

R	S	Name	Cost	Type	STR	M	I	P	Traits	Card Ability
C	SS	Huntress in the Swamp	1	Character	1	@			House Reed.	Stealth.
C	SS	< Northern Heir	2	Character	2	@		\$	Minor Noble.	Northern Heir does not kneel to defend. Dominance: kneel 3 influence to return Northern Heir from your dead pile to play.
C	SS	Greatjon's Elite	4	Character	4	@		\$	Army. House Umber.	No attachments. Deadly.
C	SS	Keeper of the New Gods	2	Character	2		#		Septon.	Any phase: kneel Keeper of the New Gods to choose a character. Until the end of the phase, that character gets +2 STR.
C	SS	Northman's Grit	1	Attachment					Skill.	Attached character gets +3 STR and is immune to events.
C	SS	Broken Tower	0	Location					Winterfell.	Deathbound (when this card would be discarded, it goes instead into your dead pile). Marshalling: kneel Broken Tower to lower the cost of the next % card you play this phase.
C	SS	Northern Fiefdoms	1	Location					Winterfell.	Limited. Marshalling: kneel Northern Fiefdoms to lower the cost of the next % card you play this phase by 1. [1 INFLUENCE]
U	SS	* Eddard Stark	4	Character	4	@		\$	Lord.	Deadly. Renown. Response: after a % character is killed stand Eddard Stark.
U	SS	* Catelyn Stark	3	Character	3		#	\$	Lady. House Tully.	Immune to character abilities. Response: after Catelyn Stark is killed, choose a % character in your dead pile. Then put that character into play.

U		SS	* Arya Stark	3	Character	2			S	Lady.	Stealth. Deadly. Response: after you win a challenge, put Arya Stark into play from your hand.
U		SS	Last Hearth's Finest	5	Character	4	@		S	Army. House Umer.	No attachments. Deadly. While there is at least one doomed card in any dead pile, Last Hearth's Finest does not kneel to attack.
U		SS	House Stark Herald	1	Character	1	@			Ally.	Lower the cost for you to play Army characters by 1.
U		SS	Frozen Solid	1	Attachment					Condition.	Attach to an attachment or location. Treat attached attachment or location as though its text box were blank.
U		SS	* The Iron Throne	3	Location					King's Landing.	Response: after a card is placed into any player's dead pile, kneel The Iron Throne to reveal the top 2 cards of your deck. Put any one character with cost 2 or lower thus revealed into play, and the remaining cards on the bottom of your deck in any order.
R		SS	Lookout	2	Character	2	@			Ally.	While Lookout is attacking Army characters may not defend.
R		SS	* Meera Reed	2	Character	2	@	#		House Reed.	House Stark only. Stealth. Any phase: kneel 2 influence to put Meera Reed into play from your hand. Any phase: kneel 1 influence to return Meera Reed to her owner's hand.
R		SS	* Jojen Reed	1	Character	1		#	S	House Reed.	Marshalling: kneel Jojen Reed and kneel 1 influence to name a card. Then, discard the top 3 cards of a player's deck. For each copy of the named card discarded, Jojen Reed claims a power.
R		SS	* Shaggydog	1	Character	1	@			Creature. Direwolf.	No attachments. Deadly. While you control at least 1 % Lord character, Shaggydog gets +3 STR and is immune to events.

R		SS	Allied with the Twins	2	Attachment					Skill. Condition.	Attached character gets +10 STR while defending.
R		SS	* Winterfell Castle	4	Location					Winterfell.	Deathbound (when this card would be discarded, it goes instead into your dead pile). Response: after you win a challenge as defender, each opponent must choose and kill a character he or she controls.
R		SS	Winterfell Barracks	3	Location					Winterfell.	Challenges: discard Winterfell Barracks from play (cannot be saved) to search your deck for a character and put that character into play. At the end of the phase, return that character to its owner's hand.
		L									
		L	Name	Cost	Type	STR	M	I	P		Text
C		LL	Expendable Ally	1	Character	1		#		Ally.	Response: discard Expendable Ally from play (cannot be saved) to cancel the effects of a character or location ability.
C		LL	< Western Heir	2	Character	2		#		Minor Noble.	Stealth. Dominance: kneel 3 influence to return Western Heir from your dead pile to play.
C		LL	Highgarden Reinforcements	5	Character	4	@		S	Army. House Tyrell.	No attachments. Deadly. Response: after you play Highgarden Reinforcements from your hand, draw 2 cards.
C		LL	Enemy Informer	3	Character	2	@	#		House Tyrell.	Response: after you play Enemy Informer from your hand, choose and kneel a character.
C		LL	Gutter Rat's Cunning	1	Attachment					Skill.	Attached character gets +2 STR and gains stealth.

