

Chapter 1 : WORLD OF ICE AND FIRE SAMPLE | George R.R. Martin

Welcome to A World of Ice and Fire. A modification for Mount&Blade;: Warband based off of GRRM's A Song of Ice and Fire and the HBO TV show Game of Thrones. This mod has used Brytenwalda's source as a base to re-build upon.

Balon Swann is now part of the Stormlands. Increased Stannis Baratheons starting renown. You should no longer get ambushed whilst entrenched. Removed Dawn from Edric Dayne. Added new player banners. Added 13 new noble clothes created by Kraggrim. Sand Warrior now has a spear instead of a lance. The lair weaponsmith can now refine weapons. Removed knight banners from merchants and added them to faction blacksmiths. All Arakhs can block. Settlement whores now have hair. Added secret chest to Starfall. Whitewalker and Wight parties can no longer use the sea. Some bows are less shiny. Added a warning of the penalties when killing a lord. Added a new event and scenes for the Twins. Adjusted The Lands of Always Winter quest. Added and adjusted horse archer code from AD. Adjusted Roslin Freys age. Added rumours from VC to travellers. Added bards playing poems to ladies from VC. Updated all whore and religious troop dialogues to stop being able to gain moral over and over, plus some others. Updated all lair dialogue triggers so you can now request services more than once. Changed Riverlander Lords bow. Added new loot code from Rubik and Tingyun. Scenes Moved archers in Riverrun siege scene that could not be reached. Plus fixed mesh issues. Gave Chroyane the correct terrain code. Updated Taelon village and fixed spawn point issues when attacking or defending the village. Fixed some AI mesh issues in Oldtown. Created 1x Essosi castle. Fixed some issues with Kings Landing great hall scene. Fixed archer entry points at Cerwyn castle. Updated Storms End scenes. Fixed issue with beach ambush scene. Fixed Stoney Sept banners in keep. Slightly adjusted Stoney Sept scene. Fixed entry point when exiting the prison at White Harbour. Fixed Ashford keep banners. Kings Landing will now always display the correct flag. Improved pathing in Pentos. Improved siege ladder positions in Duskendale. Improved Casterley Rock scene including siege Ai. Added Crasters Keep scene. Added AI mesh to Lorath arena scene. Fixed Adjusted weight of the Lannister Heater Shield. Fixed incorrect resistance on kite shield. Fixed double messages showing when either your son or daughter join your party. Fixed incorrect prices sometimes being shown when hiring companions. Fixed some broken animations and red text errors when entering inns or the arena. Fixed instruments not increasing stats. Fixed standards and crowns not increasing tactics skill. Fixed incorrect text error when upgrading your settlement for a second time. You now correctly need 11 pallets of timber. Fixed issues with rain sounds. Plundered castles or towns should now have the fire extinguished correctly after a few days. Fixed some issues related to player culture. Mag Mar Tun Doh Weg no longer shows up in tournaments. Mya Stone now likes the correct companion. Mercs you have assigned to lead parties should correctly use ships when on sea. Fixed some factions showing Neutral in the troop tree presentation. Fixed an issue with rebellions. Fixed various issues with diplomacy. Adjusted religion code to fix some issues relating to this. Fixed a few LOD issues with wildling gear. Removed Ser Vortimer Crane double. Fixed some issues with ambushing parties. Ellaria Sand now has the correct spouse. Fixed not getting the troops you paid for when hiring from a town you own. Adjusted opening text and fixed typos. Fixed maester not appearing in the Eyrie halls. Fixed proficiencies sometimes being lowered permanently after battles. Fixed incorrect naming of some axes. All Arakhs now swing the correct way. Fixed sold prisoners to wandering crows not going to the correct party. Fixed men falling unconscious on the cog ship. Plus much more not mentioned. Some new noble attire Finally some new player banners. One of the new scenes.

