

# The Twelve Virtuous Knights of Glamorgan ASMR

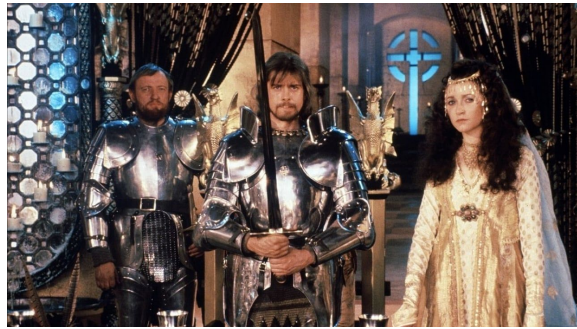
## Introduction

**A low fantasy, feature length adventure ASMR roleplay featuring an assortment of bizarre, beautiful, and baffling characters.**

The viewer is on a quest to become King of Britain. Many have come before them, but none have succeeded, as they must defeat twelve knights of legend to receive each virtue required to rule.

I filmed one of the knights to give you an idea: <https://youtu.be/V6eofBdN0hY>

I may change or refilm this bit, but it should be a good indication of what we're going for.

The Look	The Mood
	

There will be **NO** early modern or old English in the video. Unfortunately, also no contemporary global accents or languages (i.e. American, Australian, or Afrikaans).

**Deadline for participation confirmation:** 25.11.2020  
**Deadline for submissions:** 17.12.2020  
**Video release date:** 24.12.2020  
**Please send final video to:** [info.jimchi@gmail.com](mailto:info.jimchi@gmail.com)

If interested in participating, please send a confirmation email to the above address with your character choice and any questions you may have.

**If you can't participate, just let me know so I can share with others. Thanks!**

**Submission Requirements:** 5 to 15 minute raw piece filmed against a green screen. Can be any FPS, but minimum resolution of 1080p. If encoding, please use H.264 and ensure synced audio. If raw, please ensure camera footage has audio for sync. Final piece will be rendered at 25fps.

# Preface

*(Introduction spoken in English)*

Time immemorial - twelve immortal knights - ruling over twelve territories - deep in the heart of ancient Prydain.

It is said that defeating each warrior grants the victor a chivalric virtue.

Should the challenger defeat all twelve demagogues and obtain all twelve virtues of chivalry, they will become a knight themselves - hailed as an heir to the throne of Prydain.

Alas, alack, the knights grow weary and old...

They no longer welcome challenges of martial means – they will each bestow their virtue upon the one they deem worthy through means dictated by their personal predilections...

Errant adventurer – all could be king in ancient Prydain – regardless of birth, creed, or race.

Will you be the one to obtain all the virtues and unite all territories under singular rule?

Your quest for the crown begins...

*(Introduction whispered in Welsh)*

Amser yn anfoesol - deuddeg marchog anfarwol - yn llywodraethu dros ddeuddeg tiriogaeth - yn ddwfn yng nghanol Prydain hynafol.

Dywedir bod trechu pob rhyfelwr yn rhoi rhinwedd sifalric i'r buddugwr.

Pe bai'r heriwr yn trechu pob un o'r deuddeg demagog ac yn sicrhau pob un o'r deuddeg rhinwedd sifalri, fe ddônt yn farchog eu hunain - a fydd yn etifedd gorsedd Prydain.

Ysywaeth, mae'r marchogion yn tyfu'n flinedig ac yn hen...

Nid ydynt bellach yn croesawu heriau dulliau ymladd - byddant i gyd yn rhoi eu rhinweddau i'r un y maent yn ei ystyried yn deilwng trwy ddulliau a bennir gan eu rhagfynegiadau personol...

Anturiaethwr - gallai pob un fod yn frenin yn Prydain hynafol - waeth beth fo'i eni, ei gred neu ei hil.

Ai chi fydd yr un i gael yr holl rinweddau ac uno'r holl diriogaethau o dan reol unigol?

Mae eich cwest am y goron yn dechrau...

# The Knights

Each knight represents a stoic chivalric virtue. Some of them have monikers or epithets that indicate their character, and often their temperament is aligned with the challenge they present. For example, Sir Payn is a trickster and good humoured, but perhaps a little dim.

The knights are presented in provisional order of appearance. You may have an idea of who I want you to be from some of the elements presented, but don't let this dictate your choice - all things can be adjusted.

