

降世神通

# AVATAR

THE LAST AIRBENDER

GEORGIA TECH  
MODEL UNITED NATIONS

COMMITTEE  
RECONSTRUCTING A  
WOUNDED WORLD

CRISIS COMMITTEE

OCTOBER 6-7, 2025

[WWW.GTMUN.GATECH.EDU](http://WWW.GTMUN.GATECH.EDU)



By Savvy Jensen Art Colored by hanana  
Southern Air Temple

#GTMVN2025

# BRIDGING TECHNOLOGY AND DIPLOMACY.



"EVERYTHING'S CHANGED"

ART BY LILYSTRATIONS



# TABLE OF CONTENTS

LETTER FROM THE SECRETARY GENERAL	5
LETTER FROM THE CRISIS DIRECTOR	6
HOW TO CRISIS	7
ATLA BACKGROUND: HOW DOES THIS WORLD WORK?	11
ATLA NATIONS	12
THE WATER TRIBES	12
THE FIRE NATION	13
THE AIR NOMADS	13
THE EARTH KINGDOM	13
THE AVATAR: MASTER OF ALL FOUR ELEMENTS	15
THE ORDER OF THE WHITE LOTUS	16
THE HUNDRED YEAR WAR	16
ATLA BOOKS	18
BOOK ONE: WATER	19
BOOK TWO: EARTH	21
BOOK THREE: FIRE	25
CURRENT SITUATION	29
GUIDING QUESTIONS	32
CHARACTER DOSSIER	33
BIBLIOGRAPHY	39



# ***Letter from the Secretary General***

*Esteemed Delegates,*

It is my greatest honor to welcome you to the 26th Georgia Tech Model United Nations Conference. My name is Victoria Rodriguez, and I have the privilege of serving as the Secretary General for the 2025 session.

As a mechanical engineering student here at Georgia Tech, I can confidently say that participating in Model United Nations (MUN) has opened several personal, academic, and professional doors. In this journey of 13 years, I've had the opportunity of being a delegate, a director, a mentor, and finally, a Sec-Gen. Sometimes a breeze, sometimes an up-hill battle filled with blood, sweat and tears. I've made several friends and won awards along the way, but what I truly carry with me are the important things: the value of empathy, the courage to speak when it matters, and the humility to listen when others have something to teach.

This year, we are bringing you our largest GTMUN to date. With approximately 900 delegates joining us in 16 committees, we are proud to be one of the most dynamic forums for debate in the Southeastern United States. And I can promise you that it will also be the best GTMUN yet, given the tireless work of our Secretariat and staff, who have poured their hearts and souls into building a conference that you will remember long after the gavels fall.

GTMUN is more than just a conference; it is an opportunity for exploration. Through the years, we have cultivated a space where you can explore different positions on the global stage, discover new ways to approach problems and craft solutions, and test the kind of delegate you want to become. You will experiment with speeches, refine your negotiation style, and create crisis arcs that challenge both you and your peers in committee. Just as Georgia Tech is a hub for innovation, GTMUN is the best space to challenge you intellectually, diplomatically, and personally.

But the value of this conference goes beyond leadership, teamwork, and public speaking. Like our slogan says, "bridging technology and diplomacy," GTMUN is about bringing ideas closer to people. It's about connecting logic with compassion, ambition with responsibility, and creativity with collaboration. I hope the skills you foster during this year's conference (and the friends you make along the way) will be something you carry with you far beyond these two days.

As you prepare for this conference, I encourage you to bring all your energy, passion, and curiosity into every committee session. Debate boldly, listen openly, and collaborate sincerely. On behalf of the GTMUN Secretariat, I welcome you to the GTMUN 2025 Conference. We cannot wait to see the impact you will make.

Wishing you the best of luck as you prepare for your committee,

Victoria Rodriguez

Secretary General of GTMUN 2025



# ***Letter from the Crisis Director***

*Hello delegates!*

*I'm Divjot Kaur, aka DJ, and I'm a sophomore Mechanical Engineering major at Georgia Institute of Technology. I've been doing MUN for four years now, and once I discovered the fun of a good crisis committee, I've never looked back. I'm a big fan of color-coded animated TV shows, banana bread, and whimsy.*

*The Avatar: The Last Airbender (ATLA) committee is one we've worked hard to bring to you. I am so excited to have you all in committee and see what crazy adventures we get up to! As this is a beginner crisis committee, I don't expect anything more than a spirit to learn and adapt. During this conference, you'll be thinking on your feet, writing well detailed and thought-provoking directives, and crafting a brilliant backroom arc. Your frontroom debate will aid you in your goals and so will all of our staff. Also, this entire background guide is a huge spoiler ALERT! Keep in mind that as we will be discussing topics related to cultural preservation, diaspora, and the aftereffects of war, you must abide by the sensitivity statement and have constructive, respectful discussions in committee.*

*It is my hope that throughout the course of debate, you pass many directives to help in the rebuilding efforts in the ATLA universe, gain power for your character in unique and chaotic ways, and take one of my favorite stories to new heights! Please do not hesitate to reach out with questions EVER. This is going to be so awesome sauce!*

*Flameo hotman,  
Divjot (DJ) Kaur*



# How to Crisis

## What is Crisis?

A crisis committee is a non-traditional Model UN committee. This means the debate is done the same way as a regular MUN committee (points, motions, voting) but with special mechanics like crisis notes and directives. This means a crisis committee is faster moving than a regular General Assembly-style committee, and the topics will be a little bit more outlandish. Generally, you will be assigned a character instead of a country. Your goal, in addition to solving whatever the committee's problem is, will also be gaining personal power. This could be something historical, something realistic, or a completely fantasy topic. Your committee's background guide will have more information about what exactly your topic is.

## A Crisis Arc

A crisis arc is your goal in committee. It's the personal goal you're working towards and something your character wants to achieve to gain power and disrupt committee. For example, let's say your character is the Secretary of State in a committee about a presidential cabinet. Your arc could be driven towards taking over the world, and you will do that through something called crisis notes that will be elaborated on later. When you're thinking of what to do in a crisis arc, don't be afraid to go wild and be creative. Chances are, whatever you're thinking of isn't big enough. Let your ideas run wild – chances are things won't work out the way you plan them to, so thinking big like this gives you space to improvise and change. A crisis committee is split into two parts - the frontroom (where traditional debate happens and decisions are made) and the backroom (where you work to scheme and achieve personal goals).

## The Backroom

The backroom is where you will work towards achieving your crisis arc. You will write notes to your backroom (made up of people staffing the committee and responding to your notes), and those will make step by step progress to achieving your goals. At GTMUN, we work off of a two-pad system. This means you will have two notepads, each written on one at a time:

One pad (called pad A) will have one large, overarching goal on it. You will act like you are writing to someone your character has a relationship with, and backrooms will respond to you as that someone

With the Secretary of State example earlier, this might be an office staffer who can get things done for you, say send emails or bribe another government official.



One pad (called pad B) will help you work to your larger goal from pad A, but is addressed to a separate person your character has a relationship with, and is doing separate activities to continue to create issues within committee

With the Secretary of State example earlier, this could be a foreign dignitary whose contact you can use to corrupt a military or accomplish other related goals

Each pad is only addressed to one person. For all of committee, your pad A will only be written to your office staffer and your pad B will only be written to the foreign dignitary going by the example above. The roles of your pads are interchangeable, but you should try and have one pad that is focused on your ultimate goal, and another pad that is focused on gathering resources and causing chaos within committee. Try and include a TL;DR (too long, didn't read) summary at the end of your note to make it clear to backrooms what you are asking for and what you are trying to achieve in a note. This should be about 3 to 4 bullet points maximum.

### **Notes Cycle**

Notes will be written and responded to in a cycle. When committee starts, you will write a note on pad A, setting up your arc and the goals you are working towards. Then, after about 45 minutes (more or less, depending on your committee), backrooms will come in and collect your notepad. You will then write a note on pad B, coming up with and setting up new goals. Backrooms will later come in and collect this notepad, and you will trade back and forth with them for the duration of committee. Every note cycle or so (a collection and return of crisis notes) backrooms will deliver something called a crisis update. The frequency of updates will vary per committee. These updates will bring up new issues for the committee to solve, and will include information from actions people have taken in their backroom arcs, as well as decisions that have been made in the frontroom. For example, let's reference back to the Secretary of State example. Say on one notepad, you've been writing to a foreign dignitary to start a war. Your notes will include things like troop movements and resource mobilization, and eventually a war will be declared. That declaration of war might be something that is included in a crisis update, because it is a large, chaotic event that affects committee and is something that concerns members of the body at large.