Chapter 2 : A World of Ice and Fire | A modification for Mount&Blade: Warband

The World of Ice & Fire is a companion book for George R. R. Martin's A Song of Ice and Fire fantasy series. Written by Martin, Elio M. Garc a Jr. and Linda Antonsson, it was published by Bantam on October 28,

A Game of Thrones The story takes place primarily on a continent called Westeros, which is roughly the size of South America. The continent is home to the Seven Kingdoms and lands beyond the great Wall, which makes up a large chunk of Westeros, being roughly the size of Canada , with most of it largely unmapped and unexplored. This was the beginning of the Age of Heroes. During that time, the First Men adopted the gods of the Children of the Forest. Those gods later became known in Westeros as the Old gods. Sometime later, the Andals invaded Westeros and established the Faith of the Seven , writing, and steel. Only the North remained unconquered. The Children of the Forest disappeared from Andal lands. Over time, seven kingdoms were forged across Westeros: They remained the ruling power on the continent until deposed by Eddard Stark and Robert Baratheon. The North [edit] Author George R. Winterfell is the ancestral castle of House Stark and was built over a natural hot spring. Scalding water runs through the castle walls and warms its halls and rooms. There are several open pools where heated water collects within the godwood. The hot spring also prevents the ground from freezing. They ruled before Aegon the Conqueror and the arrival of the Andals before that. Cairncastle , meanwhile, served as the location where Ned Stark beheads the deserter Will. The Wall is a huge structure of stone, ice and magic [21] on the northern border of the Seven Kingdoms. Looking out over the hills, Martin wondered what a Roman centurion from the Mediterranean would feel, not knowing what threats might come from the north. They also made a functional elevator to lift the rangers to the top of the Wall. Martin was surprised by the height and thought, "Oh I may have made the wall too big! It is wet and rainy, and the mud is thick", which "really gets the actors in the mood of being at the end of the world in all of this cold and damp and chill". A Clash of Kings takes the story to the lands Beyond the Wall, although the first five books do not explore "what lies really north And then as you get further and further north, it changes. You get into tundra and ice fields and it becomes more of an arctic environment. You have plains on one side and a very high range of mountains on the other. Of course, once again this is fantasy, so my mountains are more like the Himalayas. During the first season, the HBO team used places that they could decorate with artificial snow for the north of the Wall, but a bigger landscape was chosen for Season 2. Pyke is the seat of House Greyjoy. It is where Kingsmoots are held, and where the Grey King slew Nagga, a sea dragon, and made a court of his bones. The Riverlands[edit] The Riverlands are the populous and fertile [S 25] areas surrounding the forks of the river Trident on Westeros. Harrenhal was built by Harren the Black, [S 30] after his conquest of the Riverlands, intending to make it the largest fortification ever built in Westeros. The castle has been described as so large that an entire army was needed to garrison it. The Great Hall had 35 hearths and seated thousands. Since then, the ruins of the castle have been occupied by a variety of houses, all of which eventually became extinct. As a result, the people of Westeros believe the castle is cursed. At the start of the War of the Five Kings, the castle is in ruin, with only a fraction of it habitable, and held by Lady Shella Whent, the last of her House, who is stripped of Harrenhal when the Lannisters seize her castle. The castle changes hands repeatedly over the course of the novels, many of those holding it meeting unpleasant ends. Riverrun[edit] Riverrun is the ancestral stronghold of House Tully. The castle is located along one of the "forks" of the Trident and controls access to the interior of Westeros. The castle is bordered on two sides by the Tumblestone River and the Red Fork. The third side fronts on a massive manmade ditch. Riverrun then passed into the hands of Emmon Frey, an ally of House Lannister. Because the Freys are both wealthy and numerous, they are one of the most powerful houses sworn to House Tully. This won them the enmity of most of the Seven Kingdoms, especially in the Riverlands and North. The Vale is the area surrounded almost completely by the Mountains of the Moon in the east of Westeros. Their seat, the Eyrie, is a castle high in the mountains, small but considered unassailable. The protection of the surrounding mountains gives the Vale itself a temperate climate, fertile meadows, and woods. The Vale has rich black soil, wide slow-moving rivers, and hundreds of small lakes. Illegitimate children born in the Vale are given the surname Stone. Travelers

