Dear Delegates,

It’s my pleasure to welcome you all to the twenty-sixth annual UGA Model United Nations Conference, UGAMUNC XXVI! We hope that your experiences at this conference will teach you a little bit about both debating and the time period of the committee. With any luck, you’ll also have a lot of fun along the way.

Before I get into the weeds, though, I’d like to take a second to introduce myself. My name is Ian Allen (ian.allen00@uga.edu), and I’m a third year International Affairs and Journalism major. This is only my second year ever being involved with Model United Nations, but I absolutely fell in love with the club and competitions as soon as I got a taste. I’m a big history nerd, which has helped immensely in the creation of this committee. Whenever I can find some spare time, I love reading, creative writing, cooking, rock climbing, and landscape photography.

Your chair for the weekend will be Namrata Kella (namukella@gmail.com). She is a second year International Affairs major and Spanish minor. This is also her second year being a part of Model United Nations and between the tight camaraderie and thrill of debate, it’s become her favorite way to be involved at UGA. In her free time, Namrata enjoys reading, taking naps, watching Netflix, drinking copious amounts of coffee, and cooking. She’s very excited to be chairing, and she can’t wait for the chaos that will ensue in the King Arthur committee.

Your co-chair for the weekend will be Folake Amoda (fma43403@uga.edu). She is a third year Psychology and International Affairs major and this is her first year in Model UN, but she has already learned so much and gained tons of new experiences. Model UN helped nurture a competitive and debative spirit in her as well as open the doors for connections and friends to be made. When she isn’t creating resolution plans or studying, you can find her cooking, watching documentaries, shooting bows and arrows for archery, or reading.

Position papers will be due February 7th, 2019. Your position paper should explain what approach your character will take regarding personal actions, how you plan to interact with other delegates, and how you will respond to the main issues in the committee. Qualifying position papers for this committee will be one page and single spaced, 12 point Times New Roman font, one-inch margins, as well as a standard and consistent citation format of your choosing (i.e. MLA, Chicago, etc.). Email them to me as PDF files before the deadline!

We know you’ll do an amazing job representing your characters in committee, and we also know you’ll have a great time at UGAMUNC as a whole!

Finally, welcome to UGAMUNC XXVI!

Sincerely,
Ian Allen
Crisis Director, The Knights of the Round Table
**Rules and Procedures:**

While other delegates at UGAMUNC may be placed in traditional General Assembly-style Model United Nations committees, the Knights of the Round Table committee at UGAMUNC is a crisis committee. While you should still familiarize yourself with the UGAMUNC Rules and Procedures to be familiar with parliamentary procedure, this committee will function uniquely both because of the topic and the fact that it will follow a crisis format. Please familiarize yourself with the following rules specific to this committee, and once again, if you have any questions, feel free to reach out to me at ian.allen00@uga.edu. I’m here to help!

1. **This committee is most heavily based on the Arthurian legends laid out in *Historia Regum Britanniae* or *The History of the Kings of Britain*.** This twelfth century manuscript was taken to be veritable history well into the sixteenth century, and it is mostly credited with being the central springboard for subsequent legends written since. Please don’t go and try to read it cover to cover unless you’re vehemently interested in the nuances of Romano-British literature. Inspiration for various characters were drawn from other, more modern adaptations of Arthur’s court. To best understand our process for melding myth and history, please listen to episode 63 of the British History Podcast, King Arthur Part One. Other episodes, especially episodes 46 and 52, Hengist and Horsa and DRUIDS!, would help you better grasp the setting for context and background. Combining this with a general contemporary knowledge of Arthur and maybe a couple of episodes of *Merlin* (available on Netflix) will make you well prepared for committee.

2. **While this is a fantasy committee, certain aspects of it are grounded in history.** This committee will be set in late fifth century/early sixth century Britain, immediately after (or perhaps during) the final disintegration of the Western Roman Empire. Issues at hand include the societal injustices inherent in the world, and especially Europe, during that time period. While there are fantastical elements that are free to be taken advantage of (Druids, magic, dragons, direwolves, magical swords, and strange women in ponds distributing the aforementioned swords), the time period will hold major sway in how the committee’s story develops, especially in terms of avoiding anachronisms.

3. **Utilize crisis notes to accomplish your goals in committee and craft your crisis arc.** While the main method of negotiation in a typical General Assembly-style committee stems from work done during speaking time, in a crisis committee, much of the work you do will be on your own through crisis notes. These are letters that your character will write to crisis, a body outside of the committee room, to accomplish something without the committee’s knowledge. A good crisis note explains in detail what you want done and how to do it. These notes will be addressed to a fictional person connected to your character that you create. Crisis will answer these notes as if they were this person, responding as that person would under the circumstances and context you create. There are many fantastic resources that better explain crisis notes in detail, but a starting point can be found here: [http://bestdelegate.com/the-three-crisis-notes-to-send-at-the-beginning-of-any-model-un-crisis-committee/](http://bestdelegate.com/the-three-crisis-notes-to-send-at-the-beginning-of-any-model-un-crisis-committee/)
4. **Because this is a crisis-style committee, write directives, not resolutions.** Although they are very similar, directives are the typical formal paper written in a crisis committee, not resolutions. Directives are less formal, normally titled, shorter, and generally more straightforward. They are intended to utilize the collective powers of the committee to address issues presented during the crisis.

