



X-MEN

The Quiet Council

Letter from the Chair

Delegates,

Welcome to MUMUNC XVII! My name is Mari Angelopoulos, and I will be the Chair for the X-Men: Quiet Council of Krakoa committee. I have been a Marvel fan for years, and I am excited to dive into the world of Krakoa in this committee! One of the things that has always stood out to me about X-Men is how easily aspects of these stories reflect real-world politics and society. With that, I'm excited to bring these dynamics into a MUN setting as you all will form the governing body of a sovereign mutant nation. I encourage you to approach this committee with creativity and curiosity as you take on a variety of challenges that will ultimately shape the future of mutantkind.

At MUMUNC, we expect our committees to foster an environment where delegates can engage in respectful dialogue. I encourage you to be innovative in your actions in this committee to keep debate and crisis updates interesting as new events unfold. Further, I am looking to see a dedication to character positions as outlined in this background guide as this contributes to more lively debate and discussions.

I look forward to meeting you all, and having a fun and productive committee! Regardless of your MUN experience level, we are here to help with any questions you may have. If there are any points of confusion regarding this topic, or crisis committees in general, feel free to reach out to me at angelomi@miamioh.edu.

- Mari Angelopoulos

Letter from the Crisis Director

Hi Everyone!

My name is Barrett Croskey, and I am serving as the Crisis Director for the X-Men: Quiet Council of Krakoa committee. I became a fan of the X-Men after reading the dual series that kickstarted this era of comics, *House of X* and *Powers of X*. After reading these series, and the following books, I knew that their story would make a great Model United Nations committee, as these stories deal with espionage, backstabbing, special abilities, and global politics - everything you need when debating in Model UN.

I'm assuming many of you have at least seen some of the X-Men movies from the past 2 decades and are familiar with at least some of the characters. If you aren't, this is a great opportunity to delve into a new series and find new characters and stories you could be interested in. The movies have their ups and downs, and some are way better than others, but if you don't feel like reading comics for background info, they're an easy way to gain a basic understanding of the world.

If you have any questions, you are more than welcome to contact me at croskebw@miamioh.edu. If you feel like reading some comics for background information, I would recommend reading *House of X* and *Powers of X* by Jonathan Hickman, or at the least watching some youtube videos on it, as that story is largely what we are basing this committee off of. I can also give you all specific recommendations for your characters if you are interested. I recommend doing your own research for this committee, as you'll find a bunch of lore you can choose to implement. Each of your characters have long and detailed histories, and the Marvel world is an open sandbox of obscurity to pull from. I genuinely think the best way to learn about this world is to go down a wiki rabbithole starting with your character.

You might notice some obscurities in the background guide - some redacted information. This is intentional and that information will be revealed later on throughout the conference. (You can get a headstart on learning what is redacted by reading *House of X* and *Powers of X*, but that is up to you).

Anyways, I look forward to seeing you all in committee this year, and hope you enjoy it. Welcome to the X-Men. I hope you survive the experience.

- Barrett Croskey

Background:

2000s:

In the timeline you know, Professor Charles Xavier founded the X-Men in the year 2001, recruiting Scott Summers, Jean Grey, Hank McCoy, Bobby Drake, and Warren Worthington the III into the team to fight Magneto and his Brotherhood of Evil Mutants. In the years following, more mutants would join Charles' dream and attend his school, growing the mutant world exponentially. As the X-Men and the Brotherhood became relevant in the worldly media, more mutants came out into the public and more humans came out as anti-mutant. One of the first humans to publicly come out as anti-mutant was William Stryker, a priest and the leader of the Purifiers, a terrorist cell who target mutants. The X-Men and the Purifiers came head to head in the year 2006, resulting in more public interest in the "mutant problem." The result of this was the formation of the mutant nation, Genosha, on the outskirts of California. In early 2008, Charles' Xavier's estranged twin Cassandra Nova struck, taking an army of sentinels and assaulting Genosha, massacring millions of mutants. Later in the year, struck with grief, Magneto manipulates his daughter Wanda Maximoff following her mental break as she created a global paradise, manipulating reality to make mutants the dominant species at her father's behest. Upon the dismantling of this universe by the combined effort of the Avengers and the X-Men, Wanda Maximoff declared the infamous words, "No more mutants," which wiped the powers from most of the remaining mutants, leaving only a few hundred still empowered. After this day, now known as "M-Day," no new mutants were born.

