

JCC: Game of Thrones



March 6-8. 2020

Table of Contents

Letters from the Dais	1
Content Warning.....	6
Foreword	7
Rules of Procedure.....	8
Abstract	11
Historical Context.....	12
Current Situation.....	22
Notice about Portfolio Powers	24
Characters: Winterfell.....	25
Characters: King’s Landing.....	28
Bibliography	31



Letters from the Dais

Greetings Delegates,

Welcome to Brown University for BUCS IX, our annual collegiate Model UN crisis-based conference! My name is Andrew, and I will be serving as your Crisis Manager for the weekend along with Elli.

Allow me also to welcome you to either the city of Winterfell or the city of King's Landing, roughly around 302 to 303 years following the Targaryen conquest. As you very well know, the fate of Westeros lies in the balance as you and your houses lash out into the continent, forging and breaking alliances, seizing control through whatever means available or necessary, and ensuring that your own interests and goals are accomplished—no matter the cost.

Back to the present day, I am a second-year student studying Biochemistry and Molecular Biology here at Brown, with the intent to hopefully one day go to medical school. I hail from the town of Sudbury, MA, a suburb of Boston that's home to Chris Evans i.e. Captain America (his sister teaches drama at my high school... seriously), and, at one point or another, Henry Ford, Shaquille O'Neal, and Babe Ruth. Outside of the time I spend in Model U.N.-related activities or academically focused things, you can probably find me playing instruments, making bad decisions, or crushing one of your wonderful USGs (cough cough Shaun Kohli cough cough) at Spikeball.

On a different note, delegates, it is my utmost pleasure to share this committee with you. It will have been quite a journey by the time you are reading this, from when I proposed this idea (half as a joke, if I'm being perfectly honest) to my USG, and surprisingly got approval to put together a team, to all the weekly meetings and hours of planning that myself and my team have put towards shaping this committee into (hopefully) something great ... we are all tremendously excited, and frankly a bit nervous, to see what you all will produce when we hand the creative reins over to you this upcoming conference weekend.

And just because I know that at least three of you (you know who you are...) are reading this to try to figure out what I'm like as a CM and more broadly to get a sense of how committee will run, let me be explicit in restating that last sentence: we hope to hand the creative reins fully over to you. Your presence in this committee indicates a passion for this show's universe that was likely left unsatisfied by the TV-show's ending, and we want you to have the opportunity to live it and shape it however you want. We're just here to support that. I'll include more information on this later in the guide, but overall, trust yourselves, be creative, and have fun. If you have any questions at all, do not hesitate to reach out; we are happy to help however we can.



Letters from the Dais

Along with my incredible co-CM, my fantastic front room staff—Abi, Helen, Hugh, and Janice—and a (very) small army of dedicated and talented backroom staff, we hope you enjoy your weekend at BUCS IX. Just remember . . .

Winter is coming.

Andrew George
Committee Crisis Manager
got@browncrisis.org



Letters from the Dais

Dear Delegates,

Welcome to BUCS IX and, more importantly, to Westeros, where each of you hold the power to rewrite the wretched ending to the eight-year rollercoaster that was Game of Thrones! I am so excited to be your co-Crisis Manager with Andrew this weekend.

Currently, I am a sophomore studying Visual Arts and on the pre-med track at Brown. I'm originally from Seoul, Korea, but I grew up in Dallas, Texas, so if you hear me slip a "y'all" sometime during the conference ... y'all know what's up. On campus, if I'm not in the studio desperately finishing a piece due the next day, you can find me in the sad, cold basement of the tall, ugly building (aka SciLi) crying about, probably, chemistry. If not that, I'm probably in my room stress-binging a show or watching a bad movie.

Sad things aside, I'm thrilled to finally see this committee unfold. I remember when Andrew pitched this idea to me at the end of freshman year. What followed was a summer of binging the entire series, actually getting the committee approved, and phone calls with an amazing group of people that, quite literally, built this entire committee from ground up. I can't wait to see how y'all take this committee for a ride.

That being said, we want you to have fun in this committee. If there is anything I or Andrew can do to help you and make you feel more comfortable before or during BUCS weekend, don't hesitate to reach out to us.

With the dragons and ice zombies comes the brutal and greedy. As you step into the fantastical world of Westeros, keep in mind that your allies may have very different interests than you might think. Work with others to get what you want, and remember: when you play the game of thrones, you win or die. There is no middle ground.

Elli Lee
Committee Crisis Manager
got@browncrisis.org



Letters from the Dais

Dear Delegates,

First and foremost, welcome to BUCS IX!

My name is Hugh O'Connor, and I'm a senior studying History here at Brown, with a focus on Colonial America. I was born and raised down the coast in Connecticut, though my journey to Brown wasn't as straightforward as you might imagine. I spent my freshman year studying at Carleton College in Northfield, Minnesota and transferred to Brown two years ago in January. I've been involved in Model UN since high school and am currently a member of the Brown Travel Team; this will be my first time chairing for BUCS. I've been a fan of Game of Thrones since being introduced to the books in middle school, and with my co-chair Janice and all of our other wonderful staff—from the CMs Andrew and Elli, to our counterparts in the other room Abi and Helen—we look forward to working with all of you in bringing to life a new ending to this momentous series. In trying to capture the vein of George R.R. Martin, expect the unexpected. We look forward to an action-packed weekend!

My name is Janice Park. I'm a junior studying International and Public Affairs at Brown. I'm a transfer student just like Hugh so this is my second semester at Brown. I spent my first two years at Rutgers University, in my home state of New Jersey. I'm also pretty new to Model UN—this is my second semester.

Sincerely,

Hugh O'Connor and Janice Park
Committee Co-Chairs (Winterfell)



Letters from the Dais

Dear Delegates,

Welcome to BUCS IX and to the Game of Thrones: King's Landing Committee! Our names are Abigail Gulchin and Helen Zhang, and we are current sophomores at Brown University. We concentrate in Public Health and Biology respectively, and are both on the pre-med track (fingers crossed on going to medical school!). Abigail has been participating in Model UN for five years and has even participated in a different Game of Thrones committee related to Robert's Rebellion back in high school. Helen has been participating in Model UN since her 6th grade, and frankly watched the entire series of Game of Thrones over her winter break. Outside of MUN, you can catch this best friend duo drinking bubble tea, eating copious amounts of Cheesecake Factory take-out, and crying in the library at 2 am.

Game of Thrones is arguably one of the most exciting and groundbreaking television shows in history, with the best soundtrack and cinematic visuals. However, we think everyone can agree that the ending of the show was less than optimal. After hours of theorizing about Targaryan blood lines and who the Azor Ahai is, we were met with jokes about democracy and Bran as king (SPOILERS). This committee hopes to fix the mistakes of Dave and Dan (the writers of the show) and give fans the ending we deserved. This room is specifically centered in King's Landing, meaning there are a lot of powerful forces at play: the Lannisters, the Tyrells, the Faith, etc. Some of the main issues we will be tackling throughout the weekend are Cersei's trial with the Faith, the approach of the Night King, and the final right to the throne. The JCC is structured to promote inter-committee war strategies, and our extremely talented backroom and Crisis Managers will keep both rooms continuously updated of directives and personal arcs that will serve to advance the show's narrative. We would also like to remind you that the portfolio powers in the background guide are broad on purpose, and we encourage you to use your personal research and knowledge of the show to take advantage of a character's strengths and potential, both in and out of the committee room.