5. **Represent your understanding of your character.** Because these characters are largely fictional, it is up to you to take your character description and create a full personality to fit your role. Each character is unique, and subsequently has unique goals, relationships, and resources. That being said, be sure to represent your character’s beliefs and best interests rather than just your own. While you may not be prepared for the updates the crisis body will present, it is most important that you to be familiar enough with your character to react as they would.

6. **Attempt to be canonically accurate.** This may not be a historical committee, but it is still important that historicity is respected whenever possible. We’d like you to understand the location and time period in which the committee is set, and this might require doing prior research. This also means that some convenient technologies may not have been invented yet, and are therefore not available in committee. For example, posting a dope selfie with the hashtag #dingdongthekingisdead via crisis would not be possible, but perhaps a pigeon message with an artistic rendering of the aforementioned image would be (although I’m unsure of the merits of including a hashtag, as pigeon messengers are unable to organize themselves categorically in this way).

7. **Use the universe.** Although this committee is going to be historically grounded to a point, it will be set in a mythical universe in which magic, prophecies, and mythical beasts exist and are facts of life. These resources are part of our canon and can be used if your character has ties to the magical community, or if you craft a connection to magic using crisis notes while in committee. Try and listen to the previously mentioned episode of the British History Podcast, Episode 52: DRUIDS!, or look to [this page](#) on the history of Druids for some extra context. Note that crisis will put limitations on magical powers during committee **at our discretion** to best ensure power balance among delegates. If it doesn’t belong in the setting and the mythology, we’ll steer you in another direction or simply not allow it.

8. **Do your research. Watch TV.** Although not every character exists in modern, fictional adaptations of Arthurian legend, taking a little time out of your day to watch or read a portrayal of the Knights of the Round Table would be an incredible benefit for both you and your fellow committee members. It will help you both understand and better flesh out the characters and understand the world of Camelot. As mentioned before, I recommend watching **Merlin**. It does a good job of dealing with the magical elements of the Arthurian universe, and could give you some good ideas for resources and characters to include in crisis notes. Really, any books, movies, or TV shows that talk about King Arthur wouldn’t hurt.
Map\textsuperscript{1}

\textsuperscript{1} Image obtained from https://www.worldatlas.com/webimage/countries/europe/outline/uk.htm and edited for the purpose of this committee
The Legend of King Arthur:

Arthur, Camelot, Excalibur, Merlin, and the Round Table are staples of British fiction, and have been for ages. Their story has continuously evolved through dilution, distortion, and mixing ancient myths with historical realities. It has been adapted, parodied, and repackaged countless times in fiction. The tale of the Once and Future King is one of the most universally known stories in the world.

Arthurian legend exists today in countless, distinct narratives created and recreated each and every time King Arthur makes an appearance in film or writing. The most commonly accepted representation of Arthur and his court, however, can be traced back to the writings of Geoffrey of Monmouth’s *Historia Regum Britanniae*, or *The History of the Kings of Britain*. This compendium was written in the twelfth century CE and was taken to be historical fact for centuries after its creation. Chances are, if you were to compare any modern representation of King Arthur to the tale laid out in this work, they would align impeccably in all but creative license.

***Note: The content in our Arthurian canon is not drawn from a single source. Some details have been fabricated entirely to keep the canon clean. If you were to go off and watch *The Sword in the Stone* or *Arthur: Legend of the Sword* and take that as your main understanding of what’s going on in the committee, you’ll probably get lost. However, doing either of these things would still help you come up with creative ideas for crisis notes and crisis arcs (your personal plotline leading up to your final goals in committee. Anything listed in this background as fact should be taken as the final word on our canon, even if it is not sourced from outside literature. Some details are unique to our universe and are simply included to reconcile discrepancies in sources used to craft this background guide. Anything omitted can be left open to your interpretation in conjunction with your work in crisis.

Roman Britannia:

In 55 or 54 BCE, Julius Caesar of the then Roman Republic invaded the island of Britannia.² Though this certainly brought the Celtic tribes on the island into closer contact with Rome, which had just completed its conquest of Gaul across the British Channel a few years earlier, Britannia was not entirely brought into the fold of Roman administration until the conquest of the island by Emperor Claudius in 43 CE. Despite near constant resistance from Celtic natives and later Romano-British groups, including large-scale uprisings like Boudica’s Rebellion in 60 CE and the successful, but short-lived, rebellion of Carausius during the Crisis of the Third Century, Rome held Britannia as an imperial province until the decline of the Western Roman Empire during the fifth century. During a Britannia-based insurrection, Emperor

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Honorius officially placed the responsibility for their own defenses upon cities in the province, thus ending Roman Britain.