must enter the Gates of the Moon and its upper bailey before reaching the narrow path up the mountain. The Eyrie clings to the mountain and is six hundred feet above Sky. It has no stables, kennels, or smithies, but the towers can house men, and the granary can sustain a small household for a year or more. The Eyrie does not keep livestock on hand; all dairy produce, meats, fruits, vegetables, etc. Its cellars hold six great winches with long iron chains to draw supplies and occasionally guests from below, with oxen are used to raise and lower them. Winter snows can make supplying the fortress impossible. Executions in the Eyrie are carried out via the Moon Door, which opens from the high hall onto a foot drop. The Eyrie is made of pale stone and primarily decorated with the blue and white colors of House Arryn. Elegant details provide warmth and comfort through plentiful fireplaces, carpets, and luxurious fabrics. Many of the chambers have been described to be warm and comfortable, with magnificent views of the Vale, the Mountains of the Moon, or the waterfall. The apartments of the Lady of the Eyrie open over a small garden planted with blue flowers and ringed by white towers, containing grass and scattered statuary, with the central statue of a weeping woman believed to be Alyssa Arryn, around low, flowering shrubs. The High Hall has a blue silk carpet leading to the carved weirwood thrones of the Lord and Lady Arryn. The floors and walls are of milk-white marble veined with blue. Daylight enters down through high narrow arched windows along the eastern wall, and there are some fifty high iron sconces where torches may be lit. Lysa refused to align herself with any of the claimants during the War of the Five Kings, but eventually pretends to a possible alliance with House Lannister after Lord Petyr Baelish agrees to marry her. Later Baelish kills Lysa after she attempts to murder her niece, Sansa Stark. Initially they had been considering the Zhangjiajie Mountains in China, but because the landscape base plates were shot in Northern Ireland, using Meteora resulted a better option. Martin acknowledged that the set differed significantly from its presentation in the books: But [The Paint Hall soundstage] had essentially a square space, which they chose to put a round hall in, with a staircase curving up to a throne that was high above. People of this region are often called "Westermen. The Westerlands are rich in precious metals, mostly gold, which is the source of their wealth. A stronghold carved from a mountain overlooking the harbor city of Lannisport and the sea beyond, Casterly Rock is the ancestral seat of House Lannister. According to popular legend, the hero known as Lann the Clever tricked the Casterlys into giving up the Rock, and took it for himself. The Rock is renowned as the wealthiest region due to its abundance of gold mining resources, and it is one of the strongest castles of the Seven Kingdoms. As of *A Dance with Dragons*, the narrative has not actually taken place in Casterly Rock, yet descriptions of it have been offered by the Lannisters in the POV chapters. West of Casterly Rock is the coastal city of Lannisport. A busy port under the governance of the Lannisters of Casterly Rock, Lannisport thrives as a protected and wealthy city. The city is also home to many lesser Lannisters and other people with similar surnames, such as Lannys. Martin stated on his blog that he drew inspiration for Casterly Rock from the Rock of Gibraltar. After the last Gardener King was killed on the Field of Fire, the Tyrells surrendered Highgarden to Aegon and were rewarded with both the castle and the position of overlords of the Reach. The wealth and power of the Reach comes from their bountiful harvests of the most sought-after wines and foods. During times of war, the lengthy distance of the Reach and its abundance of foods protects their inhabitants from initial famine and sickness. However, the Tyrells were responsible for the starvation in the first place, as part of their plan to help Renly usurp the Iron Throne. The most prominent city in the Reach is Oldtown. It survived the invasion by welcoming the Andals rather than resisting them. The city is located in the southwestern part of Westeros, at the mouth of the River Honeywine, where it opens onto Whispering Sound and the Sunset Sea beyond. Oldtown is primarily known as the location of the Citadel, home of the order of Maesters who serve as councillors, doctors, scientists, and postmasters for the Seven Kingdoms. The city itself is described as stunningly beautiful. Many rivers and canals crisscross its cobbled streets, and breathtaking stone mansions are common. Oldtown is ruled from the Hightower by House Hightower. Originally kings in their own right, they later swore fealty to the Gardeners of Highgarden, and became vassals of the Tyrells after the Conquest. The Hightowers are known for their loyalty and stalwartness. The current ruler of the city is Lord Leyton Hightower. Oldtown remained aloof from the War of the Five Kings, but late in the war the Ironborn under King Euron Greyjoy launched a massive raid along the coast, conquering the Shield Islands and parts of the Arbor before trying to blockade the mouth

of the Honeywine. Oldtown remains under threat from the Ironborn. In the east they are bordered by Shipbreaker Bay and the Dornish Sea to the south. The Dornish Marches are located within this region, and were common battlegrounds between the Stormlands and Dorne until Dorne joined the Seven Kingdoms. According to legend, the first Storm King in the age of the First Men was Durran, who married Elenei, the daughter of the sea god and the goddess of the wind. In a rage her parents sent vast storms to shatter his keep and kill his wedding guests and family; whereupon Durran declared war against the gods and raised several castles over Shipbreaker Bay, each larger and more formidable than the last.

