

VALE BRAINSTORMING

List any ideas... anything at all! We need ideas for the political quest of the Vale, as well as the religious quest of the Faith of the Seven.

Table of Contents:

[Special Locations](#)

[Backstory and Theme](#)

[Cultural Quest Ideas](#)

[Political Quest Ideas](#)

[Religious Quest Ideas](#)

[Other Ideas](#)

[Character Ideas](#)

[Houses of the Vale](#)

[Mountain Clans](#)

[Timeline](#)

Please give comments/criticisms! And tag your additions with a color:

Dark Green - Demodocus

Dark Yellow - Vaxis

Light Green - Kulmen29

Deep Blue - RoboRik

SPECIAL LOCATIONS

Keep in mind the following sites are public (non-controllable):

- The Vale of Arryn (Bloody Gate, Gates of the Moon, Eyrie) (political)
- Gulltown (economic)
- Lost River Valley (religious)

Based on meeting minutes, we decided that each region should probably have a few additional non-playable houses/lands, in order to foster quest development. For the Vale, this would be:

- Iroonaks (House Waynwood)
- Runestone (House Royce)
- The Three Sisters (a unique culture)
- Baelish Keep (too important because of Littlefinger, interesting possibilities!)

All other places in the Vale are private sites, meaning they can be player-controlled. Players can be the lords and members of each house (apart from families in the public sites), and a castellan NPC helps in managing their land. However, NPCs from each family will still be present at each private site to offer quests as part of the dynamic story - they simply won't be ruling the houses (the players will be).

There are also three or four regions set aside as “No Man’s Land Forests” and six regions set aside for the Mountain Clans.

BACKSTORY and THEME

The main theme of the Vale region (“The Mountains of the Moon”) is **loyalty to tradition**, which is manifested politically as the ancient First Men vs. the Andals with the purity of one’s background and whether you are more loyal to the Arryns of the Eyrie or the Royces of Runestone, the two extremes of this history. The theme of loyalty is also manifested in the religious quest, which takes the Faith of the Seven back to its Andal roots, with its deepest religious fervor and aggression. The deep irony of the Vale as a region is that although it is the **most fortified** to enter with several strongholds, it is actually probably the **most dangerous** to travel in because of the mountain clans, setting up an ongoing struggle for the lords of the Vale and players in this region.

Who Would Pass the Bloody Gate?

The Vale of Arryn is essentially closed off from all of the other regions of Westeros, including many of the noble houses from the Vale. There are multiple ways into the Vale of Arryn, but each is very difficult.

The Bloody Gate: Always open to the public, but the player must be neutral or favorable towards the lords of the Vale, or be able to deceive the guards somehow. If you receive permission at the gate, you will be safe within the Vale of Arryn, but not necessary in any of the other areas of the Vale. If you are denied, you must turn back and receive a counter that keeps you from trying for an interval of time. If try to go around the gate before asking, you may sneak past, but will be “shot on sight.” If you try to go around after asking, you will quite surely be killed...

Depending on the level of aggression you have against the Vale and its lords and how recognizable you are as a player, you may be taken hostage if you attempt to go through the Bloody Gate at all!

Although the Bloody Gate does not technically close during the winter, the voyage to the gate itself will be made very difficult (on foot only, in the snow, etc.) that it is unlikely that a traveler will make it through. If they do make it to the gate, there is no guarantee that it will be opened to them, or even that it is manned in the first place!

The Bloody Gate is situated in Clan Zone 1 and players may be attacked randomly by clansmen before and after going through the gate. Clan Zone 2 is situated to the south of the road from the Bloody Gate to the Gates of the Moon and players may be attacked if they stray too far in that direction.

The Mountain Passes: Besides the Bloody Gate there are five other ways into the Vale of Arryn, some more difficult than others. Many of these passes close off during the winter, with only one pass remaining open year-round. All of the passes have the risk of being attacked by the mountain clans, which occupy a

hostile ring around the Vale of Arryn and prey on travelers regardless of their affiliation. The passes are ranked according to their difficulty.