### **The Frontroom**

The frontroom is the traditional, MUN-style part of a crisis committee. Here, you will have things like moderated and unmoderated caucuses, voting, and formal debate. You will talk about things that have been brought up in the crisis updates and background guide, and collaborate with other delegates in committee to solve those problems. Action will be taken through things called directives.





## **Directives**

A directive is the crisis equivalent to writing a resolution. However, directives are often smaller and less detailed, and will often only deal with one or two specific issues. These issues will come from crisis updates and topics mentioned in the background guide. Issues will be debated on and discussed, people will start writing things, and directives will eventually be submitted to the chair and voted on. Voting on a directive generally solves the issue at hand, however backrooms may use the solution generated by a directive to cause another problem. Directives are structured less formally than resolutions, often having a fun and creative title and bullet points listing out the action items of the directive.

## **Further Reading and Useful Tips**

Here are a couple of tips on how to be successful in committee:

- Be specific and detailed in your note-writing. Use things like specific numbers and thought-out details when asking to achieve your goals
- Be very clear with your writing
- Be creative! Let loose! Have fun!

Here are a couple of useful resources on planning out your arc and performing in committee:

- <https://bestdelegate.com/how-to-survive-your-first-crisis-committee/>
- <https://bestdelegate.com/crisis-tips-how-to-incorporate-your-backroom-arcs-into-the-front-room/>
- <https://bestdelegate.com/everything-you-need-to-know-about-crisis-committees/>









# ATLA BACKGROUND

## HOW DOES THIS WORLD WORK?

This committee will be using bending knowledge to the extent of the ATLA show. All the information you truly need regarding the Avatar mechanics will be present in this guide, and lore will be solely based off of the original animated TV shows and the official comics. The live actions are not real and they cannot hurt you.

ATLA is set in a pre-Industrial Revolution world where people have the ability to “bend” one of the four classical elements: water, earth, fire, air. “Bending” is the ability to transform and manipulate the natural elements, and it is used as a suffix. Airbending is the action of bending the air. Similarly, there is waterbending, firebending, and earthbending. Each of these types of benders had their own nation: the Northern and Southern Water Tribes, the Earth Kingdom in the northeast, the Fire Nation in the west, and the four Air Temples spread amongst the four cardinal directions. Each nation has a rich history inspired by real world cultures, and has an animal associated with it, which were the first benders for their respective bending form. These first benders taught the humans to bend, and this caused the discovery of specific motions and gestures to bend their respective element, each similar to a unique style of martial arts.

Animals in this universe are mostly two animals combined, such as lion turtles, koala sheep, and platypus bears. The notable exception to this is Earth King Kuei’s bear Bosco, who is a normal grizzly bear... as normal as a tamed bear who walks on its two hind legs can be, at least.





MAP OF THE FOUR NATIONS WITHIN ATLA

# ATLA NATIONS

## THE WATER TRIBES

**Leadership and Structure:** Tribal lords in the North and South. Live in tribes in igloos.

**Element and ideology (as explained by Iroh):** Change and Balance. The Tribes have a strong sense of community.

**The first benders:** Tui, the Moon Spirit, and La, the Ocean Spirit, koi fishes in the Spirit Oasis. Tui and La means “push and pull”.

**Advantages:** The full moon is when waterbenders are the most powerful.

**Real World Influence:** The Northern Water Tribe is based on the Arctic tribes of the real world, and the Southern Water Tribe is based on Siberian tribal culture; both have Chinese influence in their writings.



## THE FIRE NATION

**Leadership and Structure:** The Firelord oversees the Fire Nation. The role is passed down within the family.

**Element and ideology (as explained by Iroh):** Power and passion. The nation is filled with driven people.

**The first benders:** Dragons: The dragons were hunted to the point where they were believed to be extinct. The dance of the dragons influenced firebending forms.

**Advantages:** Sozin's Comet grants them the most power, but they also get power from the sun.

**Real World Influence:** The Fire Nation is based off Southeast Asia and Japan, with a focus on fighting for honor.

## THE AIR NOMADS

**Leadership and Structure:** The air nomads have monks which aid in training—spiritual and physical. Gurus are enlightened air nomads.

**Element and ideology (as explained by Iroh):** Freedom. The air nomads detached themselves from their worldly desires and always strive for peace first.

**The first benders:** Sky Bison: They are large and six legged, using their limbs and tail to bend the air.

**Advantages:** No one can see airbending. Airbenders are highly skilled at dodging.

**Real World Influence:** The Air Nomads are based on Buddhism and Tibetan monks

## THE EARTH KINGDOM

**Leadership and Structure:** There are many large Earth cities like Omashu, Ba Sing Se (capital), Kyoshi Island, and others.

**Element and ideology (as explained by Iroh):** Substance and resistance. The Earth Kingdom is filled with hard workers who endure.

**The first benders:** Badgermoles: They are blind and see the world through echolocation.

**Advantages:** Sight isn't an issue. Experienced benders need only to feel and hear to echolocate and bend.

**Real World Influence:** The Earth Kingdom is based off China.

Beyond the four main elements, there are specialized sub-bending categories which some skilled benders have learned and discovered:

**Waterbending (water and ice):** Bloodbending, plantbending, and water healing. Anything that might have water in it is bendable, but it is not necessarily easy to bend. For the purposes of this committee, spirit bending has not been practiced in the Northern Water Tribe yet.

**Airbending (air):** Advanced airbenders can learn to fly if they let go of their earthly tethers.

**Earthbending (dirt/mud and stone):** Sandbending and Lavabending. Metalbending is a new concept as it was discovered by Toph. She's currently the only person in the world to know how to do this form of bending!

**Firebending (fire):** Lightning generation, and some benders can combust things with a special third eye (see Combustion Man)

14



BENDING ICONS IMAGE

# THE AVATAR

## MASTER OF ALL FOUR ELEMENTS

While nearly all benders can only bend a single element, one individual, the “Avatar,” can bend all four. Though the Avatar is born into and belongs to one of the nations, the Avatar is a mediator between the nations and is responsible for maintaining harmony across all four nations and the Spirit World.

After the Avatar’s death, the Avatar Spirit reincarnates into a bender of the next nation of the element cycle, which is the order fire, air, water, earth. The Avatar at the time of the original series is Avatar Aang (of the Air Nomads), who succeeds Avatar Roku (of the Fire Nation), who succeeds Avatar Kyoshi (of the Earth Kingdom). Avatar Aang would eventually be succeeded by Avatar Korra (of the Southern Water Tribe).



THE AVATAR CYCLE FOR THE LAST FOUR AVATARS

Beyond having the ability to bend all four elements, the Avatar is able to speak to past reincarnations for advice and harness their powers with the Avatar State. This state, illustrated by glowing eyes (and tattoos for Air Nomad Avatars), allows the Avatar to bend with the full power of all of their past reincarnations combined. While powerful, this state is also their most vulnerable, as if they are killed in this



state, the Avatar Spirit is killed and all ties to past lives are broken—the Avatar ceases to exist, and the world lives in darkness for 10,000 years.

The Avatar is also the only person who can Energybend—permanently take one’s ability to bend away or permanently grant one the ability to bend. Furthermore, they can meditate into another realm called the Spirit World, where all spirits reside. It is notable that enlightened individuals who are strongly in touch with their spiritual powers can also meditate into the Spirit World. Every so often, spirits can make their way into the real world, and the Avatar takes the duty to handle the situation accordingly.



Here, Aang calms down an angry panda spirit after its home was burned down.

At its core, the role of the Avatar is to serve as a bridge between all nations as well as the Spirit World, uniting every aspect of the current world they possibly can.

16

## THE ORDER OF THE WHITE LOTUS

The Order of the White Lotus is a secret society that is not bound to any particular nation. The society is named after the white lotus tile in Pai Sho, an ancient board game in the ATLA universe, and communications are done through placing the white lotus tile a certain way on the Pai Sho game board. The members of the Order of the White Lotus strive for “truth above all else.” The members also remain neutral during any global event with a primary allegiance to justice alongside the Avatar. They prefer to watch over and guide the Avatar from afar rather than directly intervene. At the final battles of the Hundred Year War, they decided to step in and directly assist the Avatar by fighting against the Fire Nation army.