Chapter 3 : Downloads - A World of Ice and Fire (Game of Thrones) mod for Mount & Blade: Warband - M

The World of Ice & Fire is a companion volume to A Song of Ice and Fire, provisionally known as a "world book". The full title is The World of Ice & Fire: The Untold History of Westeros and the Game of Thrones.

The Westerlands The westerlands are a place of rugged hills and rolling plains, of misty dales and craggy shorelines, a place of blue lakes and sparkling rivers and fertile fields, of broadleaf forests that teem with game of every sort, where half-hidden doors in the sides of wooded hills open onto labyrinthine caves that wend their way through darkness to reveal unimaginable wonders and vast treasures deep beneath the earth. These are rich lands, temperate and fruitful, shielded by high hills to the east and south and the endless blue waters of the Sunset Sea to the west. Men came here in the Dawn Age, it is said, but before them the children of the forest made their homes in the woods, whilst giants dwelled amongst the hills, where their bones can still occasionally be found. Neither of these elder races proved able to withstand the First Men, who came with fire and bronze axes to cut down the forests, plough the fields, and drive roads through the hill country where the giants made their abodes. Legends tell us that the fighting was bitter in those days, and many a hero suffered a cruel death at the hands of these ancient foes. Many and more great houses trace their roots back to this golden age of the First Men. Amongst these are the Hawthornes, the Footes, the Brooms, and the Plumms. On Fair Isle, the longships of the Farmans helped defend the western coast against ironborn reavers. The Greenfields raised a vast timber castle called the Bower now simply Greenfield, built entirely of weirwood. The Reynes of Castamere made a rich system of mines, caves, and tunnels their own subterranean seat, whilst the Westerlings built the Crag above the waves. Each of these families became powers, and some in time took on the styles of lords and even kings. Yet by far the greatest lords in the westerlands were the Casterlys of the Rock, who had their seat in a colossal stone that rose beside the Sunset Sea. Legend tells us the first Casterly lord was a huntsman, Corlos son of Caster, who lived in a village near to where Lannisport stands today. The truth of that tale is lost in the mists of time, but we cannot doubt that Corlos, or some progenitor of what would become House Casterly, found gold inside the Rock and soon began to mine there. To defend his treasure against those would make off with it, he moved inside the cave and fortified its entrance. As years and centuries passed, his descendants delved deeper and deeper into the earth, following the color, whilst carving halls and galleries and stairways and tunnels into the Rock itself, transforming the gigantic stone into a mighty fastness that dwarfed every castle in Westeros. Though never kings, the Casterlys became the richest lords in all of Westeros, and the greatest power in the westerlands, and remained so for hundreds of years. By then the Dawn Age had given way to the Age of Heroes. That was when the golden-haired rogue called Lann the Clever appeared from out of the east. Some say he was an Andal adventurer from across the narrow sea, though this was millennia before the coming of the Andals to Westeros. Regardless of his origins, the tales agree that somehow Lann the Clever winkled the Casterlys out of their Rock, and took it for his own. The precise method by which he accomplished this remains a matter of conjecture. In the most common version of the tale, Lann discovered a secret way inside the Rock, a cleft so narrow that he had to strip off his clothes and coat himself with butter to squeeze through. Once inside, he began to work his mischief, whispering threats in the ears of sleeping Casterlys, howling from the darkness like a demon, stealing treasures from one brother to plant in the bedchamber of another, rigging sundry snares and deadfalls. By such methods he set the Casterlys at odds with one another, and convinced them that the Rock was haunted by some fell creature that would never let them live in peace. Other tellers prefer other versions of the tale. In one, Lann uses the cleft to fill the Rock with mice, rats, and other vermin, thereby driving out the Casterlys. The bawdiest of the stories has Lann stealing in night after night to have his way with the Casterly maidens whilst they slept. In nine months time, the maids thus deflowered gave birth to golden-haired children, whilst still insisting they had never had carnal knowledge of a man. The last tale, ribald as it is, has certain intriguing aspects that may hint at the truth of what occurred. There is, to be sure, no more historical evidence for this than for any of the other versions. Though it must be admitted that Perestan makes a persuasive case in his Consideration of History, it is doubtful that the singers and storytellers will ever be convinced, for it is far more droll to believe that Lann

