

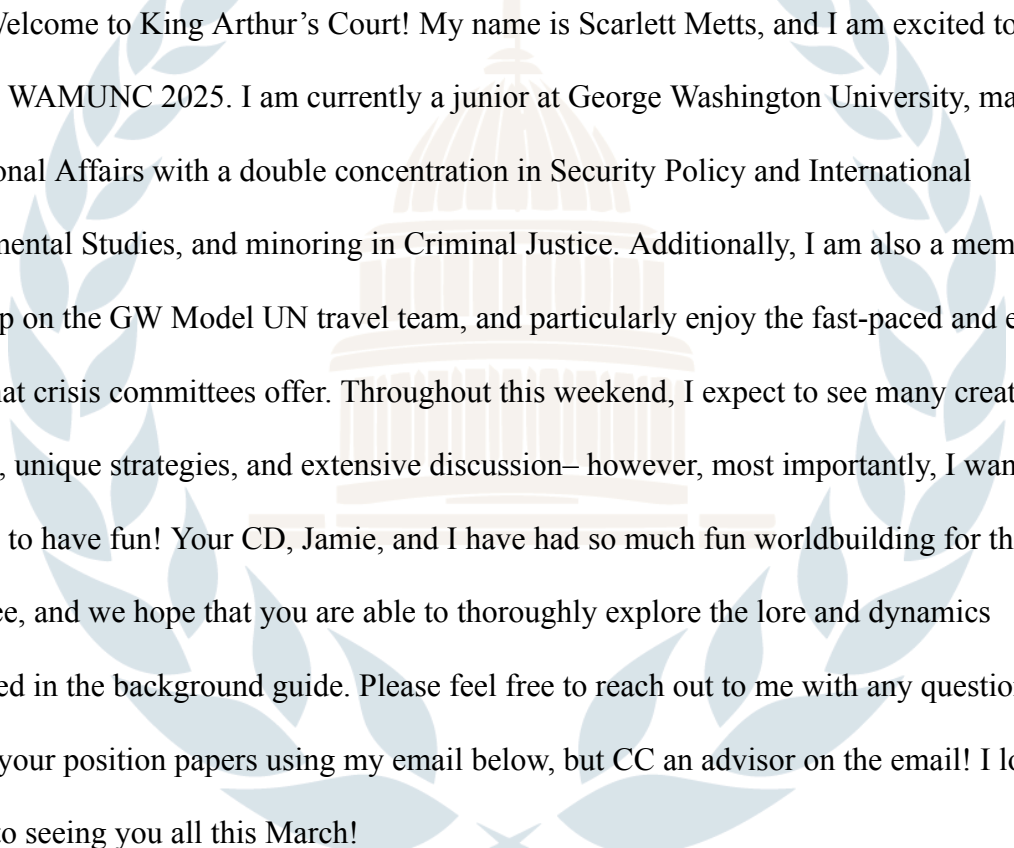
The Knights of the Round Table Background Guide

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Letter from the Chair

Hello Delegates!



Welcome to King Arthur's Court! My name is Scarlett Metts, and I am excited to be your Chair for WAMUNC 2025. I am currently a junior at George Washington University, majoring in International Affairs with a double concentration in Security Policy and International Environmental Studies, and minoring in Criminal Justice. Additionally, I am also a member of leadership on the GW Model UN travel team, and particularly enjoy the fast-paced and electric energy that crisis committees offer. Throughout this weekend, I expect to see many creative solutions, unique strategies, and extensive discussion— however, most importantly, I want everyone to have fun! Your CD, Jamie, and I have had so much fun worldbuilding for this committee, and we hope that you are able to thoroughly explore the lore and dynamics established in the background guide. Please feel free to reach out to me with any questions or send me your position papers using my email below, but CC an advisor on the email! I look forward to seeing you all this March!

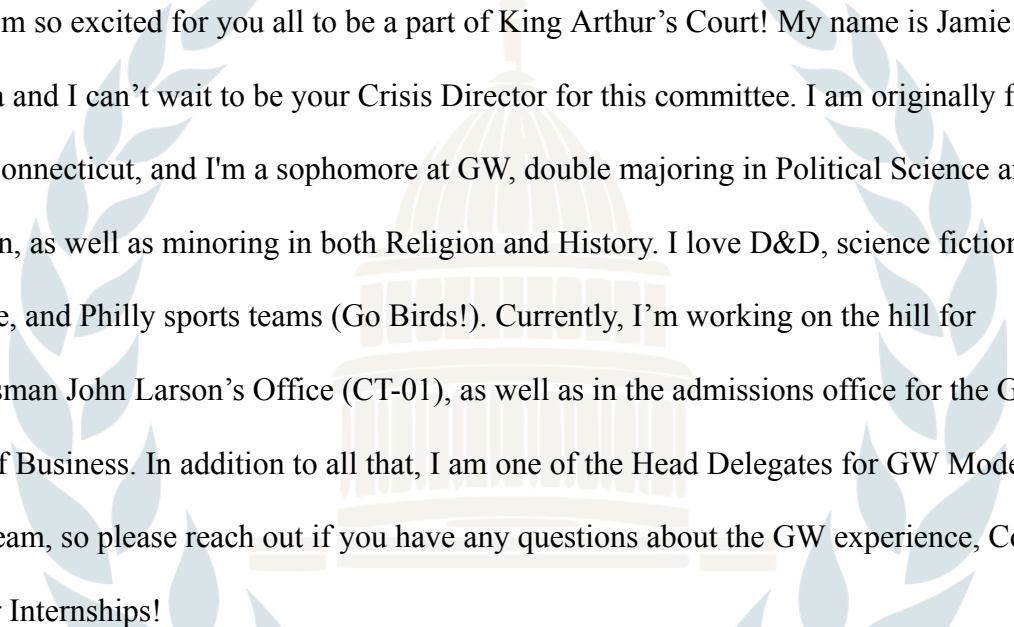
Best Regards,

Scarlett Metts

scarlettmetts@gwu.edu

Letter from the CD

Hi Everybody!