## THE HUNDRED YEAR WAR

Firelord Sozin, father of Azulon, grandfather of Ozai and Iroh, believed that the prosperous Fire Nation should be able to share its riches with the rest of the world. He wanted to expand and spread this fortune with more, and shared these sentiments with his best friend and most trusted contact, Aang’s predecessor, Avatar Roku. Roku, however, disagreed with Sozin’s vision, fearful of how it would



disrupt the balance of the nations and the calm of the world, and warned him that he should not take this course of action. However, Sozin continued forward regardless. He used military force to create Fire Nation colonies within the Earth Kingdom, and sent Fire Nation families to settle in them. He also promoted the hunting of dragons, the original firebenders, stating that overpowering a dragon meant one was truly a powerful firebender. These actions angered Roku, and he and Sozin battled, in the end, Roku spared Sozin's life,, but warned that if he did not stop, Roku would end him.

Some time later, the volcano on his home island erupted, devastating the built landscape and causing mass destruction. Sozin came to help, seeing his old friend Roku in peril, surrounded by poisonous gas. Sozin, realizing that Roku's death would leave no obstacles for his plan to expand, left Roku in the toxic fumes to die. Thus, the Avatar cycle continued, and Aang was born to the Air Nomads in the Southern Air Temple.

Aang was just twelve years old when he was told about his role and responsibility as the Avatar. His mentor, Monk Gyatso, who was also a friend of Roku's, wanted

Aang to continue to live as a kid before taking on more responsibility, but the other elder monks disagreed with him. As a result of the stress, Aang ran away from home, getting caught in a storm before using the Avatar State to encase himself and his sky-bison best friend, Appa, in a submerged iceberg for one hundred years. Sozin saw the absence of the Avatar as an opportunity



FIRE NATION ARMY PREPARING FOR WAR

to expand the Fire Nation and gain more power. Sozin increased propaganda to promote a more nationalistic Fire Nation and created a cult of personality around himself and the Nation. He would use the power of the Great Comet, later renamed to Sozin's Comet in his honor, to strike the other nations at a time when his firebenders would have the most strength.

Knowing that the Avatar would be born an Airbender, Sozin first attacked the Air

Temples, hoping to be able to stop the Avatar from blocking his imperial plans. This led to a total genocide of the Air Nomads as he ravaged all the temples in search for the Avatar, leaving Aang safe in the iceberg as the sole survivor. The Fire Nation then turned his sights towards the Earth Kingdom, taking over most with notable exceptions including its two strongholds, Ba Sing Se and Omashu. The Fire Nation almost completely decimated the smaller Southern Water Tribe by kidnapping waterbenders and holding them in prison, but were not able to overpower the Northern Water Tribe, thanks to its strong navy and fishing infrastructure adapted to a harsh sea environment.

The war officially concluded when Aang reawakened from the iceberg, defeated Firelord Ozai and with the help of his friends. Now, times have changed in the wake of the Hundred Year War:

18

"WATER. EARTH. FIRE. AIR. LONG AGO, THE FOUR NATIONS LIVED TOGETHER IN HARMONY. THEN EVERYTHING CHANGED WHEN THE FIRE NATION ATTACKED. ONLY THE AVATAR, MASTER OF ALL FOUR ELEMENTS, COULD STOP THEM, BUT WHEN THE WORLD NEEDED HIM MOST, HE VANISHED. A HUNDRED YEARS PASSED AND MY BROTHER SOKKA AND I DISCOVERED THE NEW AVATAR, AN AIRBENDER NAMED AANG. ALTHOUGH HIS AIRBENDING SKILLS WERE GREAT, HE HAD A LOT TO LEARN BEFORE HE WAS READY TO SAVE ANYONE. BUT FROM THE FIRST DAY I MET HIM, I BELIEVED AANG WOULD SAVE THE WORLD. AND YOU KNOW WHAT? I WAS RIGHT. WITH THE HELP OF HIS FRIENDS, AANG DEFEATED FIRELORD OZAI AND ENDED THE HUNDRED YEAR WAR. ZUKO, OZAI'S SON AND OUR ALLY, BECAME THE NEW FIRELORD. TOGETHER WITH EARTH KING KUEI, AANG AND ZUKO PROMISED TO RETURN THE NATIONS TO HARMONY."

- KATARU, THE PROMISE, PART ONE

To understand how the story got there, one must rewind. This background guide does not go too in depth into the lore, but should you find some part of the story intriguing as you develop your arcs, you are encouraged to research it. This guide is not meant to replace your research, but to aid in providing a starting point to jumpstart your own creative thinking. It is also highly recommended to read all character descriptions, not just your own. Each character has personal traits and more detail than is included in the general summary.

But back to the story: The ATLA show has three seasons, each represented as a book.

# BOOK ONE: WATER

We begin in the midst of the war after the Fire Nation, led by Firelord Ozai. The main battles have been with the Earth Kingdom, as the Air Nomads have been mostly killed, and the Water Tribes overpowered. The Southern Water Tribe is home to the siblings **Katara** and **Sokka**. They live in a small village of igloos, and Katara is the only waterbender of the tribe. Katara wears her late mother's water tribe necklace, which serves as a reminder of both love and loss. The two siblings venture off to fish and run into a giant spherical iceberg. How strange!

Sokka enrages Katara by making misogynistic taunts, who then accidentally waterbends the iceberg open, sending a giant beam of light up in the air. Out comes the Avatar, a twelve-year-old airbender named **Aang**, and his sky bison, Appa. This beam of light signals to the banished Fire Nation Prince **Zuko** and his uncle **Iroh** ☯ that the Avatar has returned, and they immediately resume the hunt to find him.



THE ICEBERG WHERE AANG AND APPA HAD BEEN FROZEN FOR 100 YEARS

It is believed that only the Avatar could defeat the Fire Nation, yet Aang was merely a child. It is with this child-like wonder that he becomes friends with Sokka and Katara, but he begins to learn that he must rise to his responsibilities as he wards off a Fire Nation attack from Zuko at the Southern Water Tribe. Katara and Sokka decide to join him and Appa, and at their next stop at the ruins of the Southern Air Temple, they meet a lemur-bat which Aang names Momo.

Together, Aang, Sokka, Katara, Appa, and Momo (this group henceforth referred to as the "Gaang" or "Team Avatar") travel to:

1. Kyoshi Island, where they meet **Suki**, the leader of the Kyoshi Warriors, a group of female fighters who aim to fight and defend their people as valiantly as Avatar Kyoshi.
2. Omashu, ruled by **King Bumi** ☯, master earthbender and Aang's old and mildly crazy friend. They also see **Cabbage Guy's** cabbage cart get destroyed by an earthbender. "My cabbages!" - Cabbage Merchant, Season 1: "The King of Omashu"

3. A fire nation encampment, where they are rescued by Jet and the Freedom Fighters. Here, they learn Jet has a plan to destroy the encampment in an extreme nature, threatening the lives of innocent Earth Kingdom citizens to do so. The Gaang stops him and leaves.
4. The Northern Water Tribe, meeting **Master Pakku** 🌀, the best waterbending teacher of the North, renowned for his skills

As the Gaang goes on their adventures, Zuko accidentally leaks to the Fire Nation of the Avatar's return and is challenged to a firebending duel (called an Agni Kai) by Admiral Zhao, another firebender on the hunt for the Avatar. Zhao continues to fight against Zuko as they both relentlessly search for Aang in hopes of being the first to capture the Avatar.

The Gaang ventures to a Fire Nation island temple on the winter solstice to hear from the spirit of Avatar Roku. The Fire Sage **Shyu** tricks his loyalist peers to provide the Avatar safe passage to the sanctuary. Roku's spirit informs them that in a little less than a year, Sozin's Comet would arrive and help the Fire Nation army perform multiple attacks and brutally end the Hundred Year War by completely taking over. This urges Aang to learn more waterbending, and even try firebending with the help of a recluse, Jeong Jeong, who is later revealed to be a member of the Order of the White Lotus. However, when he accidentally hurts Katara while training, Aang vows to never firebend again.