We are so excited to welcome you to campus in March, and look forward to some interesting crisis arcs, stimulating tension, and (hopefully) a more satisfying ending! And remember: "When you play the game of thrones, you win or you die."

Abigail Gulchin and Helen Zhang
Committee Co-Chairs (King's Landing)



Content Warning

Delegates,

On a more serious note, we would like to take a moment to issue a content warning and make explicit some of our expectations. We understand fully that this is a collegiate-level conference, and as such there will be a degree of leeway regarding delegate-driven actions in crisis, and our intent will never be to hinder you or cause unnecessary, unwarranted, or undue obstruction towards your participation in committee, both in a front room and a backroom capacity. That is our promise to you.

Please understand from us, however, that we are obligated—and will not hesitate—to take appropriate action to ensure all delegates feel comfortable, safe, and secure during their time participating in committee. This is *not* to impede you in any way; it is merely to make clear our expectations that, regardless of the character you are playing or the circumstances of committee, non-inclusivity in language, actions, and so on will not be tolerated. We trust you all to know where this proverbial “line in the sand” is being drawn. Essentially this whole thing boils down to remembering that, regardless of the outcome or direction of committee or the characters being played therein, we want no delegates to feel targeted or threatened for their own personal and unique identities beyond the characters they will be playing.

We promise you all that we take this extremely seriously, and encourage you to reach out to any of us for support either leading up to or during the conference if you have questions about this (or any other questions). If you do not feel comfortable reaching out to us, please take advantage of the Secretariat-run feedback sessions during conference weekend via debriefing your Head Delegate. Our personal emails are included below if you would feel more comfortable reaching out to any one of us privately rather than in the shared, committee email account provided above.

Regards,

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Foreword

The Scope of Committee Lore

We understand that Game of Thrones is a rich universe that spans a book series and TV show. For the purposes of this committee, the TV show will comprise most of the canon, though delegates are welcome to pull in prophecies and components of the books and other lore.

Please also recognize that we are editing some of the canon to facilitate an actual committee, for instance warping some of the timelines so that each room has internal and external conflicts of roughly equal magnitude. These edits should be relatively clear from the background guide, specifically the historical context sections, but please do not hesitate to reach out if you have any questions.

As with any fantasy committee set in such a universe, there will be an inevitable amount of disorganization stemming from the conflict between adherence to canon and committee balance. We are attempting to minimize this as much as possible to make this committee as enjoyable as possible come March, but we implore that you bear with us and be understanding. We promise in return to make this committee what you as delegates want as much as possible, and promise to consistently take feedback during conference weekend so that we can give you the best Game of Thrones Model UN experience possible!



Rules of Procedure

Overall, this committee will run on standard American Model U.N. Rules of Procedure, consisting of standard Crisis Parliamentary Procedure. If you are unfamiliar or unclear with this procedure, please look to the Delegate Guide posted on the BUCS website (www.browncrisis.org), or send an email to any one of us so that we can help you out.

BUCS operates with a two-notepad system of communication with the backroom. All personal crisis notes will be written and kept within these (provided) notepads. One pad should be kept in the delegates' possession while the other is sent to backroom, until the point at which the pads are exchanged by backroom staff upon completion of a response, allowing for a constant flow of communication between front room delegates and backroom. Please note that crisis notes should be limited in length to a 1-page maximum: notes that extend beyond this limit will not be responded to. Notes should be written in first-person, from the perspective of the character you are playing. Joint-personal directives (JPDs) should be torn out of the notepad and labeled as JPDs, signed by all individuals involved with the JPD.

Regarding JCC-specific procedure: Notes addressed to delegates in the other room (either to a specific individual/party in the other room or the other room in general) should be clearly labeled with "inter-committee note," the intended recipient, and the sender (if a reply is desired).

Meetings between the two rooms can also be arranged and are considered to be one of two types: (1) delegates from each room request to meet in private, and will be given time to confer in the hallway, or (2) delegates from one room request to be accepted to the other room for the purpose of giving a short speech, taking questions, or something similar. The meeting request should be arranged first through a single note, signed by all delegates to be involved in the meeting (please transfer the note between rooms by labeling it as an "inter-committee note"). Upon all intended participants signing the document, the label "inter-committee note" can be crossed off and replaced with "meeting request" and sent to the backroom. The second type can be addressed as an inter-committee note to the other room's Chairs, and should include a formal request by those interested to be accepted to speak. The Chairs will read it out to their committee at the earliest opportunity, and the envoy will be sent only if the recipient room elects to accept the envoy through either a directive or simple vote, at the discretion of the Chairs. Procedure, speaking time, and question time will be decided by the recipient room, not the envoy. All meeting requests will be processed by the backroom in the order that they were received, and delegates will be pulled after consultation with the Chairs. Please note that these meetings (specifically the first type mentioned above) occur as debate continues; consequently, delegates pulled for the meeting will miss portions of front room debate. Delegates who request a meeting



Rules of Procedure

are expected to be ready when the backroom staff pulls them, otherwise they may forfeit their spot in the meeting.

Please note that, though this baseline exists, your chairs will work to facilitate effective and meaningful debate, which may entail changing the standard Parliamentary Procedure upon suggestion from delegates or at their own discretion.

Beyond this, we recognize that, due to the nature of this committee as both a JCC and a fantasy committee in the world of Game of Thrones, there are likely to be War Games. What follows is a preliminary procedure for these War Games. Please note that this procedure may be changed during conference weekend in the interest of efficiency at the discretion of Crisis Managers and Chairs, but the following will serve as preliminary information:

To preface, the scope of “War Games” is defined as large, committee-wide battles between the two rooms. Smaller, unilateral actions can be taken (as typical in JCCs/crisis committees) through personal crisis notes and/or JPDs.

Entry into this “War Games” procedure first comes through a “Declaration of War” directive. This Declaration of War directive should be written and passed by a supermajority (i.e. $\frac{2}{3}$ majority) of the committee room and should include the following sections: (1) a casus belli, (2) a formal statement of a declaration of war against the other room, (3) preliminary

military actions, specifically regarding troop staging and any covert initial actions, and (4) goals of the conflict (specifically what will bring about a militaristic end to the conflict, e.g. capture of a specific stronghold). The side that passes this directive first in a situation will be at a slight advantage, as they will have submitted military actions to the backroom first.

Entry into War Games procedure can also come at the discretion of the backroom, for instance in the event of escalating unilateral action between individual delegates that spills over to eventually concern everyone.

Upon passage of a Declaration of War directive, sections (1) and (2) of the directive will be read to the other side, informing them that War Games has been entered. During a full-fledged War Games process, personal backroom interaction will be limited, but available. Success rates of personal actions taken will likely be less than during normal procedure, due to the complications of open conflict interfering with individual plans. The overall intent is to allow delegates to use their own resources to unilaterally influence the outcome of the war through personal notes and JPDs, but expect slower note responses due to the intense strain the War Games procedure places on backroom staff and resources.