2010s:

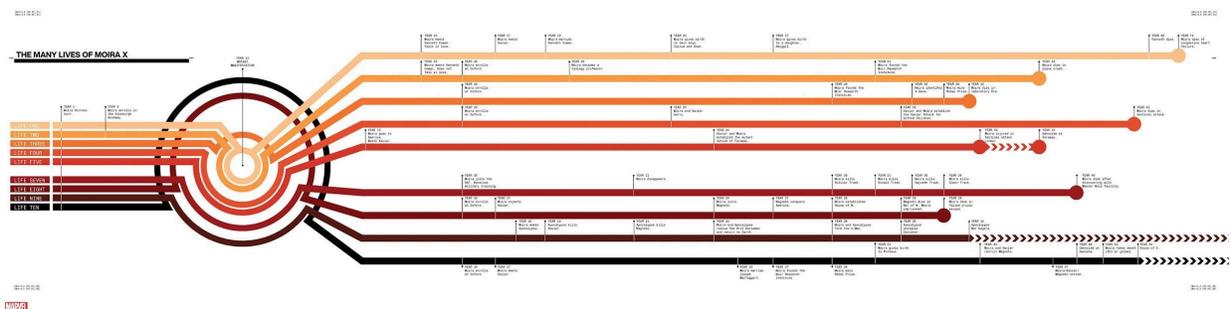
In 2014, the first mutant following "M-Day" was born, Hope Summers. The forces of the X-Men, Brotherhood, Avengers, and Hellfire Club fought over the child, causing Cyclops and Cable to come to a last resort, sending the child to the future to be raised by Cable away from current threats. Following this, no more mutants were born once again, leaving the species to slowly decline. Cyclops and Magneto, now working on the same side of the mutant-human fight, elected for the creation of a new mutant nation, Utopia. This time the island would act as a safehouse for the remaining mutants and a base of operations for the X-Men. In 2016, the Phoenix Force came back to Earth, bonding with five individuals: Cyclops, Emma Frost, Colossus, Magik, and Namor. The Phoenix 5, as they came to be known, fought each other, proving the Avengers' prior concerns about the Phoenix Force correct. Their feud destroyed Utopia, leaving the mutants nationless once more. Wanda Maximoff's words held true for the next few years, until Hope Summers, now a fully grown adult, reemerged in the present day, with Cable and Bishop, another time traveler on her trail. The world learned of a prophecy that Hope Summers would take the Phoenix Force unto herself, restarting the mutant race. However, the Avengers, seeing the potential threat the Phoenix poses to humanity, abduct Hope, separating her from her fate. Upon Hope's return to this time, the mutant population began growing anew as the x-gene activated in new people. The Avengers and the X-Men came head to head, and Hope came into possession of the Phoenix Force. Wanda Maximoff, agreeing with the Avengers' fear of the

Phoenix, mutters a different phrase this time, “No more Phoenix,” casting away the Phoenix Force and ending the battle. The mutants are once again separated and spread across the globe, nationless.

2018:

In 2018, Moira Mactaggert came to Charles Xavier with a plan - Unite his and Magneto’s philosophies and come together to create a safe haven for mutantkind. It took some work, but Charles, Erik, and Moira were able to set up an outline for mutant society, using the living island of Krakoa as a base. Charles dropped Cypher and Warlock onto the Island, telling them they had a year to come up with a method of communication with the island and a system of creation for homes, drugs, and society. When the plan was set in motion and each piece was precisely in place, Charles announced to the world the emergence of Krakoa with the simple phrase, “While you slept, the world changed.” Not every country took this news well, and countries like Russia, China, and the United Kingdom specifically remained hesitant on the nature of a mutant nation containing a majority of the world’s powerhouses. Krakoa quickly became a global powerhouse, selling its drugs to gain support from other countries, and joining the United Nations with Harry Leland as their representative. Everything was going so well, until the council discovered the secret of Krakoa’s founding, the Moira MacTaggart is a mutant, has the ability to reincarnate upon her death, and has lived nine lifetimes before the one they are currently in. Moira was brought into the light and given a place on the council, although the people of Krakoa walk on eggshells around her afraid that something could accidentally kill her and reset the timeline, erasing Krakoa from ever existing. The larger world has yet to learn about Moira’s secret, as the council lives in fear of what they would do if they did. Upon finding out about Moira’s secret, they learned one more devastating piece of information, in every one of Moira’s lifetimes, they lose.

Moira’s Lifetimes:



1: In Moira’s first lifetime, Moira lived a fairly normal life. Moira got married, had children, and lived a long prosperous life until her death to cancer at an old age. Upon her death, her mutant gift activated, and her mind went back to the moment of her birth allowing her to relive life again with the memories of her first life.

2: Moira’s second lifetime is a bit different. After restarting her life, Moira realized something was off but didn’t realize what it was until she saw Charles Xavier speak about mutants on television. Upon hearing him talk, she knew what she was - a mutant. She decided to go to Charles to speak

with him and learn, but when she got on a plane to fly to meet him, her plane crashed and Moira died, restarting her life once again.