I'm so excited for you all to be a part of King Arthur's Court! My name is Jamie Urrunaga and I can't wait to be your Crisis Director for this committee. I am originally from Berlin, Connecticut, and I'm a sophomore at GW, double majoring in Political Science and Education, as well as minoring in both Religion and History. I love D&D, science fiction novels like Dune, and Philly sports teams (Go Birds!). Currently, I'm working on the hill for Congressman John Larson's Office (CT-01), as well as in the admissions office for the GW School of Business. In addition to all that, I am one of the Head Delegates for GW Model UN's Travel Team, so please reach out if you have any questions about the GW experience, College MUN, or Internships!

I'm looking forward to seeing all of the arcs that you all will create in the backroom, and I know that you'll all make sure to have interesting and exciting stories to tell. As your CD, I am a big fan of seeing arcs that utilize the portfolio powers that each character has access to, as well as ones that work to make your character the focus of the committee. I also hope that it goes without saying that I will absolutely not tolerate any arcs that utilize things like racism, sexism, homophobia, or prejudice against any real-life religions or groups, as well as any major war crimes like genocide or ethnic cleansing. With that said, I do want to see you guys utilize

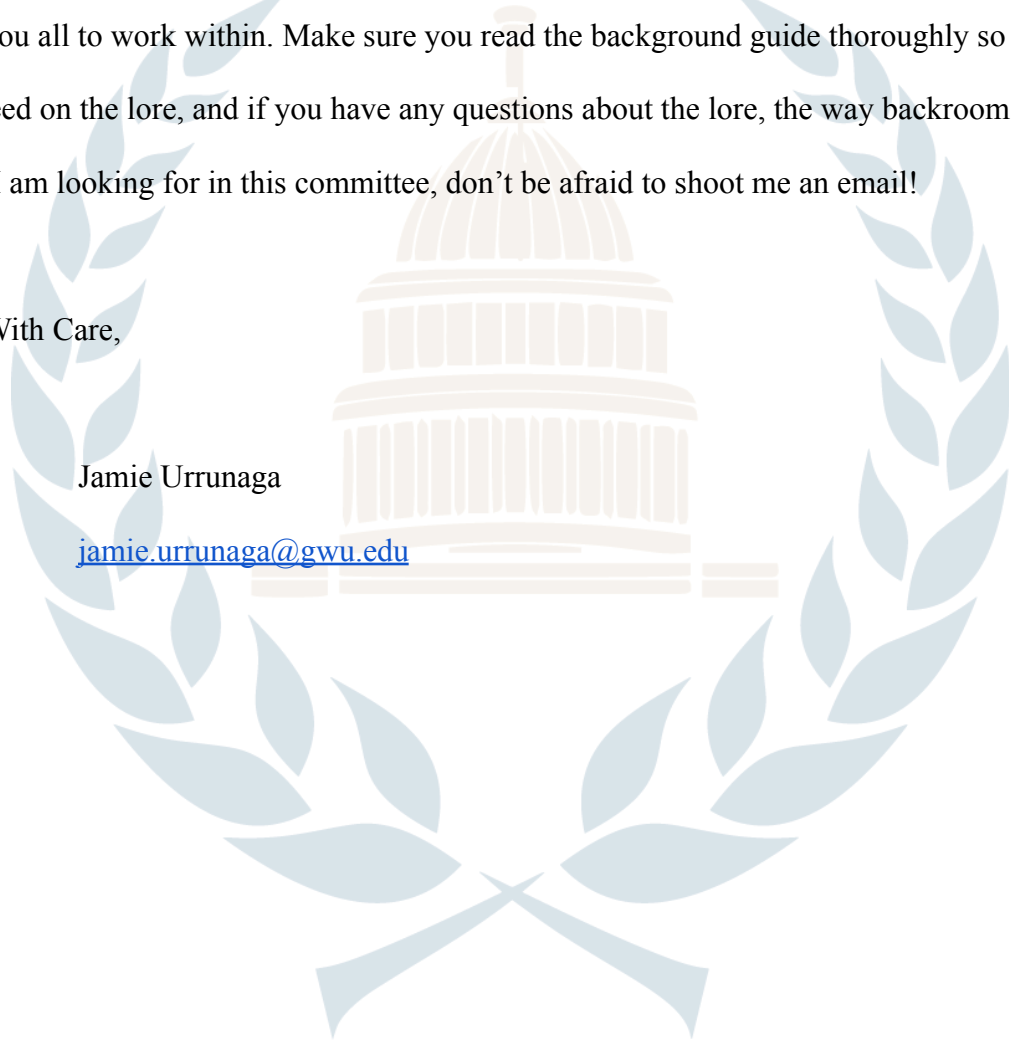
everything you can in these arcs, and to get as creative as possible while still staying within the bounds of reality for this setting.

I can't wait for all of you to experience this committee, as Scarlett and I have been planning this out for almost a year now and tried to create a setting that is both interesting and fun for you all to work within. Make sure you read the background guide thoroughly so you're up to speed on the lore, and if you have any questions about the lore, the way backroom works, or what I am looking for in this committee, don't be afraid to shoot me an email!

With Care,

Jamie Urrunaga

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Introduction to Committee

As a crisis committee, this committee functions with a unique form of parliamentary procedure. Committee is defined by two separate sections: the “frontroom” and the “backroom.” The following sections offer a brief overview of crisis parliamentary procedure:

The Frontroom

The frontroom of a crisis committee is where delegates engage in debate, led by the Chair and the Vice-Chair. Throughout the flow of debate in frontroom, delegates will aim to create and pass “directives.” Directives are similar to resolutions in their format, but much shorter- while a resolution is typically 20+ pages long, directives usually average 1-3 short pages. Directives also do not utilize “preambulatory clauses,” and instead list very short and specific actions to address the crisis at hand. To be a competitive delegate, it is important to be a “sponsor” on at least one directive each round. Being a sponsor means you have actually written something on the directive and are a primary contributor of the creative process, whilst being a “signatory” means that you have read a directive over without contributing to it, but still wish to see it debated during the voting procedure. Therefore, being a signatory does not always mean that you support the directive and wish to vote in favor of it!