- Pass #1 -- Oakberry Pass, from Irooaks (passes through Clan Zone 5) CLOSED IN WINTER
- Pass #2 -- Waxley Pass, from Wickenden (passes through Clan Zone 3) CLOSED IN WINTER
- Pass #3 -- Inner Pass, from Hearts Home (passes through Clan Zone 6) OPEN YEAR ROUND, but very long with very aggressive clansmen.
- Pass #4 -- Redfort Pass, from Redfort (passes through Clan Zone 4) CLOSED IN WINTER
- Pass #5 -- Egen River Pass, from Egen Hall (passes through Clan Zone 7) CLOSED IN WINTER

CULTURAL QUEST IDEAS

Three Sisters (Piracy and Blackmarkets)

A unique culture of the Vale built on piracy and has a mixed heritage of Valemen and Northerners that could be explored in a third-stream cultural quest. Not sure if these will be playable houses or not?

Perhaps this is one of the blackmarket hubs of the Vale and similar mechanism can be used as with the Iron Islands blackmarket idea.

Could be a potential offshoot of Act II quests in Gulltown. Perhaps Lord Grafton is concerned about piracy in his waters and blames the Three Sisters. You find out information about them, lead a raid on their ships, or perhaps decide that you'd rather see them prosper.

Meeting Notes (July 8)

Launch point for the blackmarket system -- a quest arc that introduces the blackmarket system from the Vale's perspective.

Becoming a lord of the Three Sisters is a two-step process. A player must finish the political arc for the Vale to become a lord **and** a Three Sisters specific questline in order to become a lord there. This specific quest will allow lordship on the isles.

POLITICAL QUEST IDEAS

The High Hall of the Eyrie

The overall goal of the political quest is to inform the player about the politics of the Vale, which center around who will be in a position to influence Lysa Tully, Lady Regent of the Vale and her young son, Robert Arryn, awaiting his majority to rule. Access to Lysa, Robert, and her court is very difficult to come by, so players will have to prove themselves worthy to ascend to the High Hall. Along the way, the players will meet other families, each with their own opinions of Lady Lysa and their machinations about the Vale's politics.

ACT I - The Gates of the Moon

Start Point: The Gates of the Moon (initial)

You have passed through the Bloody Gate or risked the dangerous passes of the Mountains of the Moon and have made it to the Moongate. After speaking with Nestor Royce "Steward of the Vale" and "Keeper of the Gates of the Moon" (who would fill the role of NPC castellan for the Arryn, you are told that Lady Lysa is suspicious of her bannermen, so you would do well to seek their company and learn more about them. He suggests either Iroonoaks and/or Runestone.

Reward: Equipment?

ACT II - Gulltown

Start Point: End of Runestone or Iroonoaks quest.

Travel to Gulltown and meet with Lord Grafton and/or the Arryns of Gulltown. This is a major port city and critical to the Vale's economy and strength. Proving yourself here will reflect well upon your patron houses and potentially impress Lady Lysa.

Reward: Money

ACT III - The Eyrie

Start Point: The Gates of the Moon

You have proven yourself loyal to one of the other major families of the Vale (Runestone, Iroonoaks, Grafton, Arryn) and request audience with Lady Lysa because you are escorting a member of that family. You risk the climb to the Eyrie and spend time there. The player's decisions could end with great reward, imprisonment in the sky cells, and a potential duel or trial at the Moondoor. If you can't persuade Lady Lysa by some other means, you could either betray your adopted family or risk a duel. If you lose the duel, you may still be able to plead for mercy. If Lysa does not grant you a lordship because you remain loyal to your patron family, they may appeal to the Iron Throne to spite Lady Lysa, raising you to nobility via a higher power?

Reward: Nobility in the Vale.

Iroonoaks

Runestone

House Tollett (Grey Glen) and House Coldwater -- tied in with the Royces.

Coldwater with the Royces during the Andal Invasion, Tollett more Andal-blood
Enmity between them and the Royces -- overlords from far away
Enmity between Coldwater and Tollett

Sword drama between Royce and Corbray -- an impossible but story-propelling quest?

