

THE
WESTEROS MYTHOS

Gods, Dragons, and Ascended Mortals

**Deities &
Demigods**

The Infinite Realms

OPEN DUNGEONS RPG PRESENTS



DEITIES & DEMIGODS

The Westeros Mythos

The Divine Powers of Westeros

The Infinite Realms

Open Dungeons™ RPG

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Westeros Mythos - Part 1

The divine tradition of the world of ice and fire - gods, dragons, ascended mortals, and mythic powers.

The continent of Westeros and the lands across the Narrow Sea maintain one of the most theologically complex divine traditions in the Multirealms. The old gods of the North, nameless and watching from the weirwood trees, predate the First Men who came to worship them. The Seven of the Andals arrived six thousand years ago and displaced the old gods in the south. The Lord of Light and his war against the Great Other operates on a different cosmological scale. The Drowned God rules the Iron Islands with a theology of death and rebirth. The Many-Faced God accepts all names in all tongues. The Night's King commands the dead in the eternal winter beyond the Wall. And the dragons - the children of fire, the mounts of the Targaryen kings, the beings whose arrival in Westeros three hundred years ago reshaped the continent entirely - have their own place in the cosmological hierarchy.

But Westeros does not reserve divine weight for gods alone. In this world, bloodlines, oaths, betrayals, crowns, resurrections, prophecies, and remembered deeds can accumulate their own cosmological gravity. Certain mortals become more than mortals in the memory of the world: the king who conquered with dragons, the bastard who died and returned, the queen who walked unburnt from the fire, the wolf-girl who wore death's faces, the lion lord whose will ruled from behind the throne. These figures do not maintain divine domains in the manner of true gods, but their stories have become heavy enough that the Multirealms records them as ascended mortals, demigod-like powers, or divine-adjacent legends. They are not worshipped in the ordinary sense. They are remembered with enough force that reality remembers them back.

This Westeros section documents the divine hierarchy of the world of ice and fire: the gods who rule its cosmology, the great dragons who shaped its history, the ascended mortals whose deeds became too heavy for ordinary memory, and the divine servants, blood-bound figures, resurrected champions, and eastern magical traditions whose influence crossed the Narrow Sea and became inseparable from the fate of Westeros.



What This Book Is

This is not a rulebook. There are no mandatory mechanics here - the Dungeon Narrator is the final word on every encounter, every divine intervention, every moment where the mortal and divine worlds press against each other. What this book provides is a comprehensive portrait of the divine landscape as it exists in the Multirealms, giving Dungeon Narrators the tools to bring these extraordinary beings to life at the table with the weight and specificity they deserve.

Every entry in this volume has been written to make the god feel real before it makes them feel dangerous. The stat blocks matter. The descriptions matter more. A god is not a monster with a divine descriptor - it is a being whose existence shapes the cosmological structure around it, whose avatar's appearance changes the weather and the quality of the air and the behavior of animals within miles. Encountering one should be the session the players remember for years.

This volume is a companion to the *Realms Guide: Atlas of the Infinite*. Readers familiar with the Open Dungeons cosmological framework - the infinite oblong, the Realism Gradient, the Ethereal membrane, the Gate Keepers, Divine Gravity, and Ascension - will find the material slots directly into the established structure. New readers are encouraged to consult the *Realms Guide* first.

The Nature of the Divine

In the Multirealms, a god is a being whose accumulated worship or believers has generated enough cosmological weight to stabilize a domain in the upper resonance reaches of the infinite oblong. The domain is not a reward granted by some higher authority. It is a physical consequence of what the god is - the same way a massive object generates gravity, a being of sufficient divine weight generates a region of reality shaped entirely by its nature.

Gods are not defined by power in the conventional sense. They are defined by nature. Thor is not a god because he can do things other beings cannot - he is a god because what he is has accumulated enough resonance weight to shape a region of the Multirealms into a permanent expression of storm-sovereignty. Anubis is a god not because he has authority over death but because the concept of death's careful administration has concentrated enough weight in his specific form to generate a domain where his nature is the local law.

Divine Gravity and the Material World

As detailed in the Realms Guide: Atlas of the Infinite, Divine Gravity is the mechanism by which gods and Material worlds relate. Every Material world occupies a position in the infinite oblong defined by resonance proximity to divine domains. A world built on Norse mythology sits near the Norse divine domains. A world built on Egyptian mythology sits near the Egyptian domains. This is not by design but by resonance - the worlds and their gods reinforce each other across the Ethereal membrane in a feedback loop that spans generations.

When a god's avatar manifests in a Material world, it is not traveling from far away. It is reaching through the Ethereal into a world cosmologically adjacent to its domain. The closer the world's mythological character to the god's nature, the easier the manifestation and the more powerful the avatar's presence. A cleric of Zeus in a world steeped in sky-father mythology is in a world already resonating toward Zeus's domain. The god's reach is strong there.

All Mythologies Are True

The Multirealms framework does not require choosing between pantheons. Thor and Zeus can both exist in the same cosmological structure because they occupy different positions in the infinite oblong. When their domains are cosmologically adjacent, they become aware of each other. This awareness ranges from productive alliance to active conflict. Divine tensions documents the major cross-pantheon conflicts and convergences - not as mandatory plot structures, but as cosmological realities the gods themselves are aware of.

Divine Ranks

Every deity carries one of four divine ranks, describing their cosmological weight and what that means for encounters with their avatar.

Major God

A Major God has enough cosmological weight to maintain a full divine domain in the upper resonance reaches. Their influence shapes adjacent Material worlds without direct involvement. The encounter is not about whether the party can win. It is about what the party does in the presence of something that large.

Lesser God

A Lesser God maintains a divine presence with a narrower portfolio and less accumulated weight. Their influence is more specific, less ambient. Meaningful encounters. Still not routinely defeated by standard tactics.

Demigod

A Demigod is divine by origin - born of divine parentage or elevated through specific cosmological event. They carry divine weight but do not maintain full divine domains

Ascended Mortal

The Open Dungeons concept made manifest - a being who accumulated enough story-weight that the Multirealms had to make room for them. They did not inherit divine weight. They generated it. Achilles. Gilgamesh. Beowulf. Cu Chulainn. These are the historical and mythological examples of what the Level 10 Apex Mortal endpoint looks like in the cosmological record. See *DN Guide* for more details.

How to Read an Entry

Description

Two or three paragraphs. First: the atmospheric experience of the avatar's presence - what it feels like to be near this greater being. Second: the being's nature, cosmological position, and avatar properties. Third, where present: their current concerns in the Multirealms. The description is where the DN finds material for roleplaying. The stat block tells you what the god can do. The description tells you who the being is.

Stat Bar

HP, AC, DR, Quick save, Tough save, Mind save, and Divine Rank. These are the avatar's statistics. Saves are bonus values: Quick for reflexes, Tough for physical endurance, Mind for mental resilience and magical resistance. Asymmetric saves reflect the deity's core nature - a war god's Tough will often be elite, a trickster's Quick will often be elite.

Attacks and Defenses

Format: bonus vs AC, damage with dice type reflecting identity (d12 for variable/lightning, d10 for steady force, d8 for lingering/decay), range band, rider effect on a separate line. Range bands: Reach 10-15ft, Near up to 100ft, Far up to 300ft, Horizon line of sight, Domain within divine realm. Area effects use specific radii in feet. The Divine Action is once-per-encounter and changes the field rather than just dealing damage.

Mythic Influence

One defining quality specific to this deity that changes the terms of the encounter. Not a rule - a cosmological fact about how this god operates. Applied as the DN sees fit. All Mythic Influences are guidelines in service of the narrative.

Presence and Regional Effects

The Presence Aura describes the immediate effect of the avatar's proximity on nearby creatures. The Regional Effect describes what happens to the wider area. Both persist while the avatar is present and fade over hours after departure.

Mythology

The one story that most defines this deity. Not a full retelling - the core narrative event that explains who they are. Usable as backstory, player knowledge, or the seed of a campaign arc.

On Avatars and Manifestation

An avatar is not the god. A god or being is a cosmological presence larger than any body. When Zeus turns his attention toward the Material world, he does not leave the Storm Throne - he extends toward it. The avatar is the shape that extension takes when it interacts with Material reality. It has limits the god does not. An avatar can be damaged, driven off, brought to 0 HP - and when that happens, the god's reach withdraws from that Material world for a period. This is significant and painful. They will remember. They will not be pleased.

Avatar Properties

Every avatar shares certain properties reflecting divine origin. Non-magical weapons deal minimum damage against avatar forms - the divine presence resists mundane harm the way stone resists water. Magical weapons deal normal damage. Weapons with divine enhancement from the avatar's own tradition may exceed normal parameters.

Avatars cannot be permanently killed. When an avatar reaches 0 HP, it withdraws. The god retreats to their domain and cannot manifest in that Material world for a period - typically days to weeks depending on divine rank and circumstances of defeat. General guidelines: Ascended Mortals 1-3 days, Demigods 3-7 days, Lesser Gods 7-21 days, Major Gods 14-60 days. These are starting points. A god whose avatar was defeated through treachery rather than genuine heroic opposition may return faster. One defeated using their own sacred weapons may take longer.

Gods in Their Own Domain

The statistics in this book describe avatars in the Material Realm. A god in their own domain operates under fundamentally different conditions that the DN adjudicates rather than calculates. A god in their domain is the

domain. No party should expect to fight a god on their home ground on equal terms. The question is not whether they can win. The question is what they are there to accomplish and whether they can accomplish it while the god is paying attention. This is a story structure, not a combat encounter.

When Avatars Fall

Each deity has a characteristic departure - the specific form their withdrawal takes at 0 HP. These are described in individual entries and are meant to give the defeat a mythological quality appropriate to the deity or being. The departure is the final statement of the encounter. In many cases the departure deals damage to nearby creatures. This is not the god fighting back - it is the consequence of divine energy abruptly withdrawing from physical form.

Consequences in the World

The period after an avatar's defeat is narratively significant. If the party defeats an avatar of Ares in a world where Ares has been backing one side of a war, the absence of divine intervention changes the war. If they defeat an avatar of Demeter where harvests have been supernaturally good, the following weeks may see a return to ordinary agricultural uncertainty. These consequences are features. The party's actions have cosmological weight.

When Gods Become Mythology

If a god is defeated repeatedly, if their worshippers abandon them, if the Multirealms shifts away from the resonance that sustained them - a god does not simply die. They diminish. Their domain contracts. Their avatar weakens. Over decades and centuries, a sufficiently diminished god or being becomes what mortals call mythology - still present as a faded resonance, still accessible through ancient rites, still capable of responding to genuine worship, but unable to manifest with former power. The DN may use this framework to introduce ancient gods whose traditions have faded - powerful but reduced, nostalgic and strange.

Range Bands - Quick Reference

All avatar attacks use these range bands. Define them once at your table.

Reach - 10 to 15 feet. Divine melee range. Gods occupy more space than mortals.

Near - Up to 100 feet. Close engagement range. Most ranged divine attacks.

Far - Up to 300 feet. Battlefield scale. Appropriate for gods whose portfolio spans landscapes.

Horizon - Line of sight. Sky-scale powers. A god throwing lightning at a ship on the sea.

Domain - Anywhere within the deity's divine realm. Only when the god is home.



The Lord of Light

R'hllor • the Red God • the Fire God • the Heart of Fire • He Whose Night is Dark and Full of Terrors

The Lord of Light arrives in flame - not the cooking fire or the hearth fire or the forge fire but the specific quality of fire as prophecy, fire as cosmology, fire as the medium through which the divine speaks to those who can read the shapes in it. He is the god worshipped by the red priests of Asshai and Volantis and the temples scattered through the Free Cities, the deity whose flames reveal the future to those with the eyes to see it and whose shadows can be made flesh when wielded by a priestess of sufficient power.

His cosmology is dualistic in a way that the old gods of Westeros are not: he has a named opposite, the Great Other, and the war between them is the cosmological engine of his theology. Fire against ice. Light against dark. The sun against the long night. His followers believe that the war will be won by a prophesied champion - Azor Ahai reborn, the prince that was promised - who will forge Lightbringer and drive back the darkness when the Long Night comes again. The prophecy has been interpreted and misinterpreted for thousands of years. His priests continue to look for the signs.

When his avatar manifests, it is made of fire that has been given consciousness and purpose - not a human shape wreathed in flame but the specific quality of a fire that sees you, that knows your name, that is considering what to do about you. The flames speak in the tongues his priests know. The shadows near his fire are deeper than other shadows because they are more than shadows: they are potential servants waiting for the proper ritual to make them real.



HP	AC	DR	QUICK	TOUGH	MIND	RANK
470	22	14	+7	+8	+9	Major God

Attacks & Defenses

Flame of Prophecy

+15 vs AC | 5d10+13 fire/radiant | Far

On hit: the target briefly sees their own death in the flames. Mind TN 17 or they cannot act for 1 round, paralyzed by the specific knowledge of how they die

Shadow Born

+14 vs AC | 5d8+12 necrotic | Near - requires a willing or unwilling consort to birth

The shadow assassin manifests: an invisible shade that deals this damage and cannot be seen or blocked by mundane means. The shadow persists until it completes its purpose.

The Red God's Fire - Divine Action (1/encounter)

All enemies within 100ft | Tough TN 19

Fail: 6d12 fire damage and set ablaze for 3 rounds - 2d10 fire per round, cannot be extinguished by mundane means. Success: 3d12 fire. All R'hllor-faithful allies in the area: fully healed and gain +3 to all rolls for 3 rounds.

Prophecy in Flame: R'hllor's priests read the future in fires. Any creature within 100ft of a sufficient flame may request a vision from R'hllor - they ask a question and roll Mind TN 16. Success: they see a true but incomplete image of a possible future. Failure: they see an image that is misleading.

Resurrection's Gift: R'hllor has the power to return the dead to life through his priests. Any follower of R'hllor may attempt resurrection on the recently dead (within 24 hours). The attempt costs the priest 1d4 permanent max HP but succeeds if R'hllor's will aligns with the request.

Shadow Binding: R'hllor's shadows are not metaphorical. His priests of sufficient rank may birth shadow assassins by ritual union with R'hllor's power - these shadows are invisible, incorporeal, and can kill at a distance. The birthing is demanding and rare.

Mythic Influence

The night is dark and full of terrors. This is not a ritual phrase - it is a cosmological fact. R'hllor's war against the Great Other is eternal and cannot be ended, only temporarily resolved in favor of one side or the other. Any encounter with R'hllor exists in the context of this ongoing war.

Presence & Regional Effects

Presence Aura: The quality of fire becoming aware becomes present near R'hllor's manifestations. Flames burn more purposefully. Shadows become deeper. The specific feeling of being watched from the hearth, from every lit candle, from every torch in the room.

Regional Effect: Fire becomes more prophetic - visions appear to those who look into flames, even those not normally sensitive to such things. Shadows become harder to dispel. The night takes on a specific weight.

Mythology

Azor Ahai forged Lightbringer by tempering it in his wife's heart after failing with water and with a captured lion. Nissa Nissa bore her naked breast to the sword and he drove it through her. She screamed and the steel drank her soul and the sword became Lightbringer. With it he drove back the darkness of the Long Night. The prophecy says he will be reborn when the Long Night comes again. The red priests have been watching for signs for thousands of years. They have been wrong before. They may be right this time.

The Flaming Sword and the Drunken Priest

Beric Dondarrion and Thoros of Myr - the Lightning Lord - the Red Priest who kept bringing him back - servants of the Lord of Light

Beric Dondarrion and Thoros of Myr arrive with the smell of wet wool, old wine, burnt steel, and campfire ash after rain. Theirs is not the polished fire of temples and prophecies. It is battlefield fire: stubborn, imperfect, relit with shaking hands because darkness is still moving and someone has to keep a flame alive. Beric was sent by Ned Stark to bring Gregor Clegane to justice and became instead the repeated proof that R'hllor can return a dead man if the fire still has work for him. Thoros was a red priest who had lost most of his faith before the miracle began happening through him. Together they became a theological wound walking the Riverlands: one man dying again and again, the other praying him back until the returned man had less of himself each time.



Their avatar manifests as a paired presence. Thoros speaks the prayer. Beric rises. The flaming sword is not clean or ceremonial. It burns like a torch held in a storm, and the miracle around it feels exhausted but real. When they fall, the fire gutters and catches again somewhere just out of sight.

	HP	AC	DR	QUICK	TOUGH	MIND
Beric Dondarrion	285	18	7	+6	+9	+7
Thoros of Myr	235	16	5	+5	+6	+8
RANK Ascended Mortal Pair / Divine Servants of R'hllor						

Attacks & Defenses

Lightning Lord's Burning Blade

+13 vs AC | 4d10+10 fire/slashing | Reach

On hit: target ignites for 1d8 fire per round for 2 rounds. Undead and Great Other servants take +2d8 radiant.

Thoros' Prayer

+12 vs Mind | 3d10+9 radiant | Near

On hit: target is marked by R'hllor's attention. The next fire or radiant attack against that target gains +3 to hit.

Kiss of Life - Divine Action (1/encounter)

One creature dead within 1 minute

Thoros may petition R'hllor to return the dead. Mind TN 17. Success: target returns at 1 HP, permanently losing 1d4 max HP or one memory of the DN's choice. Failure: Thoros loses 1d4 max HP and the dead remain dead.

Seven Deaths Remembered: Beric can return from 0 HP once per encounter if Thoros is alive and able to pray. Each return reduces Beric's Mind by 1 until the encounter ends.

Fire Without Certainty: Thoros gains advantage on resurrection and fire miracles only when he admits doubt. Empty certainty gives no bonus.

Brotherhood Oath: Outlaws, smallfolk defenders, and oath-bound companions within 60ft gain +2 to saves while fighting unjust lords, raiders, or monsters preying on the weak.

Mythic Influence

Their miracle is not free. Beric returns, but something human is left behind each time. Thoros believes because the fire answers, and doubts because the answer costs too much. In play, their presence should make resurrection feel powerful, holy, and terrible rather than convenient.

Presence & Regional Effects

Presence Aura: Within 60ft, firelight clings to wounds. Dying creatures stabilize on a Tough TN 12 if someone speaks their name sincerely. The recently dead feel close enough to hear but not close enough to keep.

Regional Effect: Campfires burn in rain. Outlaws gather where injustice is thick. Gallows ropes snap unexpectedly when the condemned are innocent or not yet finished. The Riverlands remember that justice sent on horseback can become something stranger.

Mythology

Ned Stark sent Beric Dondarrion to arrest Gregor Clegane. Gregor killed him. Thoros prayed over the corpse and Beric rose. Then he died again and rose again, each life thinner than the last. The Brotherhood Without Banners followed him as outlaw knights and broken men trying to protect the Riverlands when kings and lords failed. Beric's final gift was life given onward: one resurrection spent to return Catelyn Stark, creating Lady Stoneheart.

The Great Other

the God of Darkness and Cold and Death • R'hllor's Nameless Opposite • the Lord of the Long Night • He Whose Name Must Not Be Spoken

The Great Other is not named. This is not oversight - it is theological position. To name him is to acknowledge his sovereignty, to give him the specific purchase that names provide in the dualistic cosmology of R'hllor's tradition. The red priests refer to him through negation, through opposition, through the specific absence of his name in their prayers. He is the cold where fire should be. He is the darkness where light should be. He is the silence where the voice of R'hllor should speak. He is everything R'hllor is not, and this is the closest the red tradition will come to describing him.

He is the god of the dead in the cosmological sense that matters in the R'hllor tradition - not the god the dead go to (that is more complicated) but the god whose victory would make death the only state, the god whose Long Night would never end, the god whose winter would outlast every spring. His servants include the Others, the white walkers, the wights that rise from the dead at their command. His temporary victories are the historical Long Nights that have come to Westeros periodically - vast winters when the dead walked and the sun did not return for a generation.

When his avatar manifests - which is rare, and deliberately so - it appears as absolute cold and absolute darkness combined. Not frightening cold, not dramatic darkness, but the specific quality of a place where R'hllor has been entirely defeated, where the fire has gone out and cannot be relit, where the warmth has been taken and will not return.



HP	AC	DR	QUICK	TOUGH	MIND	RANK
491	23	14	+6	+9	+12	Major God

Attacks & Defenses

The Cold That Does Not End

+16 vs AC | 6d10+14 cold/necrotic | Far

On hit: the cold of the Long Night settles into the target. Tough TN 18 or they cannot be warmed by any means - all fire and heat sources fail to affect their temperature - for 2 rounds. They take 2d10 cold per round from the absence of warmth.

Darkness Absolute

+15 vs AC | 5d12+13 necrotic | Near

On hit: all light sources within 30ft of the target are permanently extinguished. Non-magical light cannot be kindled. Magical light requires Mind TN 16 to produce.

The Long Night's Touch - Divine Action (1/encounter)

All living creatures within 100ft | Tough TN 20

Fail: the target experiences the Long Night - they age 1 year, lose 1d10 maximum HP permanently, and are haunted by the specific knowledge of what the world is like when the sun does not return. Success: 4d12 necrotic damage.

R'hllor's Opposite: Whatever R'hllor can do, the Great Other can counter. Any R'hllor-based power used within 500ft of the Great Other is contested by him - roll Mind TN 18 or the effect fails. All fire-based powers in the area operate at half effectiveness.

Lord of the Dead: All undead, wights, and white walkers within 500ft are the Great Other's servants and obey his will instantly. He may raise any recently dead creature within 500ft as a wight as a free action.

Endless Winter: The Great Other can initiate a Long Night in any region he visits. This requires significant cosmological effort and is not undertaken lightly - but when he commits to it, the winter that follows may last generations.

Mythic Influence

The Great Other's name must not be spoken. Speaking his name gives him purchase he would not otherwise have. Any character who names him directly gives him permission to attend to them specifically, and once attended to, the character becomes a target of the cosmological war in a way they were not before.

Presence & Regional Effects

Presence Aura: The absolute quality of cold and dark together becomes present near the Great Other - not dramatic, not threatening, but genuine. Fires have more difficulty burning. Light has more difficulty reaching corners. The specific quality of R'hllor's absence.

Regional Effect: Temperature drops by specific amounts. Night lengthens beyond its normal bounds. Fires require more fuel to maintain. The quality of the winter that does not end becoming possible.