In the frontroom, moderated and unmoderated caucuses will be used to control the flow of debate. Typically, in crisis committees, speeches in moderated caucuses are used to respond to various crisis updates and promote directives. Unmoderated caucuses are used to merge

directives with others. While debate is happening in the frontroom, delegates are also expected to work on their pads for the “backroom,” which is why time management skills are heavily emphasized in crisis committees.

The Backroom

The backroom is an extremely unique facet of Model UN that is only found in crisis style committees. Physically, the backroom is a different room only accessible by the Crisis Director and the Crisis Staffers of the conference. Delegates will utilize two different notepads to plan out an “arc” for their character. Think of this arc like a storyline for your character within the context of the committee- arcs should be feasible and make sense given the background and motivations of your character. Typically, arcs aim to cause chaos and go against the general wishes of the committee. Arcs are created by delegates through the use of two different notepads, where delegates write to a fictional character. This character should not be someone in committee, and preferably not a real character either- think of this character as someone you make up for your storyline in order to achieve your goals.

The first note on your Pad 1 is known as your “Manifesto.” This Manifesto is an overview of your entire arc, making sure to clearly state what you hope to accomplish. Keep in mind that due to the dynamic nature of crisis committees, you may have to alter your arc! You may not achieve your exact end goal- competitive delegates know how to adjust their arcs according to the responses and feedback that they receive, as well as to the flow of debate. After you send in your Pad 1, you will only ever have one pad in the frontroom with you at all times. As soon as the crisis staffers take your Pad 1 to the backroom, you should begin writing your Pad 2- when your Pad 1 is returned, you will receive a written response from a crisis staffer who is

acting as the character you have written to. This response will detail if you have achieved your goals from the note, and if not, what you should do to do so. Typically, you should spend your first few notes building up resources in order to achieve your goals. Successful crisis arcs are fluid in nature, and contain well-written notes with creative end goals that will affect the dynamics and debates of the frontroom.

The Lore of Committee

Arthurian lore is, in general, very complex, and it often contradicts itself. Arthurian legends have developed over hundreds of years, and as such, there is not one established storyline or plot. Character dynamics and relationships change in each different retelling, making the lore rather hard to follow. That is why, for the purposes of this committee, we have synthesized several retellings of Arthurian legends in order to develop our own lore. While we encourage you to do outside research on Arthurian legends, especially when considering your character, the lore and plots of this committee have been developed by us, your Chair and Crisis Director. The worldbuilding of this background guide is unique, and as such, any information stated within this background guide will take precedence over information stated by outside sources. Please ensure that any information you utilize from outside sources does not contradict information stated in the background guide.

Historical Background

An Introduction to the Kingdoms of the Isle and Beyond

Kingdom of Albion

Centered around its capital of Camelot and led by King Arthur, leader of the Knights of the Round Table, Albion is one of the three great kingdoms on the British Isle. Albion is a prosperous, fertile kingdom, thanks to the help of the Great Sorcerer Merlin's magic. Albion is home to the famed Knights of the Round Table, a force of noble and powerful knights selected from all of the Kingdoms by King Arthur himself. The Knights of the Round Table serve as an international peacekeeping force, alongside King Arthur's Court, the King's international advisory council. The people of Albion love their King, as his rule has brought them freedom, prosperity, and happiness. However, the recent disappearance of Merlin has led to widespread famines, crime, and mistrust throughout the kingdom. The people seem to blame everyone for this, from Lothian, to the Kingdom of the Fairies, even to their own kingdom's closest allies in Listenoise. Many, however, have celebrated this disappearance. With the majority of peasants distrusting magic, they believe that the new change in affairs could lead to the systems of magic in Albion being reformed to benefit the peasants. The land has also seen the rise of a militant revolutionary group known as LARP, the Legion of Agitated Realist Peasants, who argue that if the way magic is used within Albion can't be reformed, then magic should never return.

Kingdom of Lothian

Led by King Lot and Queen Morgause, parents of Sir Agravain and Sir Gawain, the Kingdom of Lothian has always had tensions with the Kingdom of Albion, and has constant conflict with the Kingdom of Listenoise. Located in the north of the British Isle (where modern day Scotland is located), the people of Lothian are used to cold and snow, and the constant cold weather in the region makes it hard for peasants to grow crops without the use of magic. Recently, more and more of Lothian's elite soldiers, the Highlanders, have been spotted amassing much farther south than their usual nomadic territories. This has led the neighboring kingdoms to speculate that Lothian is gearing up for a war, and fuels rumors that they were the ones to kidnap Merlin so that they could do away with Albion's greatest defender. These have both been denied vehemently by King Lot, who has stated that he would never need a weak sorcerer like Merlin when his wife, Queen Morgause, is a much stronger sorceress.

Kingdom of Listenoise

Led by King Pellinore, father of Sir Percival, Listenoise is a kingdom centered around the Great Galloway Forest. Listenoise is the closest ally of Camelot and both of their kings are close friends. The people of Listenoise generally distrust magic, and don't utilize a Royal Sorcerer like Lothian and Albion do. Their refusal to rely on magics has left them unharmed by Merlin's disappearance, and even elevated their position on the Isle as they are now the preeminent economic power. This has led to some believing that they were behind Merlin's disappearance, as they have benefitted the most from him and are now in the position as the most powerful

kingdom in the Isle. King Pellinore hates these rumors, and says that he would never do something to hurt his close friend King Arthur like this.