C		LL	Corrupt Treasury	0	Location					Lannisport.	Deathbound (when this card would be discarded, it goes instead into your dead pile). Marshalling: kneel Corrupt Treasury to lower the cost of the next ^ card you play this phase.
C		LL	Western Fiefdoms	1	Location					Lannisport.	Limited. Marshalling: kneel Western Fiefdoms to lower the cost of the next ^ card you play this phase by 1. [1 INFLUENCE]
U		LL	* Cersei Lannister	3	Character	3		#	S	Lady.	Response: kneel Cersei Lannister and kneel 1 influence to cancel the effects of a character ability. Then, that character's controller must choose and discard a card from his or her hand.
U		LL	* Ser Jaime Lannister	4	Character	4	x	x	x	Lord. Knight.	Deadly. Ser Jaime Lannister is immune to opponent's character abilities.
U		LL	* Tyrion Lannister	4	Character	3		#	S	Lord.	Stealth. While Tyrion Lannister is participating in a challenge, he gains "Challenges: kneel 2 influence to change the current challenge to an # challenge."
U		LL	Joffrey's Herald	2	Character	1		#		Ally.	Any phase: kneel Joffrey's Herald and kneel 2 influence to choose a character or location. Until the end of the phase, that character or location gains a House affiliation of your choice.
U		LL	Ser Amory's Poachers	3	Character	3		#	S	Army. Ally.	While there is at least one doomed card in any dead pile., Ser Amory's Poachers gains stealth and renown.

U		LL	* The Iron Throne	3	Location					King's Landing.	Response: after a card is placed into any player's dead pile, kneel the Iron Throne to discard the top 3 cards of each opponent's deck.
U		LL	Tywin's Manse	3	Location					Lannisport.	Response: after you win dominance, claim 1 power for your House.
R		LL	Courtesan of Highgarden	2	Character	2		#	\$	House Tyrell.	
R		LL	* Tywin Lannister	6	Character	4	@	#	\$	Lord.	Response: cancel the effects of an event card unless any player kneels 1 influence.
R		LL	* Tommen Baratheon	2	Character				\$	Lord.	Response: after a character is killed, kneel 1 influence to have Tommen Baratheon claim 1 power (limit 3 per phase).
R		LL	Littlefinger's Collectors	4	Character	3		#		Ally.	You may pay a +1 gold penalty (cannot be ignored) while playing Littlefinger's Collectors from your hand. Response: after you play Littlefinger's Collectors with a gold penalty, each opponent chooses and discards 2 cards from his or her hand, if able.
R		LL	Tywin's Protégé	0	Attachment					Skill.	Attached character gets +2 STR. Response: after you win a challenge during which attached character participated, choose an attachment. Return that attachment to its owner's hand.

R		LL	* Casterly Rock	3	Location						Lannisport.	Deathbound (when this card would be discarded, it goes instead into your dead pile). Challenges: kneel Casterly Rock to choose a character. Until the end of the phase, choose one of the following: that character gets -2 STR, that character loses an # icon, or that character loses stealth and renown.
R		LL	Halls of the Red Keep		Location						King's Landing.	During # challenge, raise the Claim value on each player's revealed plot card by 1.
		<b>B</b>										
		B	Name	Cost	Type	STR	M	I	P			Text
C		BB	Braavosi Spy	1	Character	1		#			Ally.	Marshalling: kneel Braavosi Spy to choose a non-Limited location. Until the end of the phase, treat that location as though its text box were blank.
C		BB	Student of the Stars	2	Character	2		#	S		Maester.	
C		BB	Ser Axell's Elite	5	Character	5	@		S		Army. House Florent.	No attachments. Deadly.
C		BB	< Stormland Heir	4	Character	3	@		S		Asshai.	Renown. Dominance: kneel 3 influence to return Stormland Heir from your dead pile to play.
C		BB	Stormlander's Pride	1	Attachment						Skill.	Attached character gets +2 STR and "Any phase: kneel 3 influence to stand this character."
C		BB	Crumbling Stone Dragon	0	Location						Dragonstone.	Deathbound (when this card would be discarded, it goes instead into your dead pile). Marshalling: kneel Crumbling Stone Dragon to lower the cost of the next & card you play this phase.