Front room procedure during these War Games is no different than normal



Rules of Procedure

situations. Backroom will consider established defenses, declared preliminary actions (section (3) of the Declaration of War), and other factors to conduct the remainder of the War Games through a series of timed crises given to each room. Each committee room must respond to these crises in the form of a single directive passed and sent to the backroom within the allotted time. The quality of directives passed by each room, as well as the timeliness of directives passed, will be reflected in the outcome of each of these “rounds” of timed crises.

Cessation of the War Games procedure will occur following adoption of a “Declaration of Peace” by both committee rooms by supermajority vote ($\frac{2}{3}$ in favour). This Declaration should include any terms of peace involved. Please note that this applies to War Games procedure; there is no backroom restriction on an armistice or Declaration of Peace being offered as a cover for a covert military action.

Please note that this procedure is intentionally being kept relatively general in order to facilitate the entire host of possible situations we may encounter. We as Crisis Managers will mold procedure to best facilitate a smooth experience, especially as more complications develop from infighting and so on. With this in mind, we will gladly accept suggestions from delegates on conference weekend as we actually face these situations, so long as they are feasible and fair to both rooms.



Abstract

April 17, 2011 saw the premier of a new TV series, extraordinarily original and, as fans would quickly come to learn, relentlessly unpredictable. Based on the book series by George R.R. Martin, the first book of which lends its name to the TV series, the show was viewed as a revolutionary take on the fantasy genre.

With its vast spectacles, grand plots, and large ensemble cast of characters, each with their own motivations and very few quite fitting the traditional trope of “good” or “evil,” the show quickly began attracting a large fan base and set numerous records on HBO, receiving a record-breaking 58 Primetime Emmy Awards in addition to awards for Outstanding Drama Series, nominations for the Best Television Series Golden Globe Award, and more.

Though the viewership continued to climb throughout the show’s run, ending recently with its eighth season, many felt disappointed by the poorly-written, rushed feel of the final two seasons of the show. Many fans in particular lost their interest in the series because of the botched ending, and while hope remains in the form of promised prequel series, *Game of Thrones* itself has become rather lackluster due to its ending.

In this committee, we hope to give delegates a chance to right this wrong and bring their own ending to the series. While the focus is mainly on TV-show lore, certain aspects of the books can be included, if delegates so wish to explore this in their personal arcs.

This background guide provides a starting point for delegate research, surveying some of the more important events occurring in the lore prior to the committee’s start, roughly towards the end of season six. Through reading this guide, doing some supplemental research (i.e. reviewing the show)¹, and writing a position paper, we hope all delegates will be ready to fully embrace the fantasy of *Game of Thrones* this coming March.



Historical Context

The following section contains a potpourri of information regarding the history of Westeros. Please keep in mind that because BUCS is a collegiate-level conference, this information is intended only as a starting point and general reference, and further research is recommended for delegates to be prepared fully for the conference.

The North

Below the Wall lies the important capital of the North: Winterfell. It is the home of House Stark, although the past six years have been a tumultuous time for the kingdom. It begins when Robb Stark, the eldest son of Ned Stark who was beheaded by the Lannisters at the start of our story, declares himself King of the North. However, as Rob battles against Lannister forces, Winterfell is left defenseless and his younger brothers Rickon and Bran Stark remain in the stronghold, vulnerable. Seizing this opportunity, Theon Greyjoy of House Greyjoy of the Iron Islands takes Winterfell, but both Stark boys are able to escape. Theon is unable to hold Winterfell for long, as Robb asks the Boltons, a prominent Northern family led by Roose Bolton and his bastard son, Ramsay, for assistance in retaking the capital. Ramsay succeeds, but ruthlessly so, and takes Theon as a prisoner. Ramsey tortures Theon so severely that he begins to refer to himself as “Reek,” a name given to him by Ramsay. The Boltons then betray Robb Stark at the Red Wedding, in which both Robb, his wife and unborn child, and his mother, Catelyn, are murdered as guests at the Twins, home of House Frey. Ramsay

eventually kills his father, thus giving him complete control over the North.

Meanwhile, Ned Stark’s daughter Sansa, who had previously been a prisoner in King’s Landing, had escaped with Lord Baelish (Littlefinger) to the Vale where her aunt Lysa Arryn was ruling. After Lysa becomes jealous of Littlefinger’s relationship with Sansa, Littlefinger murders Lady Arryn, leaving her young son Robin as Lord under the heavy influence of Lord Baelish. Littlefinger then arranges for Sansa to wed Ramsay Bolton in Winterfell. Sansa’s time there is traumatic, but she is eventually able to escape with the help of Theon, who still refers to himself as Reek. They decide to escape to the Wall, where Jon Snow (the Stark children’s half-brother) is in command of the protectors of the Wall, an order known as the Night’s Watch. During the journey, they meet the soldier Brienne of Tarth and her squire Podrick. Brienne had previously made a promise to Catelyn Stark to always protect her children. Upon seeing that Sansa is safe with Brienne, who pledges to help Sansa reach the Wall, Theon decides to return to the Iron Islands. Once Sansa, Brienne, and Podrick arrive and inform Jon Snow of all that has happened in Winterfell, Jon gathers forces and leads an attack on the Boltons in the Battle of the Bastards. During the battle, the long forgotten Rickon is killed by Ramsay, and it seems like Jon Snow will lose the battle. However, Sansa is successfully able to call Littlefinger for reinforcements from the Vale. They defeat the Boltons, and Ramsay is finally killed.



Historical Context

During this time, Bran Stark has also been travelling beyond the Wall with several companions: Hodor, who is a Winterfell servant, and Jojen and Meera Reed, who they encounter during the journey. Bran is paralyzed from the waist down after he was pushed out of a tower by Jamie Lannister back in Winterfell, due to the fact that he witnessed twin siblings Jamie and Cersei in a forbidden “loving” moment at the beginning of the series. However, Bran does possess a powerful gift called greensight in which he is able to see from the eyes of another living thing and even control them. Jojen and Meera advise Bran that he must seek out the Three Eyed Raven, another mythical being who has knowledge of all past, present, and future events. Thus, they set out on the journey beyond the Wall, unfortunately losing Jojen on the way, but eventually meeting the Raven along with the Children of the Forest. It is then revealed that the Children had originally created mystical beings known as White Walkers 8,000 years ago in order to protect themselves from Man. Bran hones his greensight skills by training with the Three Eyed Raven, who explains that Bran will replace him. Before Bran can completely finish his training, however, the White Walkers find them and kill the original Three Eyed Raven, leaving Bran to officially take the mantle. Hodor sacrifices himself to save Bran and Meera and they successfully escape with the goal of returning to the North.