Kingdom of the Fairies

Led by King Oberon and Queen Caelia, lords of the Fairy Knight, the Kingdom of the Fairies has only a rare physical presence in the British Isle. Manifesting mostly through fairy circles and tree gates, the Kingdom of the Fairies exists within its own realm, entirely separated from that of man. The fairies are a rules-based people, believing in following contracts and agreements to the letter of the law to a nearly religious extent. They are generally distrustful of humans and their foreign ways, though have been known to accept some humans into their realm. Many humans also distrust them, and believe that they were behind the disappearance of Merlin in order to keep humans from meddling in the affairs of the arcane. King Oberon has stated that he has no need for a human magician when all Fairies have greater magical abilities than even Merlin could dream of. Despite their general refusal to interfere in the affairs of men, many believe that they have secretly aligned themselves with Lothian, due to an increased amount of fairy circles and mystical occurrences being spotted in the area. This has also been denied by King Oberon, who has, again, stated that the affairs of men are not the concern of the fairies.

An Overview of Inter-Kingdom Relations

- Listenoise is allied with Albion, and hates Lothian
- Lothian hates Listenoise, and doesn't trust Albion
- Albion is allied with Listenoise, and doesn't trust Lothian

- The Kingdom of the Fairies is neutral, but many suspect they are secretly allied with Lothian

The Knights of the Round Table

The Knights of the Round Table are not a Kingdom or a group with any strict allegiances. Rather, the Knights of the Round Table (or, for short, the KRT), is a council of King Arthur's most trusted allies, foreign and domestic. Arthur will call them up in times of crisis or conflict in order to help provide him with advice, support, or even a neutral arbiter. Because it is simply made up of people that are trusted and respected by King Arthur, the members of the KTR tend to come from a variety of Kingdoms, and not just Albion. This has historically made the KTR a very powerful force in brokering peace treaties between warring Kingdoms, organizing trade deals on scales all the way from villages to kingdoms, and ensuring the general stability of the Isle.

Magic on the Isle

In the Isle of Britain, magic is a finite resource. Only so much magic can be used at a time, so there is only so much potential for spells and enchantments in the world. Merlin, for example, uses up the plurality of the world's magic simply for the enchantments he has placed over Albion in order to keep the crops productive and the land protected.

Types of Magic

Magic is generally described in one of three types: Pure, Dark, and Fae. Pure magic is the form of magic that is most commonly used in the Isle. Humans who are born with magical

abilities along with those who learn it later are imbued with Pure Magic. Fae magic is an innate form of magic that is only available to fairies who are born with magical abilities, it cannot be learned by anyone who is not born with it. Dark magic is the rarest and most destructive form of magic. It can be either learned or innate, but in all kingdoms it is illegal to be discovered teaching people the ways of Dark magic.

Magic in the Kingdoms

In the Kingdoms of Albion and Lothian, it is fairly rare for people to be born with the ability to summon magical power innately, these people who are born with the ability are known as sorcerers. Merlin and Queen Morgause, for example, are sorcerers. Because being born with magic is so rare, though, most magic wielders learn how to harness it through the study of runes and spell mechanics later in life. This sort of magical education, however, is very inaccessible to the middle and lower classes of the Kingdoms, so most who practice magic belong to the ruling class and elite. Nobles and Lords will often use their magic to grow their power over their peasants, something that the peasants are well aware of, causing them to despise magic and those who wield it

In the Kingdom of the Fairies, nearly everyone is born magical. Fae magic, the magic utilized by the Fairies, is an innate form of magic that cannot be learned. One must be born a Fairy in order to utilize Fae Magic.

Within the Kingdom of Listenoise, magic is generally distrusted and rarely ever practiced. Being from a more naturally fertile land, they look down on those that use magic in order to grow their crops and believe that they are beyond the need to use it. Sorcerers who are born within Listenoise are often exiled, and magical education is nearly nonexistent.

Current Situation

Merlin's Disappearance

Recently, after not hearing from his friend for a suspiciously long time, King Arthur went to check in on his close friend Merlin, only to find his tower ransacked and no sign of the sorcerer. An investigation into the state of the tower showed that one of the doors was blown inwards off its hinges by a powerful blast, although top alchemists were unable to determine if the blast was chemical or magical in nature. The current theory by investigators is that once the door was blown off its hinges, the intruder entered the tower and began going through every room, apparently in search of something, although that something has yet to be determined. The intruder then came across Merlin in his study, and they began to struggle. This is the last thing that investigators could determine, as it seems that both parties disappeared afterwards from the lack of evidence that they ever left the study. There are currently no suspects that can be distinguished, as investigators are still piecing their way through the scene. Although, further examination of the evidence will probably reveal more about who could have committed this crime.

Internal Conflict in Albion

The Kingdom of Albion is currently on high alert. Because Merlin is such an important figure in the governance of the kingdom, the entire city of Camelot is under martial law with city

guards going door to door to look for signs of the sorcerer. King Arthur has publicly stated that he will find Merlin, bring him home, and make sure that those responsible for his disappearance are prosecuted to the fullest extent of the law.

While the peasants are not too bothered by the happenings in the city, and are even celebrating Merlin's disappearance in some places, those who are most upset by the recent crackdown are the middle class artisans and upper class nobles, both of whom view this intrusion on their daily city life as tyranny. They agree with Arthur's goal of trying to find and bring Merlin home, but they are not happy about the fact that they have to suffer to this end.

The peasants, however, are beginning to realize just how much better off they are with Merlin gone. Because Merlin was single handedly fueling the magic that supercharged their agricultural industry, farming is much less efficient now that he has disappeared alongside much of the magic in Albion. The peasants have become more crucial to the upkeep of the kingdom than ever before, and are not going to let that moment slip away. There are whispers in many of the farming villages about the group known as LARP, and their endorsement of a political ideology known as Realism. Realists advocate for a return to reality and decry any use of magic as anti-worker and harmful. This movement is growing larger and larger by the day, and it is only a matter of time before LARP becomes a threat to King Arthur and the entire political system of Albion. There are also concerns that this movement could spread beyond Albion, into kingdoms like Lothian that also rely on magic for their agricultural success.