**Please note:** the 'hint' image does not denote gender, and names can be changed to suit your own.

Name	Moniker	Challenge/Trigger	Virtue	Voice	Hint	Player
Payn	Little Faith	<b>Puzzle Solving</b> Trinket and metal sounds.	<b>Diligence</b> Persevere against unfair odds and to be adequately prepared.	English		Jim
Griffiths	The Wall	<b>Chess</b> Piece moving and soft spoken.	<b>Patience</b> Observe with calm and react with precision.	Irish or English		Paul
Lyc	Chwith	<b>Poison Cups</b> Water pouring and wood tapping.	<b>Fortune</b> Judicious decisions and auspicious results.	Irish		Amy
The Nghysgod	Doubt	<b>Layered Whispers</b> Ear to ear inaudible whispers.	<b>Courage</b> To face fear and to be true to oneself.	Welsh		Tom
Hiroshi Takahashi		<b>Mah-jongg</b> Tile sounds and tapping.	<b>Perspicacity</b> Insight into the future and learnings from the past.	Japanese		Jim
Ülr Vallar		<b>Rune Casting</b> Shuffling sounds and wood triggers.	<b>Faith</b> Belief in oneself and conviction in others.	Nordic		Rachel
Georges	Le Déluge	<b>Riddles</b> Soft spoken questions.	<b>Logic</b> Solving problems and creating solutions.	French		Sage

<b>Hywl</b>		<b>Meditation</b> Guided relaxation and positive affirmation.	<b>Balance</b> The ability to transcend the whirlwind of life through calm.	Welsh		<b>Jim</b>
<b>Rosemary</b>	The Fair	<b>Self Reflection</b> Projection of positive affirmations.	<b>Love</b> To not only love others, but to love oneself.	English		<b>Hayley</b>
<b>Streiter</b>		<b>Staring</b> Prolonged eye contact with visual triggers.	<b>Trust</b> To know without looking that they have you, and you have them.	Teutonic		<b>Kate</b>
<b>Quinto</b>	The Halberd	<b>Magic</b> Visual triggers and tricks.	<b>Obfuscation</b> To know that there is always more than meets the eye, and to hide it.	Spanish/ Portugese		<b>Hendril</b>
<b>Bas</b>	The Grim	<b>Sleep</b> Sleep inducing triggers (hypnosis, paper strokes, etc.)	<b>Death</b> To know life before death...	Scottish		<b>Matt</b>

# Video Structure

Each piece can be any length – the video will be feature length when complete. However, each video should follow a simple quaternary structure:

## 1. **The Knight**

The knight introduces themselves, perhaps referencing the one who came before them. Each knight inhabits a very different realm to the previous, and this should somewhat reflect their character.

## 2. **The Challenge**

The knight presents the challenge to the viewer. This uses ASMR triggers that relate to the particular challenge. For example, The Nghysgod whispers into the viewer's ears without moving, to inspire fear, in different accents, languages, and levels.

## 3. **The Virtue**

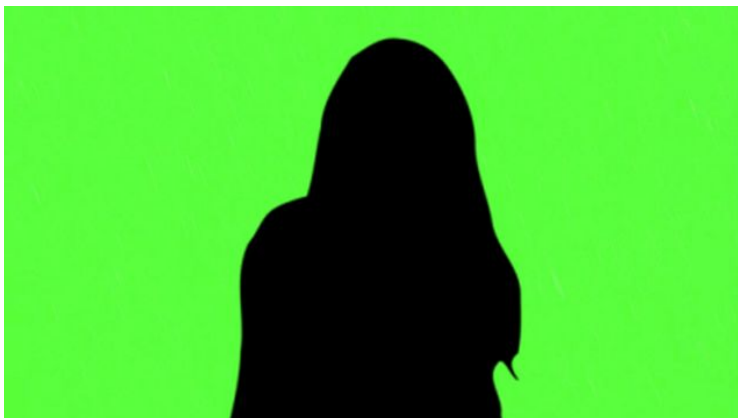
The viewer will always win the challenge. This can be presented in interesting ways. For example, Sir Payn fails to solve the puzzle the viewer presents, but is delighted when it is solved quickly before him, and therefore embellishes on the virtue information detailed above.

## 4. **The End**

Each knight will respond to the viewer claiming victory over them in different ways. Some will be pleased, some will be upset, and some may even cease to be. However, one phrase that must be spoken by all the knights at the very end is:

*“Life is full of farewells; the trails that lead us home.”*

Filming will be conducted against a green screen, facing camera. Strategic lighting is not imperative, but where armour is being utilised please remember to counter for reflections:



**The final video will be hosted on my channel with links to all of your content. I will supply top-and-tailed individual pieces for you to put on your own channel after the release, and will even write and record a little intro for each one to pad it out.**