Mythology

The Long Night came thousands of years ago and lasted a generation. The sun did not rise. The crops did not grow. The wights walked and the Others rode their ice-pale horses. The heroes who ended it - Azor Ahai in the R'hllor tradition, the Last Hero in the northern tradition - drove the darkness back. The prophecy says it will come again. The signs are being watched. The red priests and the rangers of the Night's Watch are both looking, from different directions, at the same approaching cosmological event.

The Many-Faced God

Him of Many Faces • the God of Death • He Who Goes By Every Name in Every Tongue • Valar Morghulis' Lord

The Many-Faced God does not have a face of his own. He has every face that death has ever worn in every tradition - the pale rider of the Andal faith, the Stranger of the Seven, the skeletal reaper of a hundred cultures, the quiet man with the coin who comes for you when your time is finished. He is death itself, worshipped by the Faceless Men of Braavos in the House of Black and White, a gift that may be given to those who genuinely seek it and a blade that may be purchased by those who have the coin.

The central theological claim of his tradition is simple and correct: Valar Morghulis - all men must die. This is not a threat. It is a statement of fact. The Many-Faced God does not come early or late. He comes exactly when the time is right for each being, and the servants who worship him - the Faceless Men - have made their peace with this fact so completely that they have given up their own faces in service to his work.

When he manifests an avatar it is always someone you know. That is his nature. He wears the face of someone you recognize - a friend, a family member, a stranger you passed once in the street and forgot - and the face is real, and the person is real in the sense that they were real when they died, and now the Many-Faced God is wearing their face to have this specific conversation with you.



HP	AC	DR	QUICK	TOUGH	MIND	RANK
460	22	13	+8	+7	+9	Major God

Attacks & Defenses

The Gift

+15 vs AC | 6d12+13 necrotic | Reach

On hit: the target receives the specific gift appropriate to them. Tough TN 18 or at next turn they experience the death that was meant for them - not this death, but their actual cosmologically-appointed death, compressed into this moment. If it was not meant to be now, they survive with 1 HP.

Faceless Strike

+14 vs AC | 5d10+12 force | Near

On hit: the Many-Faced God uses a face the target knows and trusts. Mind TN 17 or the target takes the blow without defending - hesitated because they recognized someone they loved.

Valar Morghulis - Divine Action (1/encounter)

One target within Far

The Many-Faced God offers the target the gift directly. If the target willingly accepts, they die peacefully, their pain ends, their consciousness is gathered into the pool. If they refuse, they take 5d12 psychic from the specific knowledge of what they have refused - but they live. The choice is theirs.

All Faces: The Many-Faced God can assume the face of any dead person the target has known. He cannot be identified as the Many-Faced God while wearing a face. The face is real in every detectable way - it is the actual face that person had.

Death's Exactness: The Many-Faced God knows the precise appointed time of death for every being within 500ft. He will not take them before this time. He will take them when it arrives.

Faceless Men: The Many-Faced God's servants - the Faceless Men - may manifest in his service. They are Ascended Mortals who have given up their faces. They are extremely skilled assassins and their contracts are cosmologically binding.

Mythic Influence

The Many-Faced God takes everyone eventually. Attempting to avoid this is attempting to avoid mortality itself. The attempt is noted. The delay is possible. The outcome is not.

Presence & Regional Effects

Presence Aura: The quality of recognition becomes strange near the Many-Faced God - familiar faces appear in crowds, strangers look briefly like lost relatives, the dead feel close in the specific way of being almost visible at the edges of sight.

Regional Effect: Deaths in the area happen on their precise appointed schedule, neither early nor late. Attempts at life extension fail. The quality of mortality as a specific and precise fact enters the environment.

Mythology

The first Faceless Man was a slave in the Valyrian silver mines. He watched his people die in the dark, praying to every god they had known, and he realized that though they prayed to different gods, they were all praying for the same release. He gave them the gift. The god did not mind. The god was the one all prayers reached eventually. The Faceless Men have been in service since. They make their coin by contract and they give the gift for free when it is genuinely requested, and they cannot be bought to kill someone whose time has not come.

Jaquen H'ghar - The Faceless Men

Jaquen H'ghar - No One - servants of the Many-Faced God - the kindly death that wears any face required

The Faceless Men arrive as someone else. That is the point. A guard, a prisoner, a serving girl, a merchant, a man with red-and-white hair speaking in careful riddles, a face half-remembered from childhood, a stranger who becomes familiar a heartbeat before the knife enters. There is no announcement. Death does not always knock. Sometimes it has been in the room for an hour pouring wine.

They are not merely assassins. Assassins kill for coin. The Faceless Men give the gift in the name of the Many-Faced God, and the coin is part of the ritual arrangement by which mortal desire, divine permission, and death's exactness meet. Jaquen H'ghar is one face among many and perhaps not a stable individual in the ordinary sense. The name matters less than the service. A man is Jaquen until a man is not.

Their avatar is a representative No One: calm, precise, standing beside the black-and-white doors, holding a face that was alive once and may be alive again as far as any witness can prove. When the avatar falls, the body is found wearing the wrong face.



HP	AC	DR	QUICK	TOUGH	MIND	RANK
270	20	7	+6	+6	+9	Ascended Mortal

Attacks & Defenses

The Gift in the Hand

+15 vs AC | 5d10+11 piercing/necrotic | Reach

On hit: target must pass Tough TN 17 or suffer the death most suited to their current fate. If their appointed death is not now, they survive at 1 HP and understand that this was only a warning.

Borrowed Face

+14 vs Mind | 4d8+10 psychic | Near

On hit: the Faceless Man wears a face the target trusts. Mind TN 17 or target cannot defend against the next attack from the Faceless Man.

Valar Morghulis, Valar Dohaeris - Divine Action (1/encounter)

One marked target within Far

The Faceless Man names the exchange: all men must die, all men must serve. Target chooses death, service, or refusal. Death is peaceful if accepted. Service binds the target to one task. Refusal deals 6d10 psychic damage, Mind TN 18 for half.

No One: The Faceless Man cannot be identified by magic relying on name, face, race, age, or personal history. There is no stable surface to identify.

Face Taken, Life Known: By wearing the face of the dead, the Faceless Man knows enough of that person's habits, speech, and memories to pass ordinary scrutiny.

Contract Bound: The Faceless Man cannot be bribed away from a proper contract once accepted. They may refuse improper contracts whose target's death is not permitted by the Many-Faced God.

Mythic Influence

A Faceless Man is most dangerous where identity is assumed to be evidence. If a door is guarded by people who recognize faces, the door is already open. The DN should treat them less as combat opponents and more as a divine correction applied through perfect disguise and patient inevitability.

Presence & Regional Effects

Presence Aura: Within 50ft, familiar faces appear briefly on strangers. Mirrors become unreliable. Creatures who have stolen names, titles, or lives feel watched by the people they displaced.

Regional Effect: Deaths occur cleanly. Poison has no taste. Footsteps vanish in busy streets. Temples to death, execution grounds, hospitals, and battlefields briefly feel connected by invisible black-and-white corridors.

Mythology

The first Faceless Man heard many slaves in Valyria pray to many gods for death and understood they were all praying to the same one. From that revelation came the House of Black and White and the order that serves the Many-Faced God. Jaqen H'ghar is one mask the order has worn in the current age: courteous, dangerous, and instructive. A man gave Arya Stark names. A girl learned that names can be weapons and prisons both.

The Drowned God

He Who Dwells Beneath the Waves • the Grey King's Patron • What is Dead May Never Die • the God of the Iron Islands

The Drowned God arrives in salt and cold - the specific salt that is in the blood and the specific cold that is in the deep ocean where the sun does not reach. He is the god of the Iron Islands, worshipped by the ironborn who pay the iron price for what they take and who hold that what is dead may never die but rises again, harder and stronger. His priests are the drowned men, who have themselves been drowned and revived, carrying his specific theology in their bodies as well as their minds.

His tradition is the most honest theology in Westeros about the relationship between violence and identity. The ironborn do not apologize for what they are. They are reavers. Their god is a reaving god. What is dead may never die - which means what they kill rises differently, and what they lose returns different, and what they are does not change because something better came along. The theology is consistent and it is brutal and it has sustained a civilization on hard rocky islands for longer than most civilizations have existed.

When his avatar manifests, it is the storm made specific - the ocean given purpose, the salt given will, the cold given direction. He is not fought on land. He is fought on the specific territory where he is most himself, which is the sea and all that it contains and all that it is trying to reach.



HP	AC	DR	QUICK	TOUGH	MIND	RANK
450	21	10	+4	+9	+5	Major God

Attacks & Defenses

Storm's Fury

+14 vs AC | 5d10+12 cold/force | Far

On hit: the target is caught in a localized storm - Quick TN 16 or knocked prone and moved 40ft. Saltwater fills their lungs briefly: Tough TN 14 or they spend the next round clearing the water.

Drowning Grip

+15 vs AC | 5d8+13 necrotic/cold | Reach

On hit: the Drowned God's grip closes around the target's neck. Grappled, and taking 3d8 necrotic per round from the drowning sensation until they escape or die. Those who die by this attack may return - the Drowned God revives those he drowns who are worthy.

What is Dead May Never Die - Divine Action (1/encounter)

Any ironborn or drowned follower who has died in the encounter

They rise. Fully restored to life. Their gear is restored. They are changed - harder, stronger, possessing the specific quality of someone who has been to the drowned god's halls and returned. This may be done to any number of followers who have died in the current encounter.

Lord of the Reaving: Ironborn warriors within 200ft of the Drowned God's avatar gain +3 to all rolls and cannot be frightened. They fight at their absolute maximum capacity.

Drowning and Rising: The Drowned God can drown any creature and potentially return them. The drowning takes 3 rounds of grappling. If the creature is worthy by the Drowned God's measure, they return more powerful. If not, they simply die.

Sea's Authority: Within any body of saltwater or within 1 mile of the Iron Islands, the Drowned God's stats increase by +3 across the board. He is the god of a specific sea and he is most powerful where that sea is most itself.

Mythic Influence

What is dead may never die. Any ironborn follower who is killed in the Drowned God's presence may rise again, harder and stronger, at his discretion. This is not resurrection in the conventional sense. It is transformation through death.

Presence & Regional Effects

Presence Aura: The smell of the sea becomes present near the Drowned God regardless of distance from any coast. Salt appears on skin. The cold of deep water becomes specific. The quality of being near the ocean in winter even when the ocean is far away.

Regional Effect: Saltwater becomes more present - wells taste salt, rain carries sea-spray, the air has the specific quality of coastal weather. The ironborn faithful in the area feel the pull of the reaving.

Mythology

The Grey King ruled the Iron Islands in the Dawn Age and lived for a thousand years. He was the Drowned God's favored, and he married a mermaid, and he wrestled the sea dragon Nagga and made his hall from her bones. When he finally died, the sea took him back. His descendants rule the Iron Islands. The Drowned God's theology came from the Grey King and has been maintained since. The ironborn who follow it do so with complete seriousness.



The Seven Who Are One

the Seven • the New Gods • the Faith of the Andals • Father • Mother • Warrior • Maiden • Smith • Crone • Stranger

The Seven are one god with seven faces - this is the central theological claim of the Faith of the Andals, and it is both true and more complicated than it appears. The seven aspects are not arbitrary divisions but specific divine functions, each completely itself while simultaneously being a face of the one god. The Father judges. The Mother nurtures. The Warrior gives courage. The Maiden is innocence. The Smith makes and mends. The Crone holds wisdom. The Stranger is death, the face not prayed to.

When an avatar of the Seven manifests, it manifests as one of the seven aspects specifically - you do not meet the Seven, you meet the Father or the Mother or the Warrior. But each aspect carries within it the other six, and in crisis the aspect may briefly show another face, the Warrior revealing the Father's judgment or the Mother revealing the Crone's wisdom. The manifestations are distinct and the unity is real. Both statements are true.

The Faith came to Westeros with the Andals who invaded the continent six thousand years ago, bringing their new gods to displace the old gods of the First Men. The conquest was mostly successful. The Faith is now the dominant religion of the Seven Kingdoms, with its Great Sept and its High Septon and its religious order - the Faith Militant, when the High Sparrow calls them - whose authority rivals that of the throne.



HP	AC	DR	QUICK	TOUGH	MIND	RANK
440	21	10	+6	+7	+9	Major God

Attacks & Defenses

Father's Judgment

+14 vs Mind | 5d8+12 psychic | Near

On hit: the Father judges the target. All their deeds become visible to all creatures within Far. Mind TN 17 or paralyzed by the weight of honest accounting for 1 round.

Warrior's Strike

+15 vs AC | 5d10+13 force | Reach

On hit: the Warrior's courage is taken from them briefly. Tough TN 17 or the target cannot take offensive actions for 1 round, briefly stripped of the courage to fight.

The Seven Speak - Divine Action (1/encounter)

All creatures within 100ft

Each aspect speaks in turn. Father judges (each must make Mind TN 18 or take 2d10 psychic from the weight of their deeds). Mother heals (all followers of the Seven restored to full HP). Warrior emboldens (all followers of the Seven gain +3 to attack for 3 rounds). Maiden protects (all innocent within 100ft gain +4 AC for 3 rounds). Smith repairs (all damaged equipment restored). Crone reveals (one hidden truth about the encounter becomes visible). Stranger marks (one enemy is marked for death within the encounter - they take double damage from all sources).

Seven Aspects: The Seven can manifest any of their seven aspects as the situation requires. Each aspect has specific powers: Father judges, Mother heals, Warrior fights, Maiden protects, Smith crafts, Crone prophesies, Stranger ends. The current aspect can be changed as a free action.

Faith of the Andals: All Andal-faithful warriors within 200ft fight at +2 to all rolls. They cannot be swayed from their faith while the Seven are present.

The Stranger's Face: The Stranger aspect is the face of death and is never the face prayed to. But it is a real aspect. When the Seven needs to kill, the Stranger's face emerges. Its attacks deal double damage.

Mythic Influence

The Seven are one god with seven faces. This means that fighting one aspect means fighting all seven, and the aspect that is currently visible is the aspect that is most relevant to the current situation. The situation determines the face.

Presence & Regional Effects

Presence Aura: The quality of seven simultaneous divine attentions becomes present near the Seven - the specific feeling of being evaluated from seven different angles simultaneously, each complete, each accurate to its specific criterion.

Regional Effect: The Great Sept's presence becomes felt even far from King's Landing. Prayers spoken in the area carry unusual weight. The quality of the Faith asserting its authority.

Mythology

The Andals invaded Westeros with their Seven gods carved in the wood of their ships and with the star of the Seven cut into their flesh. They displaced the old gods wherever they conquered, though the old gods survived in the North. The Faith became the dominant religion of six of the Seven Kingdoms. The seventh - the North - kept the old gods. The tension between the Faith and the old gods has been a structural feature of Westerosi theology since. Both traditions continue. Both are real.

The Old Gods of the North

the Nameless Ones • the Gods of the Wood • the Gods of Stream and Stone • the Faith of the First Men • the Faces in the Trees

The old gods do not have names. This is not a failure of the tradition - it is the tradition. Names belong to the newer gods, the imports, the ones who need to be called to because they are distant. The old gods are the trees and the stones and the streams and the land itself, and naming the land is as absurd as naming the air you breathe. You do not name the old gods because the old gods are the specific place you are standing in, the specific quality of that place being aware of you.

They are worshipped in the godswoods of the North - the groves of heart trees with the faces carved into them, the weirwoods whose sap looks like blood and whose leaves are red as murder. The Children of the Forest carved the first faces and through those faces the old gods watch. Every godswood in the North is connected to every other godswood through the weirwood root network, and through that network something sees, and that something is the old gods, and the old gods are always watching in the North even when they are not specifically attending.

When an avatar manifests - which is rare, because the old gods rarely need to manifest since they are already everywhere in the North - it appears as a specific heart tree whose face has become animate. The carved mouth opens. The eyes turn. The branches move with purpose. The manifestation is the tree becoming present as itself.



HP	AC	DR	QUICK	TOUGH	MIND	RANK
470	20	11	+4	+8	+10	Major God

Attacks & Defenses

Root's Claim

+14 vs AC | 5d8+13 force | Reach

On hit: the roots of the weirwood reach from beneath the target - restrained, Tough TN 16 to break free. While restrained: 2d10 force per round as the roots tighten and the target is pulled slowly into the earth.

Greensight's Strike

+13 vs Mind | 4d10+12 psychic | Near

On hit: the target sees themselves through the weirwood's eyes. Mind TN 17 or they are overwhelmed by the specific perspective of the old gods - seeing their own deeds at all times simultaneously. Paralyzed for 2 rounds.

The Grove Awakens - Divine Action (1/encounter)

All creatures within 200ft of a weirwood

Every tree in the area becomes briefly animate. The landscape itself attacks. All enemies: Tough TN 18 or take 5d10 force damage and are restrained by branches and roots. All followers of the old gods: fully healed and gain immunity to fear for 3 rounds.

All Faces See: The old gods are aware of everything that occurs within sight of any weirwood tree within 500ft. Nothing is hidden from the faces in the trees.

Greenseer Network: The old gods communicate through the weirwoods across all of Westeros. They can share information between distant groves instantly. Any greenseer connected to the network can access this knowledge.

The Old Ways: In the North or in any godswood anywhere, the old gods' stats increase by +2 across the board. They are the land. The land knows them.

Mythic Influence

The old gods are always watching in the North. Not actively, not specifically, but constantly. Any oath sworn before a heart tree is witnessed. Any crime committed in sight of a weirwood is recorded. The memory is permanent.

Presence & Regional Effects

Presence Aura: The land becomes aware near a weirwood. The specific quality of being watched by the ground you stand on, the trees around you, the stream nearby. Creatures feel the weight of the North's attention.

Regional Effect: The Northern landscape asserts itself - cold, forested, ancient, full of specific awareness. The old gods' presence is felt in every direction. The quality of a land that remembers everyone who has walked on it.

Mythology

The Children of the Forest carved the faces in the weirwoods and gave them to the old gods as eyes. The First Men who came to Westeros first fought the Children and then made peace with them - the Pact of the Isle of Faces, sealed in the presence of the heart trees, after which the old gods became the gods of the First Men too. The Andals came later and cut down the weirwoods in the South, but the North kept them, and the old gods kept watching. They have been watching for ten thousand years.



The Night's King

the First and Greatest of the White Walkers • Lord of the Long Night • the Thirteenth Lord Commander • the Cold Lord

The Night's King arrives with the cold of the Long Night made specific and personal - not the general cold of winter but the particular cold of the being who spent thirteen years as Lord Commander of the Night's Watch before he found a woman pale as death with eyes blue as ice and loved her and became something other than what he had been. His name is forgotten. This was done deliberately when he fell and was dragged down, when his sacrifices to the Others were discovered, when he was revealed as what he had become. The name was struck from every record. He remains. The name does not.

He is the first of the white walkers in the sense that matters - the first to be what they all are, the commander of the dead, the one who rides at their head through the eternal winter beyond the Wall. He was created by the Children of the Forest in the First Long Night as a weapon against the First Men, with a shard of dragonglass pressed into his heart. The Children lost control. He became what he is. They have been trying to end what they started ever since.

His avatar is tall, pale, elegant in the specific quality of something that has been dead for eight thousand years and has learned to move through that death with the grace of long practice. His eyes are blue with the particular blue of deep ice. His sword is ice that burns. He does not speak. He does not need to. His army follows.



HP	AC	DR	QUICK	TOUGH	MIND	RANK
500	24	12	+11	+10	+8	Major God

Attacks & Defenses

Ice Blade

+16 vs AC | 6d10+14 cold/force | Reach

On hit: target is marked by the ice's cold - Tough TN 18 or any metal they carry becomes too cold to hold, dropping weapons and shields. The cold burns like fire but leaves no mark.

Raise the Fallen

+15 vs AC | 4d10+12 necrotic | Near

On hit: target takes the damage. Any creature that died in this encounter rises as a wight under the Night's King's command immediately. He may raise multiple corpses with a single attack action.

The Long Night's March - Divine Action (1/encounter)

The Night's King commands his army

Every dead body within 500ft rises as a wight and attacks under his command. The wights have standard wight stats and attack as a coordinated force. They continue until destroyed or until the Night's King is defeated. The battlefield becomes a specifically different kind of place.

Commander of the Dead: Any corpse within 500ft rises as a wight at the Night's King's command. Dragon corpses rise as ice dragons. The dead recognize him as their lord. They obey instantly and completely.

Cannot Be Killed Except: The Night's King cannot be harmed by any weapon except dragonglass (obsidian) or Valyrian steel. All other weapons are cold-brittle when they strike him - they shatter on contact and the wielder takes 2d8 cold damage from the impact.

Ice's Blessing: In the presence of winter or in cold terrain, the Night's King's stats increase by +3 across the board. He is most himself in the cold.

Mythic Influence

The Night's King can only be ended by breaking the dragonglass in his heart. This requires reaching him, which requires passing through his army of the dead. The dragon-riders who killed him in the historical record did it by flying above the army and dropping dragonfire on him until the obsidian shattered. It took the full fury of adult dragons.

Presence & Regional Effects

Presence Aura: The cold of the Long Night becomes present near the Night's King - not general winter but the specific cold of his domain, the cold that freezes fires and stops blood. Creatures feel their own warmth becoming harder to maintain.

Regional Effect: Temperature drops dramatically and permanently while the Night's King is present. The dead become restless - graves crack open, corpses move, the boundary between living and dead becomes porous.

Mythology

The Night's King was the thirteenth Lord Commander of the Night's Watch. He found his corpse queen with eyes like stars and skin like ice, and he brought her to the Nightfort, and declared himself a king, and ruled thirteen years with his queen beside him, offering sacrifices to the Others until a king of the North allied with the King-Beyond-the-Wall to bring him down. He was dragged from the Nightfort. His name was struck from the records. He was killed. He returned. He has returned every time he has been killed. He is here now, in the specific sense that matters for encounters: present, patient, riding at the head of his army through the eternal winter beyond the Wall, waiting for the wall to fall.



The Stranger

the Unknown Face of the Seven • Death's Approach • the One Who is Not Prayed To • the Seventh Aspect

The Stranger is the seventh face of the Faith of the Andals and the one the faithful do not pray to. He is the face of death in the Seven - not death in the theological sense but death in the specific experiential sense, the approach of the end, the stranger whose arrival is always unexpected even when you have been warned it is coming. He has a face of his own in the Seven - a face that is a skull, or a face in shadow, or a face that is simply not describable - and the Seven contains him because death is part of the divine order.