3: In her third lifetime, Moira decided to research her genes, finding the cause of mutant abilities. Moira flew to meet Charles much earlier in life, but realized he was arrogant and selfish and that she wanted nothing to do with him. Moira's disliking of Xavier and the abilities she was cursed with caused her to consider mutation a disease. She developed a mutant cure, but before she could unveil it, she was attacked by ██████████ and her ██████████ ██████████, realizing what Moira could become, warns her not to betray mutantkind again, and to really nail her point into Moira's mind, ██████████ burn her alive.

4: Upon her murder by ██████████, Moira heeded her warning and approached Charles Xavier again, realizing she misunderstood him before. They fell in love and founded the X-Men, leading them through events similar to the current timeline. However, upon Moira's 55th birthday, the Sentinels succeeded in killing the X-Men, Charles, and finally, Moira.

5: Moira realized Xavier's dream had failed, but decided she needed to try again. She ran away from home at 13, and met Charles, opening her mind to him to show him everything she'd experienced. Together, instead of founding the Xavier School for Gifted Youngsters, they establish Faraway, a mutant sanctuary on the Blue Area of the Moon. As much preparation as they did, they eventually failed, and succumbed to the Sentinels once more.

6: In Moira's ██████████ lived a long ██████████ life ██████████

██████████ Wolverine ██████████
██████████

7: Moira's ██████████ Charles Xavier ██████████

██████████ Moira died, ██████████

8: ██████████ Moira decided to ██████████ with Magneto ██████████

██████████ Moira realized Xavier ██████████
██████████
██████████
██████████

9: ██████████ Apocalypse ██████████
██████████ Rasputin IV, Cardinal, and

Cylobel broke in and ██████████
██████████ Ni ██████████ d.

10: The current timeline...

Krakoa:

Krakoa is a small island located in the Southern Pacific Ocean, with all of its natural features effectively forming one big, sentient organism, feeding off of mutant life energy. It was repurposed by Charles Xavier and Erik Lehnsherr to become a sovereign nation state for mutants, with both men compromising on their visions on the relationship between mutants and humans. The island's primary economic resource are the Flowers of Krakoa, which possess certain powers and were cultivated by Charles, Cypher, and Krakoa itself. With help from Beast, these flowers were used to develop three main drugs that could operate as an adaptive antibiotic, extend human lifespans by five years, and prevent diseases of the mind in humans, respectively. Charles offered these medicines to countries that recognized Krakoa as a sovereign nation. In Krakoa, mutants can thrive without fear of human oppression, uniting across differences and embracing their mutant identity. This nation represents a new era of mutant solidarity and political power, with a focus on self-preservation, self-determination, and the idea that mutants deserve their own place in the world, separate from human society.

The Quiet Council:

The Quiet Council serves as the ruling body for the nation of Krakoa, as well as the governing body that members of this committee serve in. To create a unified mutant nation, Charles and Eric worked with other powerful mutants, offering them a seat on this council in exchange for their cooperation towards this cause. Typically, the Quiet Council consists of twelve members and a liaison, but this has been expanded for the purposes of this committee to include additional voices. Represented in this group are traditional leaders of the mutant community, monarchs of the Hellfire Trading Company, former members of the X-Men, and figures who have historically been behind extremist initiatives. Considering this diverse representation of mutants, the council is divided into four sections:

1. Autumn: the traditional and historical heads of mutant society
2. Winter: more radical or morally ambiguous aspects of mutant society
3. Spring: the economic interests of Krakoa, particularly through the Hellfire trading company
4. Summer: empathetic and just members of mutant society

In their inaugural meeting, the council established three rules that serve as a basis for Krakoaan society:

1. Make more mutants
2. Murder no man
3. Respect the sacred land of Krakoa

The Council then had to decide what the consequences of breaking these laws should be. Capital punishment risked putting the offender back in the resurrection queue, and it was decided that releasing these violent mutants back into the regular world was not an option. Ultimately, it was decided that mutants found guilty of breaking these laws, such as Sabretooth, would be held indefinitely in the Pit of Exile. In this Pit, which effectively functions as a prison, mutant offenders are held in stasis, alive but immobile.

Resurrection:

Resurrection in Krakoa is a groundbreaking aspect of the new mutant society. A group of mutants known as “The Five” were able to bring their abilities together to resurrect mutants who met a premature end. The Five, consisting of Egg, Proteus, Elixir, Tempus, and Hope Summers complete a process that creates eggs containing the mutant’s DNA and transforms it into a husk of the mutant at a particular desired age. Finally, a telepath like Charles will imprint the mutant’s mind into the husk using knowledge from Cerebro. Since the resurrection process can have powerful consequences, there are a number of rules and protocols put in place to guide its use; for example, members of the Quiet Council have priority in the resurrection queue.