Conflict Between the Kingdoms

There are several incidents heightening the already tense situation in the Aisles as of late. Firstly, the small village of Mapled Woodes, a farming village in Listenoise, near the border of

Lothian, was discovered to be entirely destroyed. With the village being entirely burnt to the ground, there have been no witnesses to tell the tale of how it was destroyed. This has reignited tensions between the kingdoms of Listenoise and Lothian, with Listenoise accusing Lothian of destroying the village and beginning preparations for war against them. This is a matter of great concern to Albion as well, as they would be dragged into the war against Lothian by their closest ally, Listenoise. A major war right now would do nothing but further inflame the discontent that the peasants are feeling, and the nobles would not be happy either, seeing as many of them still believe that Listenoise is behind Merlin's disappearance. There have also been reports of Fae circles — the gateways between the realm of humans and the Kingdom of the Fairies — appearing all around Lothian, leading many to question if there could possibly be a deeper link between the two than was originally thought.

Conflict Against Magic

With Merlin gone and magic disappearing from the kingdoms, some people are beginning to believe that magic no longer has a place in the kingdom. Magic is seen as a danger to society; additionally, the system of magic is seen as one that only benefits the upper class, and peasants are beginning to rise against the elites. If the system of magic cannot be restructured to benefit peasants, many believe that the system should be abolished entirely. While Camelot— the wealthy central city of the Kingdom of Albion— is a city thriving on magic, the outskirt villages of Albion have been left behind in terms of magical discoveries, and many in these villages support the disappearance of Merlin and the eradication of magic. Peasants have started to revolt and take advantage of magic leaving the Kingdom. The ideological leaders of this revolution are a group

known as LARP, who believe that if magic isn't for the peasants, then it should disappear from the realm of men forever.

Economic Ramifications

Magic is one of the main drivers of economic success within Albion, and with magic gone, the Kingdom is suffering. While the Kingdom of the Fairies and the Kingdom of Lothian still have access to magic, Merlin's disappearance has also affected them. Unlike in Albion, these two Kingdoms are benefitting from the effects of Merlin's disappearance like an increased amount of magic being available for their sorcerers to utilize, allowing them to cast greater and more widespread spells. This has given them a slightly higher yield in their agricultural sector. Meanwhile, the Kingdom of Listenoise— where magic has never been integral to society— has benefited greatly, and is now the most financially successful Kingdom. As Albion's most trusted ally in the Kingdoms, Listenoise has been helping support Albion financially and by providing food relief, but it does not wish to see magic return to the Kingdom so that it can retain its position as the preeminent economic power in the Isle.

Appearance of Dark Magic and Evil Creatures

With Merlin gone, balance has been lost from the Kingdoms. While pure magic has begun to disappear, something else has taken its place: dark magic. All throughout the realms, warlocks and witches have taken the place of sorcerers and sorceresses, as the ability to access and study dark magic becomes easier. Additionally, more evil magical creatures— such as

dragons, giants, and Questing Beasts– have been spotted throughout the Kingdoms, causing panic amongst the people.

Positions

The Kingdom to which each character holds the most allegiance to is denoted under their name. Additionally, all characters who are able to utilize magic have been marked with an asterisk ().*

1. Sir Lancelot

Kingdom of Albion

As one of King Arthur’s closest friends and one of the renowned knights in Camelot, Sir Lancelot has a great amount of influence over the Round Table. Sir Lancelot is a famed jousting and swordsman, and is known throughout the Isle as a brave and heroic figure. An orphaned son of an estranged French king, Lancelot was originally raised in the Kingdom of the Fairies by the Lady of the Lake. Lancelot swore his allegiance to the Kingdom of Albion after meeting King Arthur, and the two have been inseparable ever since. However, Lancelot’s secret relationship with King Arthur’s wife, the Queen Lady Guinevere, poses a threat to their relationship– and to Sir Lancelot’s status as the greatest Knight of the Round Table.

2. Sir Agravain

Kingdom of Lothian

Agravain is the heir to the throne of the Kingdom of Lothian. Additionally, he is the son of King Lot and Queen Morgause, and the half-brother of Sir Gawain. Agravain is known to be a tall, handsome, formidable fighter, but he is also arrogant and dastardly. He dislikes his older half-brother because he perceives that their father, King Lot, prefers Gawain over him, and that his father wishes Gawain could take the throne after he dies instead of Agravain. Though his allies can become fed up with his bragging and jealousy, they know that he can be capable of good deeds and heroism should the moment call for it. Always scheming, Agravain wishes to find a way to dispose of both his father and his half-brother, and claim the Kingdom of Lothian for himself.

3. The Black Knight

Kingdom of Albion

The Black Knight is a mysterious figure, known to most only through stories. While he prefers to cling to the shadows and doesn't respect the elites of Camelot, the Black Knight does hold an allegiance to the Kingdom of Albion, and he is a benevolent figure to the common people. A vigilante-like figure, the Black Knight fights petty thieves and other common criminals to keep the villages of Albion safe. While he is loved by the peasants, most nobles see his anti-regime activities as a threat to the structure of society. The Black Knight also holds a deep secret that only he knows: he is the son of Tom a Lincoln, therefore making him the grandson of King Arthur. The Black Knight agreed to join King Arthur's Court for the overall wellbeing of Albion, but his dislike for authority and overall unclear motivations make him a wildcard to the other knights.

4. Sir Caradoc

Kingdom of Listenoise

As the oldest Knight of the Round Table and a noble from the Kingdom of Listenoise, Sir Caradoc is known for his wisdom and calm demeanor in the face of danger. Sir Caradoc may be elderly, but his bravery and intelligence have helped him gain both fame and respect. A close friend of King Arthur's father, Uther Pendragon, Sir Caradoc helped forge the close alliance between the Kingdoms of Listenoise and Albion. With the alliance between the Kingdoms growing unstable, Caradoc seeks to reaffirm diplomacy and bring the Kingdoms together again.