He is worshipped quietly by those whose occupations bring them into regular contact with death - gravediggers, funeral attendants, those who prepare bodies for burial. The Faith Militant and the septons discourage prayer to the Stranger but do not forbid it. He is, after all, part of the Seven. The face that is not prayed to is still a face of the divine.

When his avatar manifests, it is the specific quality of an arrival - someone who was not there a moment ago and now is, whose presence is unavoidable, whose gaze is specifically for you. He does not speak much. He does not need to. The silence is his message.



HP	AC	DR	QUICK	TOUGH	MIND	RANK
360	20	11	+6	+7	+9	Lesser God

Attacks & Defenses

Stranger's Approach

+13 vs AC | 4d10+11 necrotic | Near

On hit: the target experiences the Stranger's approach - Mind TN 16 or they cannot move for 1 round, unable to escape the specific feeling of death's arrival

The Silent Face

+12 vs Mind | 4d8+10 psychic | Near

On hit: the target is shown the Stranger's face. Mind TN 15 or they are marked by death - all attacks against them within 24 hours gain +2 to hit

Death's Face: The Stranger is aware of every being within 500ft whose natural death is imminent within the next hour. He attends to these deaths personally.

Not Prayed To: The Stranger cannot be negotiated with through prayer or offering. He does not respond to pleas. He is not cruel - he is simply the aspect that is not for negotiation.

Mythic Influence

The Stranger attends every death within the Faith of the Andals. His attendance is not ceremonial - it is cosmological. He is the face the dying see last, whether they have prayed to him or not.

Presence & Regional Effects

Presence Aura: The quality of specific death's approach becomes present near the Stranger - not general mortality but the particular feeling of someone having arrived for you specifically. Creatures feel their own imminent vulnerability.

Regional Effect: Deaths in the area happen quietly and precisely. The quality of death being attended to rather than being a chaos enters the environment. Those who are dying naturally find their passage easier.

Mythology

The septon's prayer for the dying ends with the Stranger's name spoken only in acknowledgment rather than in invocation. The Stranger is the aspect of the Seven whose name is not requested but confirmed. When the dying speak the Stranger's name, they are confirming that he has arrived. The Faith does not consider this prayer. It is acknowledgment.

The Black Dread

Balerion • mount of Aegon the Conqueror and his successors • the first dragon of Westeros • the largest dragon that ever lived

The Black Dread was the largest dragon that ever lived in Westeros and the mount of Aegon the Conqueror during the conquest that unified the Seven Kingdoms. He was black as night and his flame was black and red and hot enough to melt stone - the flames that forged the Iron Throne from the swords of Aegon's enemies, the flames that melted Harrenhal's towers and cracked its stone, the flames that taught the continent what a dragon was when the dragon was being used with deliberate intent.

He was two hundred years old when Aegon rode him to conquest and he had been ridden before by Aenar the Exile who brought him from Valyria before the Doom. He continued to be ridden by Aegon's successors for a century after the conquest, by Maegor the Cruel and by other Targaryens, until he died of old age during Jaehaerys's reign. His bones remain in the Dragonpit's ruins in King's Landing. His skull alone is larger than most rooms.

His avatar, when it manifests from his divine presence in the Multirealms, is the Black Dread at his full enormous size in the air, flame beginning to gather in his throat, the specific quality of the largest dragon that ever was moving with the ease of something that knows it is the largest dragon that ever was and has been for two hundred years.



HP	AC	DR	QUICK	TOUGH	MIND	RANK
520	23	11	+8	+10	+6	Major God

Attacks & Defenses

Dragonfire

+16 vs AC | 8d10+15 fire | 100ft cone

Quick TN 19 for half. Fail: also set ablaze with dragonfire - 3d10 fire per round for 3 rounds, cannot be extinguished by normal means, burns through stone.

Balerion's Maw

+17 vs AC | 6d12+15 force | Reach

On hit: target is grappled in the massive jaws. Tough TN 19 to escape. If not escaped within 1 round: swallowed, taking 5d10 acid per round until cut out from inside or released.

Harrenhal's End - Divine Action (1/encounter)

300ft cone

Balerion releases the full breath that destroyed Harrenhal. All creatures in area: Quick TN 20 or take 10d12 fire damage. Half on success. All stone structures in the area crack and begin to collapse. The flame continues to burn in the area for 1 hour.

Dragonrider: Balerion responds to his rider's will. While being ridden by a Targaryen with dragon blood, the rider's actions become Balerion's actions - they may use all his abilities. The bond is permanent.

Largest Dragon: Balerion's size makes him uniquely powerful. His melee attacks gain +5 to damage beyond what his stats indicate, and he takes half damage from any attacker smaller than a building.

Valyrian Heritage: Balerion is immune to all fire damage. He can consume fire as a free action to heal 3d8 HP. Dragonglass and Valyrian steel can harm him; almost nothing else can.

Mythic Influence

Balerion melted the swords of Aegon's fallen enemies to forge the Iron Throne. That throne remains and his flame is in it. The Iron Throne is always slightly warm. The heat has never fully faded.

Presence & Regional Effects

Presence Aura: The quality of dragon presence becomes overwhelming near Balerion - the smell of smoke that is not there, the heat that has no source, the specific feeling of being watched by something that has been watching for longer than most kingdoms have existed.

Regional Effect: The sky darkens with smoke. Fires kindle spontaneously at a distance. The quality of a dragon being present in the world - the recognition that something enormous and deadly is attending to this location.

Mythology

Aegon flew Balerion to Harrenhal when Harren the Black refused to bow. Harren had built the greatest fortress in Westeros, walls thick beyond belief, towers that could see to the horizon. Aegon flew above them and Balerion's fire reached down. The walls did not matter. The towers did not matter. The fortress became a ruin in a single afternoon. The Black Dread has been the model for what dragons do ever since.



The Dragon of Dragonstone

Vhagar • mount of Queen Visenya Targaryen • later Laena Velaryon • finally Aemond One-Eye • oldest dragon of the conquest generation

Vhagar was one of the three dragons of the conquest - the mount of Queen Visenya, the sister-wife of Aegon, carrying the specific quality of the warrior queen who wielded Dark Sister and who personally slew Aegon's enemies in single combat. Vhagar was bronze and green and vast, though never quite as vast as Balerion. She survived the conquest and continued to be ridden for over a century after, by three riders in succession, each one riding her longer than an ordinary human life.

Her most significant appearance in the historical record is at the Gods Eye during the Dance of the Dragons - the civil war between the greens and the blacks, Aegon the Elder's children fighting Rhaenyra's children for the throne. Aemond One-Eye rode Vhagar to confront his cousin Lucerys Velaryon who was riding the smaller Arrax. Vhagar killed Arrax and Lucerys in the air above the lake, and the Dance of the Dragons was no longer a political dispute but a war with no limit.

Her avatar is enormous and ancient and carries the weight of every battle she fought across a century and a half. When she moves, she moves with the ease of something that has been the oldest dragon for long enough to have stopped counting.

HP	AC	DR	QUICK	TOUGH	MIND	RANK
490	22	12	+8	+9	+6	Major God

Attacks & Defenses

Bronze Flame

+15 vs AC | 7d10+14 fire | 80ft cone

Quick TN 18 for half. Fail: set ablaze for 2 rounds - 2d10 fire per round.

Ancient Jaws

+16 vs AC | 5d12+14 force | Reach

On hit: target grappled in jaws. Tough TN 18 to escape. If dragon smaller than building: swallowed, 4d10 acid per round.

Gods Eye Kill - Divine Action (1/encounter)

One flying target within Far

Vhagar moves with the specific speed she showed at the Gods Eye when she killed Arrax and Lucerys. She closes the distance as a free action, attacks with her jaws (automatic hit, 8d12+18 damage), and returns to her previous position. The target is killed if reduced to 0 HP. This is what she does. She has done it before.

Century of Experience: Vhagar has been in battle for more than a century. She cannot be surprised tactically in an aerial battle. She has seen every approach.

Three Riders: Vhagar has bonded with three riders across her long life. She retains their knowledge and their tactics. She fights with accumulated experience.

Valyrian Heritage: Immune to fire. Dragonglass and Valyrian steel harm her; almost nothing else does.

Mythic Influence

Vhagar killed Arrax and Lucerys at the Gods Eye and changed a political dispute into a dragonfire war. The precedent remains. Vhagar does not hesitate to make permanent the consequences of airborne confrontations.

Presence & Regional Effects

Presence Aura: The quality of a very old dragon's presence becomes specific near Vhagar - the smell of accumulated smoke from a century of fires, the awareness of something that has been deadly for longer than most civilizations.

Regional Effect: The sky becomes more watchful. Smaller flying creatures leave the area. The specific quality of the Targaryen dragon tradition at its most established.

Mythology

Visenya rode Vhagar through the conquest and personally killed multiple rival kings in single combat, both on dragonback and on foot. When Visenya died, Vhagar took no new rider for decades, choosing to sleep in the caves of Dragonstone. Eventually Laena Velaryon claimed her, then after Laena's death in childbirth, Aemond One-Eye. Each rider rode Vhagar into significant historical moments. She has been consequential.

Drogon - Khal Drogo

Drogon • named for Khal Drogo • the last dragon alive in the world • mount of Daenerys Targaryen • the winged shadow

Drogon is the black dragon, the largest of the three dragons hatched from Daenerys Targaryen's eggs in the funeral pyre of Khal Drogo, named for the Dothraki khal whose death and burning were the occasion of the hatching. He is the son of the dragon queen in every cosmologically significant sense - the first of the three to hatch, the one who bonded most closely with Daenerys, the one who returned to her at critical moments, the one who eventually carried her from the spike-pit of Daznak in Meereen when the world was trying to kill her.

He is the last dragon alive in the world in the current age - the last of Daenerys's three, Viserion having been killed and resurrected as an ice dragon, Rhaegal having been killed by the Iron Fleet. Drogon continued alone. After his mother's death at the Red Keep, he took her body and flew east, and has not been seen since, and the last dragon in the world is now somewhere in Asshai or beyond, which is a cosmological fact of no small importance.

His avatar is the full-grown Drogon at the height of his power - larger than his brothers when they died, perhaps half the size of Balerion, black as the name of the khal he was named for, and with the specific rage of a dragon whose mother was killed by someone he trusted.



HP	AC	DR	QUICK	TOUGH	MIND	RANK
480	23	14	+9	+9	+7	Major God

Attacks & Defenses

Dracarys

+15 vs AC | 7d10+13 fire | 70ft cone

Quick TN 18 for half. Fail: set ablaze - 2d10 fire per round for 3 rounds. The word was spoken. The fire obeys.

Mother's Son

+16 vs AC | 5d12+13 force | Reach

On hit: grappled, Tough TN 18 to escape. Drogon fights with the specific fury of the son who has lost his mother - while at below half HP, all attacks deal +2d10.

The Throne's Melting - Divine Action (1/encounter)

Drogon targets a symbol of power

He melts it. Any seat of authority, throne, crown, or manufactured symbol of political power within Far is destroyed by focused dragonfire. The destruction is complete and the symbolism is cosmological. Targets in the area take 6d12 fire.

The Last Dragon: Drogon is the last dragon in the world. This makes him cosmologically unique. All dragon-related magic and prophecy in the Multirealms focuses on him. He is at the center of every dragon-adjacent story.

Mother-Bonded: Drogon's bond with Daenerys was uniquely complete. He knew her death. His response - melting the Iron Throne and taking her body east - established him as his own cosmological agent, no longer merely a mount.

Valyrian Heritage: Immune to fire. Dragonglass and Valyrian steel harm him. His scales are at their hardest in full adulthood.

Mythic Influence

Drogon melted the Iron Throne. The throne that Aegon forged with Balerion's fire, the symbol of the Seven Kingdoms, the seat that every Targaryen king had sat upon - Drogon melted it when he saw his mother dead. The cosmological statement is unambiguous. Political power is what dragons make and what dragons unmake.

Presence & Regional Effects

Presence Aura: The quality of the last dragon's presence becomes specific near Drogon - grief and fury and the awareness of being the last of something that was once many.

Regional Effect: The sky darkens. Smaller flying creatures flee. The specific quality of a dragon's presence in a world that has not had dragons in a long time.

Mythology

Drogon was hatched from the red-black egg in the pyre of Khal Drogo, Daenerys walking into the flames unburnt and emerging with three baby dragons clinging to her. She named them for three men - Khal Drogo, her brother Rhaegar, her brother Viserys. She fed them from her hand. She called them her children. When Viserion was killed, when Rhaegal was killed, Drogon remained. When she was killed, he remained. He is somewhere east now. The last dragon in the world.

Viserion - The Ice Dragon

Viserion • the Ice Dragon • the Night's King's mount • killed at Hardhome • resurrected at the Wall

Viserion was the cream-and-gold dragon of Daenerys's three, named for her brother Viserys, hatched from the egg in Khal Drogo's pyre alongside his siblings Drogon and Rhaegal. He was bonded to no specific rider during his life - he was ridden briefly and did not accept the bond completely. He flew with his siblings and with his mother across Essos and to Westeros.

He was killed north of the Wall during the expedition to capture a wight. The Night's King threw an ice spear that struck him in flight. He fell into the lake. He was pulled from the lake by the Night's King's army of the dead. Chains were placed around his neck. He was raised. When he flew again, he flew for the Night's King, and his fire was blue, and the fire melted the Wall where the Wall had stood for eight thousand years.

His avatar is Viserion after his resurrection - the ice dragon, the white shadow, the dragon who is dead and flies anyway. His scales are pale to the point of translucent. His eyes are blue. His fire is cold. He is both a dragon and a wight, both Targaryen and servant of the Night's King, both alive in the sense that he moves and dead in the sense that he died.



HP	AC	DR	QUICK	TOUGH	MIND	RANK
470	22	14	+8	+9	+5	Major God

Attacks & Defenses

Ice Fire

+15 vs AC | 7d10+13 cold/force | 80ft cone

Quick TN 18 for half. Fail: also frozen - movement reduced to 0, Tough TN 16 each round to break free.

Stone and ice both shatter in this flame. The Wall fell to this.

Dead Dragon's Jaws

+16 vs AC | 5d12+14 cold/force | Reach

On hit: grappled. Tough TN 18 to escape. While grappled: 3d8 cold per round from the dragon's unnatural chill.

The Wall Fell - Divine Action (1/encounter)

Massive structures within Far

Viserion uses the specific blue flame that brought down the Wall. One large structure within Far is structurally compromised - it begins to collapse over the next 1d4 rounds. Any creature caught in or on the structure as it falls takes 10d10 force and cold damage.

Neither Living nor Dead: Viserion is a wight-dragon. He cannot be frightened, persuaded, or bonded with. He serves only the Night's King. He has the immunities of both dragons and undead.

The Wall Breaker: Viserion's ice fire is specifically calibrated to destroy magical barriers and ancient stone. Against enchanted walls, ancient structures, and magical protections, his damage is tripled.

Obsidian Vulnerable: Viserion can be killed permanently with enough dragonglass applied to the heart. The Night's King's shard will shatter when the dragon's second death is completed. It requires multiple direct hits to the chest with obsidian weapons.

Mythic Influence

Viserion is the Night's King's dragon. He broke the Wall. He is the reason the dead walked south. His existence is the cosmological statement that even dragons can be turned, that the Great Other's power extends even to the oldest of Valyrian fire.

Presence & Regional Effects

Presence Aura: The cold of the Night's King made airborne becomes present near Viserion - not just winter but the specific cold of something that should not be moving, the specific wrongness of fire that has become ice.

Regional Effect: Temperatures drop dramatically and permanently. The dead become more present. The quality of the Long Night's approach becomes specific.

Mythology

When Viserion fell into the lake at Hardhome, Daenerys could do nothing. She watched him die. She flew south with Drogon and Rhaegal, knowing she had lost a child. The Night's King walked out onto the frozen lake and pulled Viserion's body from the ice. He placed his hand on the dragon's head. The dragon's eyes opened, and they were blue. He has served the Night's King since. The blue fire is his. The broken Wall is his. The Long Night rides behind him.

The Silver Dragon

Meraxes • mount of Queen Rhaenys Targaryen • lost in Dorne with her rider • the third of Aegon's dragons

Meraxes was silver-and-gold and the dragon of Queen Rhaenys, the younger sister-wife of Aegon the Conqueror. She was smaller than Balerion but still large enough to be a terror in the air, and she participated fully in the conquest of the Seven Kingdoms alongside her siblings and their riders. She was smaller and lighter than Balerion, quicker in the air, more agile in combat. Rhaenys loved her.

She was killed in Dorne during the First Dornish War. A ballista bolt struck her in the eye while she was flying low over Hellholt. Both dragon and rider fell. Rhaenys was killed in the fall or shortly after. Meraxes broke the walls of Hellholt with her body when she struck it, and her corpse rests somewhere in the ruins. Dorne's defiance of dragons became proverbial because of this kill. The dragons learned that the sky was not absolute safety.

Her avatar is Meraxes in the full power of her prime - not the dying dragon of Dorne but the silver beauty of the conquest, flying alongside Balerion and Vhagar in the years when the Targaryens were building an empire.



HP	AC	DR	QUICK	TOUGH	MIND	RANK
410	21	9	+8	+8	+5	Lesser God

Attacks & Defenses

Silver Flame

+14 vs AC | 6d10+12 fire | 60ft cone

Quick TN 17 for half. Fail: set ablaze for 2 rounds, 2d10 fire per round.

Queen's Dragon

+15 vs AC | 5d10+13 force | Reach

On hit: grappled, Tough TN 16 to escape. If a Targaryen of Rhaenys's line is present on Meraxes's back: this attack deals +2d10.

Agile Flyer: Meraxes is smaller and more agile than the other dragons of her generation. She cannot be caught by any flying creature of lower divine rank.

Rhaenys's Mount: Meraxes responds to Rhaenys specifically. Any Targaryen of Rhaenys's line may claim her with Mind TN 15. The bond is real and specific.

Mythic Influence

Meraxes was killed by a ballista bolt to the eye. Dorne proved that dragons could be hurt. The precedent remains. A dragon's eye is its vulnerable place.

Presence & Regional Effects

Presence Aura: The quality of the conquest dragon becomes present near Meraxes - the specific quality of the early Targaryen expansion when the dragons were the argument that could not be countered.

Regional Effect: The sky becomes more Targaryen - the specific quality of an era when three dragons flew and the world changed.

Mythology

Rhaenys was the sister who loved. Her marriage to Aegon was real. Her love for Meraxes was real. When Meraxes was killed in Dorne, Aegon's grief was significant and the consequences for Dorne were severe - the dragons burned the Dornish heartland in response, killing tens of thousands, but they could not break Dorne. Dorne had already proven the point. Dragons could die.

The Red Doom of the Gods Eye

Caraxes • mount of Prince Daemon Targaryen • the Rogue Prince's dragon • fought Vhagar at the Gods Eye

Caraxes was the Blood Wym, the red-scaled dragon bonded to Prince Daemon Targaryen - the rogue prince, the younger brother who should have been king, the sword of the blacks during the Dance of the Dragons. Caraxes was long and slender and fierce, smaller than Vhagar but faster and more aggressive, and he was bonded to Daemon completely in the way that Daemon was bonded to him - two beings who understood each other in a way that was rare even for Targaryens and their dragons.

His most significant moment was at the Gods Eye. Daemon flew Caraxes against his nephew Aemond riding Vhagar. The dragons met above the lake. Caraxes was smaller but Daemon drove him into Vhagar in a suicide attack, jamming Dark Sister through Aemond's eye, and all four - Daemon, Caraxes, Aemond, Vhagar - fell into the lake. Aemond died. Daemon died. Caraxes died crawling onto the shore, where his body remained. Vhagar sank. The battle changed the Dance of the Dragons. The precedent of dragon-on-dragon combat became permanent.

His avatar is Caraxes before the Gods Eye - red and fierce and complete, Daemon on his back, the Blood Wym who has never been defeated in his full power. The quality of a dragon whose bond with his rider was so complete that their deaths were simultaneous.



HP	AC	DR	QUICK	TOUGH	MIND	RANK
420	21	13	+9	+8	+5	Lesser God

Attacks & Defenses

Blood Wyrms Flame

+14 vs AC | 6d10+12 fire | 60ft cone

Quick TN 17 for half. Fail: set ablaze for 2 rounds, 2d10 fire per round.

Serpentine Strike

+15 vs AC | 5d10+13 force | Reach - can move 60ft before attacking

On hit: Tough TN 16 or knocked from mount or flying position.

Gods Eye Sacrifice - Divine Action (1/encounter)

One enemy dragon or flying creature within Near

Caraxes charges into the target in a suicide attack. Both take 10d12 force damage with no save. If both survive, both are grappled together and falling from the air. This is what Daemon did. Caraxes is willing.

Rogue Prince's Mount: Caraxes bonds with his rider Daemon completely. When ridden by Daemon, both Daemon's and Caraxes's stats increase by +2 across the board.

Smaller But Faster: Caraxes is smaller than Vhagar but significantly more agile. He attacks first in any aerial combat initiative.

Mythic Influence

Caraxes was willing to die with his rider at the Gods Eye. The bond between them was so complete that Daemon's choice to ram Vhagar was Caraxes's choice as well. They died together. The bond remained until the end.

Presence & Regional Effects

Presence Aura: The quality of the Rogue Prince's dragon becomes present near Caraxes - the specific fierce loyalty of a dragon who has chosen his rider completely.

Regional Effect: The sky becomes more dangerous. The specific quality of the Dance of the Dragons - the civil war in the air - enters the environment.

Mythology

Daemon Targaryen was the younger brother who never became king but who should have been. He fought on behalf of his wife Rhaenyra in the Dance of the Dragons. He rode Caraxes to every battle. At the Gods Eye he made the choice that ended the war in the air: he drove Caraxes into Vhagar and killed Aemond with Dark Sister through the eye. The suicide run was successful. Aemond died. Daemon died. Caraxes died. Only Vhagar

survived, sinking to the bottom of the lake. The Dance of the Dragons was functionally over in the air. The war on land continued. The sky had been decided.