C		BB	Stormlands Fiefdoms	1	Location					Westeros.	Limited. Marshalling: kneel Stormlands Fiefdoms to lower the cost of the next & card you play this phase by 1. [1 INFLUENCE]
U		BB	* Robert Baratheon	4	Character	3	@		\$	Lord.	Renown. Response: after Robert Baratheon is killed, move all power from all characters to your House card.
U		BB	* Selyse Baratheon	2	Character	1			\$	Lady.	Any phase: discard 1 power from a character you control to choose and stand a character you control (limit 3 per round)
U		BB	* Renly Baratheon	3	Character	2	@	#	\$	Lord.	While any other character has renown, Renly Baratheon gains renown. While any other character has stealth, Renly Baratheon gains stealth.
U		BB	Converted Maester	3	Character	3		#	\$	Maester.	Response: after you play Converted Maester from your hand, choose a card in any dead pile. Move that card to its owner's discard pile.
U		BB	Mother of Shadows	3	Character	2		#	\$	Asshai.	While there is at least one doomed card in any dead pile, Mother of Shadows is immune to opponents events and character abilities.
U		BB	* The Iron Throne	3	Location					King's Landing.	Response: after a card is placed into any player's dead pile, kneel the Iron Throne to choose and discard a non unique attachment from play.
U		BB	Obsidian Ramparts	2	Location					Dragonstone.	Response: after a character claims power for renown, look at the top 2 cards of your deck. Then, put any number of those cards on the bottom of your deck and return the rest to the top of your deck in any order.
R		BB	Knight Commander	2	Character	2	@		\$	Knight.	Knight Commander gets +1 STR while you control an Army character.

R		BB	* Melisandre	5	Character	3		#	S	Lady. Asshai.	Deadly. Response: after a character claims power for renown, Melisandre claims 1 power.
R		BB	* Ser Cortnay Penrose	2	Character	1	@		S	Lord. Knight.	Ser Cortnay Penrose gets +1 STR for each & character in any dead pile.
R		BB	Pentoshi Captain	3	Character	3	@			Mercenary.	You may pay a +1 gold penalty (cannot be ignored) while playing Pentoshi Captain from your hand. Response: after you play Pentoshi Captain with a gold penalty, move all power from a character to Pentoshi Captain.
R		BB	Chosen by R'hllor	1	Attachment					Condition.	Attached character gets +2 STR. Response: after a player claims power for his or her House, stand attached character.
R		BB	* Storm's End	3	Location					Westeros.	Challenges: kneel Storm's End and kneel 1 influence to choose and stand 2 characters.
R		BB	Aegon's Sept	3	Location					Dragonstone.	Challenges: discard Aegon's Sept from play (cannot be saved) to return a card with printed cost X or loswer fro your discard pile to your hand. X is the number of characters participating in the challenge.
		<b>G</b>									
		G	Name	Cost	Type	STR	M	I	P		Text
C		GG	Rider through the Storm	1	Character	1	@		S	House Goodbrother.	
C		GG	Vanguard Axeman	2	Character	2	@			Ironborn.	Response: discard Vanguard Axeman from play (cannot be saved) to cancel the effects of an event.

C		GG	Bannermen to the Kraken	6	Character	5	@	#		Army. House Goodbrother.	No attachments. Deadly. Response: after you win an unopposed challenge in which Bannermen of the Kraken is participating, it claims 2 power.
C		GG	Sea Raiders	2	Character	3	@		S	Army. Ironborn	Limited
C		GG	Ironborn's Strength	1	Attachment					Skill.	Attached character gets +4 STR.
C		GG	Coastal Tower	0	Location					Iron Islands.	Deathbound (when this card would be discarded, it goes instead into your dead pile). Marshalling: kneel Coastal Tower to lower the cost of the next _ card you play this phase.
C		GG	Iron Island Fiefdoms	1	Location					Iron Islands.	Limited. Marshalling: kneel Iron Island Fiefdoms to lower the cost of the next _ card you play this phase by 1. [1 INFLUENCE]
U		GG	* Theon Greyjoy	3	Character	3	@		S	Lord. Ironborn.	Stealth. Theon Greyjoy does not kneel to attack while you control at least 1 Warship location.
U		GG	* Victarion Greyjoy	4	Character	3	@		S	Lord. Ironborn.	Immune to events. Challenges: kneel 2 influence to put into play a Warship location from your hand.
U		GG	* Gormond Goodbrother	3	Character	3	@	#		Lord. House Goodbrother.	Response: after Gormond Goodbrother is killed, claim 2 power for your House.
U		GG	Prophet of the Waves	2	Character	2		#		Ironborn.	Any phase: kneel Prophet of the Waves to choose a location. Until the end of the phase, that location gains Deathbound.
U		GG	Deadly Axeman	2	Character	2	@		S	Ironborn.	While there is at least one doomed card in any dead pile, Deadly Axeman +3 STR.