Grafton

Arryns of Gulltown

Baelish

An agent in Gulltown has connections to Littlefinger, who was once the customs master in Gulltown. Getting close to this agent helps you get Littlefinger's support. Perhaps you visit Littlefinger's holdings as part of this quest. Maybe also a tie-in to the Three Sisters and other unsavory but lucrative options. If you choose this option, Lady Lysa will support you, but will likely reduce your honor among other lords of the Vale that oppose Littlefinger (i.e. Royce). Could possibly work for Nestor Royce in regards to the tapestries that Baelish sent him as a bribe if you are working with the Royces. House Waywood and Grafton would have a mixed reaction towards you. Doing this quest affects the dialogue in the courtroom scene of Act III (option to discuss Lord Baelish, a private meeting, etc.)

RELIGIOUS QUEST IDEAS

(F7.3) The Warrior's Way (Vale) - tied in with the Lost River Quest and an old order of Andal warriors.

The Lost River Religious Quest

The Faith of the Seven has been on the continent of Westeros for nearly 6,000 years and the Vale is the area where it first took hold. It is here that the faith remains most closely tied to the traditions brought from Andalos.

The Lost River is a wilderness area marked by ancient Andal carvings. At the mouth of the river is an ancient sept, one supposedly built around where the Andals first landed and set up a fort, but this is disputed by other scholars.

The axe is a weapon of sacred importance to the earliest Andals, so this could be something characters wishing to become proficient with that weapon may be interested in.

When completing the highest religious quest, you receive the seven-pointed star carved into your chest (or a mark or tattoo of some kind). This seems best suited for a warrior type character (especially a berserker), one that has precedence within Andal culture by figures such as Torgold Tollet, who went bare-chested into battle while laughing.

(Will have to discuss with graphics and coding. How changeable will character's skins be after they are designed?)