During Roman rule, the culture, economy, and technology of Britannia leaped forward and evolved drastically thanks to the Empire. Londinium rose as the Roman capital of Britannia, and it became the cultural and economic center of the province. Life for Romano-Britons was not so different from the lives of citizens in the city of Rome during the height of the Empire’s power and influence on the island. Roman religion, culture, architecture, food, customs, and authority structures permeated the island and its people, permanently altering the way of life for its residents and their descendancy.

Before Roman rule, Celts dominated the isles that now make up the United Kingdom and Ireland. Their religion, Druidism, was incredibly deeply rooted in mysticism and the natural world. In Arthurian legend, this mysticism is portrayed as legitimate magical power. Emperor Constantine and the Roman Empire converted to Christianity in 312 CE, which ended religious persecution for worshipers of Christ throughout the empire and encouraged the further expansion of the religion. During this time, Christianity gained a true foothold in Britannia. This, however, brought further persecution of the Druids, who had already been oppressed and greatly weakened by proponents of the Roman pantheon.

After Rome had slowly withered and finally withdrawn from Britannia, the now isolated citizens and leaders of British settlements were left to their own devices in terms of development, infrastructure, trade, and security. During this time of confusion, Britannia turned to a feudal economic system, and its contact with the continent was vastly reduced. Kings and lords took control of land, and they took responsibility for defending their subjects from raiders hailing from modern Ireland, Scotland, and Germany. As former citizens of Rome, the Britons floundered without the extensive infrastructure that the Empire provided.

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The Saxon Invasions:

For a large part of the late fifth century, Vortigern ruled as King of the Britons. Though his vassals were both lesser kings and lords, Vortigern held the title of Bretwalda, essentially the High King of Britannia. His rule was concerned mostly with managing the fallout of Rome’s withdrawal and keeping various parties of raiders at bay. It was during Vortigern’s rule that the Saxon brothers of legend, Hengist and Horsa, came to Britannia. Vortigern used the Saxons and their forces to fight the Pictish and Scottish raiders encroaching on British land. He compensated them with a land grant: the kingdoms of Sussex (South Saxons) and Essex (East Saxons).

Eventually, the peace between the Saxons and Britons was broken, and Vortigern’s firstborn son, Ambrosius Aurelianus, led the Britons in battle against the Saxons, decidedly defeating them in a battle at Mons Badonicus (Anglicized as The Battle of Badon Hill). Aurelianus, however, fell during the battle, alongside Hengist, one of the brothers. Vortigern, aged and devastated by the loss of his son, was able to negotiate a peace with Horsa that included granting him further land: what is now Kent. Horsa’s infant son, Octa, grew up to become Lord of Kent.

NOTE: This is where, for the most part, pseudohistory/myth begins.

Uther Pendragon:

After Vortigern succumbed to old age, the throne of Britannia was left to his younger son, Uther, who took the surname Pendragon. He ruled from the city of Camelot (which, according to the literature, and for the purpose of our committee, will be located in southern Wales, as indicated on the map above). Uther further consolidated the power of the kingship, ruling over most of the smaller kingdoms of Britannia. With his first wife, Uther sired a daughter: Morgana. After his first wife died, Uther seduced and married Igraine, the widow of one of his vassals, the king of Dumnonia. Constantinus, her son by the now dead king, still rules as the king of Dumnonia under the Bretwalda in Camelot.

Igraine died during the birth of she and Uther’s son, Arthur, the boy who would be king. Afterwards, the Druids were persecuted under Uther, as he blamed the death of his wife on the failure of their healers. He sponsored the hunting of dragons and other mythical beasts, and he

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outlawed the general practice of magic. The Druids were driven away from Camelot, and British mysticism took major damage as an institution.

Uther’s rule was otherwise prosperous and fruitful. Trade relationships with Gaul were rebuilt, Camelot was further fortified, the Saxons were kept at bay, and Britain remained largely orderly.

Arthur’s Rule:

Arthur befriended the sorcerer Merlin while growing up in Camelot. The two were very close as young men, and upon learning of Merlin’s powers, Arthur kept them from his father. He never believed in the persecution of magic, but he was never able to convince his father of its merits. Uther, worn down by age and illness, eventually passed away, leaving the throne to his son and obvious heir.

Arthur immediately ended the ban on the practice of magic, made illegal the hunting of magical creatures, reopened diplomatic relationships with the Druids, and issued a formal apology to all magic practitioners. He revealed Merlin’s powers and appointed him as principal advisor to the king. In doing these things, he declared religious freedom in his kingdoms. This was widely hailed as a great decision, even by Christian commoners, but many more devoted members of the Catholic church were unhappy with the return to old ways.