U		GG	* The Iron Throne	3	Location					King's Landing.	Response: after a card is placed into any player's dead pile, kneel The Iron Throne to choose one of your characters. Until the end of the phase, that character cannot be killed.
U		GG	Ten Towers Battlements	3	Location					Iron Islands.	Challenges: kneel Ten Towers Battlements to choose 2 characters. Until the end of the phase, switch those character's printed STR
R		GG	< Island Heir	3	Character	3	@		S	Ironborn.	Response: after Island Heir is declared as an attacker, choose and stand a Warship. Dominance: kneel 3 influence to return Island Heir from your dead pile to play.
R		GG	* Aeron Damphair	3	Character	3			S	Ironborn.	Immune to character abilities. Any phase: kneel Aeron Damphair and kneel 2 influence to discard up to 2 power from a character or House card.
R		GG	* Euron Crow's Eye	5	Character	4	@	#	S	Lord. Ironborn.	Immune to events. While Euron Crow's Eye is standing, _ characters you control gain stealth.
R		GG	Blazewater Coast	2	Location					Iron Islands.	Response: after a character is saved, discard the top 2 cards from any player's deck.
R		GG	* Longship "Silence"	3	Location					Warship.	Deathbound (when this card would be discarded, it goes instead into your dead pile). Response: after you win an unopposed challenge, kneel Longship "Silence" to choose a character. That character claims 2 power.

R		GG	* Longship "Great Kraken"	3	Location					Warship.	Deathbound (when this card would be discarded, it goes instead into your dead pile). Challenges: kneel Longship "Great Kraken" to choose a character. Until the end of the phase, that character gets +4 STR.
R		GG	* Longship "Black Wind"	3	Location					Warship.	Deathbound (when this card would be discarded, it goes instead into your dead pile). Response: kneel Longship "Black Wind" and kneel X influence to cancel an event with influence cost X or lower.
		<b>T</b>									
		T	Name	Cost	Type	STR	M	I	P		Text
C		TT	Half-Trained Youth	1	Character	1	@			Unsullied.	Response: after you win a challenge, kneel Half-Trained Youth to choose a character without attachments. Until the end of the phase, that character gets -1 STR and is killed if its STR is 0.
C		TT	Free Cities Trader	2	Character	0		#	\$	Ally. Qartheen.	Free Cities Trader gets +2 STR for each attachment on it.
C		TT	Warlock's Servitors	4	Character	3	@		\$	Army. Unsullied.	Immune to character abilities.
C		TT	Lesser Ko	3	Character	3	@			Minor Noble. Dothraki.	Lesser Ko's STR cannot be lowered. Dominance: kneel 3 influence to return Lesser Ko from your dead pile to play.
C		TT	Ghiscari Outpost	0	Location					The East.	Marshalling: kneel Ghiscari Outpost to lower the cost of the next ~ card
C		TT	Dothraki Sea	2	Location					The East.	Dominance: kneel Dothraki Sea and kneel 1 influence to choose a character without attachments. Until the end of the phase, that character gets -1 STR and is killed if its STR is 0.

C		TT	Eastern Fiefdoms	1	Location					Free Cities.	Limited. Marshalling: kneel Eastern Fiefdoms to lower the cost of the next ~ card you play this phase by 1. [1 INFLUENCE]
U		TT	* Ser Jorah Mormont	3	Character	3	@	#		Knight.	Immune to character abilities. Response: after Ser Jorah Mormont comes into play, choose and discard an attachment from an opponent's character.
U		TT	* Viserys Targaryen	1	Character	1			S	Lord.	Viserys Targaryen cannot be saved. After a character comes into play, Viserys Targaryen claims 1 power. When Viserys Targaryen has 4 or more power, he is discarded from play.
U		TT	* Khal Drogo	4	Character	3	@		S	Lord. Dothraki.	Deadly. While Khal Drogo is participating in a challenge, he gains "Challenges: kneel 3 influence to choose and discard defending character from play (cannot be saved)."
U		TT	* Daenerys Targaryen	3	Character	3		#	S	Lady.	Characters you control get +1 STR.
U		TT	Upstart Slave	2	Character	2	@			Ally.	While there is at least one doomed card in any dead pile, Upstart Slave gets +3 STR.
U		TT	* The Iron Throne	3	Location					King's Landing.	Response: after a card is placed into any player's dead pile, kneel The Iron Throne to return a ~ attachment from your discard pile to your hand.
U		TT	* Xaro's Home	0	Location					Free Cities.	Response: after you play an attachment from your hand, kneel 1 influence to draw a card.
R		TT	Eastern Mercenary	3	Character	2	@	#	S	Mercenary. Asshai.	Eastern Mercenary gains stealth while it has at least 1 attachment.

R		TT	* Drogon	5	Character	5	@		\$	Creature. Dragon.	No attachments. Deadly. Challenges: kneel 1 influence to attach Drogon to a character (counts as a Condition attachment with the text "Attached character gets -5 STR." Any phase: kneel 1 influence to return Drogon to its owner's hand.
R		TT	* Rhaegal	5	Character	5	@		\$	Creature. Dragon.	No attachments. Deadly. Challenges: kneel 1 influence to attach Rhaegal to a character (counts as a Condition attachment with the text "Attached character cannot be killed." Any phase: kneel 1 influence to return Rhaegal to its owner's hand.
R		TT	* Viserion	5	Character	5	@		\$	Creature. Dragon.	No attachments. Deadly. Challenges: kneel 1 influence to attach Viserion to a character (counts as a Condition attachment with the text "Attached character gets +3 STR and gains stealth, renown, and deadly." Any phase: kneel 1 influence to return Viserion to its owner's hand.
R		TT	Ruler of Meereen	0	Attachment					Title.	While attached character has more attachments than any other character, it gets +1 STR, renown, and cannot be killed.
R		TT	* Great Pyramid of Meereen	3	Location					The East.	Deathbound (when this card would be discarded, it goes instead into your dead pile). Each opponent is considered to have 1 additional doomed character in his or her dead pile.