OTHER IDEAS

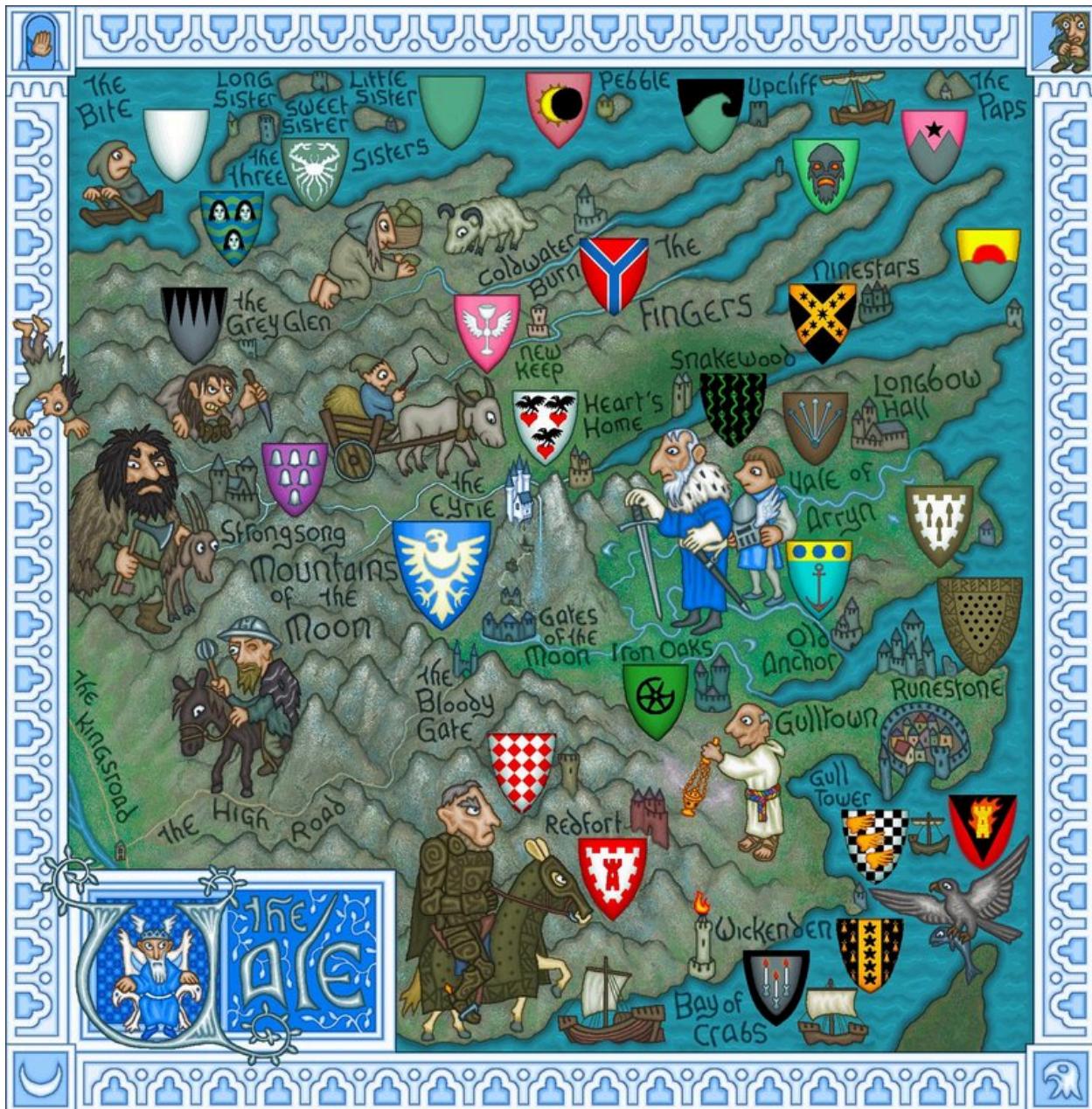
The Astronomer

Marla the Septa of Gulltown has spent the majority of her life researching the heavens from her observatory in the septr of Gulltown. She is very interested in the appearance of the Red Comet but needs to have her Myrish lens (or far-eye) repaired to make more accurate notes. She also believes that this comet is an astronomical sign that will herald in the age of the Seven Stars. The last time the Seven Stars were seen (according to legend) was in the great battle. She believes that it was not actually seven stars, but the seven wanderers (planets) in planetary alignment. Her calculations show that another alignment may occur soon! All of this ties into the religious nature of the Vale and what it means. Marla is a very old woman and this routine of observation has become difficult for her to keep up.

(I'm thinking about using the septr on the highest cliff, the one with the Crone statue and the cliffs. We might have to add an observatory to the building or on the mountain above it to make this work, but that would be a cool addition anyway! When Gulltown is rebuilt we should push for a sweet observatory in a septr for this quest!)

CHARACTER IDEAS

HOUSES OF THE VALE





- **House Arryn of The Eyrie**

- Seat: The Eyrie
- AWOIAF: **House Arryn of the Eyrie** is one of great houses of Westeros, and is the principal noble house in the Vale. Their main seat is the Eyrie, but they have many other holdings, including their winter castle at the Gates of the Moon. Both of these fortifications sit astride the Giant's Lance, the tallest mountain in the Vale, and the Eyrie is considered impregnable. Their sigil is a white moon-and-falcon on a sky-blue field, and their words are "As High as Honor".^[1] Their line dates back to the old Andal peoples that invaded Westeros. Usually marrying other Andal nobles, House Arryn to this day has the purest line of Andal nobility.^[2]



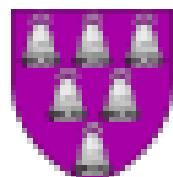
- **House Arryn of Gulltown**

- Seat: Gulltown
- AWOIAF: **House Arryn of Gulltown** is a cadet branch of House Arryn. They are a small branch who chose to marry merchants in Gulltown, making them richer than most of their cousins. However they are considered uncouth so are not discussed by the rest of the family.^[1]



- **House Baelish**

- Seat: The Fingers
- AWOIAF: **House Baelish of the Fingers** is a noble house from the Vale. The seat of House Baelish is an unnamed, old flint tower which commands no more than a few stony acres on the smallest of the Fingers. House Baelish's smallfolk consists of a village of a dozen families in huts of piled stone beside a peat bog.^{[1][2]}
- The current lord, **Petyr Baelish**, is only the second generation of the landed family. His grandfather had been a landless hedge knight and his father the smallest of lords.^[3]



- **House Belmore**

- Seat: Strongsong
- AWOIAF: **House Belmore of Strongsong** is a noble house from Strongsong in the Vale. They are one of the more powerful noble houses sworn to House Arryn. Their arms are six silver bells on purple, 3-2-1.^{[1][2]} Their words do not appear in the books.



