

The King & the Assassin

Hannah Dolan

STORY PREMISE

Rebellion stirs within the citizens of Asirai. Their freedoms are being challenged and their families are suffering under the oppressing laws the king continues to pass.

The rebels look for their opportunity to strike, but it isn't until a runaway prince and an ex assassin join the fray do they gain the upper hand.

As secrets come to light, the fate of Asirai becomes more uncertain and the country and its people are in greater danger than anyone once thought.

BACKGROUND INFORMATION

The People

The head adviser to King Brennus and Queen Corinna, Kane, is becoming more powerful. With his sights set on the throne he finally made his move for the throne. With the Assassin's Guild at his disposal he threatened the royal family's lives in order to gain more control over the country. Unable to inform his family or anyone else about Kane, lest his family pay the price, Brennus quietly allowed Kane to raise taxes and to demand more product be exported than the workers can make.

The Rebellion

Asirai, known for its people liveliness and freedom and art, is becoming more militant and restrictive. The people are getting restless and fed up with the chokehold the monarchy has them in. A rebellion is forming, and it gets stronger with each day, people are being encouraged to fight back and cause a change, and the citizens are becoming more willing to do so. The actions of the rebels cause the oppressing laws to increase (curfews are enforced, taxes are raised more) leaving the country in a vicious cycle that doesn't appear to have an end.

The rebellion is the Guard's number one priority. There are rewards for those who pass along any information about the rebels' plans or members. The rebels' acts of defiance range from attacking Guard shifts, to sabotaging trade routes, to outright revolts. They gain information through spies and leaks, but are still far from making any sort of attack on the palace.

Aelius

Prince Aelius does not know of Kane's threat, but he can see that the adviser has more power than he should. He confronts his father and mother on the matter, but is brushed off and remains in the dark. So, he sets out to do what he thinks is right. He leaves the palace and seeks out the rebels, hoping that his knowledge of the palace's inner workings and the information he has about every noble in the country will help the rebels' plans.

Raiden

Raiden's days as an assassin had ended a few years ago after the leader of the Guild, Dion, began to make too many decisions without giving his reasons. But before she left, she did some digging and found that he was working with nobles. Not wanting to a part his plans, she left. Soon after leaving, Raiden discovers that the Guild is after her for what she knows. Raiden moves from town to town and country to country, constantly looking over her shoulder. One night she saves a woman from an attacker. A simple good deed turns into a nightly routine of looking for thugs and criminals and occasionally Guards that take advantage of their position. She gains a reputation as the Ghost, a vigilante that haunts the streets of Trasinn. Most believe her to be a part of the rebellion, but Raiden has no desire to join the rebels.

MAIN CHARACTERS

Raiden

Age – 22

Ethnicity – Asirainian

Height – 5' 9"

Eye Color – One green, one gray

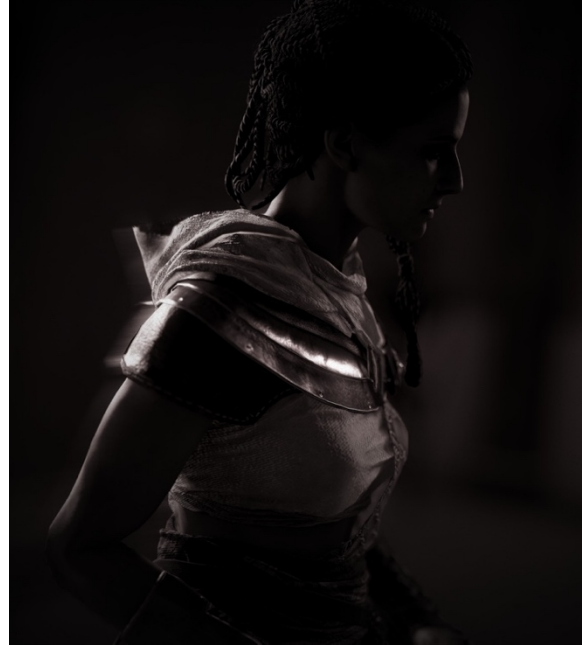
Hair – Black to white ombre, wavy

Weapon of Choice – twin blades

Identifying Marks – Three scars around right eye; Tattoos on right arm and back

History

Raiden's parents died when she was young, and she left her village. After coming across Varin in Trasinn she began her training as an assassin and quickly became one of the best in the guild. At 20 she leaves the Guild and goes on the run. At 21 she becomes a vigilante known only as the Ghost.



