

Special Keeps 3.0

Greywater Watch

Greywater's Watch: The keep is not on the map and the castle cannot receive ravens.

Hidden Fortress: The holdfast autodetects forces entering its tile. A detection roll (???) is done to see if the forces can find the castle. Mod discretion will be applied for any bonuses or maluses to the detection roll. Examples include having more men looking for the castle/villages, having less men, and having PCs experienced in navigating the swamp that assist with the search. A Reed PC will always be able to find GWW without issue.

A higher attrition rate for a force continuing to try and find GWW will be applied. For armies over 100 men, a 5d6 desertion roll will be done, with a maximum desertion rate of 30%.

Riverrun

Detection: All forces must travel through Riverrun to navigate through the tile. Permission from Riverrun will be required.

Siege & assault: Riverrun can only be sieged if it is besieged from all three sides. It can be assaulted from any side.

The Eyrie/The Gates of The Moon

Eyrie is within the Gates of the Moon. In order to get to the Eyrie, you must go through the Gates of the Moon. They have separate DVs and the Eyrie has a 500 troop limit. When the Gates of the Moon is besieged, so is the Eyrie. When the Gates of the Moon is assaulted, the Eyrie is not. The Eyrie is able to send letters while the Gates of the Moon is besieged (without rolls).

The Twins

Bridge: A party must pass through the holdfast to cross bridge.

Castle must be sieged on both sides or starvation will not occur.

Stone Bridge: Bridge cannot be destroyed.

Lannisport/Casterly Rock

Shipyard is inside city, Holdfast is outside. Troops attempting to siege Lannisport/Casterly Rock can split the army between the two locations. Sieging one location does not place the other under siege. Troops from one location can be raised, normally, if it isn't under siege.

Oldtown

Keep located on island in the Whispering Sound, can only be attacked by someone with some kind of mechanical sea transport. Shipyards are located inside the walls and cannot be taken by land, but if taken by sea, provide access to the city.

Gulltown

Keep located fully inside the walls, can't be attacked unless city walls are taken first. Shipyards are outside the city walls and can be taken separately by land, but do not provide access to the city.

White Harbor

Keep located fully inside the walls, can't be attacked unless city walls are taken first. Shipyards are located inside the walls and cannot be taken by land, but if taken by sea, provide access to the city.

King's Landing

Keep located fully inside the walls, can't be attacked unless city walls are taken first. Shipyards are outside the city walls and can be taken separately by land, but do not provide access to the city.

Lord Harroway's Town

Bridge: A party must pass through the holdfast to cross bridge. In the event of a siege the bridge would need to be destroyed, or sieged otherwise starvation will not occur.

Bitterbridge

Bridge: A party must pass through the holdfast to cross bridge. In the event of a siege the bridge would need to be destroyed, or sieged otherwise starvation will not occur.

Fairmarket

Bridge: A party must pass through the holdfast to cross bridge. In the event of a siege the bridge would need to be destroyed, or sieged otherwise starvation will not occur.

Moat Cailin

Pass: A party will be forced to pass through the holdfast

The Bloody Gate

Pass: A party will be forced to pass through the holdfast

The Golden Tooth

Move the black dot on to the road.

Pass: A party will be forced to pass through the holdfast

Mountain Clans

Add a black dot on to the tile.

Pass: A party will be forced to pass through the holdfast