- **House Borrell**

- Seat: Sweetsister
- AWOIAF: **House Borrell of Sweetsister** is a noble house from the [Vale](#) ruling over [Sweetsister](#),^[1] an island of the [Three Sisters](#), and its port town, [Sisterton](#).^[2] Their castle is [Breakwater](#) in [Sisterton](#). House Borrell's titles include Lord of Sweetsister, Shield of Sisterton, Master of Breakwater Castle, and Keeper of the [Night Lamp](#).^[3] They are sworn to [House Sunderland](#), who also reside in [Sisterton](#).^[4] Their [arms](#) are a white spider crab on grey-green.^[3] Their words do not appear in the books.



- **House Coldwater**

- Seat: Coldwater Burn
- AWOIAF: **House Coldwater of Coldwater Burn** is a noble house from [Coldwater Burn](#) in the [Vale of Arryn](#). They are sworn to the [Royces](#) from [Runestone](#). According to semi-canon sources they blazon their arms with a blue pall with white borders on red.^[1] Their words do not appear in the books.



- **House Corbray**

- Seat: Heart's Home
- AWOIAF: **House Corbray of Heart's Home** is a noble house from [Heart's Home](#) in the [Vale of Arryn](#). It is an old but poor house.^[1] The ancestral [Valyrian sword](#) of House Corbray is called [Lady Forlorn](#). (stolen by House Royce!?!?) They blazon their arms with three black ravens in flight holding three red hearts, on white.^{[2][3]} Their words do not appear in the books.



- **House Donniger**

- Seat: N/A
- AWOIAF: **House Donniger** is a noble house from the [Vale](#). According to semi-canon sources they blazon their [arms](#) with a red sun rising from a grey-green sea against a yellow sky.^[1] Their words have not appeared yet.



- **House Egen**

- Seat: N/A
- AWOIAF: **House Egen** is a noble house from the [Vale](#). It is one of the principal houses sworn to [House Arryn](#).^[1] According to semi-canonical sources, they blazon their arms with a yellow sun, white crescent moon, and silver star on blue chief above white.^[2] Their motto is "By Day or Night".^[3]



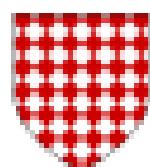
- **House Elesham**

- Seat: [The Paps](#)
- AWOIAF: **House Elesham of the Paps** is a noble house from [the Paps](#) in the [Vale](#). According to semi-canonical sources they blazon their arms with a double pile inverted, stone on pink, a black mullet between.^[1]



- **House Grafton**

- Seat: [Gulltown](#)
- AWOIAF: **House Grafton of Gulltown** is a noble house from the [Vale](#). They rule over [Gulltown](#), a main port and populated city.
- They blazon their arms with a burning tower in yellow, within a black pile, upon flaming red.^{[1][2]} Their words do not appear in the books.



- **House Hardyg**

- Seat: N/A
- AWOIAF: **House Hardyg** is a noble house from the [Vale of Arryn](#). They blazon their arms with a field of red and white diamonds.^{[1][2]}



- **House Hersy**

- Seat: [Newkeep](#)

- AWOIAF: **House Hersy of Newkeep**^[1] is a noble house from [Newkeep](#) in the [Vale](#). It is one of the principal houses sworn to [House Arryn](#).^[2] They blazon their arms with a white winged chalice on pink.^[3]



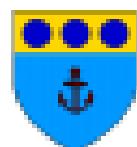
- **House Hunter**
- Seat: [Longbow Hall](#)
- AWOIAF: **House Hunter of Longbow Hall** is a noble house from [Longbow Hall](#) in the [Vale](#). According to semi-canon sources they blazon their arms with five silver arrows, fanned, on brown.^[1] Their motto does not appear in the books.



- **House Longthorpe**
- Seat: [Longsister](#)
- AWOIAF: **House Longthorpe of Longsister** is a noble house from [Longsister](#) in the [Vale](#). Neither their arms nor their words are known. They are vassals of [House Sunderland](#).^[1]



- **House Lynderly**
- Seat: [Snakewood](#)
- AWOIAF: **House Lynderly of the Snakewood** is a noble house from the [Vale of Arryn](#). Their castle is [Snakewood](#) and they carry the title "Lord of the Snakewood".^[1] They blazon their arms with a black field strewn with wriggling green serpents.^{[2][3]} Their words do not appear in the books.