R		TT	Plaza of Punishment	3	Location					The East.	Challenges: discard Plaza of Punishment from play (cannot be saved) to choose an attacking or defending character without attachments. Until the end of the phase, that character gets -3 STR and is killed if its STR is 0.
		M									
		M	Name	Cost	Type	STR	M	I	P		Text
C		MM	Prince's Spy	1	Character	1		#		Ally.	Response: after an opponent draws cards during the draw phase, look at those cards.
C		MM	Student of Subtlety	2	Character	2		#		Maester.	Any phase: kneel 2 influence to choose a character. Until the end of the phase, that character gains or loses an icon of your choice.
C		MM	Dornish Charger	4	Character	3	@	#		Knight. House Dayne.	Stealth. Response: after Dornish Charger bypasses a character using stealth, draw a card.
C		MM	House Messenger	2	Character	2		#		Ally.	After you play House Messenger from your hand, reveal the top 2 cards of your deck to all players. Then, put one of those cards in your hand, and the other on the bottom of your deck.
C		MM	Dornishman's Flourish	0	Attachment					Skill.	Attached character gets +1 STR and gains renown.
C		MM	Desert Cache	0	Location					Dorne.	Deathbound (when this card would be discarded, it goes instead into your dead pile). Marshalling: kneel Desert Cache to lower the cost of the next > card you play this phase.

C		MM	Dornish Fiefdoms	1	Location					Dorne.	Limited. Marshalling: kneel Dornish Fiefdoms to lower the cost of the next > card you play this phase by 1. [1 INFLUENCE]
U		MM	* Arianne Martell	3	Character	3		#	\$	Lady.	Stealth. Response: after a character with stealth is declared as an attacker, stand Arianne Martell.
U		MM	* Elaria Sand	3	Character	2		#	\$	Lady.	Response: after you lose a challenge, move 1 power from any character to Elaria Sand.
U		MM	* Areo Hotah	4	Character	4	@		\$	Ally.	Deadly. Areo Hotah's STR cannot be lowered.
U		MM	Lord Edric's Knight	2	Character	2	@			Knight. House Dayne.	Stealth.
U		MM	Warmonger	3	Character	1	@		\$	Mercenary.	While there is at least one doomed card in any dead pile, Warmonger gets +1 STR for each character in any dead pile.
U		MM	* The Iron Throne	3	Location					King's Landing.	Response: after a card is placed into any player's dead pile, kneel The Iron Throne to put the topmost event of in your discard pile on top of your deck.
U		MM	Doran's Palanquin	3	Location					Dorne.	[4 INFLUENCE]
R		MM	< Southron Heiress	3	Character	3		#	\$	House Dayne.	Southron Heiress cannot be bypassed by characters with stealth. Dominance: kneel 3 influence to return Arianne's Suitor from your dead pile to play.
R		MM	* The Red Viper	4	Character	4	@	#	\$	Lord.	Renown. Response: after a character is killed or discarded from play, kneel 1 influence to stand The Red Viper. Then, it claims 2 power.

R		MM	Initiate of Poisons	1	Character	1		#		Maester.	Any phase: kneel 1 influence to choose a character. Until the end of the phase, that character loses an # icon.
R		MM	Arianne's Admirer	2	Character	2	@		S	House Dayne.	You may play an additional Limited card each round.
R		MM	Deadly Seduction	3	Attachment					Condition.	After plot cards are revealed, discard attached character from play.
R		MM	* Sunspear	4	Location					Dorne.	Opponents that have won a challenge against you by 4 or more total STR cannot initiate challenges against you.
R		MM	Ruins in the Sand	3	Location					Dorne.	Response: after you lose a challenge, discard Ruins in the Sand from play (cannot be saved) to give all characters you control +2 STR until the end of the phase.
		N									
		N	Name	Cost	Type	STR	M	I	P	Traits	Text
C		NN	Wildling Scout	2	Character	2	@			Wildling.	Response: after you win a @ challenge in which Wildling Scout participated, discard Wildling Scout from play (cannot be saved) to choose and kill a character with STR 3 or lower.
C		NN	Wildling Messenger	2	Character	2		#		Wildling.	Response: after you win an # challenge in which Wildling Messenger participated, discard Wildling Messenger from play (cannot be saved) to draw 3 cards.
C		NN	Wildling Emissary	2	Character	2			S	Wildling.	Response: after you win an S challenge in which Wildling Emissary participated, discard Wildling Emissary from play (cannot be saved) to choose and discard from play a location with printed cost 3 or lower.