won the Rock with lions, mice, or demons than by marriage. All that is known for certain is that sometime during the Age of Heroes, the Casterlys vanish from the chronicles, and the hitherto-unknown Lannisters appear in their place, ruling large portions of the westerlands from beneath Casterly Rock. Rather than tunnel out new passages in the stone, some sons and daughters from lesser branches of the House left to make their homes in a village a scant mile away. The land was fertile, the sea teemed with fish, and the site they had chosen had an excellent natural harbor. Soon enough the village grew into a town, and then a city: By the time the Andals came to Westeros, Lannisport had become the second city of Westeros. The Lannisters of Lannisport prospered, and built great walls around their city to defend it from those who sought to steal their wealth chiefly ironborn. The Lannisters of Casterly Rock became kings. Lann the Clever never called himself a king, as best we know, though some tales told centuries later have conferred that style on him posthumously. Loreon was the first Lannister to style himself King of the Rock, a title his sons and grandsons and their successors would continue to bear for thousands of years, until King Loren I met Aegon Targaryen and his sisters upon the Field of Fire. Before that terrible defeat, however, the Kings of the Rock enjoyed many great victories. Cerion Lannister extended his rule as far east as the Golden Tooth and its surrounding hills, defeating three lesser kings when they made an alliance against him. Tommen Lannister, the First of His Name, build a great fleet and brought Fair Isle into the realm, taking the daughter of the last Farman king to wife. Loreon II held the first tourney ever seen in the westerlands, defeating every knight who rode against him. The first Lancel Lannister known, of course, as Lancel the Lion rode to war against the Gardener kings of Highgarden, and conquered the Reach as far south as Old Oak before being felled in battle. King Gerold Lannister, known as Gerold the Great, sailed to the Iron Islands and returned with a hundred ironborn hostages, promising to hang one every time the ironmen dared raid his shores. True to his word, Gerold hanged more than twenty of the hostages. He would later die in battle at Red Lake whilst attempting to invade the Reach. The sword Brightroar came into the possession of the Lannister kings in the century before the Doom, and it is said that the weight of gold they paid for it would have been enough to raise an army. But it was lost a century later, when Tommen II sailed to ruined Valyria with the intention of plundering whatever wealth and sorcery remained after the Doom. His great fleet never returned, and Brightroar vanished from the pages of history. The chronicle claims that Tommen swore that half of all he found would be given to the Volantenes. In return the triarchs promised to send their fleet to his aid should he require it. A year later, the chronicle reports, the Triarch Marqelo Tagaros dispatched a squadron of ships toward Valyria to see if any sign of the golden fleet could be found, but they returned empty handed. Let there be no mistake, however: Casterly Rock also housed many a weak, cruel, and feeble king. After their reigns, the name Loreon became notably less common amongst Lannister princes. A later monarch, Tyrion II, was known as the Tormentor. Though a strong king, famed for prowess with his battleaxe, his true delight was torture, and it was whispered of him that he desired no woman unless first he made her bleed. The Coming of the Andals The Andals came late to the westerlands, long after they had taken the Vale and toppled the kingdoms of the First Men in the riverlands. The first Andal warlord to march an army through the hills met a bloody end at the hands of King Tybolt Lannister called, for a change, the Thunderbolt. The second and third attacks were dealt with likewise, but as more and more Andals began moving west in bands large and small, King Tyrion III and his son Gerold II saw their doom ahead. Rather than attempt to throw back the invaders, these sage kings found lands for them and arranged marriages for the more powerful of the Andal war chiefs with the daughters of the great houses of the west. Cautious men, and well aware of what had happened in the Vale, they took care to demand a price for this largesse; the sons and daughters of the Andal lords so ennobled were taken as wards and fosterlings, to serve as squires and pages and cupbearers in Casterly Rock. Thus did the Lannister kings turn foes into leal friends. Many noble houses were born thus, amongst them the Jasts, the Leffords, the Parrens, the Droxes, the Marbrands, the Braxes, the Serretts, the Sarsfields, and the Kyndalls. In the days of the Hundred Kingdoms, when petty kings ruled over domains that extended no further than a man could see from their castle battlements, and waged endless bloody war upon one another, the westerlands enjoyed centuries of relative peace and prosperity under the Kings of the Rock. Such foes as menaced the west came from without. The Lannister coastline lies closer to the Iron Islands than any other kingdom, and the wealth of Lannisport

