to support him with a fleet of ships. However, the recent death of his father and his newfound control of the islands has caused him to reconsider. He now sees the rebellion as an opportunity to have the Iron Islands separate from the Iron Throne and is strongly considering having the Confederation of Undecided Houses move towards taking Westeros for itself rather than allying with any particular side. At the islands, he has built up a powerful fleet of ships, known as the Iron fleet, capable of engaging any power in heated battle. Balon believes that the Iron Islands should act independent from Westeros. His decision to support one side or the other is rooted in his desire to not only keep the Iron Islands separate from the Iron Throne, but to maintain the Ironborn tradition of supporting oneself by raiding the coast. Balon is a very traditional man, and holds the Ironborn tradition above his own self interest. However, he is untrustworthy and is willing to betray anyone in order to further the agenda of the Iron Islands. He is a strong warrior and is exceedingly clever. He also refuses to compromise with anyone, and is extremely stubborn and egoistic.

Gregor Clegane

Sir Gregor Clegane is the leader of House Clegane of the Westerlands. He is a brute, described as the tallest and strongest man of Westeros. He is hot-headed and extremely quick to anger. He holds no regard for human life and behaves in an extremely cruel manner, acting without mercy. It is said that Gregor Clegane can cut a man in two with a swing of his sword. He once burned his brother Sandor's face by holding it up to a fire for messing with Gregor's toys. However, Gregor Clegane has a good mind for battle and knows how to fight. He has several allegiances with the Targaryens, having been knighted by Prince Rhaegar. However, he is very

unpredictable and will fight for without regard for honor, loyalty, or restraint to further his own ambition or revenge. He often acts alone or in small groups, and is most effective in that condition. Furthermore, while he may have some allegiance to the Targaryens, ultimately Gregor is a servant of the Lannisters as his house holds fealty to them.

Walder Frey

Walder Frey is an old man who serves as leader of House Frey, a house within riverlands. House Frey is located at the Green Fork of the Trident of the Riverlands, a major crossing that one needs to pass to go through the riverlands quickly and thus safely. Without permissions from House Frey, it is difficult to lead an army south of the riverlands. While the crossing, also known as the Twins, gives Walder great control of the area, the Frey army is ill equipped to fight outside the general area of the Riverlands. He is untrustworthy, and is willing to backstab close allies to further his own power and to further the name of House Frey. Walder is however unwilling to take many risks, even with high reward, unless he gets certain assurances to mitigate those risks. Due to this cowardice nature, Walder prefers to weaken his enemies through sabotage before facing them in battle. Furthermore, he utilizes every chance to cheat and deceit his enemy, preferring to stab them in the back than face them head on. Walder has many sons (some say over 100) and uses them to establish an entrenched family system to make plans. Walder plots many plans to try to further himself, and is a strategic thinker. Ultimately he will side with whatever side can offer him the most benefit, even if that includes playing both sides or taking no side at all.

Vyman

Vyman is the maester at Riverrun. As a maester his loyalty lies with whichever house has control of Riverrun and not necessarily the Tullys. As a maester Vyman has access to the academic and research-based resources at the Citadel and has been assigned the task of conducting research for the Confederation of Undecided Houses. Being situated in the Riverlands the maester has had a lot of experience working with aquatic equipment ranging from boats to castle moats. While this is Vyman's area of research expertise he is still capable of conducting research outside this field and is a more than capable maester. Given that the maesters are scholars who only wish to gain knowledge and help the realm, Vyman wishes to see the war come to a quick and hopefully even peaceful end.