C		NN	Mammoth Rampager	4	Character	3	@		Army. Wildling.	No attachments. Deadly. After you play Mammoth Rampager from your hand, each player must choose and discard a character from play.
C		NN	Ruthless Defender	2	Character	2	@		Night's Watch.	No attachments. While any player has an Others plot card as his or her revealed plot card, Ruthless Defender gets +1 STR and gains a # and S icon.
C		NN	Veteran Builder	2	Character	2	@		Night's Watch.	No attachments. You may choose to pay a +1 gold penalty (cannot be ignored) when you play Veteran Builder. Response: after you play Veteran Builder with a gold penalty, it claims 2 power.
C		NN	Janos Slynt	3	Character	2	#		Night's Watch. Ally.	Stealth Any phase: give a Night's Watch character an # icon until the end of the phase. Limit once per phase.
C		NN	Student of Coin	2	Character	0	#		Maester.	After you reveal a plot card, draw a card.
C		NN	Roving Pillagers	3	Character	2	@	S	Clansman.	You may choose to pay a +1 gold penalty (cannot be ignored) when you play Roving Pillagers. Response: after you play Roving Pillagers with a gold penalty, choose and discard from play a non-Limited Location.
C		NN	Born to Kill	0	Attachment				Skill.	Attached character gets +1 STR and gains a @ icon.
C		NN	Raised to Lie	0	Attachment				Skill.	Attached character gets +1 STR and gains an # icon.
C		NN	Risen to Power	0	Attachment				Skill.	Attached character gets +1 STR and gains a S icon.
C		NN	Valyrian Steel Spear	1	Attachment				Weapon.	Attached character gains Deadly.

C		NN	Fallow Fields	3	Location					Westeros.	Limited. [+2 GOLD] [2 INFLUENCE]
C		NN	Crossroads	2	Location					Michael Clarke	[+1 GOLD] [1 INFLUENCE]
C		NN	Minor Fiefdom	0	Location					Trevor Cook	[1 INFLUENCE]
C		NN	Bloody Trident	2	Location					Battlefield.	After a player loses an unopposed challenge, discard 2 power from that character's House.
C		NN	Blackwater Rush	2	Location					Westeros.	[2 INFLUENCE]
U		NN	* Lord of Bones	3	Character	3	@		S	Wildling.	Immune to character abilities. Any phase: kneel 2 influence to choose a non-Limited location. Until the end of the phase, treat that location as though its text box were blank.
U		NN	* Mag the Mighty	4	Character	4	@			Wildling.	Deadly. Challenges: kneel 1 influence to choose a Wildling character. Until the end of the phase, that character gets +1 STR.
U		NN	War Mammoth	5	Character	4	@			Creature. Wildling.	No attachments. Deadly. Response: after you win a challenge in which War Mammoth participated and count 8 or more total STR, search your deck for a card named War Mammoth or War Giant, and put it into play.
U		NN	War Giant	5	Character	4	@			Wildling.	No attachments. Deadly. Response: after you win a challenge and count 8 or more total STR, stand all Wildling characters.
U		NN	Fallen Brother	2	Character	3	@			Night's Watch.	After you play Fallen Brother from your hand, kneel 1 influence or choose and discard from play a Night's Watch or Wildling character.

U		NN	Paper Money	0	Attachment					Decree.	Attach to your House card. Marshalling: kneel your House character to lower the cost of the next character you play this phase by X. X is the number of attachments on your house card.
U		NN	The Old Gift	0	Location					The North.	Deathbound (when this card would be discarded, it goes instead into your dead pile). Marshalling: kneel The Old Gift to lower the cost of the next location you play this phase by 1.
U		NN	The New Gift	0	Location					The North.	Deathbound (when this card would be discarded, it goes instead into your dead pile). Marshalling: kneel The New Gift to lower the cost of the next attachment you play this phase by 1.
U		NN	Ravaged Coast	2	Location					Battlefield.	After a player loses an unopposed challenge, he or she must choose and kneel a standing location he or she controls, if able.
U		NN	* Harrenhal	4	Location					Westeros.	Dominance: kneel Harrenhal and kneel 3 influence to choose and kill a character.
R		NN	* Ygritte	3	Character	2	@		\$	Wildling.	Response: after you play Ygritte from your hand, choose a Night's Watch character. Take control of that character.
R		NN	* Jon Snow	2	Character	2				Night's Watch.	No attachments. Deadly Response: kill a Night's Watch character (cannot be saved) to save Jon Snow from being killed or discarded.