and its trade was a constant temptation to the reavers of those benighted isles. Wars between the westerners and the ironborn erupted every generation or so; even during periods of peace the ironmen would come raiding after wealth and salt wives. Fair Isle did help shield the coast further south; for this reason the Farmans became famous for their hatred of the ironborn. The boundaries of the westerlands today follow those of the Kingdom of the Rock as it was before the Field of Fire, when King Loren Lannister Loren the Last knelt as a king and rose as a lord. But in bygone days, the boundaries were more fluid, particularly to the south, where the Lannisters oft contended against the Gardeners in the Reach, and to the east, where they warred against the many kings of the Trident. The gold and silver mines of the westerlands are renowned, for the veins of ore run wide and deep—and there are mines, even now, that have been delved for a thousand years and more and are yet to be emptied. The gold of the west has traveled far, and so far as the maesters know there are no mines in all the world as rich as those of Casterly Rock. The wealth of the westerlands was matched, in ancient times, with the hunger of the Freehold of Valyria for precious metals, yet there seems no evidence that the dragonlords ever made contact with the lords of the Rock, Casterly or Lannister. Barth often fell back upon prophecy and legend when attempting to delve into the mysteries of the past, however, and we know now that prophecy is at best ambiguous, and at worst actively false. Archmaester Perestan has put forward a different, more plausible speculation, suggesting that the Valyrians reached as far as Oldtown but suffered some great reverse or tragedy there than caused them to shun all of Westeros thereafter]. Though their vast wealth remained untouched, they did not have close ties to House Targaryen unlike the Baratheons and unlike the Tullys they were too proud to scrabble for a place of prominence beneath the Iron Throne. It was not until a generation later, when Prince Aegon and Princess Rhaena sought refuge from King Maegor the Cruel, that the Lannisters once again began to make a greater mark on the realm. Lord Tymond Lannister was present at the Great Council of AC that decided the succession, famously arriving with a huge retinue of three hundred bannermen, men-at-arms, and servants—only to be outdone by Matthos Tyrell of Highgarden, who counted five hundred in his retinue. The Lannister host continued to march, winning victories under Ser Adrian Tarbeck, and then under Lord Lefford, only to fall by the thousands at the Fishfeed, caught between three armies. When Aegon II and his loyalists won back the city, Ser Tyland was found to have been blinded, mutilated, and gelded. Yet his wits remained intact, and King Aegon retained him as master of coin. A regency followed the end of the fighting, since the new king, Aegon III, was but eleven years of age when he ascended the Iron Throne. In hopes of binding up the deep wounds left by the Dance, regents were chosen from both sides of the conflict, and Ser Tyland Lannister was made Hand of the King. Perhaps those who had been his enemies deemed him too blind and broken to be a threat to them, but Ser Tyland served ably for the best part of two years, before dying of the Winter Fever in AC. A young man in his prime, Lord Tybolt left no heir of the body save for a daughter, Cyrelle, three years of age, whose reign as Lady of Casterly Rock proved cruelly short. A genial man, known to be exceedingly clever, Gerold had served as regent for his young niece, but the suddenness of her death at such a tender age set tongues to wagging, and it was whispered widely in the west that Lady Cyrelle had been murdered by her uncle. The most common tale claimed that he had done the deed himself, smothering her with a pillow as she slept. Gerold Lannister soon proved himself to be an exceptionally shrewd, able, and fair-minded lord, greatly increasing the wealth of House Lannister, the power of Casterly Rock, and the trade at Lannisport. He ruled the westerlands for thirty-one years, earning the sobriquet Gerold the Golden, yet for all his accomplishments, certain of his lords and many of his smallfolk had no love for him, believing him responsible for the murder of his niece and, some said, his brother Tybolt as well. So it was with Gerold the Golden, who lost both his beloved second wife and his splendid twin sons within the space of a decade. Tywald, the eldest of the twins, died in battle in whilst squiring for Lord Robert Reyne of Castamere during the Peake Uprising. Others slain upon that grievous day included Lord Robert Reyne. Ser Roger Reyne the Red Lion, his eldest son and heir, took a bloody vengeance after the battle, slaying seven captive Peakes before Prince Aegon arrived to halt the slaughter. The chaos caused by the death of King Maekar I during the Storming of Starpike has been abundantly chronicled elsewhere, so we need not treat of it here. The assembled nobles, swayed in no small part by the eloquence and, some suggest, the gold of Lord Gerold the Golden, ultimately awarded the Iron Throne to Prince Aegon, who would rule the Seven