Petyr Baelish

As the head of House Baelish and the lord of the Riverlands territories of the Fingers and Harrenhal, Petyr Baelish owes his fealty to the Tully's, as they are the Lords of the Riverlands. However, Lord Baelish did not come to be one of the most powerful men in Westeros purely by serving his obligations as a vassal. Born to one of the most insignificant houses in all of Westeros, Lord Baelish has methodically climbed his way to the top, often through manipulation and deceit. At times this has included going behind the backs of his Liege Lord in order to advance his own political position. Being both subtle and ambitious, Petyr is not afraid to make bold moves. However, he is incredibly skilled at covering his tracks so that should his plans fail he can divert attention away from himself. Lord Baelish will often use his remarkably low noble status to his advantage in order to fool others into underestimating his true power. Due to his remarkably high intelligence, Petyr is skilled at banking and trade with many high nobles often seeking him out so that he can manage their financials. His great financial skills have provided him with connections to many of the Great Houses of Westeros and have given him opportunities that he would not have had had he been content with his low birth status. Perhaps the one true weakness of Petyr Baelish is his infatuation with Caitlin Tully. Ever since he was a boy Lord Baelish has been in love with the daughter of Hoster Tully and would seek out ways to gain her affection. Unfortunately, Caitlin sees Petyr as a younger brother and her father, Hoster Tully, has refused to marry his daughter to someone of such low noble origins. Despite this Petyr still tries to impress his love and seeks to gain as much power as possible in the hopes it will give him the favor of both Tully father and daughter. Currently Lord Baelish's exploits to gain power has led to him obtaining Harrenhal, the largest and most powerful fortress in all of Westeros. In the upcoming conflict it appears that Petyr Baelish will support whatever will give him more power in influence.

Catelyn Tully

Catelyn Tully is the eldest daughter of Hoster Tully. She is a proud and strong woman who values honor and holds her duties to her house over her own personal desires. Despite the status quo discouraging women in the Seven Kingdoms from being involved in politics, Catelyn often sits in on her father's meetings with his vassals. This has given her a strong grasp on politics and diplomacy. Having previously been engaged to the now deceased Brandon Stark, Catelyn has a strong tie and good relationship with House Stark. This tie combined with Catelyn's superior understanding of diplomacy has made her the perfect choice for the ambassador to Robert's Rebels.

Tyrion Lannister

Born a misshapen dwarf, Tyrion Lannister has always been looked down upon by those around him. Despite being the son of the Warden of the West, Tywin Lannister, few ever expected much from Tyrion. Due to his physical limitations many believed that Tyrion would never amount to anything. However, they forgot to take into consideration the power of his mind. With no obligations or expectations of him, Tyrion buried his head in books. Thanks to his natural intelligence and access to the Lannister library, he was soon able to acquire a level of knowledge that rivaled that of a maester. Through his studies Tyrion learned all about the history and politics of Westeros. This vast knowledge led to Tyrion being appointed as the ambassador to Robert's Rebels for the Confederation of Undecided Houses. Besides having a vast understanding of Westeros' politics Tyrion is also a skilled negotiator. His unique physique is intimidating to many people, throwing them off when engaging in debate with him. Furthermore he is incredibly sharp witted and good at manipulating people. His vast knowledge of the culture and relationships of the Great Houses allows Tyrion to play off people's' beliefs and desires in order to get what he wants.

Euron Greyjoy

The younger brother of Balon Greyjoy, Euron "Crow's Eye" Greyjoy is one of the most mysterious men in Westeros. Banished at a young age for seducing his younger brother's wife, Euron has spent the past ten years of his life at sea. As the captain of the *Silence*, a ship crewed by illiterate and deaf mutes, he has gained infamy throughout all the known world by pillaging almost every other port he docks his ship in. However, what few people know is that his raids are merely a cover for his most lucrative enterprise, espionage. By destroying the areas he enters Euron is able to steal valuable secrets and information without anyone being made the wiser. This is because few people ever notice that their files and records have gone missing when their entire city is ablaze. Furthermore, since his crew can't hear, let alone read, he assures that the only one who ever knows his secrets are himself and his employer. Due to his valuable skills Euron was allowed to return to the Iron Islands so that he could serve as Spymaster for the Confederation of Undecided Houses.

Vargo Hoat

Vargo Hoat is the leader of the Brave Companions, a sellsword company. Due to this, he is cunning, ruthless, and shrewd, as no man can survive being the commander of the Brave Companions without possessing these traits. He is definitely cruel and

often described as a monster, but is also rather effective at his job.

Moqorro

Moqorro, a red priest in the service of R'hllor, is able to see the future in the flames as well. However, he is more skilled at interpreting the messages than other red priests. He is also a fairly skilled magic user.

Meribald

Meribald is a traveling Septon who wanders the Riverlands. Due to this, he is very familiar with the region, as well as with the *Seven Pointed Star*. He usually ministers and administers medical aid to small folk throughout the region.