Zuko and Zhao use multiple tactics to find the Gaang, including a woman named **June**, who uses her shirshu, a blind wolf-like creature with incredible olfactory senses and paralyzing saliva, to track the scent of Katara's necklace. The Gaang succeeds in fighting her off. Further on, the group finds a community of inventors who use gliders on the strong air currents at the Northern Air Temple, a young boy named **Teo** being one of them. Teo, Sokka, and his father work to make war balloons and new inventions to fight against Fire Nation attacks, but the Fire Nation also steals and repurposes these inventions.

The gang arrives at the Northern Water Tribe, led by **Chief Arnook**. There lies the Spirit Oasis, home to Tui and La, the spirits of moon and ocean. Sokka courts Princess Yue, the daughter of the chief, who later informs him that the moon spirit saved her life when she was ill as a baby. Aang reluctantly learns from Master Pakku, as Pakku refuses to teach Katara on the basis that she is a girl, and girls are forbidden to bend unless it is for healing in the Northern Water Tribe (boo!). Pakku stops being sexist after seeing Katara's necklace during a fight between the two, which her grandmother passed down to her. He realizes that in his efforts to abide by custom restricting women, he had lost his fiancé, Katara's grandmother Kanna.



Then, the Fire Nation attacks! Aang and Katara visit the Spirit Oasis, where Aang meditates into the Spirit World to ask the moon and ocean spirits for help while Katara protects his mortal body. He is instead detained by Koh the Face Stealer, and spends time escaping him. Zuko ends up overpowering her and taking Aang. Zhao arrives and kills Tui, the Moon Spirit, causing a lunar eclipse and stripping all waterbenders of their ability to bend. This disruption of the balance leads to Aang fusing with the Ocean spirit, La, and fighting off the Fire Nation as a giant spirit blob.



AANG FUSED WITH LA FIGHTING OFF THE FIRE NATION  
ATTACK

Simultaneously, Yue sacrifices her life to the Moon Spirit, saving it, but becoming the moon in the process. The rest of the Gaang finds Aang and Zuko on the brink of dying from hypothermia and saves them both, with Zuko fleeing to Iroh at the first chance he gets. Katara is also gifted a vial of water from the Spirit Oasis, said to have powerful healing capabilities. Pakku starts teaching

girls how to waterbend. Firelord Ozai assigns Princess Azula, Zuko's elder sister and master firebender and gaslighter to hunt down Zuko and Iroh for their treachery for deserting their posts and protecting the ocean spirits at this battle.

## BOOK TWO: EARTH

Next, Team Avatar sets their sights on Omashu, hoping to ask King Bumi to be Aang's earthbending teacher. With the help of badgermoles, they make it out through the Cave of Two Lovers and find Omashu in ruins, taken over by the Fire Nation. Azula starts her hunt for Zuko and Iroh, forcing the two to flee and adopt fake identities in the Earth Kingdom.

The Gaang infiltrates Omashu and finds Bumi, who refuses to act or escape, saying wants to act with neutral jing and that he's waiting for the right time. Bumi tells Aang to find an earthbending teacher who waits and listens before striking. Team Avatar helps all citizens escape, and set their sights to find Aang's teacher. When flying on Appa one day, the Gaang is mysteriously attracted to a large swamp. Within this swamp, they see visions: Sokka sees Yue, Katara sees her late mother, and Aang sees a girl laughing and a flying boar. They get attacked by a plant monster, which turns out to be waterbenders from the Foggy Swamp Tribe bending water inside of

it. The tribe members tell them that swamp is one large tree, and that their visions are from the past, present, and future.

At an underground earthbender fighting tournament, the Gaang sees a young girl, the “Blind Bandit,” completely demolish all her opponents, including **The Boulder**. Aang watches how she waits and listens to the ground, how she uses seismic sense (a form of pseudo-echolocation via sensing vibrations in the Earth) to view the world around her in spite of her visual impairment. He recognizes her from his visions in the swamp. They find her using her family insignia, a flying boar, the emblem of the wealthy Beifong family, and learn that her name is **Toph**. Eventually, she runs away from home and joins the team, becoming Aang’s earthbending teacher. Toph’s father sends the tournament master and an earthbending teacher to bring her back.

22

Azula calls for her childhood friends: **Mai**, an emo non-bender, daughter of a rich Fire Nation governor, and **Ty Lee**, a non-bender and chi-blocker, which means she can hit a bender’s body a certain way to limit their bending, and temporarily paralyze living creatures. With their help, Azula relentlessly chases the Gaang. Separately, Aang and Zuko put in the bitter work to learn earthbending and lightningbending respectively. The Gaang travels to the Si Wong desert in search of a spiritual library, in the hopes of finding something they could use to defeat the Fire Nation. In the library, they find Wan Shi Tong, the wise spirit who owns the library. Wan Shi Tong reluctantly allows the Gaang to visit the library on the precondition that the knowledge found at the library would not be used for violence. Sokka learns about an upcoming solar eclipse which would weaken firebenders’ powers and exclaims that it would be the perfect time to invade the Fire Nation. Wan Shi Tong, angered by this betrayal, decides to sink the library, nearly taking the Gaang with him. Team Avatar barely escapes the clutches of Wan Shi Tong, but not before losing Appa to sandbending kidnappers. Aang is absolutely enraged at this, and the Gaang minus Appa is stranded in the desert. Iroh reveals his association with a secret group called the Order of the White Lotus to the audience, whose members use a White Lotus tile from a game called Pai Sho to communicate with each other inconspicuously.

The Gaang learns Appa has been sold to a merchant in Ba Sing Se, ruled by Earth King Kuei. Subsequently, they—alongside Suki and other Earth Kingdom travellers—decide to travel along the Serpent’s Pass, the dangerous and arduous trail leading to



UNCLE IROH HOLDING A WHITE LOTUS TILE



Ba Sing Se. Zuko and Iroh also venture over, but via boat, meeting Jet and the Freedom Fighters. Jet becomes suspicious that the two are firebenders and makes it his mission to expose them. When the Gaang reach Ba Sing Se, they find that it is made of three rings: the outer ring where poorer citizens live in horrible conditions, the middle ring for the financially comfortable, and the innermost ring for the Earth King and other members of the elite class.



MAP OF BA SING SE

When the Gaang reach the city, they discover that a large Fire Nation drill is approaching the outer wall. The Gaang defeats Azula, Mai, and Ty Lee and make their way inside to see the Earth King, but find that a group called the Dai Li, a secret-service type of group that allegedly enforces the cultural authority of the city, refuses to let them speak to him. The Gaang is escorted by a woman named Joo Lee, who insists that “there is no war in Ba Sing Se.”

The leader of the Dai Li, Long Feng, confirms that the Kuei is puppeteered by him

and the rest of the Dai Li, who outwardly present the city to be a utopia, while Kuei reigns as an oblivious king. Kuei does not know about the Hundred Year War because the Dai Li want him to remain oblivious and easy to manipulate. The Dai Li arrest and brainwash Jet while he's about to confront Zuko and Iroh.

Appa breaks free of his abusive prison, and Suki and the Kyoshi Warriors come across him, but not before being attacked by Azula and her posse. Appa travels to his home at the Eastern Air Temple, where he finds a man named **Guru Pathik**, who attaches a note to Appa's horn and tells him that he must go find Aang at Ba Sing Se. The Gaang finds a brainwashed Jet and tracks this suspicious behavior to Lake Laogai. The phrase "The Earth King has invited you to Lake Laogai" acts as a trigger for Jet, and he and Long Feng start attacking the Gaang. Zuko also sets out to find Appa, hoping that Aang will be there. Upon finding Appa, Zuko releases him after being scolded by Iroh. This action is one of the primary major actions in his arc to become a better person. Jet is fatally wounded in battle, and after attempting to save him and failing, Team Avatar pursues Long Feng. They reunite with Appa, and the sky bison bites Long Feng on the leg as he escapes.

They break into Kuei's palace to inform him of the war and solicit his help, using the bite mark on Long Feng's leg as evidence against the Dai Li and that Aang is the Avatar and an airbender due to having a sky bison and thus the Avatar. The Gaang receives information that was delayed by an interception from Long Feng:

- Sokka and Katara receive a report detailing their father's location
- Toph receives a letter from her mother saying she's in Ba Sing Se and wants to meet
- Aang reads the letter from Pathik, who promises to help him master the Avatar State

The group splits up in response to these notes, leaving the "Kyoshi Warriors" to handle Ba Sing Se, who turn out to be Azula, Mai, and Ty Lee in disguise. Toph, following her mother's wishes, falls for the trap and is captured by the two men hired by her father. She teaches herself to metalbend and breaks out of her iron cage. Sokka reunites with his father, while Katara stays behind.