- **House Melcolm**
- Seat: [Old Anchor](#)
- AWOIAF: **House Melcolm of Old Anchor** is a noble house from [Old Anchor](#) in the [Vale](#). It is one of the principal houses sworn to [House Arryn](#).^[1] According to semi-canon sources, they blazon their arms with a rusty anchor on turquoise beneath yellow chief with three blue plates.^[2]



- **House Moore**
- Seat: N/A

- AWOIAF: **House Moore** is a noble house of the [Vale](#). According to semi-canon sources, they blazon their arms with three bronze spearheads on white, a bronze border embattled.^[1] Their words are unknown.



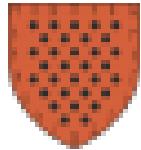
- **House Pryor**

- Seat: [Pebble](#)
- AWOIAF: **House Pryor of Pebble** is a noble house from [Pebble](#) in the [Vale](#). According to semi-canon sources they blazon their arms with a partial eclipse, black moon over yellow sun, on dusty pink.^[1]



- **House Redfort**

- Seat: [Redfort](#)
- AWOIAF: **House Redfort of Redfort** is a noble house from [Redfort](#) in the [Vale of Arryn](#). They blazon their arms with a red castle on a white field within a red embattled border.^{[1][2]} Their motto does not appear in the books, but according to semi-canon sources it is *As Strong as Stone*.^[3]



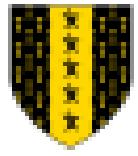
- **House Royce (Runestone)**

- Seat: [Runestone](#)
- AWOIAF: **House Royce of Runestone** are an old and powerful noble house of the [Vale](#), sworn to [House Arryn](#). Lord [Yohn Royce](#)'s seat is the ancestral castle [Runestone](#), located on the coast of the narrow sea north of [Gulltown](#). Lord [Nestor Royce](#) heads a [cadet branch](#) occupying the non-hereditary seat of the [Gates of the Moon](#), located on the path that leads to the [Erye](#). The Royces of Runestone blazon their arms with black iron studs on bronze, bordered with runes^[1] and their motto, is "We Remember".^[2]



- **House Royce**

- Seat: [The Gates of the Moon](#)
- AWOIAF: **House Royce of the Gates of the Moon** is a noble house from the [Gates of the Moon](#) in the [Vale of Arryn](#). They are a cadet branch of [House Royce](#) of [Runestone](#). According to semi-canon sources, they blazon their arms with a black portcullis over a white crescent moon on purple bordered with runes on bronze.^[1] Their motto has not appeared yet.



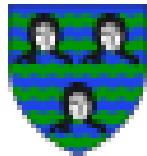
- **House Rutherfordmont**

- Seat: N/A
- AWOIAF: **House Rutherfordmont** is a noble house from the [Vale](#). According to semi-canon sources they blazon their arms with five black starfish on a gold pale, on pean.^[1]



- **House Shett**

- Seat: Gull Tower
- AWOIAF: **House Shett of Gull Tower** is a noble house from [Gull Tower](#) in the [Vale of Arryn](#). According to semi-canon sources they blazon their arms with three golden wings, bendwise, on checkered white and black.^[1] It is a vassal house to [House Royce](#).^[2]



- **House Sunderland**

- Seat: [Three Sisters](#)
- AWOIAF: **House Sunderland of the Three Sisters** rules the [Three Sisters](#), three islands located in the [Bite](#). They reside in [Sisterton](#),^[1] although their castle has not been mentioned. House Sunderland blazons their arms with three women's heads, white with black hair, on barry wavy blue and green.^{[2][3]} Their motto does not appear in the books.



