

# The Grand Tourney: Discussion

Please, all the interested need to sign here and write in their own colour to avoid confusion.

Lothbrok/HenryBohun (who runs, mods, and is the final word in this SB)

ItalianIlluminist/(who co-runs and mods this SB).

Shearwater (an anon of some number).

SidereaAquila

Cspr

summergrl13

*roostangarar*

Profiles for major characters - Kings, Dukes Princesses (Post here first)

Taking the king of Korvir. 8) Furthermore, I'll also be using many other one-timer characters to further the plot. Korvir is far sneakier than you guys might think.

## ItalianIlluminist's Profile Draft

**Name:** King Sirius II of Korvir (actual surname is Rishiko).

**Age:** 43

**Gender:** Male

**Social Status:** King of Korvir, Duke of Vassyka and (by long hereditary ties which may or may not be respected in the course of this SB) Brightwater

**Affiliation:** Korvir, of course.

**Appearance:** He's a very stern-looking man. His jet black hair is clipped short, and the faint

grey streaks are barely noticeable. His moustache is still thick and neatly trimmed, covering that part of his chin around his mouth. His eyes, like all those of his family, are oddly discolored: one is steel grey, the other coal black. He usually keeps his barely lined face inscrutably blank, and nobody is capable of anticipating what he's about to say or guess at his thoughts. He keeps his physique fit, and exercises regularly. He doesn't enjoy sports such as hunting or bear-baiting, but his duties as a king demand he attend such events, although he tends on discouraging the latter.

**History:**

**Personality:**

**Up for love:**

**Other:**

Grand Duke of Povis is mine (Lothbrok's) before anyone tries to nab it

[SidereaAquila's profile draft](#) (That's fine, you can post it whenever you want)

I'm taking two characters--a princess of Korvir and a high-ranking knight.

Name: Karina of Korvir (actual surname is Rishiko)

Age: 17

Gender: Female

Social Status: Princess of Korvir

Affiliation: Korvir

Appearance: Karina is of medium height, about 5'6", and has a graceful build. Her hair is curly and auburn, and falls just past her shoulders. She usually keeps it in a bun or a braid. Her left eye is bright green, and her right is yellowish hazel. She has pale skin, and is considered very beautiful. She wears elegant but loose clothes, usually in green or other earthy tones, and the only jewelry she wears is a chunk of black rock on a necklace chain. When she doesn't have to look good for social functions, she wears her riding outfit--a loose skirt, blouse and vest, and tall boots.

History: Because he was the King of Korvir, Karina didn't see her father very often. She was mostly raised by her mother and the maidservants. As a child, Karina was very observant, and she learned quickly how things worked in the kingdom. When she began to show a particular prowess for politics, her parents gave her much more freedom, and she didn't disappoint them. She was particularly interested in battle strategy,

and she was able to help the King's admirals on several occasions. Most of her childhood, especially the time she spent studying military tactics, was kept secret, to preserve her image, so her many talents come as a surprise to those who don't know her.

Personality: Karina acts differently around different groups. Around royals, she is very proper; around commoners, she's courteous and kind. Although not everyone is aware, she is very smart. She has access to many resources, and she gets what she wants, usually through bribery and threatening. The people love her, and she knows how to use this to her advantage. She uses her freedom liberally, and makes sure that anyone who gets in her way doesn't do so again. She likes to visit the Korvirian soldiers, and she's particularly good at archery. She will probably bribe/threaten her way into the archery contest.

Up for love: Yes. She's faithful, but wary of marriage.

Other: She has her own bow, which she brings with her everywhere she travels. She also carries a small knife, hidden in her belt.

Name: Sir Arius Clearwater

Age: 24

Gender: Male

Social Status: Knight, admiral of the navy

Affiliation: Korvir

Appearance: Arius stands at 5'10", and has a wiry, athletic build. His hair is light brown, cropped short, and his eyes are light gray. He has pale skin, an angular face, and a wide smile. He has white scars all over his arms, and a few small ones on his neck and face. He usually wears his uniform, which consists of a blue shirt and pants, a leather vest, gloves, boots, and a goat-skin cloak.

History: Arius comes from a long line of knights and soldiers. His father was an accomplished naval officer, and his mother was a noble, closely related to the royal family. He had a younger sister, named Carava. When Arius was seventeen, Carava and his parents were killed when their ship was attacked by pirates. His sister's death inspired Arius to join the navy, to protect other Korviri children. Arius, showing a surprising aptitude for naval tactics, quickly surpassed his father's accomplishments and was promoted to admiral at age twenty. He can pilot a ship, and will often accompany his sailors into battle.

Personality:

Up for love:

Other:

Name: Prince Carsen Lovell

Age: 19

Gender: Male

Social status: Prince of Vagria

Affiliation: Vagria

Appearance: About 6'1", with a lean but muscle-y build (think swimmer's body). His hair is dark brown, medium length and his eyes are light grey. His skin is lightly tanned. He usually wears rather simple clothes; a simple white shirt, black vest, black pants, and a cloak.

History: He is the only son of the King of Vagria, and clearly the family favourite as well as the kingdom's. His father often brought him with him on trips, showing him the kingdom and associating him with his future subjects. His father has taught him to hate the Korviri, but he secretly thinks his father is wrong. He has two young sisters. His mother gave birth to five children total, but only Carsen and his sisters survived. He's very outdoorsy and good with a sword or bow and arrow.

Personality: Very daring and adventurous; thrill seeking. The Tourney is perfect for him, in other words. He's good natured, but has a dangerous temper, especially when he loses. He has a charismatic personality that tends to draw people to him, making him very likeable to the people of Vagria. He's a very big flirt.