Xaro Xhoan Daxos

Known as the Merchant Prince of Qarth, Xaro Xhoan Daxos is one of the most respected traders in the known world. As a member of Qarth's Thirteen, a group of powerful traders who rule the city state of Qarth, Xaro has several business contacts across both Essos and Westeros. He is also extremely wealthy to the point where he has a fleet of eighty four merchant vessels. In both his business and personal life Xaro prefers to behave in an elegant manner. He is always dressed in the finest garments and speaks with a flawless diction. However, he is not a weak man. Despite his soft outward appearance, Xaro Xhoan Daxos is a skilled negotiator and manipulator. There have been many fools who have perceived Xaro's soft demeanor for weakness, which each one has paid for dearly.

Vincent Hammer

Vincent Hammer is the son of a shepherd from the Riverlands. He is also a successful businessman who has managed to transform the carts from his family's shepard business into a successful transportation business that provides rides to lowborn people across the region. Vincent is somewhat of a strange man who does several peculiar things. For instance one of the carts in his transportation business is disgustingly filthy, yet he refuses to clean it as he believes it to be his brother's responsibility despite that fact that his brother left to become a maester several years ago and will likely never return home. Despite this, he is well liked by his fellow peasants for his kind personality and generosity, which often leads him to give the poor free rides in directions that are often out of his way. His status within the peasant community made him the obvious choice for Peasantry Representative for the Confederation of Undecided Houses.

Character Bios- Robert's Rebels

Robert Baratheon

The oldest of the Baratheon brothers, Eddard estimated that Robert's height was six feet six inches, slightly taller than the rest of his brothers. In battle, he would wield a two-handed warhammer and was regarded as one of the best warriors of his time. It would be a multitude of reasons which would lead him to rebel against the Crown. Firstly, Eddard's eldest brother, Brandon, and his father, Lord Rickard, were executed by the hands of the Mad King. However, there was a more important reason he would later adopt the title "the Usurper." He was in love with Eddard's sister, Lyanna. However, it was to his understanding that Rhaegar Targaryen kidnapped, raped, and killed her in the Tower of Joy. He would make it his mission in life to kill every last Targaryen and claim the Iron Throne for himself.

Jon Arryn

Jon was practically a second father to Robert Baratheon as well as Eddard Stark. This was because he fostered them both in the Vale of Arryn, so it was no surprise that he would take their side in the rebellion. The Mad King requested that they be sent to King's Landing for a likely execution before the rebellion, to which Jon Arryn outright refused. As Lord of the Eyrie, Warden of the East and Defender of the Vale, he had a large standing army that he would use to aid the rebellion against the tyrannous King Aerys II Targaryen.

Stannis Baratheon

Like his brothers, Robert and Renly, Stannis is a large man - tall, broad shouldered and sinewy. Jon Snow notes that Stannis towers over him. Stannis has dark blue eyes and a heavy brow. His head has only a fringe of black hair "like the shadow of a crown," and he has a close-cropped beard across his large jaw. His face has a tightness to it like cured leather, and he has hollow cheeks, and thin, pale lips. He is the Lord of Dragonstone, a castle built 500 years ago by the Valyrians. Located in the Crownlands region of Westeros, it was built on an island and can defend itself very well from sieges. At the start of the rebellion, Stannis faced an internal struggle: whether to support his brother Robert, or to remain loyal to King Aerys II Targaryen.

Eddard Stark

Eddard was born into one of the Great Houses in Westeros: House Stark. His dark grey eyes reflect his moods, turning soft as fog or hard as stone. Among his enemies, Eddard has the reputation of having cold eyes. They are thought to reflect his frozen heart. Eddard is neither as large nor as handsome as his older brother Brandon was. He keeps faith with the old gods. Eddard is known for his unwavering sense of honor and justice and his family finds him kind, although some consider his reserved personality a sign of coldness and disdain. As mentioned before, he grew up very closely to Robert Baratheon as they were both wards to Jon Arryn. Eddard would later of course join Robert in his rebellion to seek vengeance for the unjust deaths of his father and older brother Brandon.