Kingdoms for the next twenty-six years as King Aegon V the Unlikely.

Chapter 4 : A World of Ice and Fire (Game of Thrones) mod for Mount & Blade: Warband - Mod DB

*The World of Ice & Fire: The Untold History of Westeros and the Game of Thrones [George R. R. Martin, Elio Garcia, Linda Antonsson] on calendrierdelascience.com *FREE* shipping on qualifying offers. NEW YORK TIMES BESTSELLER "Perfect for fans of A Song of Ice and Fire and HBO's Game of Thrones" an epic history of Westeros and the lands beyond.*

Added a few more swords. Added new wildling armours created by Kraggrim. These include lots of armours and all horse models. Added new arakhs created by Kraggrim. Changed some names of shields to be more generic across the board. No more old or heavy etc. These should be obvious from the stats and item information. Added item information for crossbows. Gave knights correct banners. Items mules, Camels that give stat changes in foraging and inventory management, will now do so if they are in your inventory rather than just by being equipped. Changed all Wildling gear. Changed lods for northern helmet. Changed Weapon Master to Weapon Mastery. This skill now has an effect in the speed at which weapons will break. Slightly increased the stats of the Dire Wolf. Added some new gauntlets and removed others. Adjusted some trade prices. Timber is now cheaper and more readily available, though it will take more to build your settlement. Various lords or ladies are less likely to leave the safe haven of their homes. Hoof tracks for tracking skill are now much clearer to see. Added some missing dialogues for some companions, plus expanded some others. Updated dialogue for the Bridge of Bones quest to make directions a little clearer. Tweaked textures of menus. Redone how quests are counted for the main quests. This fixes issues with some being able to be completed or started twice. Tripled the amount of looter parties on the map. Wights can now lose their heads. Added weather specific scenes depending on the party you are fighting. Added new female body created by DtheHun. Added animated spectators at arenas. Made brothels a bit more lively. Towns will be more lively if a tournament is being held there. Added messenger system from VC - you can now send ravens. Added Spanish language support. Lys - Removed some floating objects. Added missing entry points. Removed lots of in-needed items hopefully this will help alleviate the crashing issues. Added Chroyane created by Moose. Added modified Highgarden siege scene by Moose. Added modified Blackcrown siege scene by Moose. Added updated Thenn Valley scene by Moose. Fixed issue with Red Lake banners. Added 18 new ambush scenes. For some reason props were missing from the wall scene - this has been re-worked. Fixed Kayce arena scene. Changes to Winterfell arena scene. Fixed issues when exiting the lords hall at acorn hall. Adjusted prison door in Saltfans. Fixed prison at the Dreadfort. Added weirwood trees to most northern locations required. Modified several scenes, added extra animated agents. Fixed issues with Volantis troop swords. Fixed all issues with item information. Some were not showing at all, but now are. Some were incorrect and have been corrected. Fixed some items that were not giving the correct stat changes. Fixed issue with Volantis soldiers armour. Added missing entry points to Frostfangs Camp. Fixed crashes whilst trying to raid villages if you have the direwolf companion. The Tickler and Varys Spy have had the incorrect flags removed and are exempt from realistic casualties. Companions no longer get annoyed if you fail the tournament quests. Bridges and Bones quest will now correctly finish if you fail. Also removed the pointless extra quest and logs related to this. No wars should start after completing the quest Bastards and Broken Things if the factions are already at war. Added the correct entry point for the master at arms at the Twins. Fixed some incorrect dialogues for companions. Fixed issues with Syrio, Anguy and Barriston. Dongo or Wun-Wun can no longer join tournaments. This will stop them being able to ride horses. Fixed some issues regarding player feasts. You should no longer be able obtain a quest book in anything other than the quest. Wights and Whitewalkers can no longer drown. Various text fixes and changes. Fixed starting next to lord opponents when starting a duel. Fixed issues with prison breaks. Lady Selyse Florent is no longer bald. Lady Maria Velaryon is now spelt correctly and has Valyrian features. Fixed some coding errors. Removed some unused global variables. Fixed errors showing when using decapitation. Switched armourer and weaponsmith positions at Lannisport. Fixed horses sometimes spawning on chairs. Fixed starting next to the enemy when in an ambush. Some code changes to A Lannister always pays his debts quest. This should always succeed now. Fixed multiple lord