Personality

Raiden is a quick learner and enjoys doing so. During her training she learned how to use an array of weapons and combines different styles of fighting. She is well disciplined in this area, training every day and constantly striving to improve her skills. She knows multiple languages, the history of other countries and how their societies function. She is knowledgeable about medicinal herbs and can treat common illnesses. She also knows about different creatures and how to act around them that won't result in an attack. Her village often said she was blessed by the beast god because of this.

She is stubborn and hard to get along with initially, but most can be won over with her quick wit and adventurousness. Her time spent on the run left her apathetic, it's not until after she spent some time with the rebels does she relearn how to relate to others. Once she realizes she can trust them she has an easier time opening up and forming friendships. Raiden relies on actions to show how she feels about people, she won't profess her feelings, but she will have your back in a fight.

She doesn't regret what she did as an assassin as she only took jobs that did not clash with her wobbly moral compass, but she does acknowledge that what she did is considered wrong. She hopes to push past it and make something better for herself. She is strong willed and has a mentality to keep going.

Goals

Raiden wants to be done. She is tired of having her past follow her and, after joining the rebels, she realizes that running away from it isn't going to stop what's coming. She must make the decision to face the assassins hunting her and in turn fight for her country.

Aelius

Age – 24

Ethnicity – Asirainian

Height – 6' 2"

Eye Color – Gray

Hair – Blonde, short

Weapon of Choice – Broadsword

Identifying Marks – Tattoo on back of hand

History

Done watching as his parents allow the advisers to take control of the country, Prince Aelius leaves the palace and joins the rebels.

When he finds the rebels, Aelius tells them the truth that he wants to help. Initially they are distrustful of him and think he is a spy for the king. But he convinces them otherwise, he explains that he wants to help them and restore the country even if that means going against his parents and his former way of life. They end up trusting him, a little hesitantly, but eventually they realize that he is honest and has good intentions.

Personality

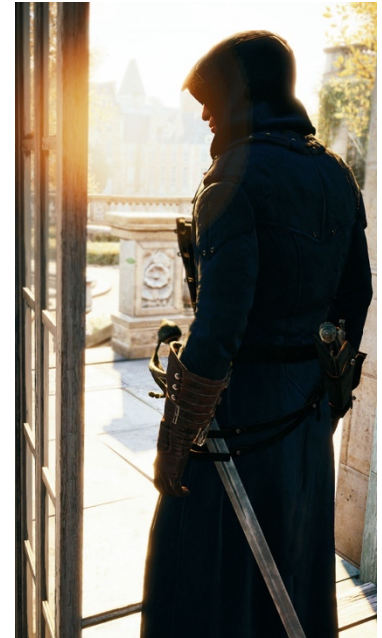
As the prince of Asirai, Aelius has a strong sense of duty to his people. He is a bit of an idealist and doesn't always realize what all it would take to get to that ideal world.

Aelius is easy going and easy to like. He is the kind of person people want to be friends with, and Aelius is the type who wants to be friends with everyone. This made his life in the palace enjoyable and he had great relationships with his parents and anyone who passed through the castle (other royals, nobles, servants, etc). He is passionate and holds himself as prince to high standard. He wants to be a good leader, and he achieves this by looking at the strengths of his comrades and working with them. He can be a little impulsive and this can get him into trouble.

Aelius has set high standards for himself in everything. He wants to be the best king, and he thinks he has to be perfect to do so. He often becomes frustrated with himself when he falls short of his own expectations. The more time he spends with the rebels, the more humbling it is and gives him a new perspective. He loosens up as the story goes on and he realizes that even though he stumbles doesn't mean he can't get to where he wants to be.

Goals

More than anything he wants to set things right. Aelius like he is in part responsible for what is happening, even though he has no control of the situation. He also wants to keep the king and queen safe. He knows they are wrong in what they allow to happen, but he doesn't want the rebels to harm them. He has a bit of blind spot for his parents and tries to point the blame away from them and to the advisers. Throughout the story he does what he can to keep the safe, but this makes some rebels suspicious of his true intentions.



