



TORONTO MODEL UNITED NATIONS PRESENTS

# AVATAR

THE LAST AIRBENDER

ENGULFED  
IN FLAMES



BACKGROUND GUIDE



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## Directors Letter:

Dear delegates,

My name is Belle Guo, and I am honoured to be the Director of the Avatar The Last Airbender Committee. I am currently a Grade 10 student enrolled at White Oaks Secondary School and this is my third year doing Model UN. Model UN has been integral to getting me where I am today. Throughout my journey, I have learnt negotiation tactics, sharpened my public speaking skills, formed deep friendships and received exciting opportunities (like being your director at TMUN 2025) that I will forever cherish. My hope for everyone on this committee will create unforgettable memories, step outside of their comfort zone and most importantly, enjoy themselves!

I first watched Avatar The Last Airbender during quarantine in 2020. Among the chaotic and uncertain state of the world, I was drawn into the magical and whimsical universe of Avatar the Last Airbender. I have always had an interest in politics and the hyper-realistic situation of the Fire Nation's war piqued my interest in politics and warfare. Now, delegates will have the opportunity to rewrite history (in the ATLA universe) and challenge the original storyline.

As characters from the Avatar the Last Airbender franchise, delegates will have to grapple with uncertainty since the Avatar disappeared and nations are now left to fend for themselves. As delegates, you must do whatever it takes to fulfill your goals. There are alliances to be formed, bridges to be burnt, and nations to be saved. The fate of the 4 nations is in your hands.

On behalf of everyone on the team, including Ryo Kumar and Gloria Yang your crisis staff and Stanley Zhou your chair, we extend the warmest welcome to all. With

all that said, if there are any questions or uncertainties feel free to contact us via email. Welcome to TMUN 2025: ATLA – Engulfed In Flames!

Best Regards,

**Belle Guo** *Director*

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## Disclaimer:

**Avatar The Last Airbender features themes of war, genocide and violence. Remember that while these topics are factors to consider, any actions and language used against the TMUN equity policy will NOT be tolerated. If any delegates are uncomfortable with any of these topics or want more information, please email us.**

**For the sake of this crisis, some elements may be invented and will diverge from canon, so we ask that delegates use this background guide to structure their research.** This committee is designed to function as a standard crisis, meaning there will be both public and private directives. Joint private directives are also permitted, so long as all delegates are aware. Additionally, there will be no speakers list or set agenda, but rather a continuous moderated caucus. There will be consistent crisis updates to further the story line and delegates are encouraged to ask questions about them. The ultimate goal of this committee is to reestablish balance and order, which means to effectively defend from and attack the Fire Nation. Therefore the committee will be rapidly paced and there may be time jumps between the committee sessions. Delegates are encouraged to be creative and explore any/all elements of this magical universe. After all, there are several avenues the storyline could follow and endless possibilities for how characters will develop. However, be careful who you trust, as there are Fire Nation spies amongst you looking to sidestep this committee's every action.

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## Committee Description:

“Water. Earth. Fire. Air. Long ago, the four nations lived together in harmony. Then, everything changed when the Fire Nation attacked.” - Katara

This committee is set in a magical universe with four nations centred around the four elements of Water, Earth, Fire and Air with each nation's citizens able to control that element. Throughout their existence, the four nations lived together, under the watch of the Avatar whose purpose is to maintain peace and balance. When Avatar Roku passed, the world descended into chaos.



Fire Lord Sozin has always had a dream, one where every nation reaches its full potential under the careful guidance of his empire. He believed his reign to be a philanthropic act, sharing his nation's prosperity by conquering the other nations' land and uprooting their customs to assimilate them into the ways of the Fire Nation. Initially, Fire Lord Sozin slowly chipped away at this plan, occupying a few Earth Kingdom cities such as Yu Dao. Unfortunately, in 0 AG (AG stands for After the Air Nomad genocide), his dreams came to fruition and Fire Lord Sozin commenced The Great War. With the arrival of the Great Comet enhancing their fire-bending capabilities, they were a brutal unstoppable force. Launching aggressive attacks on all fronts, the Fire Nation Army decimated three Air temples, almost massacring the entire Air nomad population. This act would define an era of tremendous suffering for the Water tribes, Air nomads, and the Earth Kingdom.