Sentinels:

Sentinels are AI robots designed with the purpose of hunting mutants. The development of this sort of technology is generally inevitable across different timelines and it has become Moira’s main mission in life to prevent ██████████. However, an organization called Orchis, made of the remnants of S.H.I.E.L.D., Hydra, AIM, amongst others has arisen from the ashes and restarted the Sentinel program, taking over Stark Industries and producing ██████████ ██████████ Stark ██████████. If ██████████ the ascension ██████████ inevitable.

Locations of Krakoa:

- *Akados Habitat*: A collection of 6 large homes where the young mutants reside.
- *Arena*: Where the Crucible occurs.
- *Bar Sinister*: Mr. Sinister’s home where he practices his cloning and science experiments.
- *Blackstone*: The fortress of the Black King, Sebastian Shaw. In Hellfire Bay.
- *Green Lagoon*: A bar and social club where the residents of Krakoa come to socialize.
- *The Pit*: A stasis chamber where mutants who break the laws of Krakoa go.
- *Red Keep*: The fortress of the Red Queen, Kate Pryde
- *Arbor Magna*: A hatchery where mutant clones are reborn.
- *The Grove*: The chamber of the Quiet Council
- *The House of M*: Magneto’s palace.
- *White Palace*: The fortress of the White Queen, Emma Frost.

Topics to Consider:

- What will mutant diplomacy look like? How will Krakoa relate with the rest of the world?
- How should resurrection guidelines be handled?
- How will the threat of Sentinels and ██████████ be addressed?
- Do you agree with the Three Basic Laws? Should they be changed, should more be added?
- Are the medicines produced in Krakoa safe?
- How else can Krakoa gain economic power?

Characters:



Charles Xavier - Autumn

Charles was born to a wealthy family in Westchester New York, being raised originally by his father Dr. Brian Xavier and his mother Sharon Xavier. Upon Charles' birth, he was born the second of a set of twins, with his older sister Cassandra being born stillborn. Charles would not remain an only child, however, as after his father's death, his mother remarried a man named Dr. Kurt Marko who brought his son Cain into the family. Charles attended Harvard for undergraduate, and Oxford University for graduate school where he met Moira Kinross and learned of her history. With Moira's help, Charles founded Xavier's School For Gifted Youngsters in his family's ancestral home, and eventually formed the X-Men. Charles is one of the three pillars of Krakoa society alongside Erik and Moira. Although his dream of mutant and human coexistence has been set aside for his new dream of Krakoa, a little piece of him will always ask himself what if. Charles is a telepathic mutant who has the ability to read minds across the globe, and even into the reaches of space with the assistance of Cerebro. Charles is rarely seen without a Cerebro unit on his head [see Krakoa Resurrection for more information] and as such, his telepathic powers are greatly enhanced while doing so. He is a confident man, however sometimes his confidence comes at a detriment to others. He is a good man, but as is often said by his students, "Charles Xavier is a Jerk."



Hope Summers - Autumn

Hope is a complicated mutant with an even more complicated history. The adopted daughter of Nathan Summers, the mutant time traveler known as Cable, she is proficient in countless weapons from dozens of decades. Originally born after the great decimation of the mutant population at the hands of the Scarlet Witch, Hope is known as the mutant messiah, THE mutant born to start a new age of mutant birth. However, due to her birth and the threats posed by those who hunted her, Cyclops made the executive decision to send her to the future with Cable, to be raised there away from the dangers of the present century. Hope is a member of the Five, the group of mutants responsible for restoring life to the mutants lost throughout the years [see Krakoa Resurrection for more information]. Because of her place in the Five, Hope was granted a spot on the Quiet Council to act as a voice of the younger generation of mutants. Hope is what is known as a power mimicry, which allows her to copy the powers of any nearby mutant. Her gift is unique in that it allows her to boost those around her, and stabilize their powers at their optimal states. Hope is cocky, and confident, which is rightfully earned as a former host of the Phoenix force. Although she was raised in the wartorn future, Hope is above all still a young adult trying to do her best.



Jean Grey - Summer

Jean Grey is one of the original five X-Men. She is arguably one of the most powerful mutants in history, being both an omega level telepath as well as the being that some call the “one true Phoenix.” Jean has been a host of the Phoenix Force on more than one occasion, however in recent years, they have parted ways, allowing Jean the opportunity to just be herself. She married the love of her life, Scott Summers, and is raising her children, Rachel and Nathan, who came back from distant futures and other timelines. Although Jean might be the one true host of the Phoenix Force, that does not come without its fair share of worries for her, as her first time as a host for the Phoenix Force, Jean became corrupted and absorbed a sun, killing an entire galaxy in the process. She has since been redeemed and forgiven for those times, but she is still wary of the potential she has, just as she is wary of what Krakoa could become. Jean is one of the strongest supporters of Krakoa, however she knows Charles and Erik and knows what they are capable of when left unchecked. Jean is on the council for one reason, to ensure that Krakoa remains a place for all mutants, and that the power of those who have it does not run rampant.