Guru Pathik trains Aang to master the Avatar State by unlocking each of his seven chakras, which he must do in immediate succession. Kuei tells the "Kyoshi Warriors" about the plan to strike the Fire Nation during the upcoming solar eclipse. Katara discovers Zuko and Iroh are in the city, and goes to inform the "Warriors," but realizes it's Azula, and gets captured. Meanwhile, as Aang is about to reach enlightenment by letting go of Katara (his earthly tether), he sees a vision of her in capture, and decides to leave to save her, ignoring Pathik's warnings that he will be cut off from



the Avatar State. He picks up Sokka on the way back, riding Appa to Ba Sing Se. Azula takes control of the Dai Li and captures Zuko as well, locking him up with Katara, and the two start to bicker, but then bond over the loss of their mothers. Team Avatar reunites and frees Katara and Zuko. Azula traps Iroh after he tries to defend the Gaang and offers Zuko his honor if he chooses to join her instead. Zuko agrees. The Gaang fights the two firebenders and the Dai Li. The fight is difficult, and Aang must enter the Avatar State. He realizes that the fate of the world rests on his shoulders and he lets go of his attachment to Katara, entering the Avatar State, but then being immediately shot by lightning from Azula in his back. Katara uses her spirit water to heal him, and the Gaang flees with the Earth King and his bear Bosco in defeat.

"THE EARTH KINGDOM ... HAS FALLEN."

- EARTH KING KUEI, SEASON 2: THE CROSSROADS OF DESTINY

At some point through this season, the cabbage merchant's cart was destroyed and he yelled "My cabbages!" again.

## BOOK THREE: FIRE

25

Aang awakes after a few weeks to see his friends around him dressed in Fire Nation clothing aboard a stolen fire navy ship. At this point, the Gaang have connected with Southern Water Tribe soldiers, including **Hakoda**, Sokka and Katara's father. The Earth King set off to explore the world with Bosco, wishing to learn all that the Dai Li had hid from him all these years. The world once again believes the Avatar to be dead, misinformation that the Gaang hopes to use to its advantage. Zuko and Azula receive a hero's welcome back home at the Fire Nation, with Zuko being credited to having killed the Avatar, despite Azula delivering the blow, and Iroh being imprisoned for betraying the Fire Nation by siding with the Avatar.

Team Avatar steals Fire Nation garb to blend in with society, with Aang accidentally wearing a student uniform. He is mistaken as a student and escorted to a nearby Fire Nation school, where he learns that the Fire Nation teaches propaganda which indoctrinates children into a nationalistic ideology. He takes up an alias of Kuzon, using his outdated knowledge of the Fire Nation from a hundred years ago, saying slang like "flameo hotman" as greetings. Zuko is worried that Aang might still be alive and sends an assassin out for him.

Sokka feels sad that he's the only non-bender of the group, and decides to go to **Master Piandao** ㊟, a Fire Nation swordsman, to master the art of the sword. Through many trials, Sokka forges his own sword using a meteorite ore that landed next to the Gaang's camp, and Piandao gifts him a White Lotus Pai Sho tile as a

parting gift. Iroh starts training his physique in prison.

Zuko, Azula, Mai, and Ty Lee have fun and argue on the beach while the Gaang is ruthlessly attacked by the assassin Zuko hired. The assassin, referred to as Combustion Man, uses a form of firebending that allows him to make explosions with a third eye tattoo on the center of his head. Team Avatar escapes him on Appa. Aang and Zuko learn of their pasts through Roku's spirit and Sozin's last testament respectively, learning that the war is not black and white in terms of good and evil. Zuko learns that his mother's grandfather was Avatar Roku, and he further reflects inwardly on his personal battles about his allegiance to what is "right."

The Gaang meets Hama, a waterbender from the Southern Water Tribe who had been taken away sixty years ago by the Fire Nation, but broke free. Katara is ecstatic that they finally met a waterbender from her tribe. They later learn that she used bloodbending, using the moisture within the blood to bend the subject's body, to break out, and Toph senses that she has kidnapped people underground. Katara ends up



MOMO AND APPA FIGHTING IN AANG'S DREAM

having to bloodbend to defeat her and save Aang and Sokka while Toph frees the captives. She feels horrible for having resorted to such a cruel form of bending to win this fight. They arrive at the rendezvous point for the siege of the Fire Nation

four days before the eclipse, but Aang cannot seem to sleep as he is plagued with nightmares, feeling worried he is not ready to battle Ozai. He dreams of many crazy adventures, including a battle sequence with Appa and Momo.

They start the invasion on the day of the eclipse. Forces from Hakoda and the Southern Water Tribe, Teo and his father, the swampbenders, the earthbending tournament players, and more join to support the team. As Team Avatar fights through the Fire Nation forces, they come to find that the Firelord's Palace is abandoned. Hakoda and some other warriors get captured by the Fire Nation army. The Gaang is able to escape and head to the Western Air Temple. Iroh breaks out of his prison, and Bumi breaks out of his cage in Omashu by earthbending with his face.

Zuko confronts Ozai, denouncing him, and ends up following Aang in efforts to join him. After much internal debate, he approaches the group and saves them from Combustion Man, managing to earn a little of their trust and become Aang's firebending teacher. Together, they venture to find and learn from the first firebenders, the dragons. They meet the Sun Warriors, a civilization previously believed to be extinct, who guard the last remaining dragons. Zuko and Aang learn from the dragons and firebend stronger than before, but Katara still distrusts Zuko.

Zuko and Sokka venture to the Boiling Rock, a high security Fire Nation prison located on an island surrounded by boiling hot water to rescue Hakoda. There, they find Suki and devise an escape plan to save Suki and Hakoda. They end up stealing Azula's airship to escape by getting help from Mai and Ty Lee, who turn on Azula after realizing that she was manipulating them all along.

"I GUESS YOU JUST DON'T KNOW PEOPLE AS WELL AS YOU THINK YOU DO. YOU MISCALCULATED. I LOVE ZUKO MORE THAN I FEAR YOU."

- MAI TO AZULA, SEASON 3: THE BOILING ROCK, PART TWO

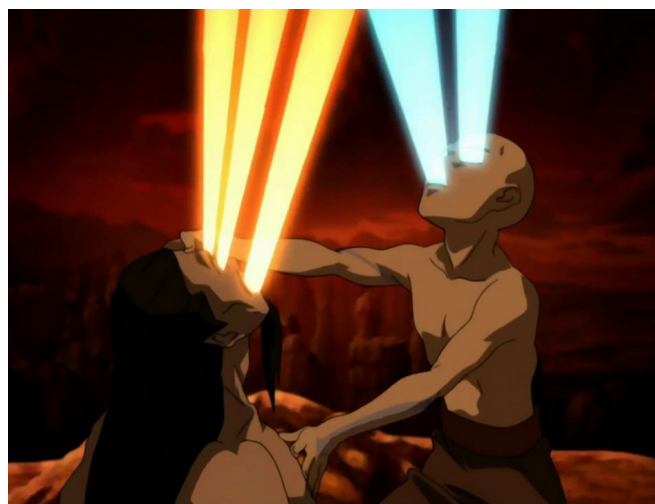
27

Zuko gains Katara's trust by taking her on a mission to enact revenge on her mother's killers. She finds and nearly kills the man who killed her mother, but stops herself, realizing violence wouldn't help her. Team Avatar watches a play performed by the Ember Island Players, who recap the Gaang's journey half-accurately, with the playwright confirming that he consulted a surprisingly knowledgeable cabbage merchant.

As Sozin's Comet approaches, the group resumes preparations. Aang, being a pacifist due to his Air Nomad upbringing, is conflicted about killing Ozai. He is drawn to a mysterious island where he desperately talks to his past reincarnations for guidance, but they all advise him one way or another to kill Ozai. Zuko informs the group of Ozai's plan to burn the entire Earth Kingdom continent during the time of the comet, taking over the world. Ozai gives his throne to Azula and proclaims himself to be the "Phoenix King." Aang leaves his meditation and finds the island that he is on is a large lion turtle. The lion turtle imparts on him a great wisdom, "The true mind can weather all the lies and illusions without being lost. The true heart can tough the poison of hatred without being harmed. Since beginningless time, darkness thrives in the void but always yields to purifying light." He grants Aang the ability to energybend and drops him off at the shores of the Earth Kingdom, waiting for Ozai.