Dearest delegates, previous methods of order, balance and peace have collapsed, and the world has dissolved into chaos. Five arduous years of war have effectively rendered nations disconnected, weakened, and the people miserable. Now a rare opportunity has arisen; rumour has it that Fire Lord Sozin is reaching the

end of his reign and his fragile condition is worsening. There is a hope that soon the relentless attacks from the Fire Nation Armies will temporarily stop to mourn the loss of their beloved leader. Blessed by this knowledge, the delegates in this committee meet to discuss and strategically plan the next move.

## Definitions:

**Four Elements:** The four elements of Fire, Air, Water and Earth are the necessities of life. Only a select few can manipulate one of the four elements. With years of practice and training, masters of their respective elements can effortlessly control the air, water, earth or fire in the universe.

**Bending:** The ability to bend an element refers to a person's power to manipulate said element. Given to the people by the lion turtles, the people have learned by studying the natural environment and applying it to their bending. Each bending type is inspired by its unique martial art styles with different focuses which can be improved upon by training.

**The Avatar:** The Avatar, unlike others, can master all four elements at once. The Avatar is a human that lives in the mortal world but is fused with the light spirit (Raava). Due to mortality, when an avatar dies, the spirit selects another person and the cycle continues. The avatar state is an overpowered mechanism that channels the skills of all previous avatars that came before. The Avatar has an immense responsibility in peacekeeping and maintaining order between the spirit and human worlds.

**Spirit World:** The spirit world is a parallel plane of existence to the mortal world, but the spirit world is vast and has an abstract supernatural territory that houses a variety of entities. The mortal and spirit worlds were once connected but after Avatar

Wan closed the spirit portal during Harmonic convergence, only a select few spiritually powerful individuals could cross over. The systems and physics of the spirit world are less rigid as time and space are warped.

**The Spirits:** The spirits are otherworldly beings that can exist in either the physical or spiritual world. Some, like Tui and La, have rejected their immortality and chosen to live with humans, while others like Fang (Avatar Roku's Dragon) were previously mortal but now embody a nonmaterial form. The morality of the spirits is specific to the spirit as some serve unique purposes while others are shrouded in mystery. However, be aware that not all spirits are in favour of humans, some are malevolent beings, like Father Glowworm who preys on humans.





## Historical Context

Created by RanchStaff24 on Reddit, for a higher-quality picture, the link is

[https://drive.google.com/file/d/12tDEN2XNw7-VwV4MVk\\_8SSMovzMXOP4J/view?usp=drive\\_link](https://drive.google.com/file/d/12tDEN2XNw7-VwV4MVk_8SSMovzMXOP4J/view?usp=drive_link)

## Timeline

The benchmarks of this timeline will use BG and AG. BG means before the Air Nomad genocide and AG means after the Air Nomad genocide. Below is the timeline of the most crucial and relevant events for this committee.

#### Before Raava (19,829 BG)

- The first humans emerge and the Tui and La manifest into the physical world
- There is no barrier between the human and spirit world

#### Era of Raava (9,829 BG)

- Wan becomes the first Avatar and imprisons the spirit of chaos and darkness (Vaatu) in the Tree of Time
- Wan closes the spirit portals in both the North and South Poles

#### Avatar Roku (66 BG)

- The Air Nomads start forging ties with foreign governments, and their teachings are popular with some of the Fire Nation nobles
- An industrial revolution is beginning as inventors and scholars are collaborating
- Strange unexplainable activities are on the rise due to the increase in industrialization and the decline in spirituality
- The Four Nations Summit & Technological Symposium was held with every nation involved
- Avatar Roku discovers the first Fire Nation colonies in the Earth Kingdoms
- The Sun Warriors go into total isolation and successfully deceive the world into believing they died out thousands of years ago