Up for love: sure, if you can get him to commit (THAT would interesting)

Other: He keeps his sword on him at all times, as well as his bow and arrows.

*Name: Duke Hamish Ogilvie of Brightwater*

*Age: 51*

*Gender: Male*

*Social Status: Duke*

*Affiliation: Vagria*

*Appearance: Old, grey and plump, Hamish still has a twinkle in his eye. He may not look it, but he's still deadly fast with his walking stick.*

*History: Became Duke at the age of 18, what with his father dying when he was a child. His first act as Duke was to execute the corrupt Regent who had been making life a misery for the serfs. This, along with his numerous public projects have led to him being a well loved and respected leader. However, he knows better than most that the peasants need to be kept in their place for their own good if nothing else and isn't averse to taking harsh measures, like when he*

*slaughtered a village for harbouring bandits repeatedly. Has successfully defended the Capital of Brightwater, Clearstreams, from invading armies for decades, unlike his forefathers.*

*Personality: Stubborn, suspicious (almost to the extent of paranoia) and stern. He's considered as a father figure by most, but one who is a shrewd military leader. His only real weakness is good food.*

*Up for love: No, he's happily married to Anne Ogilvie, Duchess of Brightwater*

*Other: Very handy with his cane, be it beating an insubordinate subject or disarming a would be assassin.*

## Plot Discussion

## Background (the lands, their customs, and their resources)

### Vagria

The richest of all the nations, its natural wealth is the envy of both the Korviri and Povisians. It was once the largest of the nations before a series of disastrous wars with the combined might of Korvir and Povis forced it to give up much of its land, and much of their military was disbanded. They survive mostly by seeking assistance from other lands. The King holds much more power over his vassals than the other kings, not allowing his nobles as much freedom as Korvir and Povis. The Dukedom of Brightwater borders Korvir. Brightwater has changed hands many times with their being to less than a dozen different claimants on both sides of the border. Once or twice a generation Korvir and Vagria fight over it but this time is much more serious with Korviri soldiers marching in their thousands to the border and Vagria responding in kind.

### Povis

Povis is a collection of Duchy's who elect their leader from among the strongest/most influential of the Dukes, who are brought to power via hereditary means. The Grand Duke, elected by the Dukes and the male part of the populace that is rich enough to vote, has a final say on matters of national importance, but other than that the Dukes are nearly independent, only really banding

together to fight in wars or making decisions that affect the whole nation. The country is renowned for its spearmen, who have more than once turned back the armies of its larger neighbours. It is a mountainous area, almost completely encircled by the impassable peaks of the Thunderspear Mountains, making invasions difficult, however, it also limits the trading routes and communication with other nations. Passes up the mountains are frequently raided by bandits and blocked up by snowstorms and avalanches. Trolls are frequent cause of much disturbance. Guard towers exist on the main routes and even intervals to try and keep banditry to a minimum, although a toll is exacted, and the less guarded (therefore cheaper) passes are far more dangerous. There is much talk about a tunnel, cutting straight through the mountains, to facilitate commerce. The problem is, with the war brewing, resources are scarce. However, they maintain quite a self-sufficient economy -- although not so great they can expand with ease -- due to the abundant gold and ore mines in the area, as well as fat mines. They have good economical relations with Korvir because of this (and also because Povis's army is fairly small, especially compared to Korvir). The People of Povis are split into two groups: Tribesmen and Lowlanders. The Lowlanders live in the valleys and vales of Povis while the Tribesmen make their homes high in the mountains, where daily life is hard and the harsh winters leave no room for weakness.

#### Korvir:

Korvir is the largest of the nations but is not rich in terms of agriculture or gold, as its territory mostly consists of cold, hard ground, hitting far below freezing during the winter. Instead, it relies on its powerful navy and pure size of its army to maintain its power, the Royal Guard enforcing internal discipline rigorously. They lack gold mines and the such rather than actual money. Their navy is the strongest of all the kingdoms and as such most merchants are willing to pay the higher tax rates for the added safety from pirates and insurance in case of natural disasters or whatnot. They do have iron and the such (the material required to upkeep an army) but lack the gold and silver of the other nations. Their men do not have the best equipment when compared to the other kingdoms but they mostly rely on numbers to carry the day. Politically for Korvir all there really is to know is that it practises Limited Crown Authority, meaning vassals are relatively independent and so the King must not show weakness to the extent that other noblemen are allowed to have their own way, lest it ferment into a rebellion. Furthermore, there are no 'politicians' in the country. As in, there are no internal representatives of the people. As it is a monarchy, the king's family is always on the throne, the noblemen are limited to military functionaries. Some elite noblemen serve as counselors, which change every three years for safety reasons, and legislative and executive functions are -- while the King holds the final word -- also counseled by a Tribunal, whose members change every five years. The

members of the Tribunal, on the other hand, are not noblemen, but common citizens that have proved their worth in the particular field in question, therefore ideally suited to ensure that the people are not too miserable. The current King (**ItalianIlluminist**) is a smart man and realizes that if the people are unhappy, the country crumbles. Therefore there are also recreational facilities, such as theaters and operas for the richer class, and street performers and musicians for those that can't afford so many amenities, hosted once every Sunday for little to no price. Communal meal houses for the poor are also in vigor. The food isn't first class, but it does provide energy to those that can't afford anything whatsoever. Those who use public functions, however (viz -- everyone), must be registered at the Tribunal. That way, the King (viz -- his functionaries) know/s around how many people live in his kingdom and what is the percentage of those that cannot maintain a decent living and so forth. It isn't a perfect method, but most people know that if the government itself knows you exist, it's all the better for you.