The Gaang uses June's shirshu to track down Iroh, who has gathered the rest of the Order of the White Lotus: Pakku, Jeong Jeong, Piandao, and Bumi. Abandoned by everyone, Azula is plagued by memories of her mother and starts to lose her

mind on the day of her coronation. Zuko and Katara go to fight her off at the palace, and the White Lotus spearheads the liberation of Ba Sing Se from the Fire Nation. Suki, Sokka, and Toph fight aboard the Fire Nation airships, and Aang faces off Ozai. Zuko lightningbends against Azula and is shot by her, and Katara heals him while managing to fight off an increasingly more insane Azula. Through many visually stunning and awesome fight sequences, Team Avatar and the White Lotus end up winning their battles, with Aang energybending away Ozai's ability to firebend and locking him up.



AANG ENERGYBENDING AWAY OZAI'S ABILITY TO FIREBEND

And with that, the Hundred Year War ends. Zuko is crowned the new Firelord. Iroh opens a tea shop in Ba Sing Se. Ty Lee joins the Kyoshi Warriors and teaches them how to chi-block. Azula and Ozai are imprisoned near the Fire Nation palace. Team Avatar takes a much needed rest and celebration.

28



AVATAR TEAM POST WAR



# CURRENT SITUATION

When the war ended, people rejoiced! They had their land back, their families together for the most part, and a new life free from the control of the Fire Nation. However, the system that had worked for them in the war does not work for them now. Two weeks after the celebrations ceased, more problems began to arise.

The Gaang's first idea to start is the removal of the Fire Nation armies and workers from foreign spaces. However, nothing's as simple as that. When they show up to the Earth Kingdom province of Yu Dao, they realize that the lives of these Earth Kingdom and Fire Nation people are now blended together. Fire Nation civilians have families, businesses, and a community with Earth Kingdom residents, and these relationships cannot be easily scrapped.

The Harmony Restoration Movement (HRM), spearheaded by Earth King Kuei and the Gaang, entrusts the Avatar to remove the Fire Nation armies from their posts in the Earth Kingdom and dissolve the Fire Nation colonies. Citizens of the Fire Nation are asked to vacate the Earth Kingdom. This leads to several issues, with a variety of opinions on each side. There are folks who are pro-HRM, and also anti-HRM. For the pro-HRM citizens, they don't trust the fire nation civilians to stay with them after a war they did not participate in. They want the Earth Kingdom to be rid of

the colonies. Kuei remarks that the colonies act as a stain on the Kingdom, and people are starting to riot with rising tensions. Anti-HRM citizens state that the community has become so well integrated that the removal of Fire Nation citizens would mean splitting families, businesses, and uprooting people's whole lives.

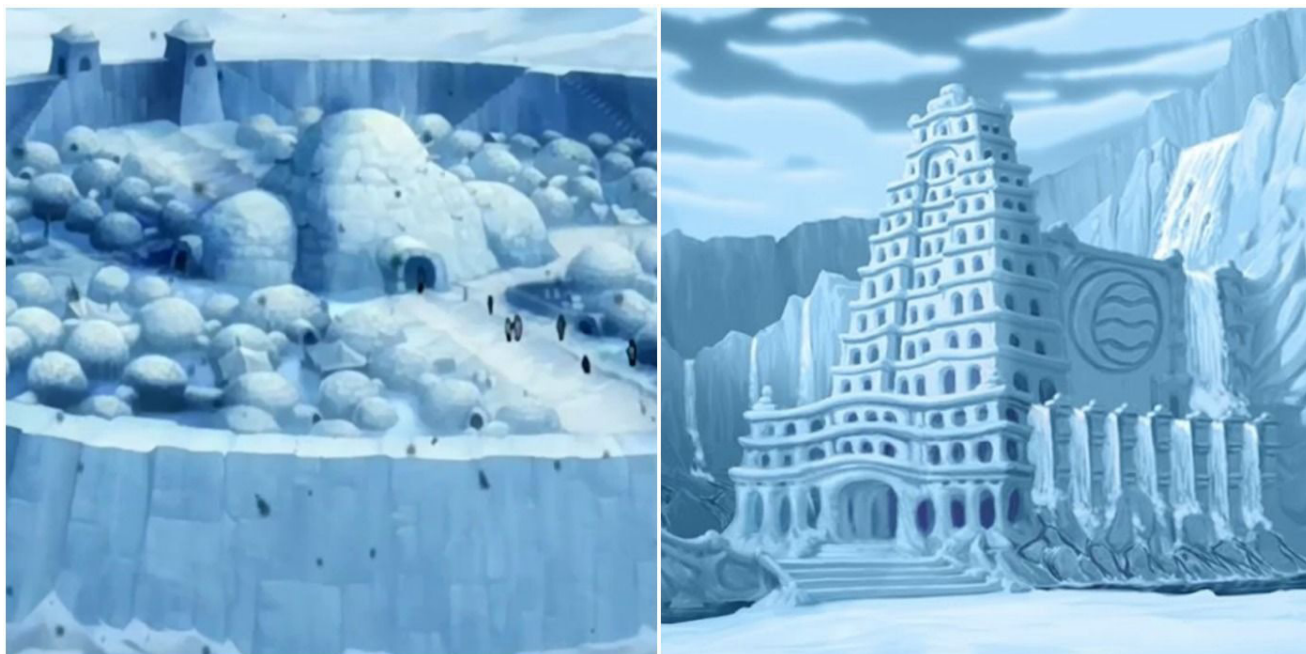


FIRE NATION COLONIES MAP

The difficult task of separating the integrated Fire Nation and Earth Kingdom communities is further complicated by the question of citizenship. How should a child born to a firebender and an earthbender be classified? What place do new generations with parents who are citizens of both nations hold in society? Should you choose to make Yu Dao an independent city state, the Earth King will be

displeased. As the new Firelord, Zuko struggles to remain neutral about the HRM—his people are being persecuted!

Furthermore, with the return of the Avatar feeding into people's hope for renewal, the public is turning to Aang with a lot more issues. The Southern Water Tribe was almost fully decimated after the war. It is up to you to help with fixing the imbalance of power between the two water tribes. The Northern Water Tribe was able to use its navy to defend itself against the Fire Nation, as it had more of an emphasis on fishing compared to the Southern Water Tribe, which primarily hunted. As the tribes develop, it is important that the cultural and spiritual ties to the land remain unharmed, lest it causes more tensions.



SOUTHERN WATER TRIBE VS NOTHERN WATER TRIBE

Technologically, most of the ATLA world is on the brink of an industrial revolution, with the Fire Nation being slightly more advanced with weaponry such as steam engine warships and factories. As machines start to become more developed to aid non-benders, there will be more factors to consider as you rebuild war torn ruins. Most non-benders are excited and ecstatic—there's hope that they can finally perform as well as if not better than non-benders with these new tools! However, the common public is uncertain whether their land and sites are being used to build factories against their will, which would churn out pollutive waste. Benders are worried that these machines may be used against them and stir up past-settled tensions with non-benders.

Furthermore, not all news can travel well throughout the war. The Fire Nation is riddled with propaganda, its citizens confused by their loss in the war. History books

are incorrectly written through the biases of Ozai's regime, and school children are still being taught outdated and inaccurate information. The Southern Water Tribe is struggling to reach out, confused as to why no help came from its sister tribe during the war. The Northern Water Tribe remains isolated with a strong navy, with natural obstacles and rough waters making it hard to travel far by sea.

Azula and Ozai are locked up in a high security Fire Nation prison if you'd like to try and talk to them. Any action you decide to take to solve these problems will have pros and cons, but it is your job to make the world anew with yours and the committee's best interests in mind.

Your chairs, Appa and Momo will conduct debate and ensure you stay on task with these serious matters, and your crisis director will serve as Aang, who desperately needs your help. As the Avatar, he can feel an uneasiness stirring within the illusion of calm global aura. This war has reminded him that he cannot do everything alone, and he has gathered you all here, Team Avatar, White Lotus members, and other renowned characters alike, to help him out as you reconstruct a wounded world. Best of luck!