Under Arthur, trade flourished even more than it had under his father, even reaching back into the Mediterranean as it had under Roman rule. He further consolidated his kingdoms, seeking peace treaties with the northern tribes of Britannia, including some of the Picts and Scotti.

Mordred:

Mordred was once one of Arthur’s closest friends and one of the Knights of the Round Table. He was one of the best knights in the realm in terms of skill, and perhaps the most cunning of them all. During a large Saxon incursion in Dumnonia, King Arthur himself went to lead his forces in battle. Mordred was trusted enough to be left as regent, as all the other Knights of the Table left with Arthur. During this time, Mordred chose to betray his king, as he had been planning to do for some time.

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Mordred’s parents were a Druidic priest and priestess who were publicly executed while he was only a child. Since then, he had been practicing sorcery with hopes of one day exacting retribution on Camelot. Though Uther had died and Arthur reversed the decisions of his father, Mordred never forgave the Pendragon family, and instead decided to take vengeance on the son of the man he hated so much.

Upon returning to the castle, Arthur discovered that Mordred had faked news of Arthur’s death to gain complete control of the city. Mordred used powerful illusion magic to cast a glamour on Arthur’s forces, making them seem to the citizens of Camelot to be Saxon raiders. Arthur challenged Mordred to single combat, which Merlin strongly advised against, as he could sense Mordred’s great power and knew that without magical aid, Arthur would lose.

To aid Arthur in the fight, Merlin and Gallahad went to the site of the legendary Sword in the Stone, Excalibur. Gallahad’s valor allowed him to draw the sword from the stone, and the pair gifted it to Arthur before the duel. With the magic of the sword to balance out Mordred’s dark powers, Arthur’s martial prowess earned him victory. However, he chose to spare Mordred’s life.

One year before the events of this committee, Mordred returned to Britannia after fleeing to Germania for over a decade. Upon landing in Essex, Mordred summoned demonic beasts with his powers to supplement the Saxon army. With their combined forces, the Saxons and Mordred were more than a fair match for Arthur’s British forces.

The armies of Britannia united and marched upon the fields of Camlann to meet the invading forces. After a hard battle, Arthur fought his way to the frontlines, meeting face-to-face with his old enemy and former friend. After a long, exhausting, and extraordinary duel, Arthur brought Mordred to his knees once more. This time, he did not have mercy on the enemy, but Mordred died content, knowing that he had severely wounded the king with his poisonous blade.

Immediately afterwards, the demonic forces on the field of battle were razed to dust, and those Saxons that did not turn and run back to the coast knelt before the power of the king. Among those that knelt were Thaddius the Saxon and his fighters, who immediately promised their swords to Camelot.
Merlin and his apprentices, along with Druidic healers, surrounded Arthur to tend to his wounds after he had accepted the surrender of the Saxons and given one last, heroic speech to his men- and women-at-arms. They discovered the poison in the wounds Arthur had received and immediately called for Merlin’s dragon ally, Killgarah, to carry Arthur and the sorcerer to the Druidic isle of Avalon, where magic on this world is strongest and the most skilled of all Druidic healers and magicians resided.

Despite their best efforts, King Arthur perished in 537 CE, leaving no heir behind. The Druids of Avalon mourned the loss of the Once and Future King, and Arthur’s body was burned with dragon fire in a funeral cairn in the Dozmary Pool, one of the most holy Druidic sites in Britain and the lake in which the nymph Nimue resides. Britons gathered in unprecedented numbers to see their beloved king off once and for all.
**Vocabulary**

**Excalibur** - The Sword in the Stone, Excalibur, has many magical properties that make it impervious to physical damage and enhance the fighting skills and physical power of its user. It was a symbol of Arthur’s kingship during his rule.

**Bretwalda** - The official Old English title of the High King of Britannia.

**Vassals** - Lesser kings and lords that ruled over subsections of Britannia, including Dumnonia, Kent, Essex, and Sussex. They are overseen by a High King, the *Bretwalda*, the late King Arthur.

**Camulodunum** - A former Roman settlement in Britannia, this is a highly Romanized city north of Essex in eastern Britannia. It and Londinium are major trading hubs and targets for invaders.

**Londinium** - The Roman settlement that would one day come to be known as London was the largest city in Britannia during the lifespan of the Roman Empire. It and Camulodunum are major trading hubs and targets for invaders.

**Celts** - The pre-Roman inhabitants of Britannia, the Celts, were a fierce, nomadic, people with a strong warrior culture. Their culture was slowly marred or eradicated under Roman rule, but traces still exist in Britannia in 537 CE, mostly in the unconquered territories on the British Isles.

**Druidism** - Druidism was the pre-Roman religion of the Celts. It is strongly tied to nature as a whole, and, for the purpose of this committee and in Arthurian lore, provided veritable magical powers to its practitioners. This magical power was rooted in the natural world and was more powerful in certain places under certain circumstances.