R		NN	* Pypar	3	Character	2				Night's Watch.	No attachments. While any player has an Others plot card revealed, Pypar gains "Response: after you win a challenge in which Pypar participated, draw a card."
R		NN	* Mance Rayder	3	Character	3	@	#	\$	Lord. Wildling.	You may choose to pay a +2 gold penalty (cannot be ignored) when you play a Wildling character. Response: after you play a Wildling character with a gold penalty, choose and discard from play a non-Limited location with cost 3 or lower.
R		NN	* Jaqen H'ghar	4	Character	3	@	#		Ally.	Stealth. Deadly. Response: after a character is saved, kneel 2 influence to choose and kill a different character with equal or lower STR.
R		NN	* Benjen Stark	4	Character	3				Night's Watch.	No attachments. Stealth. Response: after Benjen Stark is killed, kneel 2 influence to exchange a plot card in your used pile with a plot card in your plot deck.
R		NN	* King-Beyond-the-Wall	1	Attachment					Title.	Wildling character only. Response: after you reveal a plot card, kneel attached character to choose a non-Wildling character. Discard all attachments and power from that character.
R		NN	Robert's Deathbed	0	Location					King's Landing	After you kneel Robert's Deathbed to pay an influence cost, discard it from play (cannot be saved). [3 INFLUENCE]

R		NN	King's Landing	3	Location					King's Landing	Deathbound (when this card would be discarded, it goes instead into your dead pile). Any phase: kneel 1 influence to choose a House. All characters with that House affiliation get +1 STR until the end of the phase.
R		NN	* The Wall	4	Location					The North.	Deathbound (when this card would be discarded, it goes instead into your dead pile). Dominance: kneel 2 influence and discard one of your Night's Watch characters from play (cannot be saved) to choose and discard a character from play.
		V									
		V	Name	Cost	Type	STR	M	I	P		Text
C		VS	Jojen's Counsel		Event						Challenges: choose a % character. Until the end of the phase, that character gets +3 STR and does not kneel to defend.
C		VS	Arya's Revenge		Event						House Stark only. Deathbound (when this card would be discarded, it goes instead into your dead pile). Any phase: kneel 3 influence to choose and kill a character.
C		VL	Insidious Ways		Event						Challenges: choose an attacking ^ character. Until the end of the phase, that character gets +2 STR. If you win the challenge, draw 2 cards.

C	VL	Arrest and Imprison	Event							House Lannister only. Deathbound (when this card would be discarded, it goes instead into your dead pile). Response: kneel 1 influence to cancel the effects of a character or location ability. Then, kneel that character or location.
C	VB	"I am King Here!"	Event							Challenges: choose an attacking or defending & character. Until the end of the phase, that character gets +2 STR. If you win the challenge, claim 2 power for your House.
C	VB	Shadow Play	Event							House Baratheon only. Deathbound (when this card would be discarded, it goes instead into your dead pile). Challenges: kneel 2 influence to choose a character with STR 3 or lower. Until the end of the phase, take control of that character.
C	VG	Like the Seas	Event							Challenges: choose an attacking or defending _ character. Until the end of the phase, that character gets +2 STR and cannot be killed.
C	VG	Tidal Wave	Event							House Greyjoy only. Deathbound (when this card would be discarded, it goes instead into your dead pile). House Greyjoy only. Any phase: kneel 2 influence to choose and discard a location from play (cannot be saved).

C		VT	Spinning Slash		Event						Challenges: choose an attacking ~ character. Until the end of the phase, that character gets +2 STR. If you win the challenge, choose and discard an attachment from play.
C		VT	Blood Magic		Event						House Targaryen only. Deathbound (when this card would be discarded, it goes instead into your dead pile). Any phase: kneel X influence to choose a character without attachments. Until the end of the phase, that character gets -X STR and is killed if its STR is 0.
C		VM	Night Favors the Silent		Event						Challenges: choose an attacking > character. Until the end of the phase, that character gains stealth. If you win the challenge, shuffle any one player's discard pile into his or her deck.
C		VM	Injurious Poison		Event						House Martell only. Deathbound (when this card would be discarded, it goes instead into your dead pile). Response: copy the effects of an event card or character ability just triggered (without paying any costs).
C		VN	< Shadow in the North		Event						Challenges: choose and kneel a character with STR 2 or lower. Response: after an Others plot card is revealed, kneel 1 influence to return Shadow in the North from your discard pile to your hand.
C		VN	Nightmares		Event						Any phase: choose a character or location. Until the end of the phase, treat the text box of that character or location as though its text box were blank.