The South

For the last three hundred years, the Seven Kingdoms have been ruled by one person: whoever sits on the Iron Throne. The Throne itself was forged by dragonfire by the first King of the Seven Kingdoms, Aegon Targaryen, from the blades of his enemies. For 280 years, the Targaryen Dynasty remained on the throne. Their reign came to a screeching halt with the death of King Aerys II. Referred to popularly as “The Mad King,” Aerys ruled the lands cruelly. He was prone to torture and suspicion, and instigated a massive war following his murder of Lord Rickard Stark. The new Lord Ned Stark joined forces with the Lord of another powerful family, Robert Baratheon, and after a lengthy war deposed Aerys (only failing to kill his two children Viserys and Daenerys, who were smuggled out of the city). In Aerys’ place, Robert was named King, and the royal bloodline now passes through his noble house. He married Cersei Lannister of the wealthy and influential House of Lannister, and the couple had three children. At the beginning of the series, Ned and Sansa Stark traveled to King’s Landing at King Robert’s request that Ned serve as his Hand of the King, the most trusted advising position on the King’s council. Sansa was drawn to the King’s eldest son, Joffrey, and the pair soon became engaged.

Following King Robert’s death in a hunting accident, the throne passed on to Joffrey. The arrogant and often sadistic



Historical Context

Joffrey was prone to rash action, as evidenced by his brief reign. Following the death of Robert, Ned sought to install Robert's eldest brother Stannis as King, but ultimately failed as Sansa warned Joffrey of the plot in an effort to preserve their betrothal. Joffrey declared Ned a traitor and ordered his beheading soon after. Following Ned's death, his eldest son Robb began his own war against the Crown, ending in the dramatic murder orchestrated by the Lannister and Frey families known as the Red Wedding. Joffrey's regime also fought off other challengers to the throne and secession attempts: Robert's two brothers, Stannis and Renly both raised forces to fight against Joffrey; Balon Greyjoy, the Lord of the Iron Islands, attempted to declare independence; and other Stark loyalists, including the prominent Tully family, fought in open rebellion. Though Joffrey and the crown's allies were largely victorious in these conquests, the rebellions ultimately extended past his reign; for example, fighting only recently concluded against the Tullies. Joffrey broke his commitment to wed Sansa in favor of marrying Margaery of the powerful House Tyrell, who were important allies in subduing many of the kingdom's conflicts. On the day of his wedding, Joffrey was poisoned and Tyrion Lannister (his ill-reputed uncle) and Sansa were wrongly blamed for the plot. Though Tyrion was taken into custody, Sansa fled the city with the help of Petyr Baelish and went into hiding.

Tyrion was convicted of Joffrey's murder despite his protestations of innocence, and following his demands for trial by combat he was represented by Oberyn Martell, who fought against the Crown's champion The Mountain (Sir Gregor Clegane). Oberyn took up the challenge because Clegane was responsible for the death of his sister, Elia Martell. Clegane killed Oberyn, but Oberyn's blade had been laced with a deadly venom that nearly destroyed Sir Gregor. With Clegane's death approaching, Cersei allowed disgraced maester Qyburn to experiment on him in hopes of saving his life. Though he was eventually reported dead, a certain Sir Robert Strong, an enormous mute and brutish knight assigned to the Kingsguard, looks eerily similar to the late Mountain. Tyrion escapes King's Landing and kills his father Lord Tywin Lannister before he can be executed, as he technically lost in the trial by combat.

Following Joffrey's death, his younger brother Tommen is elevated to the throne. A young and cheerful—but naive—boy, Tommen rules largely with the advice of his mother Cersei, but is often unwilling to take decisive action. Tommen struggles against the Faith Militant, an extremist paramilitary movement under the control of the current High Septon of the Faith of the Seven, the dominant religious order within the Seven Kingdoms. This High Septon—often called the High Sparrow—becomes intimately acquainted with Tommen and Margaery, who following Joffrey's death is instead married to the



Historical Context

new King. The High Sparrow converts Tommen to a fervent believer, much to the chagrin of Cersei and the Tyrells. Following revelations regarding Margaery, her brother Loras, and Cersei's transgressions, each are imprisoned under the order of the High Sparrow's commands, which are executed by his Faith militant. Though Tommen could have easily recaptured his mother and wife by force, he is heavily influenced by the High Sparrow, and refrains from doing so even as the situation escalates further and further.

After being beaten and incarcerated, Cersei is finally allowed to return to the Red Keep (The Castle of King's Landing and home to the Iron Throne) before her trial begins, but only following a walk of atonement (or shame) where she is paraded naked through the streets of King's Landing. Margaery and Loras remain in the custody of the Faith Militant, instead only allowed brief visits to the castle and their families, as they await their respective trials. Margaery is expected to have to endure her own walk of shame at the hands of the Faith as part of her conviction, though both the Tyrell and Lannister families hold their right to a trial by combat as their ace in the hole, especially with Cersei having Sir Robert Strong as her champion. When Tommen shocks these two families by issuing a joint statement with the High Sparrow declaring that trial by combat is now illegal in the Seven Kingdoms, both Houses are left reeling.

Essos

To the East of Westeros lies an immense continent called Essos. Essos is split into the regions of The Free Cities, the Rhoynish River, the Valyrian Peninsula, Slaver's Bay, the Dothraki Sea, Lhazar, the Red Waste, Qarth, Asshai, the Jade Sea and the lands of the far east. The Free Cities are located on the Northwestern shores along with the Dothraki Sea deep in the interior. The cities of Slaver's Bay are located on the South Coast.

Here resided the surviving two children of the Mad King Aerys II, Viserys and Daenerys Targaryan. In order to regain control of what he viewed as his rightful throne in Westeros, Viserys brokered an alliance with a group of mounted warriors named the Dothraki via arranging the marriage of their leader, Khal Drogo, to Daenerys. The marriage was a strategic alliance, and Daenerys was initially unhappy with the betrothal; however, one bright spot during the wedding occurred when Daenerys was gifted three dragon eggs. As Daenerys's relationship with Khal Drogo improves, she becomes a respected figure amongst the Dothraki as their leader's wife. Viserys, jealous of her new power, threatened to kill her unless she ordered the Dothraki to finally begin their journey to take the Iron Throne. In response, Khal Drogo murdered him by pouring boiling gold on his head—"giving" him the crown he always wanted. Following this, an assassin sent by King Robert Baratheon tried to take Daenerys's

Historical Context

life at the marketplace. She is saved by her most trusted advisor and protector, Jorah Mormont, the disgraced former heir of House Mormont back in Westeros. Unbeknownst to her, Jorah was secretly feeding information about the Targaryens to Westeros's Master of Whispers, Lord Varys, in an effort to restore his reputation. He told King Robert Baratheon when Daenerys became pregnant, prompting the assassination attempt. Enraged that King Robert would dare to murder his wife and child, Khal Drogo finally decides to invade Westeros. Not all of his trusted bloodriders agree with the decision, however, and Khal Drogo ends up becoming wounded in a battle with one of his men. Daenerys enlists the help of a maegi named Mirri Maz Duur to treat Drogo's wound. When the injury worsens, Daenerys forces Mirri to use witchcraft to heal him. A skirmish over this decision ensues, and Daenerys is knocked to ground, inducing labor and causing her to lose her baby. Drogo, untreated, dies and the Dothraki turn on Daenerys. She walks into Khal Drogo's funeral pyre with her three dragon eggs, and emerges unscathed with three dragon hatchlings.