5. Sir Claudin

Kingdom of Listenoise

Sir Claudin is the son of the Frankish King Claudas, a former enemy to King Arthur. Sir Claudin, fighting on his father's behalf, fought King Arthur many times during his early reign. After his father's defeat, Claudin fled to the Kingdom of Listenoise and surrendered to King Arthur— this act of humility and nobility had him knighted, and Sir Claudin joined the Round Table. While he and Arthur are now on good terms, the knight still holds a grudge against the King for the death of his father. Additionally, Sir Claudin distrusts magic, and doesn't wish for Listenoise's alliance with Albion to continue.

6. Sir Accolon

Kingdom of the Fairies

Originally from the foreign Kingdom of Gaul, Accolon now resides in the Kingdom of the Fairies with his lover, Morgan le Fay. He is one of the few humans allowed within the fae realm, as his lover has vouched for him to Oberon, who has grown to enjoy his presence. Accolon was once a fellow traveler with King Arthur, joining him on an adventure through the Isles many years ago. During this adventure, the two began to duel and Arthur delivered a mortal blow to Accolon— the only reason he survived was through the healing magic of Morgan le Fay, who he

fell in love with for saving his life. This has led him to hate Arthur and Albion, and distrust humans in general, feeling more comfortable around the rules focused fairies. However, Arthur—always the altruist—still respects Sir Accolon and his bravery, and has thus invited him to join his Court.

7. Sir Bedivere

Kingdom of Albion

Sir Bedivere is one of King Arthur's most trusted knights, and an original member of the Round Table. A very straightforward and militaristic man, Sir Bedivere is King Arthur's official Marshal, and therefore is in charge of leading Albion's armies into battle. While many fear him for his monotony and tightfisted attitude, Sir Bedivere is a noble man who grew from humble beginnings alongside his brother, Sir Lucan the Butler. Bedivere, while handsome and respected, is shrewd and has an unwavering, warrior-like mindset. While he doesn't necessarily wish to provoke fights with the other Kingdoms, Bedivere will do anything to protect Albion— even if that means being the first to declare war.

8. Sir Daniel von Blumenthal

Kingdom of Albion

A young and ambitious knight of the Round Table, Sir Daniel von Blumenthal still has yet to prove his worth to his fellow knights, with many seeing him as a nuisance. However, King Arthur has much hope for the eager-eyed teenager, and hopes that his youthful presence will bring a new perspective to his Court. Impatient and yearning to become “one of the greats,” Daniel will do anything to gain fame and respect. Many believe that he could be easily corrupted

by their enemies, as he doesn't seem to have any strong principles or morals. However, all of this flies over Daniel's naive head.

9. Sir Galahad

Kingdom of Albion

Often referred to as "the most perfect of all the knights," Sir Galahad is known for his gallantry and purity. A son of Sir Lancelot, Galahad benefits from nepotism in the Round Table. However, tensions grew high between the father-son duo after Merlin prophesied that Sir Galahad would overtake his father in valor and become the greatest knight of the Round Table. Sir Galahad, seeking to make this prophecy a reality, has been on a years-long quest to find the Holy Grail, the magical cup of healing and immortality. While he has not yet been successful, Galahad knows that he is on the right track, and hopes that being a part of King Arthur's Court will help him gain hints towards the Grail's location.

10. Sir Gawain

Kingdom of Lothian

Residing in the Kingdom of Lothian, Gawain is the illegitimate son of King Lot and half-brother of Sir Agravain. He is a member of the Knights of the Round table and revered for his formidability as a warrior, his compassion for his foes, and his fierce loyalty towards his friends and family. Although he is the son of King Lot, he is still a close friend of King Arthur, and deeply respects the Kingdom of Albion. He cares for and respects his half-brother for his fighting ability, and feels the need to protect Agravain, as Gawain is the eldest sibling. While his allegiance technically belongs to the Kingdom of Lothian, Sir Gawain is actually more devoted to Albion. He is secretly thankful that he is not in line for the throne of Lothian, as he would hate to face Albion in battle.

11. Taliesin the Bard

Kingdom of Albion

Once a traveling musician throughout the Isle, Taliesin's talent caught the attention of King Arthur. Now, Taliesin is the official Bard of King Arthur's Court. A roguish and playful figure, Taliesin's lack of seriousness concerns other members of the Court, but Taliesin pays them no mind. Skilled with the lute and the fiddle, and also renowned for his poetry, Taliesin brings joy wherever he goes. While not a diplomat by any means, Taliesin doesn't wish to see war break out amongst the Kingdoms, as it would affect his ability to freely perform throughout the Isle. Taliesin still considers himself a wanderer, but Albion has been his home for many years, and he has a close connection with its common folk. The bard hopes to use his unique talents to not only inspire peace amongst the Kingdoms, but also to bring his own name to fame.

12. King Pellinore

Kingdom of Listenoise

As the King of Listenoise, Pellinore is close friends with King Arthur, having saved him from the Questing Beast—a half snake, half lion creature—many years ago. As a member of the Round Table, he also enjoys friendly relations with many of the Isle's knights. King Pellinore has helped maintain Listenoise's close relations with Albion, and he has never shown any signs of maliciousness towards Albion. However, he secretly hopes that Merlin is not found or returned to Albion, as he enjoys Listenoise's new position as the economic powerhouse of the Isle. King Pellinore, slightly blinded by this newfound greed, must balance diplomacy with ambition, and decide whether to push for the success of his own Kingdom, or whether to favor his alliance with King Arthur.