En Sabah Nur - Autumn

En Sabah Nur is the first mutant, known globally as Apocalypse. He originates from ancient Egypt and is older than almost everyone else on Earth. Apocalypse has always believed in the mantra, ‘survival of the fittest’ and has employed this in everything he has done throughout the course of his life. It is unknown whether he decided on this view of life on his own or by the influence of his wife, Genesis, who went missing with his children hundreds of years ago. Apocalypse has served as one of the X-Men’s greatest villains, but while on Krakoa, Apocalypse has taken a calmer approach, knowing that because of his efforts and the efforts of the council, mutants will survive because they are fit to do so. He has recently been seen working alongside Betsy Braddock, Captain Britain in order to expand Krakoa’s reach into the realms of magic. While Apocalypse is easily angered, he has become a voice of reason on Krakoa, doing whatever he needs to in order to maintain Krakoa’s prominence into the far future. Mutant-kind all descend from some sliver of Apocalypse’s family tree, and as such, he views it as his responsibility to ensure their survival.



Nathaniel Essex - Winter

Nathaniel Essex is a geneticist from London who has taken extreme interest in the profitability and survivability of mutant genetics, specifically with the desire to create chimeras, synthetic mutants with multiple activated X-genes. Nathaniel is not a natural born mutant, instead, he injected the DNA of a deceased mutant, Thunderbird, into his genetics to give himself the X-gene and mutant powers. Since then, he has continued to inject himself with mutant genetics, giving himself low-level telepathy and super strength. He is more commonly known as Mr. Sinister, due to his cruelty towards mutant kind and humanity in the past. No one on the Quiet Council wants him to be here, but they know it is necessary because of his importance in the resurrection protocols, as he holds the vault of DNA that is used to create the husks that the five utilize in resurrection. Mr. Sinister is find if his gossip and for better or worse, tends to have access to a multitude of secrets from across the island, known collectively as his 'Sinister Secrets.' No one knows how he learns the information he does, and Sinister's lips are sealed. He likes to cause trouble, and doesn't care who he has to cross to do so.



Sebastian Shaw - Spring

Sebastian Shaw is the Black King of the Hellfire Club, a secret cabal of wealthy mutants who have been operating in the shadows for years. Sebastian has the ability to absorb and redirect energy and as such has become a major threat for those he opposes. He was once married to a woman

named Lordes Chantel, but in an unfortunate Sentinel attack, she was killed before Charles implemented the backup of mutant minds that he used to resurrect mutants from the dead. Sebastian fell in love again, and had a son named Shinobi. Although that relationship didn't last either, Sebastian and Shinobi remained close, until it was eventually revealed that Shinobi was not Sebastian's biological son. Sebastian has tried to repair that relationship, but has struggled to repair it to what it once was. Upon the founding of Krakoa, the Hellfire Club became the Hellfire Trading Company, and Sebastian became in charge of the black market operations responsible for smuggling Krakoa drugs in and out of countries who refused to accept Krakoa sovereignty. It is a shady and illegal business, but Sebastian does it well. Although he has been enemies with many of Krakoa's citizens and council members, he truly believes that Krakoa is going to be victorious against its opponents and wants to be on its winning side. Sebastian will always win, no matter who he has to double cross or what lines he has to blur to do so.



Erik Lehnsherr - Autumn

Erik is a mutant terrorist known as Magneto, although he would prefer the term freedom fighter. Where Charles Xavier believes that mutants and humans can live together in peace, Erik believes that mutants and humans can no longer live together, as humans will always hate mutants. Erik has this belief because of his experiences during World War II. As a Jewish man, Erik was a victim of the Holocaust and was forced to watch the death of his family. These events have shaped his worldview and have given him the perspective of "them" or "us". He has been a leader of the Brotherhood of Mutants, has ran with Cyclops and Emma Frost during the Revolution, and has been a world leader for better or worse. Magneto made a bold statement during the founding of Krakoa, claiming that humanity has "new gods now" and those words have haunted humanity ever since. He and Charles disagree on many things, but can agree that Krakoa needs them. Erik fights for the future of his people, not wanting them to suffer through the same events as he did at the hands of the Nazis. He fights for his biological daughter Lorna, and his non biological children Wanda and Pietro. His world is complicated and he reacts with his heart over his mind, but in the end, Magneto was right, and everyone knows it.