SUPPORTING CHARACTERS

Kallista

Age – 38

Ethnicity – Asirainian

Height – 5' 7"

Eye Color – Green and blue

Hair – Black and brown, pixie cut

Identifying Marks – Scar on chin

Kallista is the leader of the rebels. It started with only a few trusted friends and the operation quickly grew. In her early twenties, Kallista was in the military, when she got out, she settled down and had a family and now works as a blacksmith. Her work gives the rebels access to weapons as well as information. Some buyers of high ranking (nobles and Guards) are willing to aid the rebellions and provide information.

Before the country's current problems Kallista was a serious woman, and this aspect of her personality only grew after she watched her friends and family suffer. She may be too serious sometimes, but this makes her level-headed and capable of guiding the more ambitious rebels in one direction. Because of her desire to keep her loved ones safe she tends to be too cautious; this can prevent the rebels from making progress sometimes as she won't take certain opportunities due to the risk involved. This way of thinking makes her clash with Raiden when they finally meet and gets their relationship off to rocky start.



Kallista's forge. She doesn't fight or go on missions, but she uses her forge to make weapons for the weapons and as a way to receive information from customers who want to help.

Bradder

Age – 25

Ethnicity – Asirainian

Height – 6' 0"

Eye Color – One green one brown

Hair – Black and dark red, shoulder length

Weapon of Choice – Hand axe and dagger; archer

Identifying Marks – Scar on shoulder and across chest; Tattoo on arm and chest

Bradder is a farmhand turned rebel. He is something of a second in command and Kallista often designates him to be the leader if she ever needs to leave for an extended amount of time. Bradder is much more easy-going than Kallista and wants to make bigger moves against the king. This causes the two to butt heads, but their arguments typically resolve quickly with a compromise that ultimately pushes the rebellion further, but not as drastically as Bradder had suggested.

Bradder's joking personality is often mistaken for incompetency, which is not the case. He is a quick thinker and skilled fighter. He often leads missions and the rebels look to him for guiding almost as much as they to Kallista. Bradder is welcoming and loyal, making him a good friend to everyone he meets.

Bradder has a mother and sister that still live on their farm in the south. They were getting by fine until taxes went up and the nobility started taking more of the money that was made on the exports. Now they are struggling to get by and Bradder hopes that the rebellion will lead to a better future for himself and his family.



Bradder's weapon of choice. He may use two axes or a combo of an axe and a dagger.

Varin

Age – 27

Ethnicity – Fasaran

Height – 6' 2"

Eye Color – Brown and blue

Hair – Brown, buzz cut

Weapon of Choice – Daggers

Identifying Marks – Scars on hands and forearms; Tattoo on back that curves onto the top of his shoulders

Varin left his country, Fasar, and came to Asirai for a new start. He joined the Assassin's Guild and made a comfortable enough life for himself. He is the one who found Raiden and offered her a place in the Assassin's Guild.

He is quiet and doesn't talk much preferring facial expressions and simple gestures to reply or explain his standpoint on a subject. Despite seeming serious and broody, he is very easy to get along with and enjoys the company of his friends.

Varin isn't one to look too far into a subject and when Raiden comes to him about Dion's dealings, he refuses to help, setting them at odds. Despite his refusal to help, Raiden still tells him what she found and tells him to leave the Guild with her. He still refuses to leave unsure of the consequences and the two part ways. When Dion sends a hunting party after Raiden, he volunteers in order to slow the process and keep Raiden safe. He begins to question Dion and the other assassins and whether his decision to stay instead of leaving with Raiden was the right one. This questioning pushes him further from the assassins and further down a path that leads away from the Guild and towards the rebels.



Varin's daggers. Though he is skilled with a number of weapons, he prefers his daggers.

LOCATIONS

Trasinn

The story takes place in Trasinn, the capital of Asirai. The city is the largest in the country and sits atop a cliff. The city is made of intricately designed buildings that showcase the greatest architects. The streets connect everything in a maze-like way and there are multiple ways to get to one place depending on how long you want to take to get there. The city is a hub for artists, traders, and smiths, making it a lively city filled with residents and visitors. It is also the destination for festivals/celebrations. Even though the entire country celebrates, Trasinn has the largest show and the most going on.



The streets of Trasinn

Rebel Bases

The rebel base is located under a tavern. It's bigger than one would think being under a tavern, but smaller than what you'd expect of a rebel base. The rebels run operations through a system of bases throughout the city and surrounding rural area. There are locations in the other cities and farming towns in the south, but the main ones are in or near Trasinn. Each one is small but effective in providing information and getting the right people to where they need to be at the right time. The main base is where rebels go to get briefed on a mission and where Kallista usually stays, but she'll leave to go check in at the other bases. All of the bases are hidden, and you wouldn't know they were unless you knew to look, this keeps the operations secret and protects the identities of the rebels.