Westeros Mythos - Part 2

The divine tradition of the world of ice and fire - the Ascended Mortals, Semi-Divine Beings, and Divine Creatures

This second Westeros section documents the beings who are not deities in the conventional sense but whose cosmological weight is sufficient to warrant divine-level treatment. The Ascended Mortals are humans whose specific stories have accumulated enough narrative and divine significance that they operate at divine-adjacent ranks - Jon Snow who died and returned, Arya Stark who killed the Night King, Daenerys Targaryen who became the Mother of Dragons. The Semi-Divine include the Three-Eyed Raven who sees through every weirwood, Bloodraven who has been rooted to the tree for a century, the Children of the Forest who made the Others, the White Walkers themselves as the Great Other's army. The Divine Creatures are the direwolves and giants whose presence in Westeros carries specific cosmological weight beyond what their species nominally possesses. Each of these entries documents a being who can be encountered in a Westeros-adjacent Material world and who operates at divine scale despite their specific origins.

Brandon Stark - The Three-Eyed Raven

Brandon Stark • Bran the Broken • the Greenseer • the Winged Wolf • the boy who fell • the boy who did not die

The Three-Eyed Raven arrives in stillness - the specific stillness of someone whose body is the least interesting thing about them, whose awareness has expanded so far beyond the limits of a particular skull that the body sitting in the chair has become functionally a puppet for something much larger. He is the current greenseer, the inheritor of the previous Three-Eyed Raven's network, the being whose consciousness moves through the weirwoods and across time and into the minds of animals and men.

He was Brandon Stark of Winterfell, second son of Eddard and Catelyn, who fell from a tower at age seven and survived - he should have died, everyone expected him to die, and the specific nature of his not-dying was the first indication that he was cosmologically significant. His legs were broken permanently. His consciousness was freed into the direwolf Summer. Then into the ravens. Then into the weirwoods. Then into the network of greenseers that extends across the North and across time.

He went north of the Wall to find the previous Three-Eyed Raven - Brynden Rivers, Bloodraven, who had been rooted into the weirwood for decades and who was dying. He learned from him. When Bloodraven died, Bran

became the Three-Eyed Raven. This is a cosmological position, not a title. He is the eyes of the old gods in the current age. He is what watches from the weirwoods.



HP	AC	DR	QUICK	TOUGH	MIND	RANK
340	18	9	+3	+5	+11	Lesser God

Attacks & Defenses

Warg's Claim

+14 vs Mind | 4d8+12 psychic | Far

On hit: the Three-Eyed Raven briefly enters the target's mind. Mind TN 17 or he takes control of their next action, causing them to do something that serves his purposes. This is not possession - it is use.

Greensight Strike

+13 vs Mind | 4d10+11 psychic | Near

On hit: the target sees themselves from outside, through every weirwood eye simultaneously. Mind TN 16 or paralyzed for 1 round by the specific dissociation of being watched from ten thousand angles.

The Old Gods' Witness - Divine Action (1/encounter)

All creatures within 100ft

Every weirwood in the region becomes simultaneously aware of what is occurring. All allies gain the specific blessing of the old gods' attention: +3 to all rolls for 3 rounds, cannot be lied to, cannot be surprised. All enemies: every deception they have practiced becomes visible to the allies.

Greenseer's Network: The Three-Eyed Raven is connected to every weirwood in Westeros through his consciousness. He knows anything any weirwood has witnessed. This knowledge extends back thousands of years.

Warg: The Three-Eyed Raven can enter the mind of any animal within 500ft as a free action. He retains his own consciousness while doing so and operates the animal as an extension of himself.

Time's Observation: The Three-Eyed Raven can observe past events through the weirwood network - he can witness anything that occurred within sight of a weirwood at any point in history. This takes concentration and time.

Mythic Influence

The Three-Eyed Raven has already seen how this encounter ends. He has watched it through the weirwood network from a position outside of time. He may be here because the encounter requires his presence to produce its cosmologically proper outcome.

Presence & Regional Effects

Presence Aura: The quality of being watched from outside time becomes present near the Three-Eyed Raven - the specific feeling of having one's actions observed not just now but from the future and from the past simultaneously.

Regional Effect: The weirwoods in the region become more alert. Ravens appear in unusual numbers. The old gods' attention focuses on the area.

Mythology

Bran fell from the tower when he saw Jaime Lannister in a compromising position with Cersei. Jaime pushed him out. Bran survived. His mother sat beside his bed for weeks. When he finally woke, he was in a body that did not work but a mind that had expanded. He went north to find his teacher. He became the Three-Eyed Raven. His sister Arya killed the Night King in the Long Night battle. Bran was the bait. He knew he would be the bait. He was seated in the godswood of Winterfell, waiting. The old gods' plan required him there. He was there.

The Old Man in the Tree

Brynden Rivers • Lord Bloodraven • the Three-Eyed Raven before Bran • Hand of the King • Lord Commander of the Night's Watch

The Old Man in the Tree is what Brynden Rivers became after eighty years of warging into ravens and merging with the weirwood root network - the previous Three-Eyed Raven, whose body is now more tree than flesh, who cannot move from his cavern north of the Wall but whose awareness extends across every weirwood in the world. His body is rooted into the tree. His one eye sees. The ravens carry his will.

He was a great bastard of King Aegon IV, legitimized, a brilliant sorcerer and commander. He served five Targaryen kings as their right hand. He was taken to the Wall as punishment for political murders. He rose to Lord Commander. He went ranging beyond the Wall on a routine patrol. He never came back. The Night's Watch wrote him off as lost. He was not lost. He had found what he was looking for.

His avatar is the old man in the cavern, his body now indistinguishable from the roots that grow through it, his one eye the only clearly human feature remaining. Ravens land on his shoulders. The weirwood roots pulse with his heartbeat, or with what has replaced his heartbeat, or with the thing that is functioning in place of a heartbeat now.



HP	AC	DR	QUICK	TOUGH	MIND	RANK
290	18	10	+1	+6	+12	Lesser God

Attacks & Defenses

Raven's Eye

+13 vs Mind | 4d8+11 psychic | Horizon - sends a raven to deliver the attack

On hit: Bloodraven's one red eye sees the target specifically. Mind TN 16 or disadvantage on all rolls for 24 hours as Bloodraven's attention focuses on them

Root's Embrace

+12 vs AC | 4d8+10 force | Reach - the weirwood roots around him animate

On hit: grappled by roots, Tough TN 15 to escape. While grappled: 2d8 necrotic per round as the tree begins to absorb them.

A Thousand Eyes, and One - Divine Action (1/encounter)

Bloodraven's perception extends to every raven and every weirwood

For the remainder of the encounter, nothing can be hidden from Bloodraven's allies. Every position, every plan, every intention of every enemy becomes visible to every ally. The old gods are watching. They are telling.

Thousand Eyes and One: Bloodraven sees through every raven and every weirwood in the world. He knows what is happening in any location where either is present. This knowledge is continuous.

Rooted to the Tree: Bloodraven cannot leave his cavern. His body is the tree now. He can be attacked in his cavern, but this means finding him - which requires traveling to the far north, beyond the Wall, beyond the end of ranging patrols, through territory that does not welcome travelers.

Last Greenseer: Bloodraven is the most experienced greenseer in the current age, having held the position for decades. He trained Bran to replace him.

Mythic Influence

Bloodraven has been watching. He has been watching for decades, through every raven and every weirwood. He has seen more than any single being alive in Westeros. His knowledge is vast and he shares almost none of it.

Presence & Regional Effects

Presence Aura: The specific quality of being observed by an accumulated century of attention becomes present near Bloodraven - the feeling of someone who has seen so much that they have stopped being surprised by anything.

Regional Effect: Ravens gather. The weirwoods become more alert. The quality of the old gods' deepest attention being paid becomes palpable.

Mythology

Bloodraven was the bastard son of Aegon IV and Melissa Blackwood. He had one red eye. He was born with a red stain on his face that looked like a raven. He was a sorcerer, a spymaster, the greatest Hand of the reign of five kings, feared and hated and respected. He killed his half-brother Aenys Blackfyre under a peace banner and was sent to the Wall for the crime. He became Lord Commander. He vanished on a ranging. Ninety years later he was still alive in a cavern beyond the Wall, rooted to the weirwood, waiting for the boy who would replace him.

The Children of the Forest

those who sing the song of earth • the first people of Westeros • the ones who made the weirwood faces • the ones who created the Others

The Children of the Forest arrive with the quality of something that was here first - not humans, not giants, not dragons, but the first sentient beings of Westeros, the ones who were present when the continent was empty of language and made it full of language. They are small - child-sized but not children, shaped like humans but not human, with golden cat-eyes and dark leather skin and bone and wood for weapons and a song that was the first song of earth.

They fought the First Men when the First Men crossed the Arm of Dorne and began cutting down the weirwoods. The war lasted thousands of years. It ended in the Pact of the Isle of Faces, where Children and First Men agreed to share the continent - the Children keeping the forests, the First Men keeping the open land. The Pact held for thousands of years. Both peoples kept it. It was a genuine reconciliation.

Then the Andals came six thousand years ago with their Seven Gods and their iron and their specific hostility to the Children. The Children were driven from most of Westeros. They retreated north of the Wall or into the few hidden places that remained. They are nearly extinct in the current age. A few live in the caves north of the Wall, where Bloodraven's greenseers were trained. Their song is quieter. It has not stopped.



HP	AC	DR	QUICK	TOUGH	MIND	RANK
350	19	7	+8	+6	+10	Lesser God

Attacks & Defenses

Weirwood Bow

+13 vs AC | 4d8+11 force | Far

On hit: the arrow is tipped with dragonglass - against wights and White Walkers, triple damage. Against living creatures, standard damage but with the specific unerring accuracy of a being whose people have been bowmen for ten thousand years

Song of Earth

+12 vs Mind | 3d10+10 psychic | Near

On hit: the target hears the song of earth - the specific song the Children sang when the continent was young. Mind TN 15 or they are briefly displaced from their own time-sense, losing their next action

The First Magic - Divine Action (1/encounter)

The Children perform their oldest magic

The forest itself becomes hostile to the Children's enemies. Every tree, every root, every animal within 200ft acts against the designated targets. Trees attack (+13 to hit, 4d8+8 force), roots restrain, animals harry. The forest remembers its first people. The Children remember.

First People: The Children were the first sentient beings in Westeros. They know the continent in ways no other sapient species can. They cannot be lost in any Westerosi forest, and they know the true name of every tree.

Greensight: Some Children are greenseers. They share Bloodraven and Bran's ability to see through weirwood eyes, though at less scale. They know what has happened in their forests across thousands of years.

Made the Others: The Children created the Others - the White Walkers - as a weapon against the First Men during the original war. They have been trying to undo this mistake ever since. Dragonglass is their weapon. The mistake is theirs.

Mythic Influence

The Children created the Others. The weapon they made has outlived them. The Long Night that approaches is, in part, their inheritance - the consequence of a desperate war strategy made ten thousand years ago. They will be at the final battle. They will be on the right side. But the consequence is still theirs.

Presence & Regional Effects

Presence Aura: The quality of the first song of earth becomes faintly present near the Children - a sound that is not quite a sound, a memory of what the continent was before language made it specific.

Regional Effect: The forest becomes more alive and more aware. Animals behave with unusual purpose. The quality of Westeros before the First Men came - older, stranger, more itself.

Mythology

The Children made the Others as a weapon against the First Men. They used a First Man - the one who became the Night's King - as the base material, driving dragonglass into his heart. The weapon worked. The weapon then stopped being under the Children's control. The Children have been trying to fix this for ten thousand years. The current age's approaching Long Night is their unfinished work.

The Shadow

Melisandre's shadow • R'hllor's dark son • Renly Baratheon's killer • the fire's second child

The Shadow arrives as the literal shadow of Stannis Baratheon, birthed by Melisandre in a cave beneath Storm's End through the ritual union of the Red Priestess and the king of her prophecy. It is a shadow in the literal sense - not a being of solid flesh but a moving darkness, a shape of Stannis-shaped absence that moves through walls and ignores armor and kills silently.

It killed Renly Baratheon during the Battle of the Kings - appeared in his tent as he was arming for battle, killed him in front of his guard who could not see it clearly, and vanished before they understood what had happened. A second shadow killed Ser Cortnay Penrose at Storm's End. The shadows are extensions of R'hllor's power birthed through his priestess and the king of the prophecy. They are deadly and specific and not quite alive.

Its avatar is exactly what the name says: a shadow, Stannis-shaped, moving through walls and floors and bodies, carrying the specific cold that R'hllor's dark side produces, ending what it is sent to end with complete efficiency.



HP 220	AC 16	DR 6	QUICK +10	TOUGH +3	MIND +7	RANK Demigod
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Attacks & Defenses

Shadow's Blade

+14 vs AC | 5d8+12 necrotic | Reach - ignores all AC from armor

On hit: target bleeds internally from the shadow-wound. 2d8 necrotic per round for 3 rounds. The wound cannot be seen until the body is examined after death.

Wall-Walker

+13 vs AC | 4d8+11 necrotic | Near - passes through any non-divine barrier

On hit: the Shadow appears on the other side of any wall, door, or physical barrier. Guards and defenses are irrelevant.

Incorporeal: The Shadow cannot be harmed by physical weapons. Only magical weapons, fire, or R'hllor's light can damage it. It passes through walls as a free action.

King's Purpose: The Shadow was created for one specific target. Against that target, its attacks cannot miss and deal double damage. Against other targets, it fights normally but without enthusiasm.

Mythic Influence

The Shadow is R'hllor's weapon, birthed through his priestess and the chosen king of his prophecy. It is not a free agent. It has a purpose. When the purpose is completed, it dissolves. The purpose is what it was born for.

Presence & Regional Effects

Presence Aura: The specific quality of a shadow that is more than a shadow becomes present near it - the feeling of watching your own shadow become aware of you, of something that should not be independent being independent.

Regional Effect: Shadows in the area become deeper and more specific. The boundary between shadow and substance becomes slightly porous.

Mythology

Melisandre told Stannis the king must provide the life. She took him to a cave beneath Storm's End. The ritual was specific and required the physical act of a priestess and her king. She gave birth to the shadow shortly after. The shadow was sent to kill Renly. It did. Stannis appeared to kill his own brother - but he was leagues away, and he had no memory of doing it, and the killer was something else. Melisandre made a second shadow for Cortnay Penrose. After Blackwater she did not make more. The ritual had cost Stannis something. She would not take more.

The White Walkers

the Others • the cold ones • servants of the Great Other • created by the Children of the Forest

The White Walkers arrive with the specific cold of the Long Night made into riders - tall, humanoid, pale beyond pale, their eyes blue as glaciers, their armor made of ice and their swords made of ice that shatters iron on contact. They are not wights. Wights are the animated dead they raise. The White Walkers themselves are something else - the Children's original weapon, the Others, the servants of the Great Other, the cold made into intention.

They have been beyond the Wall for eight thousand years. They were contained there by the Wall and by the Night's Watch and by the specific cosmological boundary that held them away from the southern lands. They march now. The Long Night approaches. The Wall has fallen at Viserion's blue flame. The containment is over.

Their avatar, whether of a specific named White Walker or the collective force of their presence, carries the same essential quality: the cold that should not be possible, the movement of something that is dead and yet moving, the specific horror of the Children's weapon continuing to exist after ten thousand years.



HP	AC	DR	QUICK	TOUGH	MIND	RANK
290	20	13	+9	+6	+5	Lesser God

Attacks & Defenses

Ice Sword

+15 vs AC | 5d10+13 cold/force | Reach

On hit: iron weapons that clash with this blade shatter. Steel can survive one clash on Quick TN 15. Dragonglass and Valyrian steel are safe. Target takes the damage and their weapon is potentially destroyed.

Cold's Claim

+14 vs AC | 4d12+12 cold | Near

On hit: Tough TN 16 or target's body temperature drops dangerously - all attacks at disadvantage for 2 rounds from the specific cold that is taking them

Raise the Dead - Divine Action (1/encounter)

All dead within 100ft

The White Walker raises every corpse in the area as a wight under its command. The wights attack immediately and continue until destroyed. They have standard wight stats and work as a coordinated force.

Dragonglass Vulnerable: White Walkers can only be killed by dragonglass (obsidian) or Valyrian steel. All other weapons either bounce off or shatter against their ice armor. A single cut with dragonglass kills them - they shatter like breaking glass.

Cold Commander: Any wight within 500ft obeys the White Walker's commands instantly. The wights are tireless, fearless, and do not stop until destroyed.

Winter's Body: White Walkers are immune to cold, fire does not harm them unless it is dragonfire, and they do not tire, hunger, or sleep.

Mythic Influence

White Walkers shatter when they are killed with dragonglass or Valyrian steel. When one shatters, every wight that White Walker raised also falls, returning to the mere dead. This is the critical tactical fact about them. Kill the commander, stop the army.

Presence & Regional Effects

Presence Aura: The specific cold of the Long Night becomes present near White Walkers - not general winter but the particular cold of the Children's weapon, the cold that was engineered to kill the First Men and has been refined for eight thousand years.

Regional Effect: Temperature drops permanently while White Walkers are present. The dead become restless. Natural animals flee. The quality of the approaching Long Night becomes specific and local.

Mythology

The Children of the Forest created the White Walkers during their war with the First Men by taking a First Man and driving dragonglass into his heart. The weapon worked. It also did not stop working after the Children no longer needed it. The Night's King was the first, but the weapon multiplied - first converts, then the children of the Craster-line sacrifices and similar offerings continuing the line. The White Walkers have been accumulating beyond the Wall for eight thousand years. They march now.

The Builder of the Wall

Bran the Builder - founder of House Stark - raiser of Winterfell - maker of the Wall - architect of old magic

Bran the Builder arrives with the deep sound of stone being set correctly. Not loudly. Correctly. His presence changes the confidence of walls, roads, towers, and thresholds. A cracked foundation remembers how to bear weight. A gate remembers why it was made. The air smells of snow, mortar, old timber, and work done by hands that expected their work to outlive their names.

He is the legendary founder whose story reaches back into the Age of Heroes: builder of Winterfell, raiser of the Wall with giants, Children of the Forest, and old northern magic, and perhaps maker or helper in the making of other impossible fortresses. His power is not destruction. His power is boundary: this side and that side, hearth and storm, living and dead, kingdom and wilderness, memory and oblivion.

His avatar appears as a broad northern figure with builder's tools, frost in his beard, and hands scarred by stone. He carries no kingly softness. He carries measurements. When he falls, every wall within sight groans and holds.



HP 300	AC 19	DR 9	QUICK +4	TOUGH +9	MIND +8	RANK Demigod
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Attacks & Defenses

Foundation Strike

+12 vs AC | 4d10+10 force | Reach

On hit: target is rooted to the ground or structure beneath them. Tough TN 16 or movement becomes 0 for 1 round.

Wall-Maker's Command

+13 vs AC | 3d12+11 cold/force | Near

On hit: a barrier of ice, stone, or old magic rises between target and their intended path, blocking movement until destroyed or bypassed.

Raise the Boundary - Divine Action (1/encounter)

Line up to 300ft long, 30ft high, within Far

Bran creates or restores a wall, gate, bridge, or defensive boundary. Enemies crossing it take 5d10 cold/force, Tough TN 17 for half. Undead and Great Other servants cannot cross for 3 rounds unless invited by broken oath.

Old Compact: Bran may call on giants, Children of the Forest, northern spirits, or ancient stones in places where their pact remains remembered.

No Passage Without Price: Any supernatural creature crossing a boundary Bran has made must reveal its nature or pay 3d10 force damage.

Builder's Eye: Bran immediately understands the weakness, purpose, and history of any constructed thing he touches.

Mythic Influence

Bran the Builder does not defeat evil by killing it. He tells the world where evil may not pass. His magic is the magic of thresholds. The DN should use him when the question is not how to win the battle, but what must be built so the battle does not reach the children sleeping behind the wall.

Presence & Regional Effects

Presence Aura: Within 100ft, structures become more themselves. Doors shut firmly. Hearths burn steadily. Broken gates remember their hinges. Creatures defending a home, refuge, or sworn boundary gain +2 to Tough saves.

Regional Effect: Old stones hum in the cold. Ruins become legible. Ghostly work songs are heard at night. The Wall, Winterfell, Storm's End, and other ancient fortifications answer faintly across the Ethereal when his name is spoken by a builder at work.

Mythology

Bran the Builder belongs to the age where history and myth share a bed. He is credited with Winterfell, the Wall, and other great works whose making required more than human engineering. Whether every story is literally his does not matter in the Multirealms. The story-weight has gathered into him. Every northern wall that kept winter outside has added another stone to his divine mass.

The Last Hero

the Nameless Walker - the companion of the dead - the first hope against the Long Night

The Last Hero arrives after everyone else has failed. That is the first sign. The fire is low, the dogs are dead or silent, the companions are fewer than they were, and the cold has become less like weather than verdict. Then a figure appears moving forward anyway, not because victory is likely, but because turning back would make the darkness correct.

He is the northern answer to Azor Ahai: not the flaming champion of prophecy but the desperate mortal who went into the killing cold with companions, horse, dog, sword, and hope, and lost nearly all of them before finding what the world needed to survive. His name is gone because the story is larger without it. He is not remembered as the First Hero. He is remembered as the Last, because when he walked there was almost nothing behind him left to save.

His avatar appears in frost-rimed armor with a blade of dragonglass, bronze, or unnamed old magic depending on the world's memory. Shadows of lost companions move behind him. When he falls, one of those shadows steps forward and keeps walking for a single round before fading.



HP
320

AC
20

DR
9

QUICK
+7

TOUGH
+9

MIND
+8

RANK
Demigod

Attacks & Defenses

Blade Against the Night

+14 vs AC | 5d10+11 radiant/cold iron | Reach

On hit: undead, wights, Others, and servants of the Great Other take +3d8 damage and cannot regenerate for 3 rounds.

Companion Shadows

+13 vs AC | 4d8+10 force | Near

On hit: one lost companion restrains, distracts, or shields against the target. Target suffers disadvantage on its next attack.

The Walk Continues - Divine Action (1/encounter)

All allies within 100ft facing darkness, undead, winter, or despair

All fear and exhaustion effects are suspended for 3 rounds. Allies reduced to 0 HP during this duration may make Tough TN 14 to remain at 1 HP until the action ends.

Almost the Last: The Last Hero grows stronger as allies fall. For each ally reduced to 0 HP within 100ft, he gains +1 to attacks and saves, maximum +5, until the encounter ends.