#### Avatar Aang (12BG -5 AG)

- Avatar Aang disappears from the Southern Air Temple and his location and status remain unknown
- Fire Lord Sozin uses Sozin's comet to launch an attack on all Air Nomad temples, killing almost all the Air Nomads

- The few survivors of the massacre have been able to rebuild and reorganize themselves in the Eastern Air Temple. Their population dwindles with only less than 10 thousand survivors
- The Fire Nation Navy and the Northern Water Tribe engage in a battle. Where the Northern Water Tribe won, capturing three ships with supplies like uniforms and maps of the waterways
- The Fire Nation Navy succeeded in destroying the Southern Water Tribes, reducing them to a single congregation, weakening their defences significantly and beginning to capture several water benders

#### Present (6 AG)

- Fire Lord Sozin has died and his son Azulon will be crowned after a three-day mourning process
- The Fire Nation Naval blockade is temporarily at rest and sparsely spread to mourn the Fire Lord's passing
- One-fifth of the Southern Water Tribes waterbenders have been captured
- The following Earth Kingdom cities are currently occupied by the Fire Nation:
  - Yu Dao in the North-Western Earth Kingdom
  - Wu Long Forest villages on the Western coast of the Earth Kingdom
  - Rojonu on the Western coast of the Earth Kingdom
- The city of Taku in the Western portion of the Earth Kingdom is under the control of the Yakone's criminal organization

### **About the Water Tribes**

Before the outbreak of the 100-Year War, the Southern and Northern Water Tribes were separate but allied nations, maintaining peaceful relations with other nations like the Earth Kingdom and the Air Temples through trade and cultural exchanges. Waterbending was practiced freely in both tribes, with the Southern Tribe known for its diverse bending styles. However, this era of peace came to an

abrupt end when Fire Lord Sozin launched his attack on the Air Nomads in 0 AG, marking the beginning of the war.

In the first two years of the conflict, the Water Tribes were not directly targeted, but they felt the impact through disrupted trade routes. The Southern Water Tribe began fortifying its defences in anticipation of potential attacks, while the Northern Water Tribe adopted an isolationist policy, closing its borders to outsiders. As the war progressed into its middle years, the Fire Nation turned its attention to the Southern Water Tribe, launching raids with the primary objective of capturing or eliminating all Southern waterbenders. This led to a gradual decline in the Southern Tribe's population and infrastructure, and by 60 AG, most Southern Waterbenders had been captured or killed.

Meanwhile, the Northern Water Tribe maintained its isolation, focusing on strengthening internal defences and refusing aid to their Southern counterparts out of fear of Fire Nation retaliation. They continued practicing waterbending but became more conservative in their traditions. By the late stages of the war, around 80-100 AG, the Southern Water Tribe had been reduced to a small village with no remaining waterbenders, its adult men having left to fight alongside the Earth Kingdom. In stark contrast, the Northern Water Tribe remained largely untouched due to their isolationist policies and strong defences, becoming the last stronghold of waterbending culture and knowledge.



For the sake of this committee, delegates assume that the Southern Water Tribe's population and infrastructure have been significantly diminished. There have been frequent raids in the Southern Water Tribe that have resulted in the imprisonment of one-fifth of all waterbenders. However, the Northern Water Tribe remains a bastion of hope for waterbenders. They have managed to thrive and

develop despite the war, having a plethora of personnel, waterbenders and resources such as fish and ice.

## About the Earth Kingdom

Patience is the key virtue of the Earth Kingdom, a place grounded in tradition and strength. The people of the Earth Kingdom wait for the right moment before striking, biding their time, watching their surroundings, and ensuring that the moment they take action is perfect. Their tenacity is aided by a plentiful land, the largest of all the nations, full of vast resources such as arable lands and mineral-rich rocks. With many habitats, from deserts, swamps, and islands to canyons, the knowledgeable tribes belonging to them will be crucial to gaining supplies in a world dominated by the Fire Nation. However, their strength and assets are rivalled by an incompetent king. In the capital, Earth King Kuei tries his best, but he is unaware of the war. Due to this, the entirety of the nation's capital is convinced there is no war in Ba Sing Se.



