

The Siege of Enrilise

Valais was once a great Nation: the Valaisian Royals annexed all neighbouring domains, making Princes, Dukes and Kings into vassals by diplomacy or force. The orange, red, and black standard of the Royal Family waved on every corner of the Continent, and the Arboreal Church displaced local faiths and traditions.

But those times are long gone. The Empire of Draageland, having risen in strength, has begun a military campaign to take Valais as their own, and they are winning. The Draagelanders have taken most of the country, routing the Valaisian army into the mountains. High King Bersaire has fled the battlefield after losing his lone heir and champion, Nitarde the Gilded.



And so, Bersaire and his court have found shelter on Mount Enrilise, among the far eastern mountains on the historically-significant Enrilise Fortress, built over ancient foundations. In the dungeons, a godly relic of the native Sorcerer-Monks of Enrilise has been discovered—some say it might help turn the tide of the war, but the Arboreal Church forbids its use, considering it an unholy artifact.



As refugees flood towards the fortress, the remainder of the Valaisian forces are steeling themselves for their last stand against the Draagelandic army, which is beginning preparations for a siege. The people are already disheartened, and morale is at a new low every day, but Valdemar, Lord Warden of Enrilise and *de facto* commander of the remainder of the army, wants to fight to the last able man, and would rather destroy the fortress than let it fall into enemy hands.

What will happen to Enrilise, the besieged population, and the royal court?

That's up to you.

Will you surrender or fight? Will you betray or remain loyal? Will you use the hallowed relic or heed the warning of the Arboreal Church? Will you survive to live another day?

The High King's Court

His Majesty Bersaire, High King of Valais

As warmth left the body of Nitarde, fatally wounded on the fields before the Capital, High King Bersaire de Valais lost all hope and will to live.

While suffering his son's death, the King has also received blame for Valais's decline, citing his decadent lifestyle, inadequacies as a leader, and mismanagement of the kingdom's assets.

In Erilise fortress, the besieged king spends much of his time in his chambers, soaking his sorrows in wine, pondering the nature of fate, and resigning himself to his House's doom.

Bersaire presides over the King's council, passively listening to his counsellors and commanders, and sanctioning their plans without much care for the outcome.



Lady Lafrenia d'Agisel, Commander of the Kingsguard

Lafrenia is the lady commander of the kingsguard of House Valais. Utterly loyal to the Valaisian royals and exceptionally martially skilled, she rescued Bersaire from capture on the battlefield at great cost to her soldiers' lives.

She was Nitarde's lover, and despite their engagement being rejected by the court due to her less prestigious ancestry, she regardless pursued her position as Lady Commander to be closer to him.

Despite suffering for the loss of her beloved, she has shown resolve in the face of adversity and is supporting the king through his grief, doing what she can to shake him from his fatalistic disposition.

Lafrenia plans to steal the godly relic from the Erilise dungeons, releasing its power upon the Draagelanders—an act forbidden by the Arborial church, and considered heretical.





Lord Valdemar, Steward of Enrilise

Valdemar d'Enrilise is the Lord Steward of Enrilise Fortress. Many generations ago, his House betrayed Draageland and swore loyalty to the royal family of Valais. As a sign of appreciation, the King's ancestor granted the title of Steward to his family, who have been proudly protecting the Enrilise Fortress ever since.

Knowing he will be given no mercy by the Draagerlanders, he is committed to fight to the death with any able-bodied men. Valdemar would rather destroy the fortress himself than let the enemy take it.

Hilcarde, Hallow Maiden of the Arboreal Church

Upon the death of their previous Hallow Maiden, the Arboreal Sisterhood has elected Hilcarde, their youngest adult member, as the new head of the Arboreal Church, and she has taken the role to heart.

Hilcarde is concerned with the potential loss of life, and has been advocating for surrender. She has offered to bless an arranged marriage between the Draagelandic Emperor's heir and Bersaire's niece, hoping to embed the Arboreal Church into Draagelandic custom.

Her only concern is the safety of the refugees and the preservation of the Arboreal Church, and she wants to avoid useless slaughter. She despises the unholy relic and its false religion, fearing its occult powers, and has appointed her personal guard to watch over it.



