

HEIRS & THE DELVE TABLE

Role Overview

The Heir is a high-energy role that serves mainly to support the other House roles, with occasional improvisational roleplaying to find lost treasures. The Heir may travel freely to each table but may only take a single action at each. Heirs may use the freedom of travelling to different tables to relay important messages to their teammates. This is a challenging role as the player needs to know a little bit about every table and must time their actions well to make the best use of each table during any given Round.

If using the Night's Watch optional faction, they will also begin delving for relics once their numbers begin to grow with fallen Heirs. If the Night's Watch has three or fewer members, an Heir may join them at any time. Doing so absolves the Heir's House of all penalties for revealed *Secrets* Cards and gives the Heir a new set of actions, based on the whim of the Night's Watch Lord Commander. The former Heir may still act to the benefit of their former House.

The typical Round for an Heir will consist of a few actions, all taking place in whichever order the Heir deems best, interrupting the action of the other roles. They will:

1. Search after *Relics* Cards at the Delve Table, if the Heir has a *Relic Location* Card or the appropriate House
2. Propose an additional alliance at the Lords Table
3. Stop a House from gaining Gold at the Lords Table during *Court Intrigue*, if the Heir has matching colors in Beauty
4. Grant one army a bonus action at the Westeros Table
5. Spend Gold to hire sellswords to *Support* or *Oppose* armies, if the Heir has matching colors in Brawn
6. *Dig Up Dirt* on allied Houses at the Citadel Table; or choose instead to *Research Legends* or *Visit Rookery*, if the Heir has matching colors in Brains.

Delve Table

Heirs attempting to delve for relics must approach the Delve Table and parlay with the GM there. They must have at least one *Relic Location* Card and be either the House indicated on that card or have an Alliance with that House. Look to the large hanging banner of your House. The smaller banners clipped to your House are your allies. The Night's Watch can *Delve* with any *Relic Location* Card. Finding the relic's location is only the first step to acquiring it. The GM will conduct a short, free-form roleplaying scenario to reveal and obtain the *Relic* Card.



The Heir (right) creates a story to tell to overcome the Delve GM's (left) challenge

Make sure to speak with the Maester to strategize how often *Relic Locations* Cards will be needed.

A good delve scenario should include an open-ended situation that could be found in the lands of Westeros. The Heir, once presented with the challenge, must describe how they overcome that challenge and make off with the relic. The Delve GM should use the background lore of the randomized *Relic* and *Relic Location* cards to quickly form an adventurous scenario for the Heir to overcome. Some example scenarios are presented below to help inspire creativity, if needed. Delve GM's can roll randomly or mix and match from the three categories to help craft their challenge.

The player then rolls two six-sided dice. If the Heir describes how they use their Brains, Brawn, or Beauty to overcome the challenge, and have matching colored X's in that Trait, the player rolls three dice. If the Night's Watch simply describes how they use their abilities as a Ranger, Steward, or Builder to overcome the challenge, they also roll three dice. Regardless of number of dice rolled, the player adds the result of the best two dice together. The player, of either role, may then spend Gold one-for-one after the roll to add +1 to the result.

Throne Table

While here during the *Court Intrigue* phase near the end of the Round, Heirs may choose a House to be denied its bonus Gold coin, after cards are revealed. Heirs use their own set of cards, which show the House banners.

If the Heir has matching colors in the Beauty Trait, the Heir may also propose and maintain one extra Alliance, but only if the Lord is silent while the Heir speaks. This is intentionally made to create mismatched strategies and confusion between the Heir and their Lord. Make sure to speak with your Lord before the Round begins to develop a coordinated strategy.

Westeros Table

Once per Round, the Heir may grant any of their armies an additional action (*Support*, *Oppose*, *Raid*, *Give Battle*, *Conquer*, *Force March*, *Cut Off*). See the **Knights & Westeros Table** section for additional information on what these actions do.