Furthermore, the Earth Kingdom is a scattered array of different landscapes and cities with their forms of government. For example, in Omashu they are mostly autonomous and there is a monarchy that governs domestic affairs. In light of the war, the Earth Kingdom's economy is now largely dependent on the wartime industry, including the production of weapons and artillery. Currently, the Earth Kingdom has lost a few territories to the Fire Nation conquest. These current Fire Nation colonies are: Yu Dao (which has a robust metalworking industry), Wu Long forest villages (which are rich in lumber and minerals), and Rojonu (which is best known for its resorts and is located on the Su Oku River). The Fire Nation continues to try its best to take over and exploit the many resources of the Earth Kingdom, so they can further sustain themselves.

## About the Air Nations

Although small in population, the Air Nomads were powerful airbenders. They lived in four large temples located at each corner of the globe. Their temples were difficult for outsiders to reach, as they were found atop mountains, and under cliffs. They were wanderers, travelling the world on their flying bison, and pacifists wanting detachment from worldly/material affairs. Their relationship with other nations varied from era to era. In some periods, the Air Nomads went into complete isolation, with minimal relationships with the other nations. In other periods, the Air Nomads forged close relationships with other nations to help as many people as possible.



Being a peaceful nation, it was a surprise to everyone that the Fire Nation would attack them first. In 0 AG, the Fire Nation under Fire Lord Sozin's command invaded the Air Temples. With the additional strength from the Great Comet, the Air Temples were destroyed, and most of the Air Nomads were killed. Thankfully, because of their nomadic nature, not all of the Air Nomads were wiped out.

In this committee, there are survivors of this attack who have since lived in the Eastern Air Temple, rebuilding it into what it once was. Establishing a council of elders, and a system for agriculture, spirituality and also airbending education. The Avatar, having fled from the Southern Air Temple shortly before the attack, is nowhere to be found. The Fire Nation has not returned, and there have been no attacks or infighting in the Temple; but who knows how long this peace will last?

## About the Fire Nation

The Fire Nation has always been a place rooted in culture and tradition. Their bending is dynamic and reflects the evolving development and prosperity of the

Nation. The citizens are fiercely loyal and willing to do what it takes for victory. Whether or not their pride comes from a place of respect or fear is unclear and unimportant to those observing.



Although they grew up close friends, Fire Lord Sozin and Avatar Roku got into a severe argument over the Fire Lord's plan for the future of the nation. At the time, the Fire Nation was bountiful in resources and peaceful. Sozin wanted to branch out to new areas in other Kingdoms to provide wealth and stability to all nations. These ideals would later evolve into a hunger for power disguised by pure intentions. Avatar Roku, who had visited all four nations, understood that messing with their cultures and ways of life would only result in trouble. He was adversely against the Fire Lord's plan and would nearly murder him for it, before sparing his life. This decision would come back to haunt Roku as Sozin left him to die during a volcano eruption on his island. Fire Lord Sozin could now achieve his goals of world domination without any truly powerful opposition.

The Fire Nation as of now is a powerhouse. They have a large military that cannot be rivalled by any singular nation, and a huge array of citizens to do their bidding. Not only have they eradicated the near entirety of the Air Nomads, but they have established a few trial colonies in the Earth Kingdom, giving them access to the riches of the Fire Nation while extracting their resources. A word of advice: never underestimate the power of the Fire Nation, nothing slips past their keen eye.

## Topic One: Mine Mine Mine

With the world in panic, the expansion of the fire nation is unquestionable. Land borders are being redrawn, villages occupied, benders kidnapped and supplies taken. The Fire Nation is creeping upon every nation. Several issues arise amidst the chaos:

## **Military Advances**

After 5 relentless years of conflict, the Fire Nation's army gradually expands its territory into all other nations. Given their haste to conquer and claim, their attack strategies mimic Blitzkrieg and are characterized by their ability for rapid change on the battlefield.