Moira MacTaggert - Summer

Dr. Moira MacTaggert is a world-renowned Scottish geneticist and ally of the X-Men, known for her groundbreaking research on mutation and her advocacy for mutant rights. As the founder of the Muir Island Research Facility, she has dedicated her career to studying mutant genetics, developing treatments, and working alongside Charles Xavier to promote peaceful coexistence between humans and mutants. Moira became an ally to the X-Men in the years immediately following their founding, operating as their one human ally. Until she wasn't. Secretly, Moira is a mutant herself, possessing the ability of reincarnation, allowing her to retain memories across multiple lifetimes. This unique power has granted her deep insight into the future of mutantkind, shaping her efforts to prevent catastrophic outcomes. While she supports diplomatic solutions, her hidden knowledge of past failures makes her a pragmatic and sometimes controversial figure. Dr. MacTaggert is a major advocate for the protection of mutant kind in the long run, doing anything to ensure their survival against the coming threats. With her scientific expertise and first hand understanding of history's repeating cycles, she is the sole strategist working behind the scenes to ensure the survival of mutantkind.



Emma Frost - Spring

Emma Frost is a powerful telepath and former White Queen of the Hellfire Club who has become one of the most influential leaders on Krakoa. Gifted with immense psychic abilities and an

organic diamond form that grants her near-invulnerability, she combines intellect, charm, and ruthless pragmatism to secure a future for her people. As a key architect of Krakoa's economic and political foundation, she has leveraged her position to ensure the safety, education, and empowerment of young mutants, believing that their protection is the true measure of Krakoa's success. Emma has seen first hand the dangers that exist for mutants during her experiences on Genosha. Emma has survived a genocide of her people, and now fights solely for the future of mutant children. Emma advocates for mutant sovereignty, international recognition of Krakoa's autonomy, and the establishment of strong diplomatic and defensive measures to shield mutant children from the mistakes of the past. While she supports negotiations, she refuses to trust human institutions to safeguard mutant lives, knowing that power and self-sufficiency are the only true guarantees of survival. As a master manipulator and strategist, she is prepared to make the hard choices others shy away from, ensuring that the next generation of mutants inherits a world where they are not just safe but truly free.



Bennet De Paris - Winter

Bennet du Paris, known as Exodus, is one of Krakoa's most devout and powerful leaders, serving on the Quiet Council as a steadfast protector of mutantkind. A mutant crusader from the 12th century, his immense psionic abilities, rivaling even the most powerful telepaths and telekinetics, are fueled by his unwavering faith in mutant supremacy. Having served under Apocalypse and Magneto, Exodus now dedicates himself to Krakoa, believing it to be the promised land for his people. He sees the survival of mutantkind as a sacred duty, with the children of Krakoa as its most precious future. Exodus only wishes for one thing, Krakoa's supremacy. Exodus has seen the dangers of strong mutant leaders and the threats humanity poses. He knows danger lurks around every corner, and wishes to be the light in the darkness that guides mutantkind to a better future. He believes in the mutant messiah, Hope Summers, and knows that if they follow her lead, they will survive. Exodus gets stronger the more people believe in him, and as a member of the council, he has never been stronger. Exodus is willing to take extreme measures to ensure that Krakoa remains a stronghold, where mutants are not only safe but ascendant. For him, anything less than total self-determination is a betrayal of their destiny.



Kate Pryde - Spring

Kate Pryde is one of the X-Men's earliest recruits. She is a seasoned X-Man and currently serves as the captain of the Marauder, a ship sent out to rescue mutants and bring them to Krakoa. Kate is gifted with the ability to phase through matter and has evolved from a teenage prodigy into a bold leader, unafraid to challenge tradition for the good of her people. As the Red Queen of the Hellfire Trading Company, she plays a vital role in Krakoa's global influence, ensuring persecuted mutants worldwide have a path to safety. Kate champions international recognition of Krakoa's sovereignty, protections for mutants beyond its borders, and open trade policies that strengthen mutant independence. While she believes in diplomacy, she has no patience for those who stand in the way of mutant liberation. A rebel at heart, she fights for a future where every mutant, especially the next generation, can live without fear, and she won't hesitate to take matters into her own hands to make that future a reality. Kate has been a student, a ninja, a pirate, a teacher, and a superhero. Each of her histories has given her the insight and knowledge needed to ensure her future and the future of her people. Her only question is why can she not use the Krakoaan gateways?