Master Toxille, the Last Sorcerer-Monk

Master Toxille is the last member of the Order of Sorcerer-Monks of Enrilise, which used to dwell on the mountaintops and formed the priesthood to the nameless sky-god of Enrilise. He acts as a counselor to the court and is trusted in all matters of knowledge and sorcery.

He is convinced that the battle cannot be won, although he dare not mention it to the King's court. He is devoting his efforts towards evacuating the most precious tomes from the library and preventing the godly relic from falling into enemy hands.

Espère, Quartermaster of Enrilise

Espère is the bastard son of Valdemar and has become quartermaster of Enrilith on his appointment. He manages Enrilise's assets with competence, but is also cantankerous and prone to outbursts, which earned him the court's dislike.

As a child, he was disfigured by a drunken Valdemar, who had lost his temper during a banquet. Due to the scars on his face, he deeply resents his father and considers his desire to die in battle the folly of a violent man.

His loyalty to Valais has been questioned, but the fortress cannot run effectively without his administration.



Make Up Your Character

Your job as a player is to make up a character you like and play them as earnestly as you can. There is no need to be friends or allies to the other players' characters, or to work together in a group, and you can even make up a villainous character if you'd like.

Your constraint is only that your character must be stuck inside the besieged Enrilise Fortress. They can be of any social class or background, and you can link them to the NPCs if you want.



Picture: Select one of the above pictures for inspiration or provide a similar one of your own, and start by asking yourself who that character is and what their position in Enrilise fortress might be.

Naming: Valaisian characters will have French-sounding or Frankish-sounding names. Draagerlandic characters will have Germanic-sounding names. Apart from this, feel free to take inspiration from any historical culture you like. Please don't use "Warcraft Fantasy" names—think Game of Thrones, not Warhammer.

Title: Specify your character's title or occupation, if any.

Character Story: Write 50 words or less to describe anything about your character's appearance, status, origin or background, what they can do, their gear or resources, their relations or companions, or what they want.

- Do not use superlatives or generalized terms.
- Make up and include other characters or past events if you want.
- You may freely include your character's name and title—they do not count towards the 50 words.
- Underline words or short phrases to define **Traits**, as many as you can or want. Traits start with a +0 bonus.

You have 15 starting dice. You may spend up to 14 of them for Trait bonuses. +1 Bonus costs 1 die; +2 Bonus costs 4 dice, +3 Bonus costs 9 dice, etc.

Pool: The remaining dice become your starting Pool.

You can also buy traits at any time during play, or improve them by paying the difference in cost (e.g. Improving from +1 to +2 costs 3 dice).

Rules of Play

The GM plays the backstory and the physical qualities of situations in play. Players' knowledge and backstory input is restricted to content in their characters' stories. Unless stated actions by players intercede, the GM begins new situations including cuts in location and time. The GM plays all non-player characters, including those listed in the characters' stories.

Conflicts (dice rolls) are identified by anyone in play based on what's happening or on what they're about to do. The scope of a given roll and potentially damaging or lethal effects are identified by the GM.

Everyone involved in a Conflict picks one (just one) of their applicable Traits to use, receives 1-3 Gift dice from the GM, and decides how many of their remaining pool dice they want to gamble.

Roll a number of dice (d6s) equal to: [1-3 Gift dice] + [dice equal to the bonus for one Trait] + [Pool dice they choose to gamble].

If at least one die shows a "1", the conflict succeeds, otherwise it fails.

- If the conflict is failed, the GM narrates, and all gambled Pool dice are lost.
- If the conflict succeeds, gambled Pool dice are kept, and the player chooses whether:
 - the GM narrates minimally and the player **adds one die** to their Pool, or
 - the player narrates (take a **monologue of victory**) with greater latitude for effects and consequences.

Describe the success or failure, including ordering, causal events, actions, effects, and characterizations.

Whether the GM or player narrates, they should keep in mind that the effects of the roll should be as decisive as possible within the scope, in the sense that a clear change in the situation happens. Players should keep in mind they can't add new information to the backstory; they can only use elements that have already been established. The GM should keep their narration as basic and minimal as they can, while the player can be more extravagant.