The range of their impact ranges from towns that have fallen completely to Fire Nation control and to Ba Sing Se who remains in the dark about the ongoing war. Furthermore, the Fire Nation's tactics of catapults and flaming boulders have successfully penetrated the Southern Water Tribe's ice wall defences. These invasions on the Southern Waters Tribe territories have been successful as they have captured around one-fifth of all the tribe's water benders.

Retaliation must occur, and defence strategies need to be discussed to win the war. The Fire Nation's reign of terror must be stopped for harmony to be restored. Delegates must determine how best to reclaim land, rescue innocent citizens and restore harmony to the world.

## **Domestic uprisings**

Chaos begets chaos. Governments around the world are in total war, and criminal organizations have begun to flourish. With varying sentiments across all nations, rebel groups like the Freedom Fighters and pirate crew dealing in illicit goods, have unprecedented surges in violence, causing instability.

Some of these organizations support the war effort and are doing their part –albeit with non-traditional methods. Others, have no interest in national security and would prefer to earn a profit. Crime rings are interconnected, the exact nature of the criminal operations and the reach of their influence is unknown. However, it should be presumed that the influence is vast.



At last, the civil unrest by Fire Nation supporters around the Earth Kingdom is becoming disruptive. In Jiang Hui, these groups have completely halted the Earth Kingdom army's manufacturing plant and are causing havoc to the other citizens of the fishing town.

**Questions to Consider:**

- What actions can be taken to lessen the reach of criminal organizations?
- How can delegates launch successful campaigns against the Fire Nation?
- How much attention should be given to these civil uprisings in the raging war?

## Topic Two: Dangerous Heartbreak

The spirits of Avatar the Last Airbender are beings that exist on a different plane, where the laws of reality are abstract. Generally, spirits are morality grey, and their decisions depend on their environment and personal ambitions, including those with sinister motives like those of Father Glowworm and Koh the Face Stealer. Furthermore, most spirits are connected to an element of Earth or its people. Being connected, they can be gravely affected when their goals are ignored, or disrespected. When angered, spirits can deal great damage to the areas surrounding them, which causes immense suffering to the people and wildlife of those lands. Rarely, when extremely agitated the spirits become unreachable, destroying everything in their path.

Recently, delegates have noticed that there has been an increase in spiritual activity. Rumours speculate that dark and vengeful spirits are plaguing the lands, as both supplies and people are disappearing into the ash-ridden fields. The livelihoods of the spirits have been ignored and now the world pays its price.

Ultimately, the spirits are powerful beings and some are willing to help others if it aligns with their peculiar nature. Knowing the spirits of the grounds can help increase the chances of victory with celestial power. To raise resistance, harness supplies, and cross lands, delegates will need to ensure that the spirits are unbothered by their requests, otherwise, they may create more problems to solve.

### Questions to Consider:

- How can delegates satisfy the spirits and ensure their compliance?
- How can delegates calm the spirits from their rage?
- What practices must be completed to convince spirits your cause is worth it?
- What offers can be made to the spirits so they are satisfied?
- How can the increase in negative spiritual activity be mitigated or resolved?

## Special Mechanisms

### A. Motion for Trial

Due to the nature of this committee, there will be 3 Fire Nations spies, but they can be removed. When asked for points or motions on the floor, delegates can raise a motion for a trial against a specific character which will need two seconders to be accepted and a supermajority to be passed. The trial will consist of the delegate who motioned for the trial asking questions to the accused in a back and forth, the duration of the trial taking at most 5 minutes. After examination, the remainder of the delegates will vote on whether they believe this character is guilty of Fire Nation espionage. If the simple majority dictates that the accused is guilty, the results of the trial and the fate of that delegate will be displayed in the following crisis update.