**Picts and Scotti** - Celtic tribes in Scotland and Ireland, mostly beyond Hadrian’s Wall, that raid post-Roman Britain. Vortigern hired Saxon mercenaries to fend off raiders from these tribes.

**Saxons** - Germanic people that raided southern Britannia and often settled there. They would eventually become the dominant culture in Britannia, and their influence over the land is slowly growing at the time in which the committee is set.
Starting Scenario: Camelot, Britannia 537 CE

On the fields of Camlan, the armies of Britannia have just defeated the forces of Mordred, a former Knight of the Round Table and a number of Germanic invaders. King Arthur valiantly struck down the traitor himself in single combat on the field, and once the sorcerer fell, his summoned beasts fell to pieces. In the ensuing chaos, most of the Saxons fled back to their ships, but some knelt on the field pledge their fealty, and beg for forgiveness as his forces cheered behind him. In what would come to be Arthur’s final official act as King of Camelot and Bretwalda, Arthur pardoned any Saxon that pledged themselves to him on those fields.

Arthur, upon making this decree, turned to hail his forces and stumbled, falling to the ground. Upon being attended by Merlin, his personal counsel, friend, and confidant, it was found that Mordred had successfully imparted a mortal wound on the king, one filled with infernal poison. Merlin and his aides whisked Arthur away to Avalon via dragon, where his magic and that of the Druids might have the best chance to save the king. However, by the time the hosts of Camelot returned to their kingdom, word had reached the castle that the beloved Once and Future King had died, leaving no heirs to take his throne.

Merlin, upon his return, immediately called for a grand council summit including not only the Knights of the Round Table, but some of Arthur’s closest allies, subjects, friends, and family members. The matter at hand is this: who is to rule Camelot, and how?

Your goal in this committee is to work together and decide how to move forward. Who will take Arthur’s place? How will they rule? What will be done in the meantime to quell the many issues rising as a result of the death of the king?

These questions are a good place to start when crafting your plan for this weekend. They will help you get a grasp on the goals of your character and the committee. Use your character’s powers and background to plan out how you will act to achieve your goal(s) in committee. Anticipate things you can do in the back room and partnerships you can make in the front room. The format of this committee may lead you to believe that the most important aspect is your “behind-the-scenes” work as a character through crisis. However, the best delegates in a crisis committee find the balance between work writing directives and policy in response to crisis updates presented to the committee and work involving crisis notes that further your character’s short and long-term goals in committee.
Character Descriptions:

A note to delegates: Some of the characters listed here were not characters explicitly mentioned in mainstream Arthurian legend. Others are based off of or are an amalgam of characters from various mythological and fictional sources. However, the tales of Camelot are inconsistent, vague, and always changing. Every character is intended to exist in this committee’s Arthurian canon. They are written to balance the perceived social and political issues of post-Roman, fifth-century Britannia with the elements of fantasy interwoven in and intrinsic to the myths of the Once and Future King, his court, and his kingdom. Also, do not write to these characters in your crisis notes. They are in the room with you.

1. **Sir Lancelot** - One of the first Knights of the Round Table, Sir Lancelot is as courageous and courteous on the battlefield as he is off. He is the greatest fighter and swordsman of all the Knights with a sword that was “forged by the stars” (probably made from meteorite steel, rare and of high quality). It is said to represent the hopes and dreams of the people of Camelot. He is intelligent, charming, and humorous, and he has close friends across the City, including the late King Arthur himself and the great sorcerer, Merlin. Lancelot is the father of the knight Gallahad, the illegitimate child of he and Elaine of Corbenic. Despite his bravery and noble chivalry, Lancelot had an affair with King Arthur’s wife, Guinevere who loved him deeply. He shows great dedication to his love despite the shame it ultimately brings him for sleeping with his best friend and King’s wife.

2. **Sir Gawain** - He is a nephew of King Arthur’s and is seen as the ideal knight for his excellence and valor. Gawain is compassionate, loyal, and one of the most formidable warriors at the Round Table. He is a highly respected member of the Knights of the Round Table, and considers himself a defender of women and the poor. He has wielded Excalibur before and rides a trusty horse named Gringolet. He was good friends with Lancelot but they soon turned into bitter enemies after Lancelot killed Gawain’s brothers over a royal dispute.

3. **Sir Gallahad** - Despite being the bastard son of Sir Lancelot and Lady Elaine, Sir Gallahad is described as the perfect Knight, paralleling King Arthur’s own greatness and excelling in purity and nobility. Gallahad also instigated the quest for the Holy Grail after seeing it in a prophetic dream. Legend said that only the world’s best knight could pull the legendary sword, Excalibur, out of a stone at an ancient Druidic holy site. After being recruited by Merlin, Gallahad drew the sword out of the stone and gave it to Arthur before his duel with Mordred.