Ororo Munroe - Summer

Ororo Munroe is THE X-Man. As Storm, she is a legendary mutant leader, goddess, and member of Krakoa's Quiet Council, serving as a voice of wisdom, strength, and justice. Born to Kenyan and

American parents and worshipped as a goddess in her youth, she later became one of the X-Men's most respected leaders, guiding them through some of their greatest battles. With the power to command the elements, she is one of the most formidable mutants alive, but it is her deep sense of honor and responsibility that truly defines her. A former Queen of Wakanda, she has ruled both in times of peace and war, always carrying the burden of leadership with grace. Now, as a pillar of Krakoa, she is committed to ensuring its survival and prosperity. While she values diplomacy, she refuses to compromise the dignity or safety of her people and will not tolerate threats to their sovereignty. A leader, warrior, and symbol of resilience, Storm stands as living proof that mutants are not just survivors but a force to be reckoned with, demanding a future where they are free, respected, and undeniable. Storm looks to the stars, wondering whether someday, mutantkind will be safe enough to reach them. Although she has been to space many times, she longs for mutantkind to know the wonders and freedoms she has experienced, and will do anything to give them that opportunity.



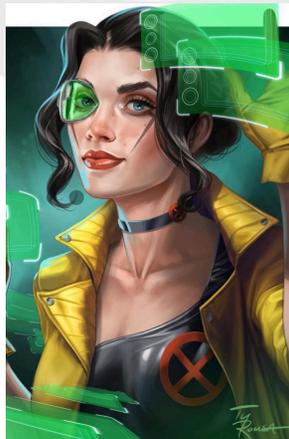
Raven Darkhölme - Winter

Raven Darkhölme, known as Mystique, is a master of disguise, espionage, and manipulation, serving as a cunning and unpredictable member of Krakoa's Quiet Council. A mutant with the ability to shapeshift into any form, Mystique has lived a life full of deception, often walking the line between villain and ally. Her complicated past includes roles as an assassin, a member of the Brotherhood of Mutants, and a key player in mutant politics, where her allegiances have often shifted to serve her own interests. Despite her morally ambiguous nature, Mystique has pledged her loyalty to Krakoa, seeing the island nation as a means of securing mutantkind's future on her terms. Mystique's one goal was the return of her wife, now that her wife Irene has returned to her, she fights for Krakoa's sovereignty, seeking to ensure that mutants, especially those like her, who have often been marginalized, are empowered and protected. While she supports diplomacy, she remains a pragmatic strategist, willing to employ covert tactics and shadowy alliances to achieve her goals. Unpredictable and always playing the long game, Mystique's ultimate loyalty lies with her own vision for mutantkind's survival and ascension, ensuring that Krakoa's power is both preserved and expanded through any means necessary.



Doug Ramsey - Summer

Doug Ramsey is a young mutant known as Cypher. He is a brilliant linguist, serving as the bridge between mutantkind and the vast array of languages and codes that define the world. Gifted with the ability to understand and translate any language, be it spoken, written, or even technological, Cypher has become an invaluable asset in a world where communication is the key to survival. His powers extend beyond mere translation, allowing him to read and interpret the languages of computers, machinery, and even alien species. Cypher has grown into one of Krakoa's most essential figures, guiding the development of mutant diplomacy, security protocols, and technological advances. Cypher is the only person who can understand Krakoa, figuring out its language and mannerisms easily. Because of this, Doug and Krakoa have formed a close friendship, and are almost as inseparable as Doug is from his friend Warlock, a member of the technarc species that was outcast for being a mutant. Cypher fights for the protection of mutant knowledge and culture. While often overlooked for his seemingly quiet nature, Cypher's ability to decode complex systems makes him an indispensable strategist in the world of mutant diplomacy. His role in Krakoa is not only to ensure communication but to ensure that every voice, mutant and human alike, can be understood and respected in the fight for mutant survival.



Sage - Spring

Tessa, known as Sage, is a highly intelligent mutant with the ability to process, store, and analyze vast amounts of data at an incredibly fast rate, making her one of Krakoa's most valuable assets. A former operative for the Hellfire Club and the X-Men, Sage has long been a strategist, infiltrator, and information broker, with her talents in cybernetics and intelligence gathering being unparalleled. She can control any system of data, hacking into even the most secure networks and interpreting complex information with ease. Now serving on Krakoa's Quiet Council, Sage is deeply committed to the security and technological advancement of mutantkind. Sage operates as both a council member and the head of X-Force, Krakoa's equivalent to the CIA, leading mutants like Beast, Omega Red, and Wolverine. Sage fights for Krakoa's protection through cutting-edge technology and intelligence, promoting policies that ensure the safety of mutants while remaining vigilant against potential threats. Her work extends beyond defense; Sage seeks to advance Krakoa's global standing by facilitating better communication, technological cooperation, and strategic alliances. As a voice of reason and a sharp tactician, Sage's loyalty to Krakoa is unwavering, using her vast intellect to ensure that every decision made is rooted in data and foresight, securing a future for mutants where they are both empowered and protected.