These trials are designed to be used sparingly, so the maximum number of trials that can be used is 3, although this maximum number may change at the chair's discretion. The consequences of a correct or incorrect trial will heavily impact the committee, so discretion is advised when motioning for these trials.

## Character Matrix

Due to the limited amount of timeline-accurate characters, there are characters pulled from the different periods of Avatar the Last Airbender history. We ask that you assume the character's abilities and resources at the beginning of the crisis are limited to what is described in the background guide. If you need any clarification or have any concerns, please feel free to email us.

\*Characters who are spies will be given additional information that will be emailed to them at a date. If you are given the role of a spy, do not disclose it to anyone in the committee.

## Water Tribe Characters

### Master Pakku

Master Pakku stands as one of the Northern Water Tribe's most accomplished waterbending masters, whose personal journey mirrors the evolution of Water Tribe traditions in a changing world. Currently, he is a well-respected waterbending teacher and advises the chieftain on military strategy. Given his background as a master defender of the Northern Water Tribe, he strongly supports robust defence policies.

### Yakone

Canonically a controversial figure during the era of Avatar Korra, Yakone emerged as a powerful crime lord. Currently, he cannot bloodbend but his criminal empire's influence extended throughout the city of Taku. Yakone's exceptional waterbending prowess set him apart as one of the most powerful waterbenders. Yakone's policies often align with his interests, though carefully disguised beneath legitimate-seeming concerns. His proposals, while outwardly focused on growth and development, often contain provisions that would benefit organized crime networks.

**Kanna**

Kanna fled an arranged marriage in the Northern Water Tribe with Paku. She found a new home in the Southern Water Tribe, where she would later become a grandmother to Katara and Sokka. She is Hakoda's mother and strongly advocates for the restoration and strengthening of the Southern Water Tribe while promoting policies that advance gender equality and personal freedom.

**Princess Yue**

Saved as an infant by the Moon Spirit's blessing, Princess Yue's deep spiritual connection and eventual transformation into the Moon Spirit itself demonstrates the intricate relationship between the physical and spiritual worlds. Currently, Princess Yue is not the moon spirit, but merely a water tribe princess. Her positions consistently emphasize the critical importance of maintaining spiritual balance in all policy decisions. Her advocacy focuses on strengthening the connections between the physical and spirit worlds while promoting policies that prioritize the greater good over individual interests.

**Hama**

Hama's tragic transformation from a captured waterbender to the inventor of bloodbending embodies the devastating impact of the war on individuals and cultures. Captured and imprisoned by the Fire Nation, she developed bloodbending as a means of escape, but her experiences led her down a path of revenge against innocent Fire Nation citizens. For the sake of this committee, she was held as a prisoner and escaped into the Fire Nation. Hama's policy positions reflect her traumatic experiences and desire for justice, often manifesting as advocacy for aggressive policies toward the Fire Nation. She argues for stringent measures against Fire Nation colonies and citizens.

**Taquaq**

Taqukaq is an elder from a neutral settlement who maintained their independence during the War. Their renowned healing abilities, which they've used to treat people from all nations, demonstrate a commitment to humanitarian principles that transcend national boundaries. Before the war, Taqukaq served as the Northern Water Tribe's diplomat, attending the Four Nations Summit & Technological Symposium.

### **Hakoda**

Hakoda is the Chieftain of the Southern Water Tribe and an experienced warrior. He is the sole leader of the Southern Water Tribe. Currently, he captains a small fleet of Water Tribe warriors to support the war efforts. He possesses knowledge about the unforgiving seas and is an excellent captain. Hadoka is an avid supporter of the Southern Water Tribe restoration efforts. Feeling a deep responsibility to his village, his role as chief, and his growing family with his wife, he guides their dwindling warriors to fight the Fire Nation.

### **Chief Arnook**

Chief Arnook is the leader of the Northern Water Tribe and in his youth, was trained as a warrior. He is loyal to his tribe members and a caring leader, being well-respected among his peers despite not being a Waterbender himself. He occupies his days with military strategizing to protect and defend their home. He is certain that this war must come to an end preferably sooner rather than later with minimal bloodshed.