Abandoned by the majority of the Dothraki and now travelling with only a small company of Dothraki peoples, Daenerys goes to the nearby wealthy city of Qarth, where warlocks try to capture her dragons. She manages to escape with her dragons and with enough stolen treasure to buy a ship. She next travels to the slave city of

Astapor, part of a coastal region known as Slaver's Bay. When Daenerys passes through Astapor, she first observes the Unsullied, an army of castrated ruthless soldiers that will follow their leader's commands without question. As she lives in and travels around Astapor, she is horrified by the brutality of the slave society. She bargains all of her ships and cargo as well as her largest dragon, Drogon, to buy the Unsullied. When she gains command of the Unsullied soldiers, she orders them to kill all of the city's slave masters and liberates every slave in the city. She also orders Drogon to kill the cruel former commander of the Unsullied. Once they are freed, she gains the loyalty of the Unsullied by asking them to fight for her as freedmen. They oblige under the command of the soldier Grey Worm.

Daenerys and the Unsullied travel to Yunkai intending to free this city's slaves as well. Yunkai is protected by the Second Sons, a mercenary company that operates in various regions of Essos. However, an influential political leader within the company named Dario Naharis becomes impressed by Daenerys and turns on his leaders. He kills men that are sent to assassinate her and adds the Second Sons to her army. Yunkai's slaves are liberated and embrace Daenerys as "Misa," or "Mother."

The third city that Daenerys seeks to free from slavery is Meereen. The Great Masters of the city are already aware of the events that occurred in Astapor and



Historical Context

Yunkai, but her army is now too formidable for them to produce a military challenge against her. Daenerys implores the slaves to rise up against their masters, and helps instigate a successful slave revolt. Dario reports that he has secured control of the Meereenese navy, and though Daenerys now has the power to make a challenge for the Iron Throne, she decides to stay in Slaver's Bay for the time being and focus on maintaining her rule as Queen. However, the three cities prove difficult for Daenerys to oversee. Additionally, she finally finds out that Jorah Mormont has been betraying her from the start. He is exiled from Meereen and all of her other Essos territories for life. Next, Tyrion Lannister arrives following his escape from King's Landing to advise Daenerys, impressed by her dedication to abolish the system of slavery and her commitment to seeking justice. However, Meereen eventually falls to an uprising led by former enslavers calling themselves the Sons of the Harpy. Daenerys is nearly killed during the revolt until Drogon saves her and flies away with her on his back. When they finally land on a faraway mountain plain, Daenerys is immediately taken captive by another group of Dothraki.

She is brought to the Dothraki leadership as a prisoner, but manages to overtake them, ordering Drogon to burn the leaders alive. Emerging from the flames, she is revered as magical by the Dothraki and they pledge to follow her. She returns to Meereen and quickly puts down the

ongoing revolt. Theon Greyjoy and his sister Yara visit her with the Iron Fleet, which they stole from their father Balon, and strike a deal to transport her and the Dothraki to Westeros in exchange for installing Yara as Queen of the Iron Islands. They pledge their loyalty to Daenerys and her claim to the Iron Throne. Daenerys names Tyrion her Hand of the Queen.

The Iron Islands

The kingdom of the Iron Islands is part of the nine regions of Westeros. The seven small islands are ruled by House Greyjoy. The Ironborn enjoy unmatched naval skills that have facilitated their unique culture of raiding and pillaging other lands in order to achieve wealth and prosperity.

Theon Greyjoy, a ward of Lord Eddard Stark, lived in Winterfell and grew up with the Stark children. During the War of the Five Kings, Robb Stark sent Theon back home to negotiate access to the Iron Fleet. However, Lord Balon Greyjoy did not accept his offer of an alliance and instead decided to conquer the North. At Pyke Castle, Theon's sister, Yara Greyjoy, is given command of a fleet of 30 ships to attack Deepwood Motte and begin a raiding campaign in the North. Theon is given command of the ship *Sea Bitch*, with which he is able to seize Winterfell. Eventually, he is betrayed by his crew and given to the Boltons in return for safe passage back to the Iron Islands.



Historical Context

Lord Balon and Princess Yara receive a letter from Ramsay Snow, the son of Roose Bolton. Ramsay writes that he has imprisoned, tortured, and castrated Theon. He threatens to send more pieces of Theon's tortured body unless Balon withdraws his troops from the North. Balon Greyjoy refuses to comply as Theon disobeyed his orders and can no longer further the Greyjoy line. Upon hearing that her father will disown Theon, Yara decides to assemble a ship of the best killers in the Iron Islands to bring Theon home.

After Theon escapes the Boltons with Sansa Stark, he decides to return to the Iron Islands. Because Theon was involved in the deaths of Bran and Rickon Stark he did not wish to face Sansa's half-brother, John Snow. At Pyke Castle, Balon refuses to end the war and admit defeat despite a crushing loss at Deepwood Motte, the last Ironborn territory in the North. Later, Balon's estranged younger brother Euron Greyjoy returns from exile. In order to claim the Salt Throne, he kills Balon. When Theon returns to see his father dead, he decides to support Yara's claim to the Salt Throne. At the Kingsmoot, a unique process in which succession is determined by the collective decision of prominent Ironborn, Yara garners support for advocating for the creation of a fleet to intimidate the North. However, Euron proposes a marriage alliance with Daenerys Targaryen in order to conquer the mainland. This proposal wins more approval and leads to Euron's baptism and

crowning as the new King of the Iron Islands. During his baptism, Yara, Theon, and their loyal followers steal the strongest ships in the Iron Fleet and flee the Iron Islands. Euron vows to hunt them down and kill them, ordering every tree in the Iron Islands to be cut down in order to build an even better fleet.

When Yara and Theon come to Meereen, they forge an alliance with Daenerys and Tyrion Lannister. Daenerys accepts Yara's offer of a hundred ships in exchange for helping defeat Euron and recognizing the independence of the Iron Islands. However, the Ironborn must cease their raiding practices on the Westeros mainland.

Dorne

Dorne is located in the southernmost part of the continent of Westeros, thousands of miles south of Winterfell. The Dornish lineage traces back to a distinct group of southern refugees that intermarried with the First Men, making the inhabitants of Dorne ethnically distinct from the rest of the continent. The Dornish are fiercely independent, guided by a strong sense of nationalism. Travel between Dorne and the rest of the continent is difficult due to the Red Mountains, which severely bottleneck available land-routes between the peninsula and the rest of the Seven Kingdoms.

Dornish customs differ from the rest of Westeros in a few ways. For instance, sexual morality is not as emphasized in Dornish tradition, and that which is often



Historical Context

frowned-upon (at best) in the rest of the Seven Kingdoms is embraced by the Dornish. This, of course, influences the view that those north of Dorne have of the Dornish, viewing them as sexual deviants. Furthermore, Dornish families are based on a “Prince” (or Princess) rather than a “Lord”, and inheritance is passed to the first-born child regardless of sex, unlike in the rest of the Seven Kingdoms where male offspring are preferred to take on family power.

Following the death of Princess Elia Martell of Dorne at the hands of the Lannisters, the Dornish remained at odds with the current ruling power of Westeros. The kingdom maintained its loose, isolationist relationship with the rest of Westeros until Oberyn Martell entered King’s Landing to attend King Joffrey and Margaery Tyrell’s wedding and ultimately died following his representation of Tyrion Lannister in the latter’s trial-by-combat.