13. Lady of the Lake*

Kingdom of the Fairies

An ethereal fairy residing in the Kingdom of the Fairies, the Lady of the Lake is a mysterious and altruistic figure. A powerful enchantress, the Lady of the Lake is feared, even though she mostly uses her magic for benevolent purposes. Her name comes from the fact that she primarily resides underwater, using her magic to breathe in the murky depths of her Kingdom's Lakes. The Lady of the Lake is respected by Arthur, as she once gifted him a powerful and magical sword. Although a normally peaceful figure, the Lady of the Lake does have an ongoing petty feud with the sorcerer Merlin, which has led many to mistrust her following his disappearance. Many suspect that the Lady of the Lake and Merlin may have been more than friends, although the Lady denies these rumors. Her allegiance to the Kingdom of the Fairies and her love for magic takes precedence over her diplomatic ties to Albion, making her a dynamic figure in the Court.

14. Sir Percival

Kingdom of Listenoise

Sir Percival, while once a feared and respected knight, is now seen as “washed-up” and past his prime. Percival was the first knight of the Isle to search for the Holy Grail, a mission that took him years. However, his mission was widely unsuccessful, and he gave up, with Sir Galahad now leading the quest for the Holy Grail. After this failure and admittance of defeat, Sir Percival rarely shows his face to the public— however, he is still respected by King Arthur. As a member of King Arthur's Court, Sir Percival hopes to bring honor to his name once again, through any means necessary.

15. Morgan le Fay*

Kingdom of the Fairies

A powerful and unpredictable fairy who was born with the innate ability to channel fae magic, Morgan le Fay is called many things throughout the Isles: a fairy, a witch, an enchantress, and sometimes, a goddess. In search of more power, Morgan le Fay has begun to study dark magic, and can effectively channel some of it. She hates the Kingdom of Albion for its wasteful use of magic, but more specifically, she hates King Arthur. While she is feared throughout the Kingdoms, her prominence and power have grown her a crowd of followers devoted to her mission of magic supremacy. Her antagonistic views towards Albion have not swayed Arthur on his decision to invite her to the Court, as he wants to represent all voices throughout the Isle. Morgan le Fay hopes to use this as an opportunity to undermine the legitimacy of King Arthur, and to bring dark magic to prominence.

16. Dagonet the Jester

Kingdom of Albion

Formerly a knight, King Arthur revoked Dagonet's knighthood status due to his cowardice. However, Dagonet found a new passion in telling jokes, and ever since, he has served as King Arthur's official Jester. Foolish and a bit scatterbrained, Dagonet is both unpredictable and unreliable. However, his love of all things "fun and games" has made him dearly beloved by King Arthur. Dagonet will do "anything for the plot," and as such, his true motivations are unknown. Many suspect that he only wishes to cause further chaos, and this theory hasn't been disproven. Dagonet always keeps a smile on his face, and hopes that being a part of King Arthur's Court will be, above all, exciting.

17. Lady Guinevere

Kingdom of Albion

As King Arthur's wife, Lady Guinevere is the Queen of Albion. A kind and respected figure, Guinevere is known for her virtuosity and diplomatic proficiency. However, her secret affair with Sir Lancelot weighs heavily on her mind. Guinevere is a skilled leader, as she serves as regent whenever King Arthur is off on knightly missions. A deeply complex figure, Guinevere knows her worth and skill, and secretly, she wishes she had more power of her own. While Guinevere may seek to lead Albion by herself, she holds no malicious intent towards Arthur. As a member of his Court, Lady Guinevere seeks to prove her ruling competency, whether through peace or war.

18. Sir Tom a Lincoln

Kingdom of Albion

Sir Tom a Lincoln is an illegitimate son of King Arthur, the product of an affair between the King and a peasant woman. To conceal his identity, King Arthur sent Tom a Lincoln to be raised by a shepherd on the outskirts of Albion. While Tom is not aware of his heritage, he has always felt a calling towards adventure and nobility. King Arthur has always kept a watchful eye on Tom, and was proud to finally give his secret son knighthood status. Unbeknownst to Tom, he himself also has secret sons, including one with the Fairy Queen herself, Caelia. His secret sons include the notorious Black Knight (whose mother is a human noblewoman) and the famed Fairy Knight (whose mother is the Queen Caelia). Sir Tom a Lincoln, while a humble man from a rural village, feels like he is destined for something greater, and believes that being a part of King Arthur's Court will finally bring him the glory he's dreamed of.

19. The Fisher King

Kingdom of Listenoise

While not actually a king, the Fisher King has a great amount of influence and political power in the Kingdom of Listenoise. He is a close ally of King Pellinore, and a powerful figure. His name comes from the fact that he spends most of his days by the shore fishing, as he is mostly immobile due to a severe leg injury that he gained in battle. While the Fisher King has retired from warfare, stories of his heroism and bravery in battle have made him a revered figure throughout the Isle. Most importantly, the Fisher King is also the guardian of the Holy Grail. Rumors have been circulating about his connections to the Grail, making the Fisher King a prime target for both his enemies and his allies. He hopes to seek protection within King Arthur's Court while also keeping the Holy Grail a secret.

20. Sir Sagramore

Kingdom of Albion

Known for his hot-temper and fieriness, Sir Sagramore is a feared Knight of the Round Table. It is quite possible that he has more enemies than friends. A skilled fighter, Sir Sagramore is most proficient in hand-to-hand combat, and prefers to fight up-close and dirty. Many of his fellow knights believe that Sagramore should show more restraint in battle, and that he is blinded by his own rage. However, Sagramore believes that his ruthlessness aids him, and he doesn't listen to the opinions of his companions.

21. Escanor the Large*

Kingdom of Lothian

Escanor is a noble within the Kingdom of Lothian, and rules the small fiefdom of the White Cliffs. He is a half-giant and the son of a witch, and therefore was born with some magical ability. Although he is not very smart or politically savvy, he makes up for it with his strength in combat and ability to weave intricate spells. Additionally, he has a feud with Sir Gawain after

being defeated by him while trying to abduct Gawain's court jester. As a magical half-giant, King Arthur hopes that Escanor will bring a fresh perspective to the Court.