Roose Bolton

Roose Bolton is the Lord of the Dreadfort and head of House Bolton. He receives regular leechings, which he believes to improve his health, prompting some to call him the Leech Lord. Though mild-mannered, Roose is cold, patient, calculating, and capable of great cruelty. He possesses a cold cunning, a skill for strategy, and a calculating nature. He is of average size with a soft and hairless body. Roose has a plain face, beardless and ordinary, with his only noticeable feature being his eerie eyes, which are as pale and strange as two white moons. To Jaime Lannister they are paler than stone, darker than milk. Roose has short, strong fingers. He has leeches applied to his pasty skin and pallid chest. Roose's voice is spider soft; he speaks softly and rarely raises his voice, forcing those who listen to do so intently. When he speaks silence often descends. Roose sips alcohol and prefers hippocras, or hot spiced wine, although he is also willing to drink ale and regular wine. Roose often wears black ringmail and a spotted pink cloak. He also owns a suit of dark grey plate armor over a quilted tunic of blood-red leather. Its rondels are shaped like human heads whose mouths are open in agony. Its helmet has streamers of red silk which flutter in the wind. With it is usually a pink woolen cloak embroidered with droplets of blood. Roose would join arms with the other Great Houses of the North, and would play a major role in the battles to come.

Maester Luwin

Luwin is a maester in the service of House Stark at Winterfell. A tireless maester, Luwin is a small grey man with grey eyes and hair. He has a robe of grey wool with voluminous sleeves. In the sleeves are sewn pockets, from which Luwin is always drawing things. His maester's collar is simple choker. He often tugs at the chain around his neck when he is uncomfortable. His turret at Winterfell is always so cluttered that it seems to Bran Stark a wonder that Luwin ever finds anything. He owns a bronze far-eye. Luwin is one of the few maesters who bothered to study for the Valyrian steel link. He is skeptical of some of Old Nan's stories. He was the replacement for Maester Walys.

Wyman Manderly

Wyman Manderly is the Lord of White Harbor and the current head of House Manderly, a noble family in the North. Being the richest northern family due to their control of the only city in the region, he is responsible for funding the rebels. Wyman is completely loyal to House Stark. He has two sons, Wylis and Wendel, and he is a widower. The Manderlys' follow the Faith of the Seven instead of the old gods. Wyman is nearly sixty years old, with a huge belly and very thick fingers. In fact, he is too big to even ride a horse anymore, leading to his nickname of Lord-Too-Fat-to-Sit-a-Horse. In his kingdom, his people find him to be foolish and craven. However, this is a clever ruse, as he is actually quite shrewd and cunning.

Nestor Royce

Nestor Royce is a senior member of a cadet branch in the House Royce. He holds the title of High Steward of the Vale. Nestor is a massive man with a hefty build, and he is bald with a greying beard. He has two children, Albar and Miranda.

Denys Arryn

Denys Arryn, who is also known as the Daring of the Vale, is a knight of House Arryn. He is described as being a renowned jousting, handsome, and brimming with courtesy. He is in the line of succession for the throne, as he married the niece of Jon Arryn.

Davos Seaworth

Davos Seaworth is the head of the House Seaworth. He was born a peasant, however, he was knighted for his role in ending the siege of Storm's End. He is a small man with an ordinary face, with brown hair and eyes and a beard that has just started greying. The first joints of the fingers of his left hand are missing, and he carried them in a pouch around his neck, as he believes that it gives him good luck. They were taken off by Stannis Baratheon himself, after employing Davos into his service and knighting him, as payment for his smuggling days. Instead of the expensive clothing that most other sea lords wear, Davos wears a simple brown and green wool mantle. He is strong in the Faith of the Seven. Davos is a smuggler, one of the most infamous to sail the narrow seas. He is married and has seven sons.

Syrio Forel

Syrio Forel, master swordfighter and once the First Sword of Braavos, is very confident in his actions and abilities with a sword, preferring not to wear armour to battle and having only light weaponry. Instead of attacking with brute strength, he prefers to outmaneuver his opponents with his agility and speed, as well as using elegance and precision to defeat his opponents. He seems to lack faith in any gods at all, preferring to refer to Death as the one true God, as he believes it to be the one being that each man must meet.

Melisandre of Asshai

Melisandre of Asshai, a red priestess, is both a great beauty and a skilled magic user. She is able to do most low level magic, and can even invoke a deadly shadow assassin that can be used against her enemies. Melisandre completely trusts in the power of her god, R'hllor, and the visions that he sends her through the flames. She is confident in her ability to interpret the visions correctly. She is careful to present herself with confidence and power, possibly due to her background as a slave and wanting more power because of that.