Beyond the Wall

Even further North lies the Wall, which separates the traditional Seven Kingdoms and that which is beyond. The Wall consists of 700 feet of ice blocks, with magical protections meant to shield the Seven Kingdoms from Wildling tribes that live on the other side and the White Walkers. According to some legends, one of the only tools that can bring down the Wall is the Horn of Winter, which Wildlings beyond the Wall have searched for over the course of many years. The Wall is manned by the Night’s Watch,

essentially a military order made up of men who either volunteered for service or criminals that were exiled to serve a life sentence. Those who join this brotherhood take an oath to never marry or hold land, and it is a commitment for life. After 8,000 years of monitoring the Wall, the numbers of the Night’s Watch have severely dwindled, leaving only three of the Wall’s nineteen castles properly manned. The Watch is led by its Lord Commander, which until recently was Jeor Mormont. He was Lord Commander when Ned Stark’s bastard son Jon Snow arrived at Castle Black, the main stronghold at the Wall, as a volunteer. During his training, Jon Snow befriends Samwell Tarly, who, despite a lack of combat skills, is very well-read and knowledgeable. Following his training, Jon joins a ranger expedition that travels beyond the Wall, upon which he meets Wildlings for the first time. Though the Wildlings usually live as disparate nomadic tribes, during this time they were united under the strong leadership of a former Night’s Watch ranger named Mance Rayder, who wished to destroy the Wall. The united Wildlings led an attack upon Castle Black, but were defeated by the Night’s Watch with the help of Stannis Baratheon’s army.

While he was beyond the Wall, Jon Snow also encountered several White Walkers, thousand-year-old, powerful beings led by the Night King. In the Massacre at Hardhome, Jon witnessed the Night King’s ability to resurrect the dead to join his



Historical Context

ever-growing army, and the Wildlings and brothers of the Night's Watch were barely able to escape. The only way to kill a White Walker is with dragonglass (obsidian) or Valyrian Steel; however, Wights, the risen dead, can also be killed with fire. Thus, after the Battle at Castle Black when Jon Snow becomes Lord Commander, his first priority is to begin preparing to battle the Army of the Dead. However, due to unrest within the Watch primarily caused by Jon Snow's decision to welcome the Wildlings into the North, Jon is murdered by some of his fellow Brothers. Stannis Baratheon's red priestess Melisandre, who travelled to the Wall following Stannis's death, channels the power of the God of Light to resurrect Jon, who no longer wishes to be Lord Commander.

The Faceless Men

During the time of Old Valyria, an organization devoted to the mysterious Many-Faced God of Death arose. At first, its members "gifted" death to the slaves who were oppressed in the mines of Valyria. Eventually, the group grew into a cult of assassins that targeted the Valyrian slave masters instead. As the slaves gained independence and looked to establish a new city, Braavos was born, and with it, the Faceless Men.

The organization has since become a group of hired assassins, widely known to be the most skilled at their trade across Westeros and Essos. Hiring a Faceless Man requires

extensive payment, sometimes using less-than-traditional, twisted means. For instance, sometimes instead of money, a client is asked to sacrifice something considered equivalent to the killing of the target. Though much remains unknown about it, the organization is also guided by a set of religious beliefs that sometimes leads it to reject a contract.

Perhaps what the Faceless Men are most well-known for are their "shape shifting" capabilities. With proper training at the House of Black and White, all members are able to drastically change their appearances, usually to that of a former target, no matter their natural race or sex. That said, there are limitations to this ability, as it is not a true manifestation of magic but rather the product of tools (such as the surgically removed faces of targets) and training; the physical abilities and overall build of the assassin remain fairly consistent, though there are examples of female assassins passing as males and vice versa.

Faceless Men are also forbidden to kill out of hate or anger, and must relinquish their identities to become "no one" before they fully join the organization. The view of death as a "gift" remains unchanged from the days of Valyria, and assassins believe that, through their actions, they are both serving the Many-Faced God as well as giving the "gift" of death, an end to suffering. In keeping with this belief, the organization's temple contains a pool of poisoned water, allowing a quick death to any wishing to drink from it.



Historical Context

Arya Stark, the younger daughter of Ned Stark, finds herself in Braavos after a long journey spent hiding from the Lannisters throughout Westeros. Having previously met Jaqen H'ghar, who unbeknownst to her is a Faceless Man, she seeks his help in Braavos. Thus begins her long journey training at the House of Black and White, from which she successfully escapes as a skilled Faceless Man, holding on to hope of vengeance against the Lannisters for the destruction of her family.

The Iron Bank

Also situated in Braavos, the Iron Bank of Braavos is the largest and most powerful financial institution across both Westeros and Essos. The origins of its name date from before the Doom of Valyria, when traders would store their funds in abandoned iron mines. Guided by the saying, “the Iron Bank will have its due,” the organization is certainly a great asset to those that wish to use its power, but a great threat if exploitation is perceived. The bank has a history of generously funding the enemies of those who remain in its debt for too long.

Following Petyr Baelish’s replacement by Tyrion Lannister as Master of Coin, it was quickly discovered that funding for the Iron Throne was given through exorbitant loans taken from a variety of sources, including the Iron Bank. The Lannisters’ continued wars in the name of the Crown greatly exacerbated this debt, as Baelish revealed to Cersei. Following Tywin Lannister’s death, the Iron Bank began to

lose faith in house Lannister, opting instead to support Stannis Baratheon after being convinced to do so by his most trusted ally, Ser Davos Seaworth. However, the Iron Bank lost this investment when Stannis died during his failed assault on the Bolton-controlled Winterfell.

The Golden Company

Another important player from Essos is the Golden Company, a group of sellswords available for hire. Initially founded by House Blackfyre following its exile to the Free Cities, the soldiers quickly became a large and sophisticated army, complete with advanced military technology, tactics, and organization, making it a formidable private mercenary force. Though there are some who may have reservations regarding hiring a group of sellswords, it would be wise for delegates to not dismiss the power and capability of this organization.

Current Situation

This section of the guide highlights the key events and most relevant context for the world events delegates will have to contend with come March. Again, only a brief survey is provided. As a reminder to delegates, the crisis simulation begins at roughly the end of season six of the TV show, though some of the timelines are skewed a bit to justify having the rooms convening with all characters present.

Winterfell

The committee convenes soon after the events of season six, episode nine, *Battle of the Bastards*. The fall of Ramsay Bolton at Winterfell places the Starks back in charge of the North once again. Though the impending battle against the Lannisters demands the gathering of an army, the more pressing issue of the Night King's army marching on towards the Wall leaves the Northern houses unsure of how to proceed.

Returning from Castle Black, Jon Snow confirms the existence of the White Walkers, which he has seen from beyond the Wall. Effectively free of his duties of the Night's Watch, Jon hopes to bring the North together to fight the impending attack of the Night King's army and has earned the trust and loyalty of the Wildlings and their forces beyond the Wall. However, the death of Rickon Stark and the disappearance of Bran Stark leaves the leadership of Winterfell in contestation. As the bastard son of Ned Stark, Jon Snow has no real claim to Winterfell and is seen

by many as a traitor of the Night's Watch. Sansa Stark has finally returned from King's Landing, but many in the North do not believe that a woman should be Warden of the North. This lack of leadership in the North creates a rift between the interests of the Northern houses. Many have pledged their lives to Eddard Stark and wish to avenge him in battle against the Lannisters, while others are unsure of where their loyalties lie. It is up to this committee to decide who should lead the North and if the North should continue to fight for its independence.