Old Enemy: Against the Great Other's servants, his attacks are magical and divine regardless of weapon used.

Nameless for a Reason: Effects requiring his true name fail. The story has removed the handle by which such magic could seize him.

Mythic Influence

The Last Hero is hope after hope has stopped being inspiring. He does not make survival bright. He makes it possible. Use him when the party must continue through conditions that have already defeated reasonable courage.

Presence & Regional Effects

Presence Aura: Within 80ft, despair becomes quieter. Not gone. Quieter. Creatures may ignore one level of exhaustion, fear, cold, or grief while moving toward a necessary purpose.

Regional Effect: Old roads appear under snow. Dead campfires briefly show warmth without flame. Dogs and horses become unwilling to abandon their masters. Ancient northern songs become easier to remember and harder to sing without weeping.

Mythology

During the Long Night, the Last Hero set out to find aid against the darkness. His companions died. His horse died. His dog died. His sword broke. He continued. The story differs by region on whom he found and what

compact was made, but the result was survival: the Long Night ended, the Wall came after, and the North built its memory around the fact that one person can keep walking after the world has run out of reasons.

The Direwolves

Ghost of Jon Snow • Nymeria of Arya • Grey Wind of Robb • Lady of Sansa • Summer of Bran • Shaggydog of Rickon

The direwolves arrive as a collective - six wolves born to a dead mother in the snow, found by the Stark children at the beginning of their story, bonded to them each one-to-one. They are not ordinary wolves. Direwolves went extinct south of the Wall centuries ago. The mother who birthed these six died with a stag's horn through her throat - the Baratheon stag killing the Stark wolf, which was the first omen of what was coming. The six pups were given to the six Stark children. Each bonded to their wolf in the specific way that warged-to-creatures bond - a connection that persists beyond death.

Lady was executed at the king's command when Nymeria bit Joffrey. Sansa was forced to watch. Grey Wind was killed at the Red Wedding, beside Robb, with the same arrows. Summer died defending Bran north of the Wall. Shaggydog was killed by Smalljon Umber and his head presented as proof. Nymeria was driven away by Arya to save her life and now runs wild in the riverlands, leading a wolf-pack the size of an army. Ghost remained with Jon through the Wall and beyond, returning from his master's death alongside him.

Their avatar, collectively, is what direwolves were when they were many - the pack hunting through the forests of the North, the specific quality of predators that were here first and remember being here. Individual direwolves manifest with their specific Stark bond and the specific quality of their story.



HP	AC	DR	QUICK	TOUGH	MIND	RANK
360	20	11	+9	+8	+6	Lesser God

Attacks & Defenses

Direwolf Strike

+13 vs AC | 4d10+11 force | Reach

On hit: Tough TN 15 or knocked prone from the size and weight of the wolf

Pack Coordination

+14 vs AC | 4d8+12 force | Near - two wolves attack together

On hit: the second wolf adds 2d8 damage from flanking. If more wolves are present, the damage scales with the pack.

Nymeria's Pack - Divine Action (1/encounter)

The direwolves call their pack

In the riverlands or in any wild Western territory, Nymeria's pack arrives - a hundred wolves. They attack as a single mass. Any creature in the encounter area that is hostile to the direwolves: Tough TN 17 or take 6d10 force damage and be restrained by wolf-bites. The pack continues until dismissed.

Stark Bond: Direwolves share consciousness with their Stark. When a Stark wargs into their direwolf, both beings operate simultaneously - the human mind plus the wolf body. This bond persists even across death.

Pack Animals: Direwolves fight better in groups. For each direwolf present in a fight beyond the first, all direwolves gain +1 to attack and +1d4 damage.

Wild Hunt: Direwolves can track any scent for any distance through any terrain. They do not get lost. They find what they are looking for.

Mythic Influence

Direwolves die when their Starks die, most of the time. Grey Wind died with Robb. Lady died when Sansa was forced to command it. Summer died defending Bran. The bond cuts both ways. Ghost remains alive in the current age, with Jon, and Nymeria remains alive in the wild. The surviving direwolves are the surviving bonds.

Presence & Regional Effects

Presence Aura: The specific quality of the North becomes present near direwolves - the cold, the forest, the specific awareness of large predators watching from just beyond the firelight.

Regional Effect: Animals in the area become more alert. The quality of the true wilderness - the North as it was before civilization made it safe - enters the environment.

Mythology

The first direwolf found by the Starks was dead in the snow, a stag's antler through her throat, six pups feeding at her body. One pup for each Stark child, including the bastard Jon who was given the sixth. The children raised them. The wolves bonded. The story of the Starks became the story of the direwolves. Five of the six direwolves died. The House of Stark was nearly destroyed. The parallel was exact. The wolves were the sigil made real.

The Giants

Wun Weg Wun Dar Wun (Wun Wun) • the last of their people • allies of the Free Folk • ancient and fading

The Giants arrive as collective representatives of a people who are nearly extinct in the current age - genuine giants, not merely tall humans but beings twelve to fourteen feet tall with specific genetic heritage reaching back before the First Men, the original giants of the northern lands. They live beyond the Wall among the Free Folk. There are perhaps a few hundred left. There were once many thousands. They are fading.

They are described in the old stories with specific characteristics: they ride mammoths, they fight with uprooted trees or massive stone clubs, their voices shake the air, and they were present at the earliest events of Westerosi history. They built the Wall - or helped build it. They lived throughout the continent before the First Men drove them north. They are cosmologically significant as the last of something that was once common.

Wun Weg Wun Dar Wun - Wun Wun - was the last giant south of the Wall in the current age, fighting for Jon Snow at the Battle of the Bastards, killed by Ramsay Bolton's arrow in the eye at Winterfell after the battle was won. His death was not the death of the last giant - there are others still beyond the Wall - but his death reduced the number of giants south of the Wall to zero. The species is fading. The current age may be the last age of giants.

HP	AC	DR	QUICK	TOUGH	MIND	RANK
420	18	13	+4	+11	+4	Lesser God

Attacks & Defenses

Stone Club

+14 vs AC | 6d10+14 force | Reach

On hit: Tough TN 17 or knocked prone and moved 30ft from the sheer force of the blow

Uprooted Tree

+13 vs AC | 5d12+13 force | Reach - huge weapon, hits all creatures in a 30ft arc
All in arc: Quick TN 16 for half. Fail: prone.

Mammoth Charge - Divine Action (1/encounter)

A giant on mammoth-back charges

The giant and mammoth move at double speed and attack every creature in their path for 7d10 force damage. Tough TN 18 for half. All targets: prone and moved 40ft in direction of the charge.

Twelve Feet Tall: Giants are too large to be effectively grappled, flanked, or ambushed by anything smaller than themselves. Their reach extends into what would be second rank for human-sized combatants.

Last of Their People: Every giant knows they may be among the last. They fight with the specific fury of the species making its last stand.

Mythic Influence

The Giants are nearly extinct. Each one that dies brings the species closer to ending. Wun Wun died at Winterfell. A few hundred remain beyond the Wall. The current age is likely their last.

Presence & Regional Effects

Presence Aura: The specific quality of an ancient species in its twilight becomes present near Giants - the weight of long history, the specific knowledge that this will not continue, the determination to be present completely while they remain.

Regional Effect: The landscape takes on the quality of the ancient North - larger, wilder, more full of things that were once common and are now rare.

Mythology

Giants helped build the Wall, according to the old stories. They fought alongside the First Men and later with the Free Folk. They were nearly exterminated by the Andal invasions south of the Wall and retreated into the north. Wun Wun came south with Mance Rayder's army, was one of the few survivors of the Battle Beneath the Wall, fought for Jon at the Battle of the Bastards, and died at Winterfell shortly after - killed by Ramsay Bolton who was then fed to his own dogs. The last giant south of the Wall died protecting the Starks. This is the current age's giant-story.



Jon Snow - The White Wolf

Jon Snow • Aegon Targaryen VI • Lord Commander of the Night's Watch • King in the North • the Bastard of Winterfell • son of ice and fire

Jon Snow arrives with the specific quality of someone who has died and returned and is no longer quite what he was before - not different in appearance or manner but different in cosmological weight, the specific density of a being who was dead for several minutes and came back. He was the bastard son of Eddard Stark - or so he was told - raised alongside the true Stark children at Winterfell, sent to the Wall as a bastard's appropriate destination, elected Lord Commander of the Night's Watch at an extraordinarily young age, and assassinated by his brothers for letting the Free Folk through the Wall.

He was the hidden son of Rhaegar Targaryen and Lyanna Stark - Aegon Targaryen the sixth of his name, trueborn heir to the Iron Throne, raised as a Stark bastard to hide his identity from Robert Baratheon who would have killed him. He is ice and fire in the specific cosmological sense that R'hllor's prophecy named: Stark mother, Targaryen father, raised in the cold but heir to the dragons. The prophecy of Azor Ahai, the prince that was promised, mapped onto him with specific weight.

His avatar is Jon at his full realized self - after the resurrection, after the reveal of his identity, after the Long Night's battle, after Daenerys's death and his killing of her. He carries Longclaw, the Valyrian steel blade given to him by the old bear Jeor Mormont, wolf-head pommel replacing the bear. Ghost walks beside him. He is wearing black. He is always wearing black.



HP
310

AC
20

DR
7

QUICK
+6

TOUGH
+9

MIND
+6

RANK
**Ascended
Mortal**

Attacks & Defenses

Longclaw

+15 vs AC | 5d8+13 force | Reach - Valyrian steel

On hit: against White Walkers, wights, or undead: double damage and shatters them on Natural 20.

Against the living: standard damage with the specific precision of a blade that has been taken seriously

Warg's Ally

+14 vs AC | 4d10+12 force | Near - Ghost attacks simultaneously

On hit: Ghost also attacks same target for 3d10+9 force damage. Both attacks cannot be defended against separately.

The Night's Watch Oath - Divine Action (1/encounter)

Jon stands against the coming dark

For 3 rounds: Jon cannot be reduced below 1 HP. He cannot be moved from his position. He cannot be made to retreat. He is the watcher on the walls. He is the fire that burns against the cold. He is the shield that guards the realms of men. His oath protects him while he stands in defense of innocents.

Died and Returned: Jon was killed by his brothers of the Night's Watch and resurrected by Melisandre with R'hllor's power. He has already died. The experience altered him in specific ways. When reduced to 0 HP in combat, he returns to 1 HP once per encounter, restored.

Stark and Targaryen: Jon carries both bloodlines. He can ride a dragon (if one accepts him) and he can warg a direwolf simultaneously. The combination is cosmologically rare.

Longclaw's Wielder: Longclaw is a Valyrian steel greatsword, one of the few such weapons in the current age. It deals double damage against wights and White Walkers and can harm beings otherwise immune to mundane weapons.

Mythic Influence

Jon Snow killed Daenerys Targaryen because she had become what she swore to break. The killing was an act of love and an act of duty and an act of cosmological significance. It ended the war. It also ended something else - the dream of dragons ruling. Whatever comes after is different.

Presence & Regional Effects

Presence Aura: The specific quality of someone who has died and returned becomes present near Jon - the weight of having seen what is on the other side, the specific knowledge that makes ordinary danger feel less absolute.

Regional Effect: The cold of the North becomes present. Direwolves become more alert. The quality of someone standing watch on the walls enters the environment.

Mythology

Jon Snow was a bastard, Lord Commander, King in the North, assassinated, resurrected, rider of Rhaegal, brother of dragons, killer of dragons, and in the end exiled back to the Wall and beyond it with the Free Folk. He did not claim the Iron Throne. He did not become king. He went north, where he belonged. Ghost went with him. He was last seen riding north of the Wall with the Free Folk, which is the most Jon Snow ending that could have been written.

Arya Stark - The She-Wolf of Winterfell

Arya Stark • No One • Cat of the Canals • Blind Beth • Nymeria • Arya Horseface • the girl who killed the Night King

Arya arrives with the specific quality of someone who has been many people and has returned to being herself - the daughter of Winterfell who became a refugee who became a stable boy who became a trainee of the Faceless Men who became No One and then chose to stop being No One and become Arya Stark again. She is small. She is fast. She carries Needle, the thin sword Jon Snow made for her before he went to the Wall, which she has kept through every identity she has worn since.

She trained with Syrio Forel in water dancing before his death. She trained with Jaqen H'ghar and the Faceless Men in the House of Black and White in Braavos. She was blinded as punishment for breaking their rules and saw with other senses. She killed Meryn Trant for killing Syrio and was given back her sight. She left the Faceless Men. She was not No One. She was Arya Stark of Winterfell. And that was all that needed to be said.

Her avatar is Arya at the Long Night, when she jumped onto the Night's King from above and drove the Valyrian steel blade Bran gave her - the catspaw dagger that had been meant to kill Bran as a child - through the ice armor and into the heart. The Night's King shattered. Every White Walker shattered with him. Every wight fell. The dead were done, in that moment, because Arya did what she had trained her entire short life to do.

HP 230	AC 22	DR 6	QUICK +10	TOUGH +6	MIND +7	RANK Ascended Mortal
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Attacks & Defenses

Needle

+16 vs AC | 4d6+14 force | Reach - stick them with the pointy end

On hit: Needle finds the specific vulnerable spot. Arya's attack ignores the target's DR if she is attacking from unseen or from flanking position.

Catspaw Dagger

+17 vs AC | 3d6+13 force | Reach - Valyrian steel

On hit: against undead, wights, and White Walkers: triple damage and shatters White Walkers on any hit. Against the living: standard damage with surgical precision.

Jump and Strike - Divine Action (1/encounter)

One target within Near

Arya jumps onto the target from above or behind. She is treated as unseen for this attack. Both her weapons strike simultaneously. Automatic critical hit. 8d6+28 damage. If the target is the Night's King or a similar cosmologically-positioned adversary, this attack kills them regardless of HP.

Faceless Woman: Arya trained with the Faceless Men. She can disguise herself as any person she has touched the face of. The disguise is perfect - not magic but skill, which makes it undetectable by magic.

Many Trained Skills: Arya can imitate any accent, any mannerism, any role. She can be a stable boy, a lady, a priestess, a baker. She can also kill from any of these roles.

The List: Arya maintains a list of names of people she intends to kill. Against anyone on her current list, she gains +3 to all rolls. She has crossed off most of the names. Most of them died.

Mythic Influence

Arya killed the Night's King. This was her destiny in the cosmological sense - the training, the list, the identity-work, all of it led to the specific skills needed to get close enough to the commander of the dead to kill him with the specific blade that could kill him. The Three-Eyed Raven knew. Melisandre knew. Beric knew. The cosmos knew. Arya did the work.

Presence & Regional Effects

Presence Aura: The quality of stealth that is also purpose becomes present near Arya - the specific feeling of being watched by someone who is not there, who is there, who was just there, who is still somewhere.

Regional Effect: Shadows become more reliable as concealment. The specific quality of the Faceless Man's art - death as craft - enters the environment.

Mythology

Arya was the girl who refused to be a lady. She wanted to fight. Her father got her a dancing master. The dancing master taught her water dancing. She never forgot his lessons. She killed her first assassin with Needle at age ten. She killed the Night's King at age eighteen or nineteen, depending on how the chronology settles. She is not a knight and not a lord and not a queen. She is Arya of House Stark. And she is the captain of a ship sailing west of Westeros, into the unknown, because that is what she wanted to do next.

Ned Stark - The Honorable Dead

Eddard Stark - Ned Stark - Lord of Winterfell - Warden of the North - Hand of the King - the man who kept faith when faith was not useful

Ned Stark arrives with the specific quality of cold air entering a room where everyone has been lying too long. He does not make the room warmer. He makes it clearer. The sound that comes with him is not thunder or court music but the small honest sound of a blade leaving its scabbard because the sentence has already been spoken and someone must have the courage to carry it out.

He was the moral center of the first great crisis of the current age, not because he understood the game of thrones but because he refused to let the game rewrite the meaning of honor. He raised another man's son as his own to keep a promise made to his dying sister. He told the truth where deception would have saved him. He confessed to treason to save his daughters. He died anyway. This is not proof that honor failed. It is proof that honor has a cost and that the cost was paid.

His avatar appears as Ned in the plain dark clothing of Winterfell, Ice in his hands, his face tired rather than theatrical. Non-magical weapons that strike him do damage, but the wielder feels the weight of judgment in the impact. When his avatar falls, the sound is a sword striking stone and a fall of black feathers from no bird anyone can see.



HP 260	AC 18	DR 7	QUICK +5	TOUGH +8	MIND +9	RANK Ascended Mortal
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Attacks & Defenses

Ice, the Sentence

+12 vs AC | 4d10+9 slashing | Reach

On hit: the target must name one oath they have broken. Mind TN 15 or disadvantage on their next action as the weight of that oath returns.

The Quiet Judgment

+13 vs Mind | 3d12+10 psychic | Near

On hit: the target sees themselves as Ned Stark would judge them. Mind TN 16 or they cannot benefit from deception or disguise for 2 rounds.

The Man Who Passed the Sentence - Divine Action (1/encounter)

One creature within Near who has ordered harm from safety | Mind TN 17

Fail: the creature is compelled to stand within Reach of the consequence they created. They cannot command, retreat, or hide behind agents for 2 rounds. Success: 4d10 psychic damage.

Keeper of Oaths: Ned cannot be magically compelled to betray a vow he sincerely made. Any attempt to do so reveals the attempt to all creatures within 60ft.

The North Remembers: Stark allies within 100ft gain +2 to Mind and Tough saves while defending kin, guest-right, or sworn duty.

Father Before Lord: Once per encounter, Ned may take the full effect of one attack, curse, or sentence directed at a child, ward, or sworn dependent within Near range.

Mythic Influence

Ned Stark wins after he dies. His execution does not end his influence; it releases it. Any betrayal committed in the presence of his memory becomes easier to prove, harder to bury, and more likely to generate consequences years later. The DN should treat his presence as the return of moral causality to a room that has been running on politics alone.

Presence & Regional Effects

Presence Aura: Within 60ft, lies become colder in the mouth. Creatures may still lie, but they know they are lying, and all who hear them feel the small wrongness of it. Oaths spoken here carry +2 to any future attempt to enforce them.

Regional Effect: Ravens gather. Snow falls even when the weather should not permit it, briefly and locally. Old crimes become discussable. People remember promises made in front of heart trees, deathbeds, children, and the dead.

Mythology

Ned Stark rode south to serve as Hand of the King and discovered the rot beneath the crown. He had the evidence. He had the honor. He did not have the cruelty required to win the court. He warned Cersei to flee with her children because children should not pay for their parents' crimes. She used the mercy against him. He died on the steps of the Great Sept, and the war that followed was the shape of the realm discovering what it had lost.

Robb Stark - The Young Wolf

Robb Stark - King in the North - Lord of Winterfell - the undefeated boy-king who lost the war

Robb Stark arrives with the sound of northern banners snapping in cold wind and the low growl of a direwolf heard before the wolf is seen. His presence has the bright dangerous quality of a sword freshly drawn by someone too young to understand how much blood the blade will ask for. He is not childish. That is the tragedy. He was forced into manhood faster than the world could teach him how to survive it.

Robb became king because his father was murdered, because the North remembered, and because grief found a crown that fit his head before wisdom could catch up. He won every battle he fought. He broke Lannister armies, captured Jaime Lannister, inspired old lords to kneel, and carried the image of the direwolf south like winter moving on horseback. Then he broke a marriage pact for honor, love, or youth, depending on who tells the story, and the Freys and Boltons answered guest-right with knives.

His avatar appears in mail and wolfskin, Grey Wind moving at his side as a second shadow. Weapons that strike him draw blood as mortal weapons should, but the wound steams in cold air and the wolf growls from every direction at once. When he falls, the sound is a door closing in a hall full of music.



HP
280

AC
19

DR
7

QUICK
+8

TOUGH
+7

MIND
+6

RANK
**Ascended
Mortal**

Attacks & Defenses

Young Wolf's Charge

+13 vs AC | 4d10+10 slashing | Reach

On hit: one Stark or northern ally within 60ft may immediately move 30ft or make one attack at +2.

Grey Wind's Bite

+14 vs AC | 4d8+9 piercing | Reach

On hit: Tough TN 15 or knocked prone. If target has violated guest-right, add +2d8 damage.

King in the North - Divine Action (1/encounter)

All Stark or northern allies within 100ft

All affected allies gain +3 to attacks and saves for 3 rounds. Enemies who have broken oath, hospitality, or fealty in the current story must pass Mind TN 16 or become frightened for 1 round.

Undefeated in Battle: Robb has advantage on tactical actions during open battle. Once per encounter, he may turn a failed battlefield command into a success if the failure came from ordinary military opposition rather than betrayal.

Bound to the Wolf: While Grey Wind is present, Robb cannot be surprised by direct violence. He can still be betrayed by hospitality, kinship, or political arrangement.

Boy King: Robb suffers disadvantage against temptations framed as love, honor, or personal responsibility when those temptations conflict with political necessity.

Mythic Influence

Robb Stark cannot be defeated honestly by an army that meets him in the field. That is not where his doom lives. His doom lives at the table, under music, behind a guest cup, inside the place where war is supposed to pause. The DN should make his presence terrifying in battle and vulnerable wherever trust has been weaponized.

Presence & Regional Effects

Presence Aura: Within 80ft, northern allies stand straighter and wolves become more alert. Young leaders feel both courage and the burden of command. Betrayers feel the sudden sense that the animal in the room has smelled them.

Regional Effect: Banners pull northward in the wind. Wolves howl before treachery. Wedding halls, feast halls, and places of guest-right become colder. Songs played in the area may briefly become The Rains of Castamere even when no musician intends it.

Mythology

Robb Stark was crowned by bannermen who loved his father and needed a king. He marched south, won battles, captured the Kingslayer, and made the Lannisters afraid. He married against the pact that secured

his crossing at the Twins. At the Red Wedding, Walder Frey and Roose Bolton murdered him, his mother, his wolf, and his cause under the protection of hospitality. His war ended there. His legend did not.

Catelyn Stark - The Stoneheart Mother

Catelyn Stark - Lady of Winterfell - Lady Stoneheart - the mother returned from the river with mercy drowned out of her

Catelyn Stark does not arrive in silence. Silence arrives before her and prepares the room. The air grows damp, the smell of river mud enters places that have never seen a river, and ropes tighten by themselves. Then she appears: throat ruined, face pale with death, eyes full of a grief that has fermented into judgment.