## **Earth Kingdom Characters**

### **King Bumi**

Ever the creative thinker, King Bumi of Omashu, is world-renowned for being one of the most powerful earthbenders to exist. His greatest strength is his ability to think outside the box. His powerful earthbending capabilities and his distinct policy of waiting for the best opportunity to strike make him a frightening threat to anyone opposing him. Currently, he is the King of Omashu and has total control of the city, spending his days lounging around and waiting.

### **Long Feng**

Long Feng is Earth King Keui's right-hand man and has complete control over the Dai Li army. He is cunning, scheming, and patient. His nature is inherently deceptive and he has an extreme hunger for power. His control over Ba Sing Se is in jeopardy because of the war, because the knowledge of disorder and war will send citizens into a panic. This makes his ultimate goal simple, keep Ba Sing Se a peaceful utopia with no knowledge of war, by all means necessary.

### **General Fong**

General Fong is one of the highest-ranked generals of the Earth Kingdom army, having total control of thousands of foot soldiers. He has worked his way from the ground up accruing 25 years of service overtime on the front lines from before the war started and is intimately familiar with war strategies. He has a strong sense of self and is not willing to compromise his values for anyone. However, he is not all brawn and no brain; he has sly tendencies and is a lot more mischievous than he seems.

### **Lao Ge**

Lao Ge is morally grey and is not afraid to make tough choices, given his background as an experienced mercenary. He is willing to make sacrifices for the

greater good, even if that means hurting someone close to him. Currently, he has no exact address, living a nomadic lifestyle. A skilled assassin, he is intimately familiar with the Earth Kingdom landscapes and has several powerful contacts that owe him a favour.

### **YouLang**

YouLang is a master swordsman and has been an officer investigating/censoring knowledge to the public since he was 17. His extended years working under the Earth Kingdom have allowed him the coveted position of Minister of National Intelligence. His daughter is married to the Earth King through an arranged marriage. He also possesses connections to the Ministry of War and the Council of 5 (highest-ranked Earth Kingdom generals including General Fong). While YouLang may not have malicious intent, he certainly is used to getting his way and does not expect anything less.

### **Earth King Kuei**

Earth King Kuei with his best mate, a bear (not platypus, skunk, armadillo, or gopher bear, just bear) named Bosco, loves the extravaganza that comes with ruling the entire Earth Kingdom. He cares about the safety of his citizens but has little understanding of their struggles. How could anyone starve when you have rooms full of servants to cook for you? He also does not know about the war and rarely leaves his palace. His palace has everything he needs to stay happy, and who needs to struggle when bliss is so easily obtainable? For the sake of this committee, he is married to the daughter of YouLang.

### **Cabbage Man**

Cai (The Cabbage Man) has travelled the Earth Kingdom looking for buyers of his precious spherical vegetables. Currently, he owns Cabbage Corps which produces machinery and vehicles such as ferries. He establishes himself foremost as a businessman, with a valuable expansive knowledge of the Earth Kingdom terrain



from his merchant trading. He also owns a restaurant, the Cabbage Delicacies Bistro which he visits occasionally. Both are well-established businesses located in TienHai town. His motivations are closely tied to his business. Until now, he has been lucky, but as the Fire Nation colonists creep closer, how long will that luck last?

## **June**

June is a revered bounty hunter, with no clear allegiance to any particular nation. Well-versed in her profession, she is deadly and offers her services to those who are willing to pay. Her companion, Nyla, plays a crucial role in tracking her targets. Her athleticism along with Nyla's paralyzing attacks make them a deadly duo. Less concerned about the war, she aligns with other bounty hunters. She is also intimately familiar with both the Fire Nation and Earth Kingdom landscape. Being well-connected, having an extensive list of past and current customers. However, she will serve her own interests over any others.