After escaping the House of Black and White, Arya Stark journeys back to Winterfell. She has acquired new skills while training under the Faceless Men, and is now prepared to begin crossing names off of her list of enemies and finally avenge her father.

Petyr Baelish currently resides in Winterfell after aiding the Starks in retaking the Northern capital. The powers and Lords residing in the North have been called to Winterfell to decide their next course of action against the Lannisters in King's Landing and the Night King's approach. Winter is here.

King's Landing

The Faith of the Seven have taken over the authoritative roles in King's Landing. In the Red Keep, Cersei Lannister currently awaits trial and, diverging from the books, has been granted the option of trial by combat. As Queen Regent, Cersei currently holds control of Ser Robert Strong. Though

Current Situation

Cersei is no longer imprisoned on charges of incest, adultery, and regicide of her late husband King Robert Baratheon, she remains in a weakened position following her forced walk of shame. Still, her son, Tommen Baratheon, reigns as King of the Seven Kingdoms. However, while his mother's charges stand, Tommen's position on the throne is undermined; many in the city are claiming that is a bastard son of Jaime Lannister, born from incest. In addition, Margaery Tyrell, wife and queen to Tommen, joins the Faith and encourages Tommen to submit himself to the High Sparrow, who now effectively has rule over King's Landing. This forges an alliance between the High Sparrow and the Crown, and pardons Margaery of her charges of lying to the Faith to protect her brother Loras.

Thus, overthrowing the Faith would further undermine Tommen's legitimacy on the Iron Throne. The High Sparrow has also secured control over King's Landing through the Faith Militant, who utilize violence and intimidation to enforce their orders, but are generally well-liked by the people.

On top of the internal conflict that exists in the city, the tension between the North and South continues to escalate. Following late king Joffrey Baratheon's murder of Ned Stark and his own assassination (for which Sansa Stark is believed to be responsible), war seems imminent within the Seven Kingdoms.

This committee has convened in King's Landing to decide the fate of Cersei

Lannister under the Faith of the Seven. However, within the committee conflicting interests may interfere with these proceedings. In addition, as threats from the North (both alive and supposedly undead) and from the Dragon Queen in the West escalate, the committee must decide the best course of action in preparing for war.



Portfolio Powers: Notice

As you will soon see by reading the character list that follows, we have only provided you with two to four sentences rather than a formal list of traditional “portfolio powers.” This is intentional, and we believe that it will allow you all to mold your character to your style and make a more creative crisis arc than we could ever allow for if we provided your powers through an explicit list, as some other conferences or committees do.

As usual, we would like crisis notes to be written as letters addressed to someone not in the front rooms that your character could plausibly know. This individual could be someone that already exists as a named character within the Game of Thrones universe, or could be someone that could plausibly exist within this universe that you create yourself (just make sure you provide context to this made-up character in your first note to them). These notes will allow you to coordinate the logistical setup and operation of your backroom arc, whether this entails recruiting spies, planting mercenaries, garnering wealth, or anything else. If this paragraph is confusing to you, please reach out and ask for a more in-depth guide for how this works . . . we would rather address this with you prior to the start of the conference over email than wait until the conference weekend and have delegates who are unfamiliar with this system fall behind relative to those that are used to it.

To briefly cover our crisis philosophy, our intent is to make the committee as delegate-driven as we possibly can. As such, we encourage delegates to try to do whatever (feasible thing) they want through their arcs, and ask that delegates do not take being shut down as a discouragement to not continue to try to pursue creativity. In fact, it is a possibility that what appears as a crisis-orchestrated “shutdown” of a delegate arc is, in fact, the plot of another delegate in committee that has begun to create conflict with other personal arcs. If you are unsure of our decisions at any point, please ask.

We will assume that characters have, within reason, roughly the amount of resources that they would have at approximately the end of season six of the TV show, and will (again, within reason) try to accommodate lore from the book series that delegates would like to throw into their personal arcs. Further resources can be obtained in many ways, and it is up to delegates to find their own creative solutions to problem-solve their way to power.

Beginning on the following page is a list of all of the characters in the committee. Keep in mind that while some may not, according to the lore at the end of season six, be in either Winterfell or King’s Landing, we have modified the timelines a little so that it works . . . for instance, Arya Stark is in Winterfell without having killed Walder Frey, who is still alive and in King’s Landing.



Characters: Winterfell

Arya Stark

Arya is the youngest daughter of House Stark, and is known for her fierce determination to abandon the traditional role of a lady. Instead, she is devoted to training in warfare and to bringing justice to Westeros. She is exceptional at horse-riding and swordsmanship, particularly in Braavosi's Water Dance style. An independent soul, Arya is especially close to her siblings Sansa and Jon, and also has mastered both disguise and skin-changing as a Faceless Man. After witnessing the death of many of her family members, she embarks on a mission to reunite with her remaining siblings.

Sansa Stark

As the eldest daughter of the Stark household, Sansa has grown up dreaming of becoming a queen, and throughout the years has developed a "refined," "ladylike" etiquette in contrast to her sister Arya. Imprisonment in King's Landing through her betrothal to King Joffrey and later in Winterfell through her marriage to Ramsay Bolton has toughened her to become fiercely independent, strong, and war-like, abandoning some of the "proper" values she maintained as a child.

Jon Snow

The bastard of the late Lord Ned Stark and an unnamed mother, Jon grew up with his father's other children at Winterfell. With no title or lands, he decided to join the Night's Watch at the Wall when he came of age and was ultimately elected as Lord Commander. A capable leader, since then he has forged an alliance with the Wildlings and others (including Stannis Baratheon) against the Undead. He most recently has joined forces with his half-sister Sansa Stark, recruited the Night's Watch and Wildlings, and taken back Winterfell in the name of the Starks, destroying the Bolton family in the process. While no longer Lord Commander of the Night's Watch, he remains a powerful figure in the politics of the Northern houses.

Wyman Manderly

Lord Wyman Manderly is the head of one of the most powerful and wealthiest houses in the North sworn to the Starks. The seat of the Manderlys is the port city of White Harbor, and the family holds strong influence over the surrounding region. Lord Manderly was a strong supporter of Robb Stark (his son Wylis dies in the Red Wedding), but has remained neutral in the conflict between Jon Snow and the Boltons. The Manderly guards are known for wielding tridents in battle.

Howland Reed

Howland Reed is the Lord of Greywater Watch, the southernmost house sworn to the Starks located in the swamp and marsh region of the Neck. A powerful house, his two children



Characters: Winterfell

Meera and Jojen accompanied Bran on his journey beyond the Wall. Howland has long been a supporter of the Starks, and fought with Ned in Robert Baratheon's Rebellion. Despite his support of the Starks, and command over skilled fighters called the crannogmen, Reed is a largely mysterious character and reportedly rarely leaves the Neck.