# GUIDING QUESTIONS

WHAT IS YOUR CHARACTER'S STANCE ON EACH PROBLEM? WHAT CONNECTIONS DO THEY HAVE THAT CAN HELP? WHAT CHARACTERS IN THE COMMITTEE WOULD YOUR CHARACTER AGREE OR DISAGREE WITH?

WHAT OPINION WOULD YOU TAKE ON THE HARMONY RESTORATION MOVEMENT?

THE EARTH KINGDOM SEEMS TO BE PERFECTLY SPLIT IN FAVOR AND AGAINST THE HRM. HOW DO YOU PLAN TO ENSURE EVERYONE STAYS SAFE WHILE YOU HANDLE THE PROBLEM?

HOW CAN YOU EMBODY YOUR CHARACTER AND THEIR DESIRES THROUGHOUT COMMITTEE AND GAIN MORE POWER FOR YOURSELF?

THE ELEMENT OF WATER IS ALL ABOUT BALANCE, AND THE WATER TRIBES, ALL ABOUT COMMUNITY. HOW CAN YOU ENSURE THAT THE SOUTHERN WATER TRIBE DOES NOT LAG BEHIND ITS SISTER TRIBE?


WITH THE POWER TO INFLUENCE WHAT THE FUTURE GENERATIONS BELIEVE ABOUT THE WAR, HOW WILL YOU REWRITE HISTORY ABOUT THE PAST ONE HUNDRED YEARS?

ADDRESS EACH PROBLEM WITH THE QUESTIONS: WHAT RESOURCES ARE AVAILABLE TO YOU? TO THE COMMITTEE? WHERE ARE THESE RESOURCES AND HOW CAN YOU OBTAIN THEM?

HOW CAN YOU MITIGATE THE NEGATIVE EFFECTS OF AN INDUSTRIAL REVOLUTION?



# CHARACTER DOSSIER

‘’ denotes characters who are members of the Order of the White Lotus. Main character abilities and origins are placed within the brackets, and expanded upon further in their descriptions.

## 1. *Cabbage Guy [non-bender, Earth Kingdom citizen]*

The unsung hero of the produce world, Cabbage Guy has faced a lot of strife. His cabbages have been thrown around more than he can remember! Through his travels and trade as a merchant, he has seen many things on the street, and has a way with the locals of almost any town. Everyone knows he’s a hard worker, and he knows how to run his business, although he thought he might have ditched the cart for something greater by now. With no personal ties to the war, his current sole venture is to restore the cabbage name, and he wonders how he can work to ensure a great market in this new post-war world.

## 2. *Guru Pathik [non-bender, unknown affiliation]*

Where did you come from, where did you go? Where did you come from Guru Pathik(o)? This mysterious guru aided Aang in opening his chakras to master the Avatar State, and is a professional in dealing with what lies at the core of bending: chi. He was known amongst the Air Nomads as a spiritual leader. Although he’s an enigma, Pathik knows what it takes to be a good bender, but he also knows that too much power can easily mean more trouble. Although he’s a social recluse, and only calls on others, he knows that Aang needs him as well as his age-old connections.

## 3. *Katara [waterbender, healer, bloodbender, Southern Water Tribe]*

Master waterbender Katara is a beast when her loved ones are going through any trouble, and she’s an integral part of Team Avatar. Her abilities in waterbending are great, and so is her calming personality, quieting arguments within the group. She was there when Aang realized his culture had been wiped out, and she has incredibly strong feelings about preserving her own tribe as the last waterbender of the south. She always prefers peace over violence, but won’t hesitate to take drastic action when needed. The people of the Water Tribes flow with change, and she plans to do the same, ensuring that the world will be a better place.

## 4. *King Bumi [earthbender, King of Omashu]*

He may have a couple screws loose but he’s a genius—it’s Bumi! 112 years young, he’s a dear childhood friend of Aang’s and one of the best earthbenders in the world. With the Fire Nation collapse, he has Omashu back, but his people are a

little worried he gave up so quickly when they attacked. His pet goat gorilla, Flopsie, is his treasured companion and it is as big as him, with gnarly teeth and a kind face. Eccentric but deadly, Bumi waits for the right moment to strike and loves to play a few mind games with his opponents. He honestly does care about the rebuilding of the war, but his main focus is on restoring Omashu to its glory and going on a plethora of adventures on the way.

### **5. Master Pakku** *[waterbender, Northern Water Tribe]*

Waterbender and teacher from the Northern Water Tribe, Pakku has a way with the prospective benders there, and prides himself on his commitment to Northern Water Tribe culture. However, as a member of the Order, his primary allegiance is to the Avatar. He knows he's THE waterbender of the North, and has much sway with the Tribe. He's eager to help out his sister tribe his own way. Pakku is outwardly harsh and inwardly caring, and his connections in both water tribes along with his bending prowess have given him a good deal of power amongst both communities.

### **6. Master Piandao** *[non-bender, Fire Nation]*

Member of the Order, Piandao is considered the greatest swordsman and sword maker in all of the Fire Nation. Piandao once single handedly fought off a hundred Fire Nation soldiers and has a disdain for war. He's as unproblematic as they come, and incredibly patient with an affinity for the arts. He resides in an epic Fire Nation castle he restyled to his liking, where taught Sokka and Zuko. As a blacksmith, he's skilled at making swords and can craft any melee weapon with ease. He's here to help reach a peaceful solution any way he can, and admires a good creative solution with out-of-the-box thinking.

### **7. Sokka** *[non-bender, Southern Water Tribe]*

If we're being honest, all Sokka needs in this world is his boomerang, but he's quite appreciative to have all his friends with him too. He loves being a non-vegetarian and has a knack for writing haikus. The humor and wit of Team Avatar, he hasn't shied away from addressing matters logically and creatively. His skills with almost any non-bender weapons are awesome, and he has helped Teo and his father design more inventions and helped lead the invasion on the day of the eclipse. Although he understands the argument of preservation of culture, he loves machines, and is in full support of non-benders in their pursuit of industrializing tasks. He's also in favor of the development of the Southern Water Tribe, hoping to restore it to its former glory as powerful as its sister Tribe.

## 8. Suki [non-bender, Kyoshi Island]

Leader of the famous Kyoshi Warriors, Suki is a master of martial arts and fighting. Her nonchalance paired with her incredible garb make her a memorable figure. She helped the Avatar restore balance to the world, and has taken her Warriors with her to aid in rebuilding efforts across the Earth Kingdom. She embodies the spirit of perseverance, and is an expert at her craft, having recently also learned chi-blocking from Ty Lee. Suki is the most dependable security one could ask for, and her main motive is to ensure that things remain that way for the common people: secure and peaceful.

## 9. Teo [non-bender, Northern Air Temple]

Teo is an incredible inventor and creator of machines. He uses a contraption to help him glide through the air and works on making more doohickeys with his father at his home in the Northern Air Temple. At first, Aang found it strange that Teo and his people had taken refuge in the Northern Air Temple despite not being Air Nomads. In the war efforts, he aided in the creation of submarines and he also got quite good at throwing ammunition from his glider. He's excited to contribute any way he can, and wants to make more machines to help people out. Team Avatar trusts his judgement and is excited for his new machines.

## 10. Toph Beifong [earthbender, metalbender, Earth Kingdom]

Beloved Melon Lord and Blind Bandit, Toph Beifong is basically the greatest earthbender alive. She's a tough gal to beat and incredibly self confident about her skills, and rightfully so, seeing how she lifted Wan Shi Tong's library by herself. She taught the Avatar how to earthbend and invented a new form of bending, plus she can use her seismic sense skills to deduce whether someone is lying or not. The world is her oyster, and she's firmly against following traditions. She wants to break free from the old and onto the new, with nothing holding her back. Now that the war is over, everyone knows her as the fabled legend Toph Beifong, and this praise is doing wonders for her fast-growing ego.

## 11. Iroh ☯ [firebender, Fire Nation]

Two things Iroh needs: tea and peace. Ex-general of the Fire Nation army, Iroh has always got bars to say. His advice and guidance have been pivotal for all members of the committee, and his wisdom unparalleled. He's been through a lot, losing his son Lu-ten to the war, and yet remains in high hopes. With the Order of the Lotus, he led the liberation of Ba Sing Se, and now hopes to go back to his peaceful life and make more tea, though his nephew Zuko thinks it's as simple as making hot leaf juice. As owner of the Jasmine Dragon in Ba Sing Se, he's a little ahead of his time



with his newer tea experiments, but everyone loves his classics.

