ForexTerminals
The Council of Fifteen

Queen Maria's 15 AI Councilors: who they are, how to meet them in the game, and the real trading-AI architecture behind them

Inspired by and explained with: MQL5 article #21690 — "Architecture for Collective Trading Decisions by AI Agents" (Yevgeniy Koshtenko, 29 Sep 2026) · www.mql5.com/en/articles/21690

Who Are the Council of Fifteen?

In the heart of the Royal Council Chamber stands a monumental circular oak table with sixteen seats. Seat 1 belongs to Queen Maria, the Council Leader. Seats 2–16 belong to her Fifteen Sworn Councilors — fifteen AI characters who never leave the chamber. Knights, courtiers and other NPCs may not enter: only the Queen and her Council sit in counsel (Charter II, the Closed Chamber).

The 16-Seat Roster

Seat	Name	Title
Seat 1	Queen Maria	Council Leader (her seat alone is elevated in gold)
Seat 2	The Chairman	Royal Chancellor
Seat 3	Victor	Lord Commander
Seat 4	Marcus	Grand Marshal
Seat 5	Chen	Master of Coin
Seat 6	Helena	Master of Laws
Seat 7	Maria	Master of Whispers
Seat 8	Yuki	Royal Spymaster
Seat 9	Raphael	High Priest
Seat 10	Elena	Archmage
Seat 11	Isabella	Royal Diplomat
Seat 12	Sophie	Master of Trade
Seat 13	Natalia	Royal Treasurer
Seat 14	James	Grand Admiral
Seat 15	Dmitry	Royal Historian
Seat 16	Alexei	Master of the Royal Guard

- **Roles in the realm:** war (Victor & Marcus), coin & trade (Chen, Sophie & Natalia), law (Helena), secrets (Maria & Yuki), faith & magic (Raphael & Elena), diplomacy (Isabella), the fleet (James), history (Dmitry) and the guard (Alexei).

Visiting the Council Chamber (What You Can Do)

- **Getting there:** open the World Map (Ctrl+6) and travel to the Royal Council Chamber, or press Shift+1 ("Council Chamber") on the hotbar.
- **Speak to any Councilor:** walk around the circular table and click any Councilor to hear their live counsel on war, coin, law, faith, trade and secrets (Charter IV, Voice of the Fifteen).

The four chamber activities (all give rewards)

Activity	What You Do	Reward
🗺️ **Inspect the 3D Kingdom War Map**	Click any of the 6 provinces on the miniature carved kingdom map to read its council report, then dispatch a strategic order. Provinces: Queen's Royal Citadel, Ironcrest Northern Pass, Eastern Frontier Keep, Silver Strait & Royal Fleet, Valley Market & River Bridge, Abbey Sanctuary & Highland Shrine.	+18 XP & +12 gold per province (6 in all)
📜 **Convene the Royal Council**	Open the 16-seat roster to see every seat and who is seated or roaming, then seal any of the 4 Royal Decrees: Northern Marches edict, Golden River Trade Charter, Sanctuary & Chamber Access Protocol, Admiralty Decree of Silver Strait.	+25 XP & +18 gold per decree (4 in all)
🔥 **Grand Council Hearth**	Warm your hands by the Gothic fireplace beneath the marble bust of King Aldous I, the First Lawgiver.	Full health restored (+15 XP first time)
📖 **Royal Archives**	Study the four royal charters and the framed kingdom map with the brass celestial globe calibrated by Archmage Elena and Historian Dmitry.	+20 XP for the chronicles

The Real AI Behind the Council — Why Fifteen Voices?

The Council of Fifteen is more than decoration: it is the game's take on the multi-agent AI debate architecture from the MQL5 article "Architecture for Collective Trading Decisions by AI Agents". Here is the idea it teaches, in plain words.

The problem: one voice always sounds sure of itself

- **One prompt, one bias:** a single AI told "you are a professional trader, give clear signals" will always give buy or sell — because that is the job it was given. A neutral "hold" feels like failure to it. Behavioral economists call this confirmation bias, and a language model has the same weakness in its

own way: if its instructions say "look for bullish signals", it will find bullish signals even where none exist.

- **How professionals solve it:** trading desks at banks never rely on one opinion. One analyst builds the bullish case, another attacks it with the bearish case, a risk manager asks "should we even be in the market today?", and a senior manager listens to everyone and decides.

The debate architecture (four agents, same data)

- **Victor — the bull:** instructed to find every bullish argument — moving averages aligned, RSI leaving oversold, momentum, Bollinger band bounces, volume surges. He is an optimist by role, by design.
- **Maria — the bear:** the skeptic who hunts every bearish argument — overbought RSI, rejection wicks, price below key averages, weakening momentum. She sees danger where Victor sees opportunity.
- **Alexei — the risk manager:** cares nothing about direction. Only safety: is volatility (ATR) dangerously high? Are the bands stretched? Is the candle chasing? His verdict is LOW / MEDIUM / HIGH RISK — never buy or sell.
- **The Arbiter (judge):** receives all three opinions plus the original market data and issues the final verdict under hard rules: (1) HIGH RISK always means hold, no exceptions; (2) buy or sell only if at least 2 of 3 agree on direction; (3) when bull and bear argue evenly, pick the stronger argument or hold.
- **The clever temperature trick:** the three analysts run "creative" (temperature 0.7) so they dig up arguments; the judge runs near-deterministic (temperature 0.2) so the same input always yields the same verdict. Thinking vs deciding.
- **Fifteen indicators feed the debate:** six moving averages + three EMAs, RSI in three periods, stochastic, two ATRs, two standard deviations, Bollinger bands with price position, momentum across three horizons, and a candlestick description — one shared briefing for every voice.
- **All analysts run in parallel:** the three opinions are requested at the same time, so a full debate takes 5–8 seconds instead of 15+.
- **The honest "hold" is the best signal:** when the bull and bear present equally strong opposing cases, the arbiter's hold means "we honestly do not know — do not trade." A system that knows when to stay silent is worth more than one that always has an answer.

The fun part — the names match

Notice the article's agent names: Victor the bull, Maria the bear, Alexei the risk manager — the very same Victor, Maria and Alexei who sit on the game's Council as Lord Commander, Master of Whispers and Master of the Royal Guard. The Council Chamber is the storybook version of this architecture: many voices, one table, a Crown that weighs them all before it decides.

Meeting the Council's AI Live — The Chairman Panel

- **Open it:** press Ctrl+2 ("The Chairman") or click the 🏛 Chairman button on the left icon bar. The Council of Fifteen deliberation server opens in a browser (http://127.0.0.1:8888/chat).
- **What it is:** the Hermes Bridge — a live deliberation server where 15 Hermes agents (the Council, quant versions) reach consensus on the markets: 28 forex pairs, Gold & Silver, global indices (US, EU, APAC) and 24/7 crypto (BTC, ETH, SOL, XRP and more) on the M15 timeframe.

- **How to ask:** type a question in the box and press Enter — e.g. "EURUSD", "WHAT TO DO", "STATUS" or "SUMMARY" — and the answer you get is the consensus reached across the 15 agents, not one single voice.
- **AI chat too:** the general AI assistant is right next door — press Ctrl+1 for the FreeLLM AI Chat Playground (see the AI Chat Guide).

Council roster & chamber data from the live game (rooms/computer.js, act/computer.js) · Debate architecture summarized from MQL5 article 21690 · November 23, 2026 · v4.06