## **Air Nomads**

### **Monk Gyatso**

As Aang's guardian, mentor and father figure, he is one of the greatest airbenders in the world. Monk Gyatso's compassion and strength reveal to him many opportunities, and paths to take. Currently, he resides in the Eastern Air Temple, providing spiritual guidance and airbending training to fellow survivors and refugees. He is a pacifist and believes that the war must be resolved with minimal violence necessary.

### **Guru Pathik**

Living in the Eastern Air Temple, Pathik is deeply attuned to spiritual practices and possesses a profound wisdom about energy and chakras. Pathik's skills include deep meditation, spiritual insight, and explaining complex spiritual knowledge with clarity. He firmly believes in non-violence and the power of inner peace, advocating

for resolving conflicts through understanding and compassion rather than war. His position as a guru emphasizes his role as a wise, patient, and compassionate teacher who stands against the destructiveness of violence.

### **Khandro**

Khandro was an air monk of the Southern Air Temple and is one of the most popular philosophers. He is the founder of the Guiding Wind, aiming to undermine the power of the elites in all 4 nations. He is charismatic and is easily able to convince others. He resides in the Eastern Air Temple and actively searches the areas for surviving Air Nomads. Ultimately, however, his goal is to eliminate all nobility, creating a society where everyone is equal, which is impossible with the raging war.

### **Afiko**

Afiko is an Airbender from the Southern Air Temple, who became jealous of Aang becoming the Avatar. He is power-hungry and willing to do anything to gain more. Currently, he has found himself on the council of elders in the Eastern Air Temple and is also helping with rebuilding the Air Nomad culture through writing scriptures. Ultimately, he believes that the war must be resolved for him to thrive. For the sake of this committee, it is unknown if he was involved in leaking information about the Air Temples to the Fire Nation.

### **Anada**

Anada is an air monk and a great engineer who was born into the Fire Nation and later adopted by the Air Nomads as a baby. Before the war, she created the Fire & Earth Center of Learning, which encouraged Air Nomad teachings within the Fire Nation nobility. Being born in the Fire Nation and raised by the Air Nomads, Anada has good relations with both groups. Currently, due to the war, she has been exiled to the Eastern Air Temple, but her Fire & Earth Center of Learning remains established

and hidden. She also has connections with low-ranking Fire Nation nobles who have a good impression of her.

### **Malu**

Malu is an airbender from the Eastern Air Temple, who fled to the Earth Kingdom after the Fire Nation's attacks. Attacking back, she became a legend in the Earth Kingdom. However, she has since disappeared from the public and now resides near the Eastern Air Temple in the mountains in isolation. Malu has a strong spiritual connection and is a master bender. She understands firsthand the ruthlessness of the Fire Nation Army and is ready to attack.

### **Youdron**

Youdron is knowledgeable about the spiritual practice of the Air Nomads. Before the war, Youdron condemned the Air Nomads' increasingly isolationist lifestyles and believed that, despite cultural differences, collaboration with other nations and the Avatar was necessary. After surviving the war, he now resides in the Eastern Air Temple and sits on the Council of Elders. He advocates for a resolution that involves collaboration with other nations and their elites.

### **Norbu**

Norbu, an outcast of traditional Air Nomad cultures and beliefs, sought to cause chaos. Shunned by the nuns who raised her, it propelled her to lash out and oppose the Air Nomad ways. She is a con artist, burglar and scammer, enjoying the trouble she brings to her peers. For a con artist, creativity is imperative, and so is skill. She is powerful, often attacking her enemies at their weakest moments. Currently, she has been displaced and lives with the surviving Air Nomads at the Eastern Air Temple, but she dislikes their customs and her environment. She feels that the war must be resolved by any means necessary.

## Recommended Sources:

For the sake of this committee, neither live-action adaptation will be considered canon.

1. Avatar the Last Airbender Netflix Show (Animated)
2. The Avatar Wiki

[https://avatar.fandom.com/wiki/Avatar\\_Wiki](https://avatar.fandom.com/wiki/Avatar_Wiki)