4. **Sir Tristan** - Tristan, an Irish champion who was knighted by King Arthur after hearing tales of his heroic antics in Ireland, is a strong and able knight who is close friends with Sir Lancelot. He possesses all the skills of a knight, including hunting, jousting, dancing, and harp playing. On a quest to retrieve Queen Iseult for his uncle, King Mark, Tristan and Iseult fell in love and spent years on the run from the King, hiding in mountains and churches. Eventually the call of knighthood forced Tristan to return to the Round Table, where he accompanied several Knights on the quest to find the Holy Grail. He has remained in Camelot since.
5. **Sir Percival** - Starting out from humble and impoverished beginnings, Sir Percival has a natural prowess. He’s the second most noble Knight after Gallahad, in spite of generally being perceived as dimwitted and naive. Undeterred by his simple demeanor, Percival is exceptionally pious, gracious, and physically powerful, which earned him the respect of all the knights of the Table and the king himself. In the legend of Percival and the Fisher King, Percival expressed his disdain for worldly temptations and asserted his values of chivalry and the church, choosing to search for the Holy Grail.

6. **Sir Bors the Younger** - As a young man, Bors and his brother Lionel were originally members of the Frankish King Claudas’s court. Claudas was a cruel man and an enemy of the Britons, so Bors and Lionel were rescued by a servant of the Lady of the Lake and sent off to be trained by their cousin, Lancelot. Bors is arguably the finest member of the Knights of the Round Table, and his ability was showcased when he accompanied his fellow knights Sir Galahad and Sir Percival on the quest for the Grail. He became Lancelot’s most trusted advisor after Lancelot’s affair with Guinevere was exposed, displaying his immense loyalty.

7. **Sir Lamorak** - Lamorak had an affair with Sir Gawain’s mother. He is an incredibly untrusting person, and is often skeptical of other knights at the Table. He also never quite agreed with Arthur’s openness with the Druids. Though he understood that the atrocities under Uther were unjustified and horrible, he does not trust Druidic influence in British politics. This distrust was only inflamed by Mordred’s return, and he has been vocal in his belief that Druidism and Mordred’s corruptness were one and the same.

8. **Sir Bedivere** - A one-handed knight of the Table, Bedivere is an absolute ladies’ man, and he matches most of the round table in skill with a sword despite his injury. Bedivere is a devout Christian, even if he is often falling victim to lustful urges. He is one of the most beloved knights within the city of Camelot and, being of immediate Roman descent, is quite wealthy.

9. **Sir Palamedes** - Palamedes is a low-born Briton who was only recently knighted by Arthur’s own hand. He studies both at arms with the other knights and squires, especially with Lady Brianna, and basic sorcery with Merlin. He is actively seeking to combine magical and physical combat to perfect his own fighting style, something that he feels will validate him in the eyes of the Table and perhaps allow him to join the Three Enchanter Knights of Britain.

10. **Lady Brianna** - As a close friend of the royal family and court, Lady Brianna was mentored by Sir Bors the Younger since her youth. Through diligence and perseverance, Lady Brianna has risen the ranks and has secured a seat as a Knight of the Round Table. Although Lady Brianna is deeply respected by the people, she often has a more difficult time getting her male colleagues to take her input seriously. Usually Lady Brianna is relegated to guarding Guinevere and her court, but she has ambitions larger than life and yearns for combat, even if she has to bring about conflict herself.

11. **Sir Dagonet, Court Jester** - Sir Dagonet was King Arthur’s most well-beloved jester. Despite boasting a big talk of courage, bravery, and strength, Dagonet was the first one to flee in the face of conflict and legitimate danger. He even went as far as to batter and pummel his own
shield to dissimulate that he came from battle. Dagonet’s antics were legendary, capturing Sir Lancelot and shortly making him a prisoner, playing practical jokes on several knights at the roundtable and even bankrupting the administration of the Royal Court. His humor was so much enjoyed and appreciated, King Arthur knighted him.

12. **Constantinus, King of Dumnonia, Half-Brother of Arthur on Igraine’s Side** - Constantinus is a royal that rules over the former Roman province of Dumnonia who also fought alongside King Arthur in the Battle of Camlann. Because he was one of the only survivors and a blood relative of King Arthur, Constantinus believes that he has the most legitimate claim to the throne. He is a devout Christian and wishes for Catholicism to be the prevailing religion in Camelot. Constantine despises the Saxons and has vowed to do everything in his power to fight against them. Additionally, it has been rumored that Constantinus disguised himself as a Bishop and murdered Mordred’s two rebellious sons in a church when they returned to Camelot.

13. **Lucius Tiberius, Procurator of Rome under Romulus Augustus** - Lucius Tiberius was a Procurator of the Western Roman Empire under the emperor that was, in the end, the last it would ever see. Lucius was tasked with attempting to reopen channels of communication between Rome and Camelot, something he never succeeded in doing. Despite holding on desperately to a now-defunct title, Lucius does have contacts in the Mediterranean and served as an informal advisor to the king regarding trade with former Imperial provinces. Lucius is also a follower of the old Roman pantheon, something that alienates him from both Druids and Christians in Camelot. Still, he was respected by Arthur and his economic counsel was always welcome at the Table.