C		VN	Please Let It Burn		Event						Challenges: during a challenge, choose an opponent. Lower the claim value on his or her revealed plot card by 1 for the duration of the challenge.
C		VN	Too Weak to Fight		Event						Any phase: choose a character without a @ icon. Until the end of the phase, that character gets -3 STR.
C		VN	Too Blind to See		Event						Challenges: choose a character without an # icon. Until the end of the phase, that character cannot be declared as an attacker or defender.
C		VN	Too Baseborn to Matter		Event						Any phase: choose a character without a \$ icon. Discard all attachments and power from that character.
C		VN	Tempting Fate		Event						Dominance: kneel 3 influence to discard the top 5 cards from each opponent's deck. Draw a card for each doomed card thus discarded.
U		VS	The Hand's Judgement		Event						House Stark only. Challenges: choose an opponent. That opponent cannot trigger any effects during @ and \$ challenges this phase.
U		VS	< Forever Stalwart		Event						House Stark only. Deathbound (when this card would be discarded, it goes instead into your dead pile). Response: after you win a challenge as defender, claim 1 power for your House. Dominance: kneel 1 influence to return Forever Stalwart from your dead pile to your hand.

U		VL	Love is Poison		Event						House Lannister only. Challenges: kneel X influence to choose X characters. Those characters must participate in the next challenge, if able.
U		VL	< Forever Whispering		Event						House Lannister only. Deathbound (when this card would be discarded, it goes instead into your dead pile). Any phase: choose a character. Discard 1 power from that character. Dominance: kneel 1 influence to return Forever Whispering from your dead pile to your hand.
U		VB	Retreat to Dragonstone		Event						House Baratheon only. Any phase: kneel 3 influence to discard all attachments from play.
U		VB	< Forever Faithful		Event						House Baratheon only. Deathbound (when this card would be discarded, it goes instead into your dead pile). Challenges: choose and stand a character with STR 3 or lower. Dominance: kneel 1 influence to return Forever Faithful from your dead pile to your hand.
U		VG	Salt in your Eyes		Event						House Greyjoy only. Response: kneel 1 influence to cancel the effects of an event card just played.

U		VG	< Forever Plundering		Event						House Greyjoy only. Deathbound (when this card would be discarded, it goes instead into your dead pile). Any phase: choose and kneel a location. Dominance: kneel 2 influence to return Forever Plundering from your dead pile to your hand.
U		VT	Only Your Life		Event						House Targaryen only. Dominance: kneel 1 influence to exchange any character in your dead pile with a character in your hand.
U		VT	< Forever Burning		Event						House Targaryen only. Deathbound (when this card would be discarded, it goes instead into your dead pile). Any phase: choose a character. Until the end of the phase, that character gets -1 STR. Dominance: kneel 1 influence to return Forever Burning from your dead pile to your hand.
U		VM	The Scorpion's Sting		Event						House Martell only. Challenges: kneel 2 influence to choose a character. Until the end of the phase, that character loses all of its printed icons. Then, for each icon lost, that character's controller must choose and discard a card from his or her hand.

U	VM	< Forever Scheming	Event							House Martell only. Deathbound (when this card would be discarded, it goes instead into your dead pile). Any phase: choose and stand an influence providing location. Dominance: kneel 1 influence to return Forever Scheming from your dead pile to your hand.
U	VN	< Forever Listening	Event							Deathbound (when this card would be discarded, it goes instead into your dead pile). Marshalling: each player with 4 or fewer cards in hand draws a card. Dominance: kneel 1 influence to return Forever Listening from your dead pile to your hand.
U	VN	Purge the Traitors	Event							Dominance: kneel 2 influence to discard from play (cannot be saved) all unique characters and locations controlled by more than one player.
R	VS	Vengeance for Eddard	Event							House Stark only. Any phase: kneel 2 influence to search your deck for a % character with printed cost 2 or lower and put it into play.
R	VS	* From the Ashes of Winterfell	Event							House Stark only. Deathbound (when this card would be discarded, it goes instead into your dead pile). Dominance: kneel 4 influence to search your deck for up to 3 copies of a character or location with the same title, reveal those cards to all players, and put them into your hand. Then shuffle your deck.

R		VL	A Lord's Ransom		Event						House Lannister only. Any phase: kneel 2 influence to cancel a triggered effect that would kill a character you control. Until the end of the phase, that effect's controller cannot trigger any further effects or abilities.
R		VL	* Hands of Gold are Always Cold		Event						House Lannister only. Deathbound (when this card would be discarded, it goes instead into your dead pile). Response: kneel 3 influence to cancel the "when revealed" effect of a plot card.
R		VB	Bound by R'hllor		Event						House Baratheon only. Marshalling: kneel 2 influence to look at each opponent's hand. Then, choose and discard an attachment or non-unique character with printed cost 2 or lower from each of those hands.
R		VB	* Plea to R'hollor		Event						House Baratheon only. Deathbound (when this card would be discarded, it goes instead into your dead pile). Dominance: kneel 4 influence to put all non-doomed characters from all dead piles into play.
R		VG	Along the Saltspear		Event						House Greyjoy only. Challenges: kneel X influence to choose X Longship locations. Until the end of the phase, those locations become characters with 2 STR, stealth, and a @ and S icon.