Chayle

Cayle, a septon from the Faith of the Seven, is the guardian of the Sept of Winterfell. He is young and optimistic, and tends to believe in the goodness of people. These traits may be due to his piety, which also is responsible for his inclination to help others.

Bryan of Old Town

Bryan of Old Town is a merchant explorer from Old Town in the Reach. Known for his many adventures across the known world, Bryan is most known for his escapades with the Dothraki Horse Lords of Essos. The Dothraki are a fierce and tribalistic race of people from Essos. They are known for being incredibly violent with their daily lives being dictated by the will of ruling warlords. Bryan of Old Town is one of the few outsiders to have ever been welcomed into their culture, which gives him a distinct advantage in trading as he can pass through and trade in Dothraki territory without fear of being attacked. In fact he is the only person in recorded history to have ever been able to convince a group of Dothraki to leave their homeland and come to Westeros where they now serve as his personal bodyguards. Despite being from the Reach, a kingdom aligned to the Iron Throne, Bryan joined Robert's Rebels after becoming tired of the unreasonable taxes placed on merchants by the Iron Throne.

Mikhail Dugan

Mikhail Dugan is a chicken farmer from the Stormlands. His specially bred chickens are famous throughout Westeros for their delicious taste. In fact they are so tasty that they are one of the most expensive foods in Westeros, fetching a high price amongst the nobility. Despite the high cost of his chickens Mikhail is relatively poor due to the fact that he gives away most of his prized chickens to feed hungry peasants and that he spends much of his income funding public utilities, like sewers and hospitals. This has made him a hero amongst the peasantry who have lovingly given him the nickname "The Chicken Man". When Robert's Rebellion broke out, he was the obvious choice to serve as the Peasantry Representative for Robert's Rebels due to his universal appeal amongst both peasants and nobility. In fact, out of all the people who know Mikhail Dugan, only one hates him and that is his ex-wife, Valyria Staadaa. Despite once being a happy couple Valyria and Mikhail became estranged after years of arguments. This culminated when the two accused each other of cheating at a game of chess prompting them to start a vicious feud between them. Admittedly, Mikhail did cheat at the game, but only because he thought she cheated first. However, Mikhail refuses to give her the satisfaction by admitting to it and instead allows the feud to continue. This feud has gotten so intense that Valyria joined the side of the Iron Throne just to spite Mikhail. Now the two seek to outdo each other at every possible turn.

Things to Keep in Mind

- Be mindful of your portfolio powers as they can be the key to your victory.
- Keep in mind that multiple directives can be passed at a time, it does not have to be a one directive versus another.
- The most effective delegation can pass several directives quickly and in unison with one another in order to respond to crises quickly and effectively.
- Don't be afraid to utilize details from the Song of Ice and Fire universe that weren't in the topic guide. In fact you are encouraged to conduct additional research on your own in order to better prepare you for this committee. The lore of the Song of Ice and Fire book series is extensive and we simply could not cover it all. In fact there are whole other lands outside of Westeros, like Essos, for you to possibly gain resources from and use to your advantage. When writing this topic guide the book [The World of Ice & Fire: The Untold History of Westeros and the Game of Thrones](#) by Elio M. García Jr., George R. R. Martin, and Linda Antonsson and the website [A Wiki of Ice and Fire](#) were referenced extensively and are great sources for you to conduct research with. However, please keep in mind that we have altered some characters and events in order to make this crisis. In the case of details from your research conflicting with details from this topic guide please consider the topic guide to be the definitive source.
- For this crisis assassinations will be permitted in order to keep with the tone set by the Song of Ice and Fire book series. However, do not worry if a delegate's character is killed as they will only be removed from committee temporarily. Upon removal they will be assigned a new character and given a briefing on the character's positions before being sent back to committee. Delegates will not be negatively judged by their chairs if their character is assassinated and might even impress their chair if they can predict and prevent assassinations. While assassination is a tool at delegates disposal it is not without big risks. Chairs will be keeping notes of how assassination is handled. If a delegate assassinates a character as a strategic play in order to remove opposition then a chair might be inclined to view that action favorably when assigning awards. If a delegate assassinates a character for no apparent reason or seems to be abusing this ability then a chair will look at the delegates actions unfavorably.
- If you have any questions or concerns regarding your committee or crisis in general please feel free to contact your chairs or your crisis director.