companions being spawned.

Chapter 5 : The World of Ice & Fire - A Wiki of Ice and Fire

This is the full version of A World of Ice and Fire so you can go ahead and delete your old version. UPDATED to v to include the hotfix. a world of ice and fire full version.

There is much new material from Westeros to be found in here. When I pre-ordered this, several months ago, the first thing that stuck me was that I was going to be reading the same material again: I presumed this book, would contain the m This book is exceptional: I presumed this book, would contain the myths and tales already mentioned in A Song of Ice and Fire, and was just another marginalised attempt at selling another Game of Thrones related book. I was wrong, thankfully. This book has capitalised on the historical characters and has gone into the depth of their origins. For example, Nymeria is mentioned in the series, but we know very little about her other than childish fancy; the book chronicles her origins and how she ended up as princess of Dorne. The descriptions of the children of the forest and how they became virtually extinct was also very insightful. This is a full history of Westeros: We then see how the historical events affected each major house and some of their major happenings. The book ends with a history of the lands beyond the sunset kingdom: The book is over three hundred page long and is well worth the money. The pages are tarnished in a brown like colour with stains and patches appropriate to that type of parchment. The reference to other history books, of Westeros, also adds to this affect. Considering that very little of this was written by George R. R. Martin, the quality is still there. So, he pledges his support to Tommen Baratheon at the end of the book which is quite amusing really and emphasises the authentic feel of this book: The artwork in this is gorgeous; the images of Dragons and Targaryen kings are fantastic. In here, are some of my favourite depictions of characters, races and kingdoms. My favourite, is the image of the King who knelt. For example, how a typical knight is portrayed or how a castle looks. To those that say this should be published after the series has been written: This book is a history of Westeros: So, this book could have come out after A Storm of Swords and not affected anything. To the reviewers who have just posted a stupid comment on here telling George R. R. Martin to hurry up: Have you actually read this: Would you rather him publish something incomplete and not of the same quality as the rest of the series? In the meantime, enjoy these side projects and read his other books. Or, another suggestion, you could just read something else rather than being all whinny, there is plenty out there! To conclude this review, this book is a companion to A Song of Ice and Fire:

Chapter 6 : The World Of Ice And Fire Pdf - calendrierdelascience.com

A gritty world awaits you full of treachery and traitorous kings lords and knights. Will you survive the slaughter and take the Iron throne, or will you succumb to the traitorous ways that goes forth in Westeros and Essos.

Chapter 7 : "George R. R. Martin's A World of Ice and Fire" A Game of Thrones Guide on the A

At the beginning of A Song of Ice and Fire, Westeros has enjoyed a decade-long summer, with many fearing that an equally long and harsh winter will follow. George R. R. Martin set the Ice and Fire story in an alternative world of Earth, a "secondary world", such as J. R. R. Tolkien pioneered with Middle-Earth.

Chapter 8 : World of A Song of Ice and Fire - Wikipedia

At long last, it has arrived with The World of Ice & Fire. This lavishly illustrated volume is a comprehensive history of the Seven Kingdoms, providing vividly constructed accounts of the epic battles, bitter rivalries, and daring rebellions that lead to the events of A Song of Ice and Fire and HBO's Game of Thrones.

Chapter 9 : A World of Ice and Fire is out : mountandblade

The Coming of the Andals. The Andals came late to the westerlands, long after they had taken the Vale and toppled the kingdoms of the First Men in the riverlands.