The stairs leading up to the tavern.

The Royal Palace & Noble Estates

These locations are viewed by the rebels as places to infiltrate.

“How can I get in and out without being seen? How many guards are there and when do they switch shifts? What is the schedule of every member of estate/palace? What are good look out points? What arches or balconies can be used to spy?”

This is how our rebels and assassins see the buildings. They aren't beautiful works of art, but a tool for getting to what's inside.

The palace and noble estates are most important for the information the rebels can get from those that live there. The servants, Guards, and even some nobles work with the rebels. For the estates that are not owned by rebel sympathizers the rebels must sneak in to get what they need from spying. These locations are luxurious and pose a high risk if anyone was to be caught inside. To infiltrate the rebels must know the schedules of everyone inside as well as all escape routes and areas for hiding.



Architecture like this can be found throughout the city, but is more common in the noble's houses and the palace.

The palace is in the center of the Trasinn, life revolves around it. It is heavily guarded, but very important that the rebels know its layout and how to get in. There are multiple lookout points from surrounding buildings that can be used to study it. Because of the bustling crowds that pass by, it is easy to walk by/around the walls in order to gain information about guard shifts and the coming and goings of anyone residing or working within. The palace is 3 stories and has multiple balconies, and arches that branch across towers.



The royal palace.

The estates are simpler in design than the palace, but still grand displays of the Asirainian architecture. They are large buildings with a plainer design, they're beauty comes from the mosaics and engraved artwork on the outer walls. There are estates within the city limits as well as few dotting the more rural edges of Trasinn. Most will have a wall around it, or guards stationed at various posts or both. Even though they are not as high risk as the palace itself, the nobles' estates are still formidable matches for anyone looking to get in.



About what a noble's estate would look like from the outside.

ADDITIONAL WORLD INFO

Religion

The religion of the Asirainians is the worship of five nature gods – Trai (water), Iras (air), Erea (earth), Vyria (Fire), Ferran (beasts). Practicing this religion means that the people of Asirai have a high respect for nature and the animals. Their society revolves around it and most aspects of their culture can be drawn back to it. Humans and animals are viewed as more or less the same, making Asirainians accepting of all people. The differences in humans is inessential to who they are, the most defining trait of a person is how they work in and give back to their society.

Festivals & Celebrations

Asirai is also known for their festivals. They have them often throughout the year for multiple occasions. They have days to celebrate their gods, equinoxes, solstices, and days dedicated to praying for good harvests.

Trades

Trade is important and the main exports are the products of farms and forges. These two professions are in high demand and is a common profession. Art is another big part of the culture and artists of all kinds work to sell their products.



Blacksmith's forge



Artists use intricate designs and bright colors in their pieces.

Medicine

Medicine is revered in the culture as it is the closest job to nature. Healers must know the different plants and uses for them. They have learned treatments for most infections and wounds. People from other countries often come to Asirai to learn from the healers to better improve their own skills.



STORY SYNOPSIS

The country of Asirai falls into ruin as the monarchy makes decisions that only benefit the nobility.

Prince Aelius leaves the palace in search of the rebels. He hopes that his knowledge will aid their efforts. While there he finds out that the Ghost, a vigilante, is not one of them and goes on a mission to find them.

He meets the Ghost who turns out to be Raiden, an ex-assassin on the run from the Guild. Aelius convinces her to join the rebels and help them take down the corrupt system.

Raiden and Aelius help the rebellion in retrieve information as well as help with the rebel demonstrations. The rebellion grows and becomes a stronger force. They eventually find out that Kane and Dion had threatened Brennus and his family if he did not allow them to take control of the country.

They also discover that Aelius' absence the strengthening rebellion has led Kane to imprison the king and queen and he now completely runs the country. He has plans to assassinate Brennus and Corinna and sets a bounty out for Aelius.

With this knowledge and a new sense of urgency, the rebels begin to spread the word of the advisers and nobles' dealings and what is truly happening in the palace. This causes revolts around the country and capital city, allowing the rebels to launch their attack on the palace to kill the advisers and inform the king and queen of the assassination plans.

STORY EXCERPT

See PDF.

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