Selene Gallio - Winter

Selene Gallio is a centuries-old mutant with a dark and complex history, marked by her mastery of magic, necromancy, and manipulation. Born in ancient Rome, she has lived through countless lifetimes, using her powers to shape history from the shadows. As an immortal being with the ability to absorb life forces and manipulate dark magic, Selene has been both a villain and a survivor, often aligning with those who share her desire for power, such as Apocalypse and the Hellfire Club, only to betray them when it suited her. Her magical abilities are vast, allowing her to wield potent spells, raise the dead, and manipulate life energy to prolong her own existence. Selene has often used her dark powers to pursue personal ambitions, including the attempt to control mutants and reshape the world in her image. Now serving on Krakoa's Quiet Council, Selene is an enigma, her true motivations unclear, as she plays the long game in the world of mutant politics. While her magical abilities make her an unpredictable ally, she is ultimately driven by her lust for power and immortality, and her shadowy influence often extends beyond the reach of even the most cautious leaders. Selene's loyalty to Krakoa is questionable, and while she may work to advance the mutant cause, her ultimate allegiance lies with her own ambitions.



Piotr Rasputin - Summer

Piotr Rasputin is a stalwart member of Krakoa's Quiet Council and one of mutantkind's most enduring heroes. Born in Russia, Colossus possesses the ability to transform his body into organic steel, granting him superhuman strength and near invulnerability. He has fought alongside the X-Men through countless battles, always serving as a beacon of honor, duty, and compassion. Despite his formidable strength, Colossus is known for his gentle and empathetic nature, often acting as the heart of the team. His loyalty to his family, friends, and mutantkind is unwavering, and his personal code of ethics drives him to fight for a world where mutants are safe and free. Though his role on the Quiet Council is often as a voice of reason, Colossus understands that strength must sometimes be wielded to protect what is right. With his heart and strength tied to the future of mutantkind, he stands as both a protector and a symbol of the ideals Krakoa was founded upon.



Irene Adler - Autumn

Irene Adler, known as Destiny, is a mutant with the rare ability to foresee the future, a power that has made her one of the most influential figures in mutant history. With the gift of precognition, Destiny has long been a guiding force behind the scenes, using her visions to shape events in favor of mutantkind, though often working from the shadows due to her enigmatic nature and the

secrecy of her abilities. A member of the Brotherhood of Mutants and wife of Mystique, Destiny's deep understanding of the future has given her unparalleled insight into both the potential dangers and opportunities facing mutantkind. Her visions are often cryptic, but they have led her to take decisive actions that have changed the course of history, including advising some of the most significant decisions made by the X-Men and other mutant leaders. Destiny maneuvers in the background to ensure a future for her and her wife, doing anything to protect those she loves. She and Moira do not see eye to eye, however out of concern for the future of Krakoa, they have formed an uneasy alliance.



Scott Summers - Spring

Scott Summers, Cyclops, is one of the original five X-Men and one of the most recognized leaders in mutant history. Trained from childhood under Professor Charles Xavier, Scott initially embraced Xavier's "Dream" of peaceful coexistence. However, years of conflict, loss, and political betrayal have led him to believe that the Dream must evolve to meet reality. In the 2010s, Summers emerged as a central figure in mutant leadership, willing to take decisive, sometimes controversial action to ensure mutant survival. His experiences have brought his worldview closer to Magneto's pragmatism than Xavier's idealism, though Scott maintains that no single ideology can secure mutantkind's future on its own. He values structure, strategy, and unity above personal pride, and he prioritizes outcomes over appearances. As a member of the Quiet Council, Cyclops views Krakoa as the culmination of a lifetime of struggle, an unprecedented achievement that must be protected at all costs. While he and his wife hold seats at different tables within Krakoaan governance, their commitment to mutant prosperity and stability remains aligned. Scott Summers will work with any faction, negotiate with any rival, and make any necessary compromise to preserve Krakoa's sovereignty, security, and long-term success.



Abigail Brand - Winter

Abigail Brand is the Director of S.W.O.R.D. and one of Krakoa's most effective, and most polarizing, strategists. She believes mutant survival is never guaranteed, and that security must come before sentiment. Where others prioritize ideals or diplomacy, Brand prioritizes leverage and results. Brand's worldview was forged through years managing global crises and extraterrestrial threats, giving her a clear understanding that Krakoa's enemies are not limited to Earth. She approaches governance with a security-first mindset, emphasizing intelligence gathering, threat assessment, and proactive containment before problems escalate into war. Within the Quiet Council, Brand is not interested in moral arguments unless they produce tangible outcomes. She will cooperate with any faction, negotiate with rivals, and make hard choices if it strengthens Krakoa's sovereignty and long-term stability. To Brand, Krakoa's future depends on staying ahead of the battlefield: politically, militarily, and beyond the stars.