14. **Guinevere, Wife of Arthur** - The beautiful and desired wife of King Arthur, Guinevere is the intelligent Queen of Camelot who has a deep and troubled affair with Sir Lancelot. Her marriage to King Arthur led to her being abducted and rescued frequently as well as being shamed when her affair with Lancelot was discovered. She was infertile and bore Arthur no heirs. She is lonely as the castle is as large as it is desolate, especially after King Arthur’s devastating death. She is well-beloved by the people of Camelot and wants nothing more than to do right by them.

15. **Miriana, Cupbearer to the Round Table** - Miriana is the daughter of a foreign Saxon king. She was sent to Arthur by her father as an offer for marriage, despite the King already being wed to Guinevere. Miriana chose to stay in Camelot despite the humiliation brought on by the situation, as she had a terrible relationship with her father. Arthur’s kindness convinced her to ask for a place at court, and she was granted a role as Cupbearer to the Round Table. Though this job title makes her sole seem unassuming, she often runs errands of import for the knights. She often spars with their squires and aspires to become a knight herself one day in the near future.

16. **Theodicies, Cavalry Master** - Theodicies grew up in the time immediately after Rome’s withdrawal. He has a great respect for both Uther and Arthur’s infrastructural improvements, as, being born over lower-class Romano-Britons, he had first-hand experience with the chaos that came after Rome’s withdrawal. His appreciation for the stability under the Pendragon dynasty
stems from this experience. He was promoted to Cavalry Master during the Battle of Badon Hill by Ambrosius Aurelianus, and has skillfully fulfilled the responsibilities of the office ever since, including throughout the Battle of Camlann.

17. **Morgana, Elder Half-Sister of Arthur** - Morgana is a powerful enchantress and healer that studied magic as an apprentice of Merlin. She has the ability to fly, shape-shift, and traverse through water to some extent. She is King Arthur’s half-sister, and tended to his wounds after many a battle. She and Guinevere were also in charge of keeping order in Camelot when King Arthur was away, but now that the King is dead Morgana is heavy with grief. She wishes revenge upon anyone that worked with Mordred and will stop at nothing to get it.

18. **Cordelia, Court Physician** - Cordelia has an impressive scientific mind. Under Uther, she was forced to innovate in the way of healing on all fronts, as previous magical aid was no longer at Camelot’s disposal. She used ancient Roman manuscripts to rediscover technologies lost to the ages, and was promoted to assume the role of Court Physician. Though she respects Druidism, she prefers to remain grounded in science and logic. Under Arthur, she often undertook special projects to improve the city’s infrastructure, such as repairing and recreating Roman aqueducts to provide subjects with clean water.

19. **Lord Aldroneus, Illegitimate Son of Ambrosius Aurelianus** - Born shortly after his father’s death, Aldroneus is the illegitimate son of the firstborn son of King Vortigern. He has always been jealous of Arthur and his father, who he considers usurpers and unrightful rulers. Though he is a vassal of Arthur, trusted to rule over Sussex after it was reconquered, he once challenged Arthur to single combat, during which Aldroneus was promptly defeated. To this day, he whispers to his close confidants that he only lost “because of that damned Druid sword.”

20. **Andromeia, Legitimate Daughter and Eldest Child of Ambrosius Aurelianus** - Unlike her half-brother, Andromeia has never outwardly shown animosity towards the Pendragon line. Though she feels cheated out of the seat, as it was denied to her due to the patriarchal inheritance system, she is instrumental in administering over Sussex. She is well-loved by the people, and, although Christian herself, spoke openly against the Druidic persecution under Uther.

21. **Octa of Kent, Lord of Kent, son of Hengist the Saxon** - Octa, the son of Hengist, is the Lord of Kent under Arthur. He and Arthur became close as they grew up, as they were fairly close in age, and Uther often kept Octa close to avoid any future conflict with the Saxon settlers in Britannia. With Octa’s help, Arthur successfully established some trade routes between the British and the Saxons of Germany. Octa’s forces were instrumental in the Battle of Camlann, but he also suffered heavy losses, having taken on a massive pack of Mordred’s dark beasts directly. He is devastated in the wake of Arthur’s death, but is skeptical of being held accountable to any other ruler outside the Pendragon line.

22. **Ada of Kent, Wife of Octa** - Ada is a high-born Briton and wife of Octa. She and her husband are beloved by the people of Kent, as their union symbolizes peace between Briton and Saxons in the region. Her father was one of Uther’s principal counselors, and she has a keen political mind herself. Whenever Octa is otherwise occupied, she attends meetings of the Round
Table in his place, and she typically manages Kent regarding all matters financial. Her oversight of trade in Kentish ports has kept the German-Briton trade agreements intact and profitable.