The Heir must roll dice and move armies as appropriate. This interrupts Banner Order, so choose the timing of this action wisely.

If the Heir has matching colors in the Brawn Trait, the Heir may also hire

sellswords by spending Gold, one-for-one, to either *Support* or *Oppose* any army. This is not an action but must be done at the same time that the Heir takes their action at this table.

Make sure to speak with your Knight before the Round begins to develop a coordinated strategy as to when and where your help is needed most.



Heirs seen standing behind their Knights, ready to spring into action

Citadel Table

Once per Round while here, the Heir may attempt to *Dig Up Dirt* to gain a *Secrets* Card on a currently allied House. To do so, the Heir rolls a number of dice equal to 2 + the number of *Crystals of Knowledge* held by their Maester and adds the results of the best two dice.

On a result of 10 or more, covertly gain a hidden *Secrets* Card and the Maester loses all *Crystals of Knowledge*.

On a result of 7-9, choose to give the Maester either a raven or a new *Crystal of Knowledge*.

On a result of 6 or less, give the Maester a raven.

If the Heir has matching colors in the Brains Trait, the Heir may instead choose to *Visit Rookery* (roll dice to gain a *Dark Wings Dark Words* Card) or *Research Legends* (roll dice to gain a *Relic Location* Card) in lieu of *Dig Up Dirt*.

See the **Maesters & The Citadel Table** section for additional information on what these actions do and the benefits of ravens.

Bloodlines & Traits

The Heir and Maester begin the game with a pre-determined *Bloodlines* Card, showing the three Traits (Brains, Brawn, Beauty) and two colored X's next to each Trait. One of these Traits has matching colors. This Trait grants a special ability to a particular Table for having matching colors (see above), as well as an additional special ability based on the exact color (see chart below). Each Round, the Heir and Maester will each gain a new *Bloodlines* Card and discard the old card. While the Heir gains the benefits of these shifting, matched Traits, the Maester works tirelessly to *Arrange A Marriage* to grant more beneficial Traits and special abilities to the Heir. Blank X's in a Trait are considered the same color and matching, granting a special action as listed above, but do not confer any color-related special ability per the table below.

Make sure to speak with your Lord and Maester to coordinate a strategy of Alliances that helps produce the best Traits for you to use.

BRAINS

XX Oppose all enemy armies that *Give Battle* against your armies located in lands with Iron icons. This applies to all of your armies while you are at the Westeros Table.

XX Gain +1 to the results of *Research Legends* rolls.

XX Gain a raven on a result of 10 or higher on any rolls you make at the Citadel Table.

XX Gain an extra die (drop the lowest) to *Delve* rolls when you describe your actions using your wits.

XX While at the Citadel Table, you may choose *Forge A Link* as your action in lieu of *Dig Up Dirt*.

BRAWN

XX Gain +1 to the result of *Conquer* rolls when used against a land without a Stronghold. This applies to all of your armies while you are at the Westeros Table.

XX Gain an extra die (drop the lowest) to *Delve* rolls when you describe your actions using a show of force.

XX Oppose all enemy armies that *Give Battle* against your armies located in

lands with Lumber icons. This applies to all of your armies while you are at the Westeros Table.

XX Whenever you are at the Westeros Table, you may spend a Resource to choose the destination of armies Routed by your own. You must choose a valid land, if available.

XX Whenever you are at the Westeros Table, your armies may ignore the effects of enemy Strongholds.

BEAUTY

XX Gain +1 to the result of *Conquer* rolls when used against a land without a control sticker. This applies to all of your armies while you are at the Westeros Table.

XX Gain an extra die (drop the lowest) to *Delve* rolls when you describe your actions using your charms.

XX Gain +1 to *Dig Up Dirt* rolls.

XX Whenever you are at the Citadel Table and your House gains a *Secrets* Card, gain one more.

XX Whenever you *Delve*, gain an additional Gold, no matter the result.