- **House Templeton**

- Seat: [Ninestars](#)
- AWOIAF: **House Templeton** is a noble house from [Ninestars](#) in the [Vale of Arryn](#). They are one of the great [knightly](#) houses sworn to [House Arryn](#). The head of the House is given the title 'Knight of Ninestars'.^[1] Its current head is Ser [Symond Templeton](#). Although they are a knightly house, they are very powerful, and their strength and influence are comparable to many [lords](#). It is said they can easily raise a thousand men.^[1] House Templeton may be related to the [Starks of Winterfell](#). They blazon their arms with nine stars, one of 7 points and eight of 6 points, upon a gold saltire on black.^{[2][3]} Their motto does not appear in the books.



- **House Tollett**

- Seat: Grey Glen
- **AWOIAF:** **House Tollett of the Grey Glen** is a house from Grey Glen in the Vale of Arryn. They are sworn to the [Royces](#) from Runestone.^[1] Neither their arms or their words appear in the books, but according to semi-canon sources they blazon their shield as paly grey and black.^[2] Their words are "When All is Darkest".^[3]



- **House Torrent**

- Seat: Littlesister
- **AWOIAF:** **House Torrent of Littlesister** is a noble house from Littlesister in the Vale. Their arms and their words are unknown. They are vassals of [House Sunderland](#).^[1]



- **House Upcliff**

- Seat: N/A
- **AWOIAF:** **House Upcliff** is a noble house from the Vale. According to semi-canon sources it blazon its arms with a cresting wave, sea green on black.^[1] Its words are not known.



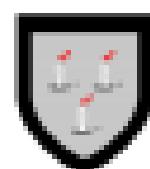
- **House Waynwood**

- Seat: Iroñoaks
- **AWOIAF:** **House Waynwood of Iroñoaks** is a noble house from Iroñoaks in the Vale. They are one of the great noble families sworn to [House Arryn](#). They are known for their insistence on ceremony.^[1] They blazon their arms with a black broken wheel on green.^{[2][3]} Their words do not appear in the books



- **House Wydman**

- Seat: N/A
- **AWOIAF:** **House Wydman** is a noble house from the Vale of Arryn. It blazons its arms with 5 splintered lances, 3-2, striped blue and white with blue pennons, on yellow, beneath a white chief bearing a red castle, a green viper, a black broken wheel, a purple unicorn and a yellow lion.^[1] Its words are "Right Conquers Might."^[2]



- **House Waxley**

- Seat: Wickenden

- AWOIAF: **House Waxley of Wickenden** is a noble house from *Wickenden* in the *Vale*. They are sworn to the *Arryns*. They blazon their arms with three candles, white with red flames, within silver candle holders on a grey field bordered in black.^{[1][2]} According to semi-canonical sources their words are "Light in Darkness."^[3]

MOUNTAIN CLANS

- **The Black Ears**
- ASOIAF: The **Black Ears** derive their name from their habit of cutting ears off of their prisoners to display them as trophies. They leave their prisoners alive as a show of bravery. They are led by *Chella*, daughter of *Cheyk*. The Black Ears have close ties with the Moon Brothers.^[1]
- **The Burned Men**
- ASOIAF: The Burned Men are so named for their coming-of age ceremony, in which they mutilate themselves by burning off a body part of their choosing, usually a finger or nipple. The more important the body part burned, the more prestige the warrior gains. They are feared by the other clans because of this practice. They are led by a Red Hand, a type of chieftain. *Timett* son of *Timett* was chosen to be a Red Hand after he put out his own eye.
- **The Milk Snakes**
- ASOIAF: The Milk Snakes are another of the clans. *Lharys* claims it was either members of the Milk Snakes clan or the Moon Brothers clan that were the first to descend upon *Catelyn Tully*'s party in the *Mountains of the Moon*.^[3]
- **The Moon Brothers**
- ASOIAF: The Moon Brothers are another clan with close ties with the Black Ears. *Lharys* claims it was either members of the Milk Snakes clan or the Moon Brothers clan that were the first to descend upon *Catelyn Tully*'s party in the *Mountains of the Moon*.^[3]
- **The Painted Dogs**
- ASOIAF: The Painted Dogs are another of the mountain clans.
- **The Sons of the Mist**
- ASOIAF: The Sons of the Mist are another of the mountain clans.
- **The Stone Crows**
- ASOIAF: The Stone Crows are led by *Shagga*, and presumably by *Dolf* before him.

TIMELINE