23. **Rowena, Daughter of Hengist** - Rowena is the main emissary between the Saxon forces on the continent and Arthur’s court. She is a keen negotiator and is well-respected by the leaders on both sides. She often takes to the street in Kent, Essex, and Sussex to monitor relations between Britons and Saxons in everyday life. Her efforts have vastly improved general relations between the two groups.

24. **Thaddius, Freshly Defected Saxon Commander from Mordred’s Army** - A young and cocky commander hailing from the formerly Roman town of Terri in northern Germania, Thaddius owes everything he has to his powerful father, Chaddius. Thaddius left Germania to find glory in conquest and party with British mead. Originally taking Mordred’s side in the Battle of Camlann as one of the invading Saxon forces, Thaddius believed his best chance for further glory and gluttony to be in defecting to the Britons. Thaddius aims to enjoy the finest luxuries and entertainment, attending various Druid festivals and living lavishly off of his father’s coin.

25. **Alban, Captain of the City Watch** - Alban is a promising young man-at-arms whom Arthur personally promoted soon after his ascendency. Alban is a staunch supporter of Arthur’s policies, as his mother was a Druidic priestess that was forced into hiding upon Uther’s change in policy. Alban is a skilled swordsman and, although he stayed behind to defend Camelot during the Battle of Camlann, is recognized as a hero and sort of celebrity throughout the city and the country for his various acts of bravery throughout Arthur’s reign.

26. **Nimue, Lady of the Lake** - Nimue, a powerful water nymph that rules over the magical Dozmary Pool, is a magical creature that was once hunted while Uther’s bounty on her kind was in place. She communes with the spirits of nature and often acts as an emissary and advisor on matters regarding the natural world. The sword Excalibur was with King Arthur’s corpse when it was set afloat on the Dozmary pool. The funeral cairn was set ablaze with dragonfire and the sword, undamaged because of its inherent magic, sank to the bottom of the lake.

27. **Numidia, High Priestess of the Druids** - Being born in Camelot under Vortigern’s rule, Numidia was one of the Druids that were forced into hiding during Uther’s reign. During this time, she ascended to the position of High Priestess of the Druids. She was Arthur’s principle Druidic contact and advisor, and she became close with the late king. She is one of the leading members of the Druidic community, and her skill with nature magic is without equal, though she is limited to this type of magic.

28. **Randall, Archbishop of Camelot** - In the primarily Christian city of Camelot, Randall is the Archbishop residing in the most prominent Catholic church in the city. He presided over the coronations of both Uther and Arthur. With a devoted following of about 25 close disciples, Randall believes that Christianity should be more widespread in Britannia and within Camelot itself. Additionally, Randall has a strong distaste for the Druids and is a firm enemy of all things
magic. He was very close to Uther, especially in the days following Igraine’s death, and all of Camelot assumes he had a heavy hand in the anti-Druidic policies of Uther’s reign.

29. **Theo, Arthur’s Squire** - Later in life, after he’d finally come to terms with his failed mentor-mentee relationship with Mordred, Arthur decided to take on a new apprentice. He saw Theo play fighting in the streets outside Camelot. No matter how many times the other kids would knock him down, Theo always got back up. Arther personally asked the boy and his mother, a humble healer to allow Theo to move to the castle and begin training with the Knights of the Round Table. Theo is currently 16 years old, but can hold his own against many of Arthur’s finest.

30. **Otheo, Pictish Mercenary** - Otheo was once among the wild Pictish raiders that plague the kingdom of Camelot. However, he was captured on the shores of Britannia while Arthur and his army drove a large band of raiders back into the sea. Otheo had taken an arrow to the knee and couldn’t escape. Arthur found him and took mercy on him, having Merlin heal the leg that would have otherwise been amputated. Otheo pledged himself to Arthur’s service, acting as a personal bodyguard for the king. He never let go of his Pictish culture, but he has decided to stay and help reconstitute the kingdom after the king’s death.

31. **Bertha, Tavern Owner** - A woman with a personality larger than life itself. She brings light, love, and laughter to her down-to-earth tavern near the main gates of Camelot. She bought her tavern as a young woman using wealth that she stumbled upon through mysterious circumstances. She’d never hurt a fly, and the whole city loves her, but that endowment has been the source of many tantalizing rumors around the land. Nevertheless, her ale is the finest in the land, and weary travellers can’t but stop for a bowl of brown.

32. **Harold, Camelot Ravenmaster** - Harold is the kingdom’s resident ravenmaster. He handles all foreign and domestic correspondances to and from Camelot by raven. He’s a former trainee of the wizard Merlin, but his innate magic was found to be too weak to sustain further training. Burdened by his failure, Harold finds himself in the warm, sudzy arms of Bertha’s fine house-made ale every night. Even Sunday. Despite his love for level-of-consciousness-altering substances, he is known locally as the source of the best gossip on the royals and their entourage.