Lyanna Mormont

The Lady of Bear Island was trained from a young age in combat and took control of her land after her mother's death during the War of the Five Kings. Most of her men were killed during the Red Wedding, but the people of Bear Island stand behind their Lady and the Mormont name remains influential within the North.

Samwell Tarly

Sam is the current steward of the Night's Watch and close friend to Jon Snow. Following the death of the Wall's Maester Aemon, Sam decides to train at the Citadel and become the new Maester of the Night's Watch. He returns to the Wall soon after, and although he cannot make the trek to the Citadel now, he can utilize its resources to discover long forgotten knowledge of the Seven Kingdoms.

Theon Greyjoy

Theon, the former heir to House Greyjoy and younger brother of Yara Greyjoy, is still dealing with the trauma of his time with Ramsay Bolton when he was known as "Reek." He desperately wants to atone for his betrayal to the Starks, particularly Sansa, and support his sister.

Yara Greyjoy

Yara is the Lady Reaper of Pyke, a fierce warrior and skilled naval commander. Currently, she commands a small portion of the Iron Fleet and wishes to claim the Salt Throne and become Lady of the Iron Island, but is being challenged by her uncle, Euron Greyjoy.

Petyr Baelish

Lord Baelish, or Littlefinger, was once Master of Coin under both King Joffrey and King Robert's rule, and had a hand in the execution of Ned Stark. He holds great influence over Lord Robbyn, Lord of the Vale, and he is also the one who originally organized the marriage between Sansa and Ramsay. Ultimately, he has two desires: to sit upon the Iron Throne and have Sansa beside him.

Davos Seaworth

A knight and reformed smuggler, Davos is a skilled sailor and expert in covert infiltration.



Characters: Winterfell

Fiercely loyal, Davos served Stannis up until his death, after which he turned to Castle Black and Jon Snow. Despite his important roles, Davos embodies a commoner's personality, with a strong sense of justice and loyalty.

Tormund Giantsbane

A renowned member of the Free Folk, as well as one of Mance Rayder's leaders, Tormund is a strong and skilled warrior. His unwavering loyalty to the Free Folk gives him tremendous influence over the resources and capabilities of his people, though his developing loyalty to some that live south of the Wall perhaps causes some of the Free Folk to question this loyalty.

Brienne of Tarth

An incredibly strong and talented individual, Brienne is a skilled warrior capable of matching even the fiercest of fighters in the Seven Kingdoms. Her personality closely matches that of a knight, as she has the same unwavering loyalty to those she serves and sense of honour and justice.



Characters: King's Landing

Olenna Tyrell

Known as the Queen of Thorns, this devious Lady is known for her brutal honesty and sharp wit. She supports the Tyrell family's interests and will work behind the scenes in order to reach her goals. She also holds significant influence over the Reach and her son, Mace Tyrell.

Margaery Tyrell

The Granddaughter of Olenna, Margaery marries King Joffrey Baratheon and later King Tommen Baratheon after Joffrey's death, leading her to become Queen Consort. She is open-minded, shrewd, and is popular among the local citizens for her kindness and amicability.

Mace Tyrell

Lord of Highgarden and son to Olenna Tyrell, Mace is the current head of House Tyrell. After arranging a successful alliance with the Lannisters through the wedding between King Joffrey and Margaery, Mace is appointed Master of Ships and Master of Coin on the King's Council. Though not gifted in strategy or intelligence, Mace Tyrell is well liked in court circles and possesses good judgement in allocating tasks to skilled subordinates.

Cersei Lannister

Cersei is known for her fierce devotion to and protection of her three children. She becomes Queen Regent after her late son, Joffrey, occupies the throne. However, due to her incestuous relationship with her twin brother Jaime, she is put on trial by the Faith, and her power and influence have significantly waned since her public walk of shame.

Kevan Lannister

A household Knight of House Lannister, Kevan has a great amount of personal wealth. He becomes Hand of the King after Cersei is arrested by the Faith Militant. He is also the uncle of Queen Cersei and the younger brother of Lord Tywin.

Maester Qyburn

A former maester of the Citadel thrown out for unethical human experimentation. His experiments led him to create Ser Robert Strong, a fearsomely lethal warrior. He is loyal to Cersei Lannister, who holds him in high regard.

Bronn

A feared and talented sellsword, Bronn's past remains a mystery. Regardless, he exhibits a strong knack for self-preservation and is strongly motivated by personal gain, often seeking coin in exchange for his services.



Characters: King's Landing

Jaime Lannister

Brother of Cersei Lannister and commonly known as the “Kingslayer” for his role in the assassination of King Aerys II, Jamie is a talented knight who commands tremendous respect among the soldiers of King's Landing. More pragmatic than his sister, Jamie has begun to become less cold towards others and is more interested in the preservation of his family than its possession of the Iron Throne.

Euron Greyjoy

Uncle of Yara and Theon Greyjoy, Euron is officially King of the Iron Islands. A master manipulator, Euron is feared for his cruel and unpredictable nature, and his formidable skills at sea. Euron's cruelty and violence tends to be calculated, as he always works towards an objective that only he himself fully realizes.

Walder Frey

Lord of the Crossing, Walder Frey is perhaps most infamous as the host of the Red Wedding. With many descendants and a key territory, Walder Frey is tremendously self-obsessed, thinking little of treaties and not hesitating to break promises or alliances for his own personal gain.

Randyll Tarly

Randall Tarly is the Lord of Horn Hill and the head of House Tarly, and also father to Samwell Tarly. He is a skilled and brutal general and has a strong loathing for the Free Folk, whom he considers “sub-human.” As one of the most powerful lords in the Reach, he has influence over many smaller lords and their decisions. He is currently loyal to House Tyrell.

Lancel Lannister

Former heir to Kevan Lannister and a member of the Faith Militant and Sparrows, Lancel gives up the Lannister name to pursue the Faith of the Seven. Lancel confesses to his adulterous relationship to Cersei, which leads to her arrest. In this committee, Lancel is representative of the Faith Militant, which serves the will of the High Septon.

Tycho Nestoris

Tycho Nestoris is a representative of the Iron Bank of Braavos. He is a very rational man and has no allegiance other than to the Iron Bank. Tycho seeks to retrieve the money that the Crown owes, with no regard to who sits on the Iron Throne.

Grand Maester Pycelle

Pycelle is a highly experienced Grand Maester that has sat on the small council of four

Characters: King's Landing

different kings. Despite this, he remains loyal to House Lannister, and in particular to Cersei Lannister. He is skilled in politics and in poisons, and often breaks his vows as maester to the realm for his personal benefits. As maester, Pycelle has the capability to send messenger ravens over long distances.

Harys Swyft

Harys is the head of House Swyft, a landed knight rather than a full Lord. He is sworn to House Lannister, and an important general and bannerman in its forces. His House's sigil is a blue bantam.

Paxter Redwyne

Paxter Redwyne is the Lord of the Arbor and Head of House Redwyne. The Redwynes are sworn to House Tyrell and their territories are composed of one of the largest islands off of the southern coast of Westeros. They are known for commanding the largest fleet within the Seven Kingdoms and for their production of fine wines. Paxter also serves on the small council as the Master of Ships and Grand Admiral.



Bibliography

All information above is gathered from either the Game of Thrones TV show or A Song of Ice and Fire books.