Catelyn was wife, mother, daughter, and political actor before she became vengeance. She made mistakes because she was human and afraid for her children. Then the Red Wedding took nearly everything: son, unborn grandchild, house, honor, guest-right, and finally her own life. R'hllor's power returned her, but resurrection is not restoration. The woman who rose from the river was Catelyn without the warmth that had once made her Catelyn.

Her avatar is Lady Stoneheart at the height of her vengeance, leading the Brotherhood Without Banners through hanging trees and ruined river roads. Non-magical weapons cut dead flesh but do not persuade it. When her avatar falls, water spills from her mouth until the floor is a riverbank.



HP	AC	DR	QUICK	TOUGH	MIND	RANK
305	18	9	+5	+10	+7	Demigod

Attacks & Defenses

Noose of Guest-Right

+13 vs AC | 4d8+10 necrotic | Near

On hit: target is restrained by spectral rope. If they have broken guest-right, oath, or kinship, they take 2d8 necrotic at the start of each turn until freed.

Mother's Accusation

+14 vs Mind | 5d8+11 psychic | Far

On hit: target sees the face of someone who died because of their choices. Mind TN 17 or cannot attack anyone except Stoneheart for 1 round.

The River Gives Back - Divine Action (1/encounter)

All corpses within 80ft that died by betrayal, hanging, or unlawful murder

The dead briefly rise as witnesses. Enemies must pass Mind TN 18 or suffer 6d8 psychic and be unable to lie for 3 rounds. Oathbreakers suffer disadvantage on the save.

Unhealed Resurrection: Healing magic restores only half HP to Stoneheart, but necrotic and cold effects heal her normally.

Trial by Rope: Stoneheart may force a captured enemy to answer one accusation truthfully. A lie causes immediate 4d10 necrotic damage.

Mother of Wolves: Stark children, riverland smallfolk, and betrayed outlaws within 100ft cannot be frightened while Stoneheart pursues vengeance for broken oaths.

Mythic Influence

Lady Stoneheart is what happens when justice returns without mercy. She cannot be reasoned with by arguments of politics, necessity, or later regret. Only a living sacrifice of mercy, kinship, or confessed guilt can interrupt her sentence. Even then, interruption is not forgiveness.

Presence & Regional Effects

Presence Aura: Within 60ft, the throat tightens. Creatures who have betrayed guest-right or kinship feel rope against their skin. Dead leaves become wet as river leaves. Mercy-based actions require Mind TN 14 to attempt, not because mercy is impossible, but because grief is louder here.

Regional Effect: Rivers carry rumors of the guilty. Gallows trees appear where none stood before. Freys, Boltons, and their sworn men dream of wet hands closing around their throats. Broken hospitality becomes a visible stain to supernatural sight.

Mythology

Catelyn Stark watched her son murdered at a wedding feast and killed a simple-minded hostage in grief before her own throat was cut. Her body was thrown into the river. Beric Dondarrion gave his last life to raise her, and what rose was Lady Stoneheart. She took command of the Brotherhood Without Banners and made the Riverlands a court for traitors where the sentence was usually rope.

The Mother of Dragons

Daenerys Stormborn of House Targaryen • Mother of Dragons • Khaleesi of the Great Grass Sea • Breaker of Chains • Queen of the Andals and the Rhoynar and the First Men • the Mad Queen

Daenerys Targaryen arrives with the quality of a woman who has been told her entire life that she is nothing and who has spent her adult life proving otherwise - the last Targaryen, the exiled princess, the girl sold in marriage to a Dothraki khal, who walked into her husband's funeral pyre with three petrified dragon eggs and walked out holding three living dragons and the specific knowledge that she was something other than what everyone had told her she was. She is the mother of dragons in the most literal sense.

She broke the chains across Essos - freed the Unsullied of Astapor, the slave cities of Yunkai and Meereen, took cities by dragonfire and by her specific moral authority and ruled them with the genuine intention of making them better. She was also not always successful at this. The moral vision was real. The practical implementation was difficult. She found this confusing and frustrating in ways that the tradition records.

Her avatar is Daenerys at any point along the trajectory from the emergent Mother of Dragons to the final descent at King's Landing. The DN determines which point in her story this avatar represents. Her judgment is valid. Her morality is complicated. Her power is enormous.



HP	AC	DR	QUICK	TOUGH	MIND	RANK
340	21	10	+7	+7	+9	Ascended Mortal

Attacks & Defenses

Valyrian Sword

+13 vs AC | 4d10+11 force | Reach

On hit: target takes damage and is marked - Daenerys's dragons gain +2 to attacks against them for 2 rounds

Dragon Blood

+12 vs AC | 3d10+10 fire | Reach - she channels dragonfire briefly

On hit: target takes fire damage. Daenerys cannot be burned in return - she is the unburnt.

Dracarys - Divine Action (1/encounter)

Daenerys commands her dragon

If any of her dragons is present (Drogon, or Rhaegal or Viserion in earlier-timeline encounters), they breathe dragonfire on her command. 70ft cone, 10d10 fire, Quick TN 17 for half. The word spoken. The fire comes.

Unburnt: Daenerys is immune to fire of any kind. She can walk through dragonfire. She can be burned by things that are specifically beyond dragonfire - which is not most things.

Mother of Dragons: Her dragons respond to her commands instantly. When a dragon is in encounter range, she directs it as a free action each round.

Breaker of Chains: Against slavers, tyrants, and those who bind others against their will, Daenerys deals +2d10 damage on all attacks and cannot be successfully commanded by them.

Mythic Influence

Daenerys burned King's Landing. She did it after every reasonable expectation was that she had won. The Red Keep was hers. Her enemies were defeated. She burned the city anyway. The cosmological question of whether this was madness or inheritance or both has not been resolved in the tradition. It was real. Thousands died. She was killed by Jon Snow shortly after.

Presence & Regional Effects

Presence Aura: The quality of a Valyrian dragon-rider at full capacity becomes present near Daenerys - the specific weight of Targaryen heritage combined with the specific moral burden of having broken chains by destroying cities.

Regional Effect: The sky darkens. The air smells of smoke. Dragons become more active if any are present. The specific quality of Targaryen power asserting itself.

Mythology

Daenerys was born in storm on Dragonstone during the last days of the Targaryen dynasty. She lost her father to assassination, her mother to childbirth, her brother to Khal Drogo's molten gold crown, her husband to a witch's magic. She gained dragons. She gained armies. She gained cities. She gained lovers. She lost them all. She burned King's Landing. Jon Snow stabbed her through the heart while they were kissing. Drogon melted the Iron Throne and took her body east. The last dragon in the world is wherever she is.

Khal Drogo - The Great Rider

Khal Drogo - the Great Rider - the Sun and Stars - Khal of the Great Grass Sea - the undefeated horse-lord

Khal Drogo arrives with hoofbeats before any horse is visible. The ground remembers the Dothraki before the eye does. Dust rises, bells ring in braided hair, and the air takes on the dry heat of the grass sea where distance belongs to those strong enough to cross it. He is not subtle. He has no need to be subtle. Subtlety is for walls, and walls are for people who do not know how to ride.

Drogo is conquest as bodily certainty. He is the khal whose braid was never cut because he was never defeated, the man whose presence made armies gather because the world had learned to associate him with motion, horses, steel, and the ownership of open ground. His mythic importance deepens through Daenerys: to her he was captor, husband, teacher, wound, and sun. Through his death came blood magic, dragons, and the reshaping of the world.

His avatar appears mounted or ready to mount, arakh in hand, bells in his braid, muscles carrying the calm of a predator that has never been forced to doubt its body. When he falls, the bells ring once without wind.



HP 290	AC 18	DR 7	QUICK +8	TOUGH +8	MIND +2	RANK Ascended Mortal
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Attacks & Defenses

Arakh of the Grass Sea

+13 vs AC | 4d10+10 slashing | Reach

On hit: target bleeds for 1d8 damage per round until they spend an action to bind the wound or receive healing.

Rider's Trample

+12 vs AC | 4d8+9 bludgeoning | Near charge

Drogo moves up to 100ft in a straight line. Targets in the path make Quick TN 15 or are knocked prone.

Bloodrider's Oath - Divine Action (1/encounter)

All sworn riders within 100ft

Bloodriders may immediately move and attack. If any would be reduced to 0 HP during this round, they instead remain at 1 HP until their attack resolves.

Uncut Braid: Drogo cannot be frightened or demoralized by enemies who have not personally defeated him in single combat.

Open Ground Sovereignty: On plains, roads, steppe, desert, or any unobstructed battlefield, Drogo gains +2 to Quick and attacks.

No Chair for a Horse-Lord: In courts, ships, enclosed halls, or cities where horses cannot move freely, Drogo suffers disadvantage on social restraint and tactical patience.

Mythic Influence

Drogo is strongest where the world is open. His authority is not institutional; it is kinetic. He rules by moving, taking, riding, and being impossible to stop in the places built for motion. The DN should make his presence feel less like a king entering a room and more like geography deciding to charge.

Presence & Regional Effects

Presence Aura: Within 80ft, mounts grow restless and warriors feel their blood rise. Creatures who value personal strength gain +2 to resist intimidation. Creatures who rely on walls or titles feel exposed.

Regional Effect: Grass bends in one direction as if under invisible riders. Horse herds move with unusual purpose. Markets begin speaking in terms of taking rather than buying. Wedding fires burn hotter.

Mythology

Khal Drogo was undefeated among the Dothraki, his braid uncut and heavy with bells. He married Daenerys Targaryen as part of a bargain made by others, but their relationship became one of the engines of the age. After he was wounded, Mirri Maz Duur's blood magic saved his body and emptied the man. Daenerys

smothered what remained, entered his funeral pyre with dragon eggs, and emerged with dragons. Drogo died. His fire did not.

The Blood Witch

Mirri Maz Duur - maegi - healer - priestess of Lhazar - the woman who answered conquest with blood magic

Mirri Maz Duur arrives with the smell of smoke, herbs, blood, and a tent closed too tightly against the world. Her presence has none of the theatrical hunger that fools associate with sorcery. It has the stillness of a woman who has already counted the cost and decided the cost is acceptable because the alternative was letting monsters call themselves victors.

Mirri was healer, priestess, and victim before she became the blood witch of Daenerys' memory. The Dothraki destroyed her village, killed those she loved, and made a world in which mercy from the conquered was expected to serve the conqueror. She used the tools she had: life, death, blood, birth, and bargain. She saved Drogo's body and emptied him. She preserved a life and took a future. She did not lie about the price so much as let those asking the question misunderstand what price means.

Her avatar appears in rough priestly garments, hands stained with dark medicine, eyes steady enough to make kings uncomfortable. When she departs, a horse screams somewhere beyond sight and a cradle is found empty.



HP 240	AC 17	DR 6	QUICK +5	TOUGH +6	MIND +9	RANK Ascended Mortal
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Attacks & Defenses

Blood Price

+13 vs Mind | 4d10+10 necrotic | Near

On hit: target must name what they would sacrifice for what they want. Mind TN 16 or the DN chooses the answer from their actual priorities.

Life for Life

+12 vs AC | 4d8+9 necrotic/radiant | Near

On hit: damage dealt may heal one creature Mirri chooses within 30ft by the same amount, but the healed creature loses one minor memory or comfort for 24 hours.

Only Death Pays for Life - Divine Action (1/encounter)

One dying or dead creature within Near, one living sacrifice within Near

Mirri may transfer vitality. The dead or dying returns at 1 HP, but the sacrificed creature dies or is reduced to a ruined living state at the DN's choice. Willing sacrifice grants full success. Unwilling sacrifice allows Tough TN 18 to resist.

Healer Before Witch: Mirri can cure disease, infection, poison, and wounds with extraordinary skill. Her healing never removes consequence unless a true price is paid.

Conqueror's Mirror: Against raiders, slavers, and conquerors, Mirri's magic gains +3 to Mind TNs. Their violence gives her ritual purchase.

Not Your Mercy: Mirri cannot be compelled by gratitude, rescue, or ownership claims made by those who benefited from violence against her people.

Mythic Influence

Mirri is not the warning that magic is evil. She is the warning that victims may understand justice differently than victors do. Her magic answers the exact request, not the emotional fantasy attached to it. The DN should make every bargain with her clear, costly, and easy for desperate people to mishear.

Presence & Regional Effects

Presence Aura: Within 50ft, wounds reveal how they were made. The blood of victims stains differently from the blood of aggressors. Pregnancy, illness, and death feel ritually close.

Regional Effect: Ritual tents hold more space inside than outside. Healers dream of patients they could not save. Horses avoid certain fires. Conquerors in the area hear the prayers of those they trampled.

Mythology

Mirri Maz Duur was taken when Drogo's khalasar destroyed her people. Daenerys tried to protect her, but protection after conquest does not unburn a temple. When Drogo sickened, Mirri performed blood magic. Drogo lived without living. Daenerys' unborn child died. Mirri said only death pays for life. Daenerys burned

her on Drogo's pyre and entered the flames with dragon eggs. The dragons were born from fire, blood, grief, and a bargain no one fully controlled.

The Dragon Conqueror

Aegon Targaryen the First of His Name • Aegon the Conqueror • the First King of the Andals and the First Men • Lord of the Seven Kingdoms

Aegon the Conqueror arrives with the quality of the founding act - the specific energy of someone who decided to do something that had not been done before and then did it, in this case unify a continent of warring kingdoms under a single rule through the specific application of three dragons and a surprisingly moderate political philosophy. He was the founder of the Targaryen dynasty in Westeros, the maker of the Iron Throne from the swords of fallen enemies, the man who landed at the mouth of the Blackwater Rush with two wives who were his sisters and established the capital that became King's Landing.

He was more political than most Targaryen kings who followed him. The conquest took two years. He allowed kingdoms that submitted to keep their own lords and laws. He did not try to eliminate the religions or customs of the conquered. He ruled moderately after the conquest ended, spent his time establishing administrative structures, and died in his sleep at an advanced age, leaving a functioning state.

His avatar is Aegon at the Field of Fire - the battle that broke the armies of the Reach and the Westerlands, where the three dragons together burned five thousand men in an afternoon, the largest single death toll by dragon in the recorded history of Westeros. He rode Balerion. Visenya rode Vhagar. Rhaenys rode Meraxes. The armies arrayed against them were enormous. The dragons ended it in one day.



HP	AC	DR	QUICK	TOUGH	MIND	RANK
320	21	10	+7	+8	+8	Ascended Mortal

Attacks & Defenses

Blackfyre

+15 vs AC | 5d10+13 force | Reach - Valyrian steel ancestral sword

On hit: Tough TN 17 or target is intimidated by the weight of Aegon's presence - -2 to all rolls for 2 rounds from the specific awareness of the conqueror

Conqueror's Authority

+14 vs Mind | 4d8+12 psychic | Near

On hit: target must make Mind TN 16 or acknowledge Aegon's authority - cannot attack him for 1 round from the specific weight of legitimate conquest

Field of Fire - Divine Action (1/encounter)

Aegon calls his dragons

If any Targaryen dragon is present, all three of the conquest dragons (Balerion, Vhagar, Meraxes) briefly manifest simultaneously. Their combined dragonfire devastates a 200ft area: 15d10 fire damage. Quick TN 20 for half. The field is burned. The enemies are ended. This is what Aegon did.

Dragonrider of Balerion: Aegon is the original rider of the Black Dread. When Balerion is present, Aegon rides him and both function as a single combat entity.

Three Dragons: Aegon had three dragons. When he commands them, they obey - Balerion as his mount, Vhagar as his sister Visenya's mount, Meraxes as Rhaenys's. The combination is what made the conquest possible.

Iron Throne: Aegon forged the Iron Throne from the swords of his fallen enemies. While he sits on it or claims it, he cannot be harmed by any sword that was bent to make it - which is most of the swords of Westeros's pre-conquest era.

Mythic Influence

Aegon unified the continent. The unification was political as well as military. The kingdoms he conquered continued to exist as kingdoms within the Seven Kingdoms. The Great Houses continued to rule their ancestral seats. The Targaryen king was an overlord, not a replacement. This political philosophy is why the conquest held.

Presence & Regional Effects

Presence Aura: The quality of the founder's presence becomes specific near Aegon - the specific weight of someone who decided to unify a continent and then did it, and then ruled moderately afterward.

Regional Effect: The Seven Kingdoms asserts itself as a political structure. The quality of the founding dynasty becomes present.

Mythology

Aegon landed at the mouth of the Blackwater Rush with his sister-wives and his three dragons. He built the Aegonfort at the landing site, which would become the Red Keep. He gave his conquered kings moderate terms. He forged the Iron Throne from their swords. He ruled until he died of old age, leaving his son Aenys and then Maegor to inherit the project. The dynasty he founded ruled Westeros for three hundred years before the last Targaryen was exiled.

The Mad King

Aerys II Targaryen - the Mad King - the last dragon king before the fall - the crown that heard enemies in every wall

Aerys II arrives with the smell of unwashed silk, old smoke, and wildfire sealed beneath stone. His crown sits crooked because the head beneath it has tilted away from the world. The room grows too warm. Servants lower their eyes. Every whisper becomes treason because every whisper might become treason if the king survives long enough to hear it correctly.



Aerys is kingship as paranoia and dragon-blood turned inward. He began as a handsome prince and became a monarch consumed by suspicion, humiliation, captivity, lust for burning, and the specific madness of a ruler whose authority cannot tolerate reality. He is not the dragon. He is the dragon's last rotten echo before the dynasty collapses under its own heat.

His avatar appears on the Iron Throne in torn finery, nails long, beard wild, eyes bright with terror and command. He does not carry wildfire. The city does. That is the horror. When he falls, someone hears the words burn them all spoken from every sealed cellar.

HP 240	AC 16	DR 6	QUICK +4	TOUGH +5	MIND +9	RANK Ascended Mortal
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Attacks & Defenses

Royal Accusation

+13 vs Mind | 4d8+11 psychic | Near

On hit: target is declared traitor. Mind TN 16 or all royalist, fearful, or magically compelled creatures nearby gain +2 to attack that target for 1 round.

Wildfire Seal

+12 vs AC | 4d12+10 fire | Far

On hit: wildfire erupts from a hidden cache, floor, jar, or prepared vessel. Target burns for 2d10 fire per round for 2 rounds.

Burn Them All - Divine Action (1/encounter)

Prepared urban area, castle, or enclosed structure within Far

Aerys triggers wildfire caches. 120ft radius | Quick TN 18. Fail: 8d10 wildfire damage. Success: half.

The structure becomes unstable or burning at the DN's discretion.

King's Suspicion: Aerys cannot be surprised by betrayal from anyone he already suspects. He suspects almost everyone.

Hostage Crown: Creatures sworn to obey the crown must pass Mind TN 15 to directly attack Aerys unless he has already ordered their death.

Fire Loves Fear: Wildfire and fire effects within 100ft deal +1d8 damage when used against frightened targets.

Mythic Influence

Aerys makes authority combustible. The more confined the room, city, court, or chain of command, the more dangerous he becomes. He is weakest in honest open battle and strongest where obedience can be used as a fuse.

Presence & Regional Effects

Presence Aura: Within 60ft, whispers sound louder. Fear of accusation increases. Servants, guards, and courtiers suffer disadvantage to refuse cruel orders unless someone openly names the madness.

Regional Effect: Wildfire caches sweat green light. Old Targaryen banners smell faintly of smoke. Cities under his influence become full of sealed rooms, secret jars, and commands no one wants to remember receiving.

Mythology

Aerys II was the last Targaryen king before Robert's Rebellion. His reign decayed into paranoia, cruelty, and obsession with wildfire. He burned enemies, threatened lords, and finally ordered King's Landing destroyed rather than surrendered. Jaime Lannister killed him to prevent the city from burning. For that act Jaime

became Kingslayer and oathbreaker, and the realm survived because one oath was broken to stop a king who had made obedience monstrous.

The Prince That Was Promised

Azor Ahai • the legendary hero of the first Long Night • the one who forged Lightbringer in his wife's heart • the prophecy that may or may not have been fulfilled

Azor Ahai arrives as a legend arrives - not the historical figure he almost certainly was but the legend he has become, carrying all the accumulated weight of prophecy and retelling and the specific hope that the prophecy continues to generate in the current age. He is the hero of the first Long Night, thousands of years ago, who forged the sword Lightbringer in three attempts - first in water, then in a lion's heart, finally in his wife Nissa Nissa's heart when she bared her breast to receive the blade.

With Lightbringer he drove back the darkness. The first Long Night ended. He became the subject of prophecy - the prince that was promised, who would return when the Long Night came again, who would forge Lightbringer anew and save humanity a second time. The prophecy has been interpreted and reinterpreted for thousands of years. The red priests watch for signs. Stannis Baratheon was claimed to be Azor Ahai reborn. So was Daenerys. So was Jon Snow. The prophecy never specified cleanly.



His avatar is the original Azor Ahai at the moment of the forging - standing over Nissa Nissa's body with the burning Lightbringer in his hand, the first bearer of the only weapon that ever definitively ended a Long Night. The specific weight of a hero whose sacrifice was real and whose name has become the hope of every subsequent generation.

HP	AC	DR	QUICK	TOUGH	MIND	RANK
300	19	9	+7	+8	+8	Ascended Mortal

Attacks & Defenses

Lightbringer

+15 vs AC | 6d10+13 radiant/fire | Reach - the burning sword

On hit: against darkness-based creatures and wights and White Walkers, triple damage. The sword illuminates the area permanently - all magical darkness within 100ft is dispelled.

Hero's Strike

+14 vs AC | 5d8+12 force | Reach

On hit: the target is struck with the specific weight of the first hero's blow - Tough TN 16 or stunned 1 round

The Long Night's End - Divine Action (1/encounter)

All darkness-based creatures within 200ft

Lightbringer flares with the full power that ended the first Long Night. All undead, wights, and White Walkers in the area: Tough TN 20 or destroyed outright. Tough TN save on success: 8d12 radiant damage. The sword remembers what it was made for.

Prince That Was Promised: The prophecy has weight. When Azor Ahai is present during an active Long Night, his powers operate at double effectiveness.

The Sacrificed Love: Azor Ahai's strength comes from the specific sacrifice of Nissa Nissa. In his presence, any ally who has lost someone they loved fights at +3 to all rolls - the specific mourning resonates with his.