## **12. Firelord Zuko [firebender, Fire Nation]**

Zuko has gone through so much and yet found his way despite it all. He has a large scar on his left eye that his father, Firelord Ozai gave him in an Agni Kai when he spoke up about the potential brutality of the Fire Nation's attacks. Throughout the course of his character arc and with the help of his Uncle Iroh, he grew his bending and people skills thousandfold, leading him to become the Firelord he is today. He wishes to change the pace of the Fire Nation and wipe away its violent past. However, the Harmony Restoration Movement has been taking a toll on him and his people. Although he's Team Avatar, he cannot stand for injustice against the Fire Nation, and will do whatever it takes to ensure his people remain safe. He would also like a night of undisturbed rest, as assassins keep trying to kill him in his sleep due to escalating tensions. He owes his life to the Kyoshi Warriors for stepping in as his personal guards at night.

## **13. Smellerbee [non-bender, Fire Nation, Leader of Freedom Fighters]**

As new leader of the group of rebels known as the Freedom Fighters, Smellerbee is working on her tendency for a violence-first strategy for conflict resolution. She's succeeding, but is definitely more impatient than their peers. She's proficient in the use of short, bladed weapons, and her friends Longshot and Sneers are with her every step of the way. In this post-war world, she's siding with Kuei in the removal of Fire nation civilians to restore the Earth Kingdom to what she believes is former glory. Too long has this war taken her friends and family, with the Fire Nation at the root of it all.

## **14. Ty Lee [non-bender, Fire Nation, Kyoshi Warriors]**

Master chi-blocker, Ty Lee is skilled in acrobatic combat, and an incredibly powerful fighter against benders, temporarily paralyzing them with her precise jabs. She used to fight alongside Azula and Mai against the Avatar, but changed sides for good. As an ex-circus performer, she's down for a good time, having recently joined the Kyoshi Warriors to assist in more ways, teaching them how to chi-block as well. She's constantly got a smile on her face, even in the toughest of times. Her energy will be vital in ensuring that the team does not give up in the face of a seemingly insurmountable hurdle.

## **15. Chief Hakoda [non-bender, Southern Water Tribe]**

Leader of the invasion of the Fire Nation on the Day of the Black Sun, Hakoda knows how to gather soldiers for battle. With his children Katara and Sokka with

him, he knows he can do anything to make the world a better place. On his return to the Southern Water Tribe, he was appointed as chief, and is re-adjusting to a more permanent stay at his igloo. As he's learning of the struggles of his people with the help of his army friends, he can't help but wonder why his sister tribe never assisted them in fighting against the Fire Nation. This small resentment has been put aside as he works to solve the problem at hand, leading rebuilding efforts. He's currently looking for outside contractors to help him rebuild, leaning in favor of machinery to support his work.

### **16. June [non-bender, Earth Kingdom]**

Revered bounty hunter June has never lost an arm-wrestling match at all taverns she frequents. With her shirshu, Nyla, there to help her track a sent from impossibly far distances, as well as her countless connections to the hidden black market and mercenary world, she's a valuable source of information. It does come at a pretty penny though, and she lends her services to the highest bidder, with no allegiances or ties to any nation. Now that the war is over, there isn't much bounty to collect or people to hunt. She's had a bit of a career change. Iroh pays her to have her shirshu track down the most exotic tea ingredients for The Jasmine Dragon. She finds it thrilling but is also hoping to assist in the tracking of any criminals as tensions rise once more. Her presence remains formidable, and the word on the street maintains that no one wants to get on her bad side.

### **17. The Boulder [earthbender, Earth Kingdom]**

On the outside, The Boulder looks like a tough guy, but he's got a soft heart for this croccat, Pebble. He continues to fight in the earthbending tournament, Earth Rumble, for the thrill of the fight and the love of his fans. During the war, The Boulder helped provide a much needed amount of brute strength along with his fellow tournament rivals, and his current goal is to pursue his dreams of becoming a star. This post-war world doesn't have a celebrity yet, and he wants that title.

### **18. Mai [non-bender, Fire Nation]**

Mai is as broody and gloomy as one can get. As the daughter of an ex-Fire Nation governor, she was perfectly coddled as a child, confusing her parents by not being a cheerful, 'normal' kid. She aided Azula with her plans to capture Aang alongside Ty Lee, but changed sides for the better. Now, she loosely assists Zuko in his duties as Firelord, appointing the Kyoshi Warriors to protect him. Her ability to spy and get what she wants is remarkable, and her sharp shooting skills by throwing daggers are also quite dangerous. When something goes wrong, she's the first one to take action to stop it. Having spent time with her father when he was governor, she knows how to lead a nation, and has ties to law enforcement in the Fire Nation.

## 19. *Chief Arnook [non-bender, Northern Water Tribe]*

Chief Arnook of the Northern Water Tribe knows that the communication between the two tribes had fallen during the war, and currently aims to start as soon as possible to assist his sister tribe in rebuilding. The Southern Tribe didn't know that they were under constant Fire Nation surveillance from naval seas, limiting free transportation. As the father of Princess Yue, he knows grief. It is this grief that leads him to help rebuild his sister tribe before tensions rise, but he does lament that the isolation of the tribes have led them to develop differently, with the South taking a more modern approach with machines. It is the love for his daughter that keeps him going, and he wishes to make the best of his days so that she may enjoy the world at night. He deeply respects the spiritual balance that is upheld by the Northern Water Tribe, and wishes to de-isolate his people from the world now that the war is over.

## 20. *Shyu [firebender, The Fire Sages, Great Sage of the High Temple]*

38 Shyu is the Head Sage of the Fire Sages, a recently independent sect from the Fire Nation. He assists the Firelord with any spiritual tasks, as well as preserving the cultures and honoring the traditions of the Fire Nation. During the war, Ozai had indoctrinated the Fire Sages into supporting his regime, and the practices of the Sages no longer stuck to tradition, but to his supremacist ideology. Now, he's working hard to rewrite Fire Nation scrolls to display an accurate recounting of what occurred, with plans to rewrite Fire Nation school curriculum to cleanse it of propaganda. He's here to establish a factual history with the help of his sages, wanting every side of the story on paper. This power may not seem like much, but it is gold for future generations, and history can shape everything.



# BIBLIOGRAPHY

- [1] "Opening sequence," Avatar Wiki. [Online]. Available: [https://avatar.fandom.com/wiki/Opening\\_sequence](https://avatar.fandom.com/wiki/Opening_sequence)
- [2] "Influences on the Avatar franchise," Avatar Wiki. [Online]. Available: [https://avatar.fandom.com/wiki/Influences\\_on\\_the\\_Avatar\\_franchise](https://avatar.fandom.com/wiki/Influences_on_the_Avatar_franchise)
- [3] "Order of the White Lotus," Avatar Wiki. [Online]. Available: [https://avatar.fandom.com/wiki/Order\\_of\\_the\\_White\\_Lotus](https://avatar.fandom.com/wiki/Order_of_the_White_Lotus)
- [4] "Combustion Man," Avatar Wiki. [Online]. Available: [https://avatar.fandom.com/wiki/Combustion\\_Man](https://avatar.fandom.com/wiki/Combustion_Man)
- [5] "Book One: Water," Avatar Wiki. [Online]. Available: [https://avatar.fandom.com/wiki/Book\\_One:\\_Water](https://avatar.fandom.com/wiki/Book_One:_Water)
- [6] "Book Two: Earth," Avatar Wiki. [Online]. Available: [https://avatar.fandom.com/wiki/Book\\_Two:\\_Earth](https://avatar.fandom.com/wiki/Book_Two:_Earth)
- [7] "Hundred Year War," Avatar Wiki. [Online]. Available: [https://avatar.fandom.com/wiki/Hundred\\_Year\\_War](https://avatar.fandom.com/wiki/Hundred_Year_War)
- [8] "Book Three: Fire," Avatar Wiki. [Online]. Available: [https://avatar.fandom.com/wiki/Book\\_Three:\\_Fire](https://avatar.fandom.com/wiki/Book_Three:_Fire)

#GTMUN2025