22. Sir Palamedes

Kingdom of Albion

A Saracen from the Middle East, Sir Palamedes has traveled the world and is now loyal to the Kingdom of Albion. He is a Knight of the Round Table known for his fighting ability and strategic genius. He shares a love-hate relationship with Sir Tristan, as both of them have spent years pursuing a Princess named Iseult and attempting to win her hand in marriage. Despite their constant conflicts with one another, they are steadfast allies and care deeply for each other. Sir Palamedes also shares a friendship with King Pellinore, whom he encountered while traveling in Listenoise.

23. Oberon, King of the Fairies*

Kingdom of the Fairies

Sometimes referred to as the King of the Shadows, Oberon is the King of the Fairies and the ruler of their Kingdom. Quite possibly the most powerful fairy to ever exist, Oberon has access to deep, innate magic. While he is loved by the fairies of his realm, Oberon is feared by all others on the Isle. King Oberon does not wish to get involved with human affairs, but has reluctantly agreed to join King Arthur's Court out of diplomatic respect— however, he is not trusted by the majority of the Court. Oberon's mysteriousness and lack of clear motivations have led others to suspect that he may be channeling dark magic, a rumor that he adamantly denies. King Oberon's allegiance lies solely with the Kingdom of the Fairies, and he will do anything to see his people prosper.

24. Sir Lanval

Kingdom of Albion

Sir Lanval, commonly called the most beautiful of all the knights, has gained the attention of many suitors. Many of his fellow knights refer to him as a lover, not a fighter, which may be true. Sir Lanval attracts attention wherever he goes, and uses this to his advantage to further his social status. As a Knight of the Round Table, he holds his loyalty to Albion— however, after falling in love with a fairy, his allegiances have begun to waver. Sir Lanval hopes to use his charisma and charm to gain greater prominence amongst the Court, or to possibly gain greater influence within the Kingdom of the Fairies, where his current lover resides.

25. Sir Lucan the Butler

Kingdom of Albion

While technically still a Knight of the Round Table, Sir Lucan has long since given up his days of adventure and has instead settled down into a more domestic lifestyle, now serving as King Arthur's Royal Butler. Sir Lucan's close connections to the royal family and his knowledge of the castle itself are assets that he hopes to use to his advantage. Lucan also has a great amount of influence over the castle staff, and is friendly with the peasant class. Sir Lucan, a calm and mild-mannered man, differs greatly from his militaristic brother, Sir Bedivere, often sparking disagreements between the two.

26. The Fairy Knight*

Kingdom of the Fairies

The son of Caelia, Queen of the Fairies, the Fairy Knight has no idea that his father is Sir Tom a Lincoln, and believes that he is the heir to the Kingdom of the Fairies. As a half-fairy, the Fairy Knight has access to powerful innate magic, although not as powerful as full-blooded fairies. This weakness of his magic has led both the Fairy Knight and Oberon, his suspected father, to

begin to question his true heritage. The Fairy Knight has agreed to travel to Albion and join King Arthur's Court, as he hopes it may help him uncover the truth behind his lineage. A sly and mischievous figure, the Fairy Knight holds no real stake in the politics between the Kingdoms, and hopes that he can capitalize on the chaos of the Court.

27. Caelia, Queen of the Fairies*

Kingdom of the Fairies

Caelia is many things: a powerful fae sorceress, the lover of King Oberon, the former lover of Sir Tom a Lincoln, and the mother of the Fairy Knight. As the Queen of the Kingdom of the Fairies, Caelia is a well respected leader and an incredibly formidable opponent in battle. While she prefers to rule from behind-the-scenes, Caelia still has a great deal of political influence, and many fairies and humans alike fear her more than King Oberon. While she loves Oberon, she also holds a deep love for Tom a Lincoln, and has been concealing his identity as the true father of the Fairy Knight. Queen Caelia, like her husband, doesn't care much for the affairs of humans. To her, being a part of King Arthur's Court is an opportunity for her to secretly manipulate others and strengthen the influence of fairykind.

28. Queen Morgause*

Kingdom of Lothian

Queen Morgause is the wife of King Lot and a dominant figure in the politics of the Isle. A powerful sorceress, Queen Morgause was born with the ability to channel pure magic. Her magic is so strong that some believe that she may also have the ability to innately channel dark magic, a nearly unheard of feat that sparks fear into the minds of many. Morgause's morals and intentions remain unclear, with many in Albion viewing her and King Lot as antagonistic figures. King

Arthur, however, seeks diplomacy with Lothian, and as such, has invited the royal couple to join his Court.

29. King Lot

Kingdom of Lothian

As the King of Lothian, King Lot is an extremely important figure in the Isle, and his presence in King Arthur's Court is unmatched. With magic disappearing in Albion, the people of Lothian are concerned that magic may disappear from their Kingdom next, and King Lot has only agreed to join King Arthur's Court on behalf of these concerns from his people. However, King Lot himself seems to have no concerns about the disappearance of magic, and many have begun to question his nonchalance. King Lot is a serious and calculated ruler, always playing a strategic game, and he is generally distrusted by the common folk outside of Lothian. Lot has a strong sense of pride and loyalty for his Kingdom, and will do anything to see Lothian prosper.

30. Sir Tristan

Kingdom of Albion

A skilled Knight of the Round Table, Sir Tristan is rather proficient in long-range combat, with the crossbow being his weapon of choice. His archery expertise has gained him a great amount of fame throughout the Isle. Sir Tristan is also known for his love-hate relationship with Sir Palamedes, his best friend turned rival, as both of the knights are in love with the same Princess. Tristan is a romantic and a deeply emotional individual, often thinking with his heart instead of his head. As such, many of his fellow knights do not trust him to make strategic decisions, but Sir Tristan believes that love will triumph all.