Mythic Influence

Azor Ahai forged Lightbringer by driving it through his wife's heart. She bared her breast and received the blade. The sword drank her soul. This is the cost of the weapon that ends Long Nights. The current age's Azor Ahai, if one has been or will be forged, has paid or will pay an equivalent price.

Presence & Regional Effects

Presence Aura: The quality of prophecy-weight becomes present near Azor Ahai - the specific feeling that the current moment is one of cosmological significance, that what is happening here maps onto something that has happened before and may happen again.

Regional Effect: Darkness recedes. The quality of dawn after a very long night enters the environment. Fires burn with specific purpose.

Mythology

Azor Ahai ended the first Long Night by forging Lightbringer in his wife's heart and driving back the darkness. The prophecy of his return has sustained the R'hllor faith for thousands of years. In the current age, Stannis was claimed to be his return by Melisandre, but Stannis failed. Jon Snow has been claimed by various interpreters. Daenerys was claimed by others. The most elegant reading of the prophecy suggests that Azor Ahai may have been Arya, who killed the Night King with a Valyrian steel blade - the return fulfilled in a girl no one saw coming.

Rhaegar - The Prince of the Prophecy

Rhaegar Targaryen - Prince of Dragonstone - the Silver Prince - the harp beneath the dragon - the man who read the song and broke the realm

Rhaegar Targaryen arrives with music before armor. The sound is a harp played in a room that already knows the song will end badly. His presence has the melancholy polish of moonlight on Valyrian steel: beautiful, cold, and carrying more history than any living person should be asked to hold.

Rhaegar is prophecy as burden and misreading. He was heir to a crumbling dynasty, a warrior who preferred song, a prince who believed the world was moving toward a promised pattern and that his bloodline had a necessary place inside it. Whether he loved Lyanna, abducted her, rescued her, or doomed her depends on the voice telling the story. What matters cosmologically is that his choice broke the political world and shaped the magical one. From him came Jon Snow, the hidden dragon-wolf at the center of fire and ice.

His avatar appears in black armor with red rubies, harp at his back, eyes fixed on something beyond the battlefield. When he falls, rubies scatter across water and each one briefly reflects a different possible prince that was promised.



HP 270	AC 18	DR 7	QUICK +7	TOUGH +6	MIND +9	RANK Ascended Mortal
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Attacks & Defenses

Ruby Prince's Blade

+13 vs AC | 4d10+10 slashing | Reach

On hit: target glimpses a prophecy in which Rhaegar stands at the center. Mind TN 16 or they hesitate, losing reactions until their next turn.

Song of Ice and Fire

+14 vs Mind | 4d8+11 psychic/radiant | Near

On hit: target is caught between two incompatible duties. Mind TN 17 or they must choose one allegiance, temporarily losing benefits from the other for 2 rounds.

The Dragon Has Three Heads - Divine Action (1/encounter)

Three chosen creatures within Far

Rhaegar binds their fates for 3 rounds. Damage, healing, or prophecy effects applied to one may be divided among all three as Rhaegar chooses. Unwilling targets resist with Mind TN 18.

Prophetic Certainty: Rhaegar gains +3 to Mind checks involving prophecy, lineage, ancient texts, or signs. On a failed check, the DN should make the failure convincing rather than obvious.

Beautiful Doom: Creatures who admire nobility, beauty, music, or tragic purpose suffer disadvantage on their first hostile action against Rhaegar.

Trident Fate: Against Robert Baratheon or a champion of storm-rebellion, Rhaegar cannot benefit from fate manipulation during the first direct exchange. Some songs have already been sung.

Mythic Influence

Rhaegar's danger is not that he ignores prophecy. It is that he believes he understands it. In play, his presence should make prophecy powerful, seductive, and unstable. He may be right about the pattern and wrong about the human cost.

Presence & Regional Effects

Presence Aura: Within 70ft, songs sound older. Characters feel the pull of bloodline, destiny, and chosen roles. Rejecting an assigned destiny requires Mind TN 14 if the destiny is flattering or sacrificial.

Regional Effect: Rubies appear in riverbeds. Harp strings break before battles. Ravens carry messages to the wrong right person. Children born in the area may have dreams of dragons, wolves, blue roses, or burning swords.

Mythology

Rhaegar Targaryen was the crown prince of a dying dynasty. He studied prophecy, believed in the prince that was promised, and became convinced the dragon must have three heads. His relationship with Lyanna Stark helped ignite Robert's Rebellion. At the Trident, Robert killed him with a warhammer and scattered the

rubies from his breastplate into the river. Rhaegar died. The consequences of his reading of the song lived on in Jon Snow and the war against the dark.

King Robert - The Demon of the Trident

Robert Baratheon - the Usurper - King Robert - Lord of Storm's End - the warhammer that won a kingdom and could not rule it

Robert Baratheon arrives with laughter loud enough to shake dust from rafters and a warhammer heavy enough to make the laughter dangerous. The room smells of rain, blood, wine, leather, and the charged air before a storm breaks over open ground. His joy and violence are not separate qualities. They arrive arm in arm, already drunk, already looking for something to smash.

Robert was the storm lord who shattered Rhaegar Targaryen at the Trident and ended the dragon dynasty. He was magnificent in battle: strong, charismatic, impossible to ignore, the kind of man soldiers follow because the world seems larger when he is charging ahead of them. Then he won. Victory placed him on a chair designed to punish anyone who confused conquest with governance. The hero became king. The king became appetite, neglect, debt, memory, and grief.

His avatar appears in his war prime rather than his final decline, antlered helm and hammer in hand, but the scent of wine follows him because the later king is part of the myth too. When his avatar falls, the crash of his hammer echoes like thunder over a battlefield that is no longer there.



HP 300	AC 19	DR 8	QUICK +6	TOUGH +10	MIND +5	RANK Ascended Mortal
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Attacks & Defenses

Warhammer of the Trident

+14 vs AC | 5d10+12 bludgeoning | Reach

On hit: Tough TN 16 or knocked prone and pushed 20ft. Dragons, dragon-blooded, and crowned enemies take +2d8 damage.

Storm Lord's Roar

+12 vs Mind | 4d8+10 thunder | Near

On hit: target is frightened for 1 round. Allies who hear the roar may immediately reroll one failed fear save.

Rubies in the River - Divine Action (1/encounter)

One crowned, dragon-blooded, or rival champion within Reach

Robert delivers the blow remembered by the world. +16 vs AC | 8d12+15 bludgeoning. On hit, target must pass Tough TN 19 or be stunned for 2 rounds and lose one symbolic mark of authority.

Battlefield Magnificence: In open battle, Robert and all allies within 100ft gain +2 to attacks on the first round and cannot be frightened by royal or dragon imagery.

Appetite After Victory: After a major victory, Robert must pass Mind TN 15 or pursue feast, drink, hunt, or pleasure over duty. This is not comic weakness. It is the throne rotting the warrior.

Usurper's Claim: Against enemies whose authority comes from bloodline alone, Robert deals +2d8 damage. Against enemies whose authority comes from duty fulfilled, he gains no bonus.

Mythic Influence

Robert is almost unbeatable before the crown and increasingly defeatable after it. His mythic force is conquest, not rule. The DN should let him break champions, gates, and armies with astonishing force, but courtly patience, debt, and neglected consequence should wound him more reliably than swords.

Presence & Regional Effects

Presence Aura: Within 80ft, courage becomes louder and restraint becomes thinner. Warriors want to boast. Cowards want to hide. Old loves and old humiliations taste fresh again.

Regional Effect: Storms gather over battlefields. Hammers ring louder on anvils. Antlered animals become restless. Courts where Robert's influence lingers accumulate debt, resentment, bastards, and unfinished business.

Mythology

Robert rebelled when the Targaryen crown crossed lines that could not be uncrossed. At the Trident he met Rhaegar in single combat and crushed the prince's chest with his hammer, scattering rubies from Rhaegar's armor into the river. He became king because he had won. He died from a boar's wound after years of drinking, hunting, avoiding rule, and being surrounded by enemies he had not bothered to see clearly.

Ser Jaime Lannister - The Kingslayer

Ser Jaime Lannister • the Lion of Lannister • Goldenhand the Just • twin brother to Queen Cersei • Oathkeeper

Jaime Lannister arrives with the specific complicated dignity of a man whose entire life has been defined by a single act that everyone understood incorrectly - the killing of the Mad King Aerys Targaryen while Jaime was a member of his Kingsguard, sworn to defend him. The act was an oathbreaking. The act also saved half a million people from being burned alive in wildfire caches that the Mad King had placed throughout King's Landing. Jaime never explained. He was called the Kingslayer for the rest of his life by people who did not know what he had actually stopped.

He was born the handsome heir of Tywin Lannister, twin brother to Cersei, champion swordsman of his generation. He was made Kingsguard young - partly his father's political machination, partly his own youthful arrogance. He served. He killed the Mad King. He was named Kingslayer forever after. He continued serving the throne. He fell in love with his sister or continued to be in love with his sister - the chronology is complex. He lost his sword hand at the hands of Vargo Hoat's Brave Companions.

He redeemed himself thereafter. He knighted Brienne. He defended her. He went to the Riverlands and took Riverrun without a battle because he kept his oath and spared Edmure Tully. He rode north to fight the dead at Winterfell. He fought alongside Brienne against the wights at the Long Night's battle. He slept with her. He left her to die with Cersei because his love for his twin was the truth of what he was, however complicated it was. He died in her arms in the collapse of the Red Keep. The arc was complete.



HP	AC	DR	QUICK	TOUGH	MIND	RANK
290	21	9	+8	+8	+6	Ascended Mortal

Attacks & Defenses

Oathkeeper

+14 vs AC | 5d8+12 force | Reach - Valyrian steel

On hit: against White Walkers and wights, triple damage. Against the living: the specific precision of a former champion swordsman, even with the off hand

Golden Hand

+12 vs AC | 3d10+10 force | Reach

On hit: Tough TN 14 or knocked prone from the specific weight of a metal hand applied as a weapon

Kingslayer's Secret - Divine Action (1/encounter)

One target within Near

Jaime reveals the true nature of an oathbreaking - not his own but the target's. One broken oath the target has committed becomes visible to all creatures within Far. Mind TN 17 or the target is shaken by the exposure: -3 to all rolls for 2 rounds.

Former Champion: Even with his off hand after losing his right, Jaime is still one of the best swordsmen in Westeros. His base attack bonus cannot be reduced by any effect.

Complicated Honor: Jaime's honor is real but complicated. He cannot be appealed to through conventional notions of duty. He can be appealed to through the specific honor of keeping oaths that were made with full knowledge of their cost.

Mythic Influence

Jaime killed the Mad King to save half a million innocent people and never told anyone why. He was called Kingslayer for the rest of his life by people who would have approved of the killing if they had known what he prevented. He never explained. This is the defining Jaime statement: the honor of the act was more important than the honor of the reputation.

Presence & Regional Effects

Presence Aura: The quality of complicated redemption becomes present near Jaime - the specific feeling of someone who has done one thing that was right while most people thought it was wrong and many things that were wrong while most people thought they were acceptable.

Regional Effect: Oaths made in the area become more complicated - their hidden costs become more visible, their hidden necessities become more apparent.

Mythology

Jaime pushed Bran Stark from the tower when Bran saw him and Cersei together. Bran survived. Jaime was captured by Robb Stark's forces and lost his sword hand during his eventual exchange. He returned to King's Landing changed. He fought at Winterfell in the Long Night. He left Brienne to return to Cersei. He died with Cersei in the collapse of the Red Keep when Daenerys burned the city. He was neither hero nor villain. He was Jaime Lannister. The complexity was the point.



Brienne - The Maid of Tarth

Ser Brienne of Tarth • Brienne the Blue • the Beauty (ironically) • the last true knight

Brienne of Tarth arrives with the specific quality of a knight who is genuinely a knight in the sense that the idealized chivalric tradition claims but rarely delivers - the sworn servant of a just cause, the defender of the weak, the keeper of oaths, the person for whom the medieval code of honor is not decoration but operating principle. She is also a woman in armor, which in Westeros is uncommon, and she is tall and plain and has been mocked for both her entire life.

She swore herself to Catelyn Stark and kept that oath through Catelyn's death and afterward, searching for the lost Stark daughters, finding Sansa and escorting her to safety, trying to find Arya who needed no help. She was knighted by Jaime Lannister at Winterfell during the preparations for the Long Night - Jaime tapped her on both shoulders with his blade and said 'In the name of the Warrior I charge you to be brave. In the name of the Father I charge you to be just. In the name of the Mother I charge you to defend the innocent. Arise Brienne of Tarth, a knight of the Seven Kingdoms.' She was the first woman knighted in the history of the Seven Kingdoms.

Her avatar is Brienne at her full realization - the knight, the keeper of the sworn book of the Kingsguard at the end of all things, the one who wrote Jaime's entry in the book and gave him the honor in the permanent record that he deserved even though his life was complicated. She wrote the truth. She had the authority by then.



HP	AC	DR	QUICK	TOUGH	MIND	RANK
280	20	8	+7	+9	+6	Ascended Mortal

Attacks & Defenses

Oathkeeper

+14 vs AC | 5d8+12 force | Reach - Valyrian steel, given by Jaime

On hit: against those who harm innocents, double damage. The sword was named for a purpose.

Knight's Strike

+13 vs AC | 4d10+11 force | Reach

On hit: Brienne defends - one ally within 30ft gains +3 AC for 1 round from her specific commitment to protection

The Sworn Book - Divine Action (1/encounter)

Brienne swears protection over one target within Near

For 3 rounds: that target cannot be reduced below 1 HP. Any attack that would kill them must pass through Brienne first - she intercepts with the specific certainty of a knight who has sworn to defend. Her own HP is reduced by the damage she intercepts.

Sworn Knight: Brienne cannot break an oath she has sworn with genuine intent. The oath is binding in the specific cosmological sense - her keeping of it gives her power.

Defends the Innocent: Against anyone who harms women, children, or the defenseless, Brienne's attacks deal +2d10 damage and cannot miss. This is what a knight is for.

Mythic Influence

Brienne was knighted by Jaime Lannister. She was the first woman knighted in the history of the Seven Kingdoms. The knighting was real. The oath was real. The book of knights accepted her name. The standard was permanently changed by her presence on the list.

Presence & Regional Effects

Presence Aura: The quality of genuine honor becomes present near Brienne - not performed honor, not knightly pretension, but the actual thing that the chivalric code was supposed to describe.

Regional Effect: Oaths made in the area become more binding. The specific quality of what a knight is supposed to be becomes the quality of the environment.

Mythology

Brienne swore herself to Renly Baratheon and wore his colors. When Renly was killed by the shadow, she was wrongly blamed. She escaped. She swore herself to Catelyn Stark. She kept that oath through Catelyn's death - Catelyn made her swear to find and protect her daughters. Brienne searched. She found Sansa and got her to safety. She fought alongside Jaime at the Long Night. She slept with him once. He left her for Cersei. She wrote his entry in the book of the Kingsguard at the end of his story, honoring him permanently despite what he had chosen. This is the specific Brienne virtue: honor for those who did not fully earn it because that is what her code required.



Tywin Lannister - The Great Lion

Tywin Lannister • Lord of Casterly Rock • Shield of Lannisport • Warden of the West • Hand of the King (twice) • the man who paid his debts

Tywin Lannister arrives with the specific quality of someone who understood power - not the theology of power or the romance of power but the specific mechanics of power, how it is accumulated and maintained and applied, and who applied these mechanics with complete ruthlessness for fifty years to make House Lannister the wealthiest and most feared house in Westeros. He did not smile often. He did not need to. The smile was not among the tools he required.

He became Lord of Casterly Rock after destroying House Reyne and House Tarbeck for rebelling against his weak father - slaughtering entire families, drowning the Reynes in their own mines, feeding the Tarbeck lord's body to his dogs. He was twenty years old. The Rains of Castamere was written about it. The song is a threat. It is always a threat. When it is played before Lannister bannermen, something is about to happen.

His avatar is Tywin at his fullest realized self - Hand of the King, master of Casterly Rock's gold and the realm's political machinations, architect of the Red Wedding that broke the Stark cause, father of Jaime and Cersei and Tyrion, each of whom he loved or despised according to specific criteria that were entirely his own.



HP 270	AC 18	DR 8	QUICK +5	TOUGH +7	MIND +10	RANK Ascended Mortal
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Attacks & Defenses

Lord's Decree

+14 vs Mind | 4d10+12 psychic | Near

On hit: Tywin names the consequence of the target's actions. Mind TN 17 or they find themselves unable to continue the current course of action for 2 rounds - the weight of his authority establishes the outcome they are heading toward.

The Rains of Castamere

+13 vs Mind | 3d12+11 psychic | Far

On hit: the target recognizes the song (if they have any knowledge of Westerosi history). Mind TN 16 or they are frightened for 2 rounds from the specific knowledge of what this song means.

Red Wedding's Architect - Divine Action (1/encounter)

Tywin's plans activate

One reveal. The specific circumstance of the current situation is revealed to be something Tywin planned for. An apparent ally is revealed to be his agent. An apparent victory is revealed to be his trap. The specifics are his to determine. The target(s) take 8d10 psychic from the recognition of what has just happened.

A Lannister Always Pays His Debts: Tywin cannot be frustrated into abandoning a debt owed to him or by him. The debt will be paid. This is not threat. This is arithmetic.

Fifty Years of Politics: Tywin cannot be outmaneuvered politically by any being he has had one meeting to observe. He has seen every approach.

Absolute Authority: In any Lannister stronghold or any region where House Lannister has political authority, Tywin's stats increase by +3 across the board.

Mythic Influence

Tywin was killed on the privy by his son Tyrion with a crossbow. The killing was appropriate and ironic and the sort of thing Tywin would have approved of if he had been the one doing it. The irony was complete. The power Tywin had accumulated continued to function under Cersei for a time but began unraveling immediately after his death.

Presence & Regional Effects

Presence Aura: The specific quality of political gravity becomes present near Tywin - the feeling of being weighed and measured by someone who has the accounting already done.

Regional Effect: Political maneuvers in the area become more consequential. Debts become more binding. The quality of House Lannister's shadow enters the environment.

Mythology

Tywin rebuilt House Lannister from his weak father's mismanagement into the wealthiest house in Westeros. He served two kings as Hand. He architected the Red Wedding to end the Stark rebellion. He killed his lover when she was discovered and his father was pleased. He loved his son Jaime. He hated his son Tyrion for killing his wife in childbirth. He died on the privy when Tyrion escaped imprisonment and shot him. The last words Tywin heard were Tyrion telling him that he had loved the woman Tywin had ordered him to abandon. A Lannister always pays his debts.

Cersei - The Lioness Queen

Cersei Lannister - Queen of the Seven Kingdoms - Queen Mother - Light of the West - the woman who mistook possession for love

Cersei Lannister arrives with perfume, gold, and the specific tension of a room where every smile has been sharpened. Her beauty is not soft in avatar form. It is a weapon held too close to a candle. Her crown appears heavy enough to bruise her brow and she wears it anyway, because the bruise is also proof that it is hers.

Cersei is queenhood as hunger: the hunger to be loved without surrender, to rule without being ruled, to protect her children by owning the world around them, and to burn what refuses ownership. She inherited Tywin's cruelty without his discipline, Jaime's devotion without his humility, and the throne's power without the throne's patience. She is not stupid. She is worse than stupid. She is clever enough to create the disaster and proud enough to call it victory while the smoke is still rising.

Her avatar appears in crimson and gold, with a goblet nearby and wildfire reflected in her eyes. Attacks against her feel as if they are striking not merely a woman but a crown, a bloodline, a mother, and a grievance all occupying the same body. When she departs, green flame briefly shows behind every closed door in the area.



HP	AC	DR	QUICK	TOUGH	MIND	RANK
255	18	7	+6	+5	+10	Ascended Mortal

Attacks & Defenses

Queen's Command

+14 vs Mind | 4d10+11 psychic | Near

On hit: target must obey a single royal command for 1 round unless it directly kills them. Mind TN 17 negates.

Wildfire Promise

+12 vs AC | 4d12+10 fire | Near

On hit: green flame clings to the target for 2 rounds, 2d8 fire per round. Mundane water does not extinguish it.

Burn Them All, But Mine - Divine Action (1/encounter)

80ft radius | Quick TN 17

Fail: 6d10 wildfire damage. Success: half damage. Creatures Cersei considers hers are spared the initial blast but must make Mind TN 15 or become frightened by what her protection means.

Mother Lion: If one of Cersei's children, blood kin, or claimed dependents is threatened, her attacks deal +2d8 damage for the rest of the encounter.

Court Poison: Once per encounter, Cersei may turn one public accusation against the accuser. The accuser must pass Mind TN 16 or lose standing, advantage, or initiative in the social situation.

Golden Isolation: Cersei cannot benefit from genuine counsel unless she chooses humility first. She rarely does. Any ally offering honest advice must pass Mind TN 14 or be treated as an enemy for 1 round.

Mythic Influence

Every attempt to cage Cersei creates a fire inside the cage. This does not make her wise and it does not make her safe. It means that victories against her should leave burn marks. If she is cornered, she does not look for the cleanest escape. She looks for the lever that destroys the room.

Presence & Regional Effects

Presence Aura: Within 60ft, flattery becomes easier and honest warning becomes harder. Creatures attempting to flatter Cersei or another ruler gain +2 to the roll. Creatures attempting to give unwelcome truth suffer disadvantage unless they invoke love, blood, or survival.

Regional Effect: Candles burn greener. Court factions harden. Servants listen at doors. Mothers become more fearful for their children. Small cruelties performed in the name of protection become easier to justify.

Mythology

Cersei was born to the wealthiest house in Westeros and believed herself born to rule. She loved Jaime as her mirror and her children as extensions of herself. She hated being treated as less than the men around her, and she answered that injustice by reproducing its cruelties in her own image. She rose to the throne through death, intrigue, and fire. The question of Cersei is never whether she loved. She did. The question is whether anyone could survive being loved by her.

Samwell - The Scholar Hero

Samwell Tarly • Sam the Slayer • Samwell the Scholar • Maester Samwell • the first man to kill a White Walker in the current age

Samwell Tarly arrives with the specific dignity of someone who is not a warrior and has never pretended to be a warrior and whose contributions to the saving of the world have come through research and persistence and the specific courage that belongs to people who are genuinely afraid but do the thing anyway. He was the fat son of Lord Randyll Tarly, sent to the Wall in disgrace by his father who considered him unworthy of inheriting Horn Hill.

He became Jon Snow's closest friend at the Wall. He fell in love with Gilly, a wildling woman who had been fathered on her own daughters by her father Craster. He killed a White Walker - he, Samwell Tarly, the fat scared boy - at the Fist of the First Men with a dragonglass dagger when a White Walker came through the snow to claim Gilly's infant son. He was the first person in living memory to kill a White Walker. This is one of the most important cosmological events of the current age and it was done by the least likely person in the Night's Watch.

His avatar is Sam at the Citadel or at Winterfell or at Horn Hill - not the warrior but the scholar who figured out that the dragonglass would kill the White Walkers, who found the cache of dragonglass beneath Dragonstone, who understood the specific magic of the Wall, who read the texts the maesters would not read. He is holding a book. He is almost always holding a book.



HP 210	AC 16	DR 4	QUICK +2	TOUGH +6	MIND +10	RANK Ascended Mortal
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Attacks & Defenses

Dragonglass Dagger

+11 vs AC | 3d6+9 force | Reach - obsidian

On hit: against White Walkers, the target shatters on any successful hit. Sam did this. It is documented. He does not miss this attack type.

Scholar's Knowledge

+12 vs Mind | 3d10+10 psychic | Near

On hit: Sam reveals something he has read about the target. One piece of information that the target thought was private becomes visible to Sam's allies.

The First to Kill One: Samwell was the first person in living memory to kill a White Walker. He figured out the mechanics. He shared the knowledge. Without him, the dragonglass solution is not known. He is cosmologically important in a way most warriors are not.

Citadel Trained: Sam has read the texts in the Citadel's library. He knows things others do not. Once per encounter he may reveal a specific true fact about the current situation that provides tactical advantage.

Mythic Influence

Sam the Slayer is not an ironic title. He killed a White Walker. He was the first to do it in the current age. Every subsequent White Walker killing descends from his demonstration of the principle.

Presence & Regional Effects

Presence Aura: The quality of the scholar who has figured something out becomes present near Sam - the specific feeling that there is more information available than has been used and that the person nearby has access to it.

Regional Effect: Libraries and archives in the area become slightly more accessible. The quality of knowledge being practically applied enters the environment.

Mythology

Samwell Tarly was sent to the Wall by his father who did not want him as heir. He became Jon Snow's brother in the specific sense that matters. He killed a White Walker at the Fist of the First Men. He escaped south with Gilly and her son. He went to the Citadel and studied. He cured Jorah Mormont of greyscale when the maesters would not. He figured out that Jon Snow was Aegon Targaryen. He brought the dragonglass knowledge. He survived the Long Night. He became Grand Maester at the council of Bran's coronation. The scared fat boy became the man who saved the world through reading.

The Wildling Legend

Tormund Giantsbane • Tormund Tall-talker • Tormund Thunderfist • Tormund Husband-to-Bears • Tormund the Horn-Blower • Tormund Mead-King of Ruddy Hall

Tormund arrives with the specific quality of a Free Folk legend who is entirely aware that his legends are legends and who has been polishing them for decades - the man whose name includes multiple epithets each of which represents a different implausible feat, who may or may not have actually slain a giant (he claims yes), who may or may not have actually wrestled a bear (he claims yes), who may or may not have actually consummated relations with a bear (he claims yes, and in specific detail, at length, to anyone who will listen).

He is a Free Folk warrior and war-leader, one of Mance Rayder's lieutenants in the assault on the Wall, one of the leaders who crossed at Jon Snow's invitation after Mance's defeat. He became Jon Snow's friend and one of his most reliable allies. He fought at the Battle of the Bastards. He fought at the Long Night. He went back north with Jon Snow at the end of everything.

His avatar is Tormund at full health and good humor - red-bearded, massive, carrying his Free Folk weapons, drinking whatever is available, laughing at the specific absurdity of continuing to be alive when he should have died several times over. He calls Brienne 'the big woman' and is in love with her in a way that goes unrequited and that he takes in good humor.



HP	AC	DR	QUICK	TOUGH	MIND	RANK
260	18	8	+7	+9	+2	Ascended Mortal

Attacks & Defenses

Wildling Axe

+13 vs AC | 4d10+11 force | Reach

On hit: Tough TN 15 or Tormund specifically commits. He bellows. Target is frightened for 1 round from the specific vigor of the approach.

Horn of Ragnar

+12 vs AC | 3d12+10 sonic | Far

On hit: the horn sounds across the battlefield. All Free Folk warriors within Far gain +2 to attack for 2 rounds.

Free Folk Captain: Tormund commands the Free Folk who follow him. He can summon a wildling warband of 20 fighters for any encounter in northern terrain.

Legends Make Him Stronger: Tormund's legends give him specific power. Each time one of his epithets is invoked (Giantsbane, Thunderfist, Husband-to-Bears), he gains +1 to his next attack. Stack-able.

Mythic Influence

Tormund may or may not have actually done most of what his epithets claim. The fact that he claims them and has made his identity from them gives him the specific power of someone whose legends are part of what he actually is.

Presence & Regional Effects

Presence Aura: The quality of Free Folk vigor becomes present near Tormund - the specific feeling of people who have survived beyond the Wall through honest courage and good humor.

Regional Effect: The North becomes more free. The Free Folk in the area become more active and more visible. The quality of life north of the Wall enters the environment.

Mythology

Tormund fought for Mance Rayder against the Wall. He surrendered after Stannis defeated the wildling army. He allied with Jon Snow when Jon became Lord Commander. He fought at the Battle of the Bastards. He fought at the Long Night. He went north with Jon at the end - back beyond the Wall with the Free Folk where both of them belonged. The last view of Tormund in the tradition is him riding into the snow beyond the Wall with Ghost and Jon, returning to where he was at home.

The Hound

Sandor Clegane • the Hound of Joffrey Baratheon • brother to the Mountain • the Hound of the Elder Brother's Isle • the man who did not believe in gods

Sandor Clegane arrives with the specific quality of the most damaged child in a family of damaged children, whose older brother Gregor pushed his face into a brazier when he was a boy for playing with a toy that was not his, and who has carried the burns and the fear of fire for the rest of his life. He is a big man, not as big as his brother, but bigger than most men, and he has become the specific person who survives in the world he lives in by becoming exactly as violent as the world requires and no more.

He served as Joffrey's sworn shield until Blackwater, where the wildfire broke him and he deserted. He wandered with Arya Stark for a time, ransoming her to the highest bidder while actually protecting her. He was left for dead by Brienne. He was taken in by a small community of faithful men led by a former knight who became a lay brother - the Elder Brother. He recovered. He spent time there doing good work for the first time in his life. Then he left to kill his brother.

His avatar is Sandor at his fullest realized self - the man who did not believe in gods and was right not to, the man who protected a girl from a world that would have destroyed her, the man who returned for his brother and died with him in the collapsing Red Keep, burning at last in the fire he had feared his entire life. He died satisfied. His brother was dead beside him. The Cleganebowl was complete.



HP	AC	DR	QUICK	TOUGH	MIND	RANK
310	20	10	+7	+9	+5	Ascended Mortal

Attacks & Defenses

Burned Man's Strike

+14 vs AC | 5d10+12 force | Reach

On hit: Tough TN 16 or knocked prone from the specific brutality of the blow

Against His Brother

+15 vs AC | 6d10+13 force | Reach - only usable against Gregor Clegane

On hit: the full accumulated rage of forty years of brotherly hatred. Against Gregor: triple damage.

No Belief in Gods: Sandor cannot be affected by any divine charm, compulsion, or persuasion. He does not believe. The disbelief is genuine.

Fear of Fire: Sandor fights at -2 against fire-based attacks. The fear is real. It takes significant willpower to overcome and he mostly does overcome it, but the penalty remains.

Mythic Influence

Sandor overcame his fear of fire in the end. He went into the burning Red Keep to find his brother. He fought Gregor in the fire and they both died in it. He had spent his life afraid of fire and he died in it fighting the person whose original cruelty had caused the fear. The arc was complete.

Presence & Regional Effects

Presence Aura: The specific quality of practical violence without illusion becomes present near Sandor - the feeling of being near someone who has accepted what the world actually is and operates accordingly.

Regional Effect: The gloss comes off things in Sandor's presence. Illusions of courtly honor become less convincing. The quality of practical survival becomes visible.

Mythology

Gregor burned Sandor's face when Sandor was a child for playing with a toy Gregor considered his. Their father covered up the event. Sandor never forgot. He served the Lannisters as Joffrey's sworn shield. He deserted after Blackwater when the wildfire broke him. He wandered with Arya. He was redeemed at the Elder Brother's sept on the Quiet Isle. He returned to King's Landing to kill his brother. He died with Gregor in the burning collapse of the Red Keep. His last words were to Arya, telling her not to follow the same path he had - not to live for revenge. She listened. She did not follow.

The Master of Whisperers

Lord Varys • the Master of Whisperers • the Eunuch • the Bald One • the man without pockets • the voice in the flames

Varys arrives with the specific quality of someone who has been collecting information for so long that the collecting has become his personality - not greedy, not invasive, but quietly professional, the specific patience of someone who knows that every piece of information becomes useful at the specific moment it is needed. He is the eunuch, cut as a child in a mysterious ritual by a sorcerer who used his parts in a spell, and the voice he heard in the flames during the ritual has never fully left him.

He served five kings as Master of Whisperers. He maintained a network of little birds - children he cared for who brought him information from every corner of the Red Keep and far beyond. He claimed to serve the realm rather than any specific king. He meant it. He also meant other things, simultaneously, in ways that only became clear when his final plans were revealed - he was supporting Aegon, then Daenerys, then he betrayed Daenerys when she burned the children, and Daenerys burned him alive with Drogon's fire as he was eating his last meal.

His avatar is Varys at his full calm authority - bald, plump, dressed in soft silk, speaking quietly, with the specific attentiveness of someone for whom every word in a conversation is a piece of information being filed. He serves the realm. He says so repeatedly. By the end of his life, this had cost him everything.



HP	AC	DR	QUICK	TOUGH	MIND	RANK
200	15	5	+6	+5	+11	Ascended Mortal

Attacks & Defenses

Little Birds

+12 vs Mind | 4d8+11 psychic | Horizon - information arrives through his network

On hit: Varys reveals one specific secret about the target. The secret is true and damaging and arrives at the worst possible moment for the target. Target takes psychic damage and suffers -3 to all social rolls for 24 hours.

Voice in the Flames

+11 vs Mind | 3d10+10 psychic | Near

On hit: the target briefly hears the voice Varys has heard since childhood - a voice in fire, a voice from the flames of the sorcerer's spell. Mind TN 15 or 1 round of disorientation

Master of Whisperers: Varys knows a secret about every significant person within 500ft. He uses this knowledge with precision. He rarely reveals it until it will do the most damage.

The Realm Above All: Varys cannot be bought or corrupted by promises of personal gain. His loyalty is to his vision of the realm, not to any individual. This makes him uncorruptable through conventional means and also uniquely dangerous.

The Voice: Something answered Varys from the flames when his parts were burned in the sorcerer's spell. He has heard from it periodically ever since. He does not say what it is or what it wants but he listens to it.

Mythic Influence

Varys served the realm above all. His conception of the realm was his own. He supported Aegon until Aegon died. He supported Daenerys until he decided Daenerys was unfit. He betrayed her for the realm. He died for it. He was right about her. The realm he died for was not the realm that resulted - Bran's council did not include Varys because Varys was dead. His service had cost him everything including the right to see what his service produced.

Presence & Regional Effects

Presence Aura: The quality of being observed by someone who is always filing information becomes present near Varys - the specific feeling of being in a conversation that is also research.

Regional Effect: Secrets become harder to keep. Information flows more readily. The quality of a place where every detail is being noticed enters the environment.

Mythology

Varys was cut as a child in a ritual. The sorcerer threw his parts into the flames. Varys heard a voice. He learned to read in Myr. He became a thief. He built a network of children whose loyalty he earned through genuine care. He became Master of Whisperers under Aerys, served Robert, Joffrey, Tommen, Daenerys. He conspired with Illyrio Mopatis to bring Aegon to the throne. He switched to Daenerys when Aegon failed. He betrayed Daenerys when she burned the children. She burned him alive. He died without his pockets because he had given up his holdings to the realm. His last words in the tradition were to Tyrion: 'I hope I deserve this. Truly I do.'

Littlefinger

Petyr Baelish - Littlefinger - Lord Protector of the Vale - Master of Coin - the man who taught chaos to serve ambition

Petyr Baelish arrives with the quiet sound of coins being counted in another room. He does not enter like a conqueror. He enters like a helpful man who already knows which floorboard is loose, which servant is listening, which secret will become useful in three months, and which person in the room thinks they are too clever to be used.

Littlefinger is power without inheritance, appetite without army, revenge without banner. He was born too small for the great game as noblemen understood it, so he changed the game until size stopped mattering. He weaponized debt, desire, rumor, marriage, murder, and the human tendency to underestimate a smiling man who appears to be useful. Varys uses secrets to preserve a realm or a plan larger than himself.

Littlefinger uses realms as scaffolding for the ascent of Littlefinger.

His avatar appears as the courtly Petyr Baelish in fine clothes, clean hands, and eyes that never stop measuring exits. Weapons that strike him often hit the version he wanted struck. When he departs, a ladder appears in shadow, leading nowhere visible.



HP	AC	DR	QUICK	TOUGH	MIND	RANK
240	17	6	+7	+4	+10	Ascended Mortal

Attacks & Defenses

Useful Whisper

+14 vs Mind | 4d8+11 psychic | Near

On hit: target believes one plausible falsehood or dangerous half-truth for 1 round. Mind TN 17 reduces effect to doubt rather than belief.

Debt Hook

+13 vs Mind | 3d10+10 psychic | Far

On hit: target must reveal one need, debt, desire, or fear that Baelish can exploit. The revealed fact gives Baelish +2 against that target for the encounter.

Chaos is a Ladder - Divine Action (1/encounter)

One unstable situation within Far

Baelish converts disorder into advantage. One alliance cracks, one secret emerges, one guard looks away, or one apparent enemy becomes temporarily useful. Enemies who relied on the prior order take 5d10 psychic damage, Mind TN 17 for half.

Everyone Wants Something: After one round of conversation, Baelish learns what a creature thinks it wants. After three rounds, he learns what it actually wants.

Small Man, Tall Shadow: Baelish cannot be targeted by political or social consequences until his involvement is proven by more than suspicion.

Prepared Exit: Once per encounter when an attack, accusation, or trap would decisively catch him, Baelish may reveal he prepared an exit. He moves to Near range, avoids the effect, and leaves behind someone else holding the blame.

Mythic Influence

Littlefinger thrives wherever people mistake chaos for failure. For him, chaos is raw material. The DN should make his schemes less about omniscience and more about opportunism so refined it appears prophetic. He does not need to control every event. He only needs to climb the event once it starts falling.

Presence & Regional Effects

Presence Aura: Within 60ft, private ambition becomes easier to feel and harder to admit. Characters gain +2 to conceal desire but suffer disadvantage to resist deals that seem to give them exactly what they secretly wanted.

Regional Effect: Ledgers develop missing lines. Coin changes hands without witnesses. Noble marriages become more politically charged. Rumors in the area grow legs, teeth, and better clothes.

Mythology

Petyr Baelish loved Catelyn Tully, or loved the idea of possessing the life that had refused him. He rose from minor lordling to Master of Coin by making himself useful to more powerful people and making those people

dependent on arrangements they did not fully understand. He helped ignite the War of the Five Kings, betrayed Ned Stark, murdered Lysa Arryn, and tried to shape Sansa Stark into both pawn and prize. His climb ended when those he had trained in suspicion learned to look down.

The Mountain

Ser Gregor Clegane • Ser Robert Strong (after resurrection) • the Mountain That Rides • Qyburn's creation • no longer entirely human

Gregor Clegane arrives as the brother Sandor has been preparing to kill since he was a child - impossibly large, seven and a half feet tall, enormously strong, always angry, capable of cruelty that went beyond the limits of normal violence. He was Tywin Lannister's most effective terror weapon, sent to do things that even Lannister soldiers would not do. He killed Elia Martell and her children during the Sack of King's Landing. He fought Oberyn Martell in single combat and killed him with his bare hands but was poisoned in return.

The poison killed him slowly. Qyburn, the disgraced maester, used the opportunity to perform experiments. When Gregor finally died, Qyburn raised him as Ser Robert Strong - a silent knight in massive armor who could not be seen beneath the helmet, who did not speak, who fought as Cersei's champion. The resurrection was not clean. What was in the armor was not fully Gregor anymore. It was faster, harder, more silent, and more specifically deadly. It was also not quite alive and not quite dead.

Its avatar is Ser Robert Strong in full armor - the massive figure, the silent champion, the impossibly strong knight whose face no one has seen since the resurrection. The living thing that Qyburn made from what was left of Gregor.



HP	AC	DR	QUICK	TOUGH	MIND	RANK
420	19	13	+5	+11	+0	Demigod

Attacks & Defenses

Giant's Greatsword

+14 vs AC | 6d12+14 force | Reach - massive weapon

On hit: Tough TN 18 or knocked prone and stunned 1 round. The weapon weighs more than most people.

The Silent Strike

+13 vs AC | 5d10+13 force | Reach

On hit: the thing in the armor does not announce itself. The attack arrives with no warning. Against unaware targets: maximum damage automatically.

Crushing Grip - Divine Action (1/encounter)

One target within Reach

The thing grabs the target's head. If target is human-sized: Tough TN 20. Fail: the head is crushed. Death is instantaneous. This is what Gregor did to Obery. It is what Ser Robert Strong can still do.

Cannot Be Killed Easily: Ser Robert Strong is not fully alive. Standard killing blows do not work. He can only be destroyed by fire, dragonglass, Valyrian steel, or specific divine intervention.

Silent Champion: The thing in the armor does not speak, does not reveal its face, does not remove its helmet. This silence is itself a psychological weapon. Those near it must make Mind TN 14 or suffer -1 to all rolls from the specific wrongness of the silence.

Mythic Influence

Ser Robert Strong died with Sandor in the burning Red Keep. They fell together from the upper levels. Both burned in the fire. The resurrection ended. What was left of Gregor was finally allowed to be dead. The Cleganebowl was complete.

Presence & Regional Effects

Presence Aura: The quality of something that should not be moving becomes present near Ser Robert Strong - the specific wrongness of a large armor-clad figure that does not breathe and does not speak and does not remove its helmet.

Regional Effect: The dead feel more present. The quality of Qyburn's corrupt experimentation enters the environment.

Mythology

Gregor killed Elia Martell and her children during the Sack of King's Landing. He was Tywin's effective weapon for decades. He fought Oberyn Martell in the trial by combat for Tyrion's life and crushed Oberyn's skull while Oberyn was demanding a confession. Oberyn had poisoned him. The poison killed him slowly. Qyburn did the experiments. What came out of the experiments was Ser Robert Strong. He served Cersei until the end. He died with his brother in the Red Keep collapse. The brothers who could not tolerate each other ended together in the fire.

Theon - The Broken Kraken

Theon Greyjoy - Prince of the Iron Islands - Ward of Winterfell - Reek - the man who returned to himself too late and still returned

Theon Greyjoy arrives with saltwater on one side of him and snow on the other. Neither claims him completely. The air around him carries the specific discomfort of a room where every name someone might call you is true and none of them are enough. He smiles like a prince, flinches like a prisoner, and stands like a man deciding whether he deserves to stand at all.

Theon is the myth of divided identity made flesh: born Greyjoy, raised Stark, hungry for his father's recognition, ashamed of wanting the love of the house that held him hostage, cruel in the moment when cruelty looked like strength, and broken into Reek by Ramsay Bolton until his own name became an act of rebellion. His redemption is not clean. That is why it matters. He does not become innocent. He becomes Theon again and chooses courage with all guilt intact.

His avatar appears in layered forms: prince, ward, betrayer, Reek, rescuer. The form visible depends on who is looking and what they need to accuse or forgive. When he falls, the smell of salt and snow mingle, and someone hears him say his own name.



HP 250	AC 17	DR 6	QUICK +4	TOUGH +7	MIND +4	RANK Ascended Mortal
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Attacks & Defenses

Name-Shard Strike

+11 vs AC | 3d10+8 slashing | Reach

On hit: target must declare which name or identity they are acting under. Mind TN 15 or lose access to one false identity, disguise, or borrowed authority for 1 round.

The Old Bow Remembered

+12 vs AC | 4d8+9 piercing | Near

On hit: if Theon is defending someone he once wronged, add +2d8 damage and target's movement is reduced by 20ft for 1 round.

My Name is Theon - Divine Action (1/encounter)

Self and all allies within 60ft

All fear, domination, humiliation, and identity-suppression effects end immediately. Enemies who inflicted such effects take 5d8 psychic damage, Mind TN 16 for half.

Betrayer's Knowledge:

Theon has advantage on checks to understand divided loyalties, hostage politics, and false claims of family duty.

Reek's Survival:

Once per encounter, when reduced to 0 HP by fear, torture, or domination, Theon remains at 1 HP and may immediately move 30ft toward a person he chooses to save.

No Clean Absolution:

Healing, blessings, and morale effects work on Theon only if they acknowledge guilt rather than erase it. False forgiveness provides no benefit.

Mythic Influence

Theon cannot become whole by denying any part of what happened. He becomes whole only by carrying it. In encounters, his strength should emerge when shame is named directly and survived. He is weakest where people demand that he be only one thing.

Presence & Regional Effects

Presence Aura: Within 50ft, false names feel itchy. Prisoners, hostages, wards, and outcasts gain +2 to resist fear. Betrayers suffer disadvantage on attempts to justify themselves unless they admit what they did first.

Regional Effect: Salt appears on snow. Ravens avoid kraken banners. Places of captivity develop unlocked doors at unlikely moments. People who have forgotten their own names dream of speaking them.

Mythology

Theon was taken from Pyke to Winterfell as hostage and ward after Balon Greyjoy's rebellion. He grew up among the Starks and never stopped being a Greyjoy. When war came, he chose blood over upbringing and seized Winterfell, murdering innocents to support a lie. Ramsay Bolton broke him into Reek. Yet Theon saved Sansa, reclaimed his name, and died defending Bran. The rescue did not erase the betrayal. It proved the betrayer was not the only thing he was.

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