

AFTERMATH OF THE LONELY MOUNTAIN

A CRISIS COMMITTEE . . .



the background guide
for
**THE LORD OF THE RINGS
CRISIS COMMITTEE**
of the
TechMUN 2024 Conference
held on February 23rd -25th 2024
at the Georgia Institute of Technology



OPENING

The battle of the five armies is over. The dust has settled over Erebor, and now all of the kingdoms of Middle-Earth are gathered as the times change. The Elves of Mirkwood, Rivendell, and Lothlorien have all sent emissaries through Thranduil, Elrond, and Galadriel respectively. Gandalf and Radagast the Brown are both there, as lesser Ainur. Men are represented by the steward of Gondor, one of the Haradrim, and the mayor of lake-town. Several Khazâd are there, with dwarves from the company of Thorin, the Iron Hills, and sects dedicated to restarting the great mines of Moria. They have assembled to divide up the new kingdom of Erebor, dictate reparations from its vast hordes, and to re-establish the mountain as a center of importance.

ARC DEVELOPMENT

Committee begins with regular developments (distributing wealth, etc.) but midway through day one, something becomes apparent: a Silmaril has been found inside of the mountain, deep in a lake. This develops in multiple bad ways, including the Silmaril burning the hands of those who try to touch it and re-emergence of Sauron as a force to try and claim the Silmaril.

What delegates will need to know to perform well:

- § History of the Dwarves*
- § History of Dale and Erebor*
- § Quest for Erebor*

POSITIONS

THE ELVES

Galadriel

Elf-queen of the realm of Lorien in the South of the misty mountains, she is among the greatest elves and holds significant power over her realm. She has come to the committee as a part of the White Council, chiefly concerned with the potential future threat of Suaron.

Thranduil

King of Mirkwood, Thranduil comes as a part of the victorious coalition after the battle and seeks both his people's ancestral jewels and greater sway over erebor and dale, especially since his host still resides in Dale.

Elrond Half-Elven

Lord of Rivendell, he has arrived alongside Galadriel to prevent the re-emergence of Sauron. He is also a trained warrior, having led armies against Sauron during the war of the last alliance.

Cirdán the Shipwright

Cirdán is quite possibly the oldest elf in all of Middle-Earth, having continuously resided there since the first age. He spends his days directing the building of boats to carry elves across the sea to the undying lands, and is focused on the future of the elves as the magic in middle-earth fades.

POSITIONS

THE WIZARDS

Gandalf the Grey

As the most active Wizard in middle-earth, Gandalf set in motion the quest for erebor and keeps his eye towards the eventual defeat of Sauron as a member of the White Council.

Radaghost the Brown

Radaghost is primarily concerned with the natural world. The birds, bees, trees, and eagles are his friends and he has a deep connection to the world itself, though he exerts little influence on the affairs of men and elves.

THE GENTLEFOLKS

Bilbo Baggins, a Hobbit

Despite being the burglar of the company, Bilbo was a reluctant joiner. He has stayed with the company, though, and has had a part in every adventure they undertook, and grew to a trusted friend of Thorin before his death.

POSITIONS

THE MEN

the Steward of Gondor

As Gondor lacks a king, Turgon is the current ruler as steward. He rules in absence of the king and has all the powers of one, though. His reign has been peaceful so far, and he has a vested interest in preventing the rise of Sauron as his kingdom lies directly west of Mordor.

the Mastor of Laketown

Bard the Bowman has followed the master of lake-town as its ruler, and his primary objective is to gain reparations for his people from the treasure hordes of Erebor, and to rebuild the city of Dale to its former glory.

the Lord of the Mark / King of Rohan

Horse-Lord of the West, the Lord of the Mark has arrived as his kingdom lies to the South of Erebor. Rohan (the Mark) is closely allied with Gondor, but has less kind relations with Lorien and Mirkwood.

POSITIONS

THE DWARVES

Dwalin, of the Company of Thorin

A younger brother of Balin, Dwalin was a part of the quest for Erebor and thus holds authority over other dwarves in Erebor, as his experience serves as his status.

Balin, of the Company of Thorin

The second-in-command to Thorin, Balin brings with him great authority. He seeks to re-establish the great mines of Moria, and has great knowledge of the history of Dwarves.

Dain II Ironfoot, of the Iron Hills

Dain II arrived to aid his cousin Thorin during the battle, and has now taken his place as King under the Mountain. He holds significant power and authority, but must balance his role as leader of both the Iron Hills and Erebor.

THE BATTLE OF THE FIVE ARMIES

The History of Dwarves, Men, Elves, Hobbits, and Wizards

In Middle-Earth, there are two predominant races: men and elves. The elves arose first and are immortal but tied to the world and the magic within it. Their number has dwindled in Middle-Earth since the first age, and by the time of the battle of the five armies (Third Age), they reside in three kingdoms. Rivendell, led by Elrond, is a hidden home of elves east of the Misty Mountains and is also a hub for artifacts of men. Lorien in the South is led by Galadriel, an elf from the first age (8000+ years ago) who commands significant magical power. Mirkwood, directly to the West of the Mountains and North of Lorien, is led by king Thranduil and has recently seen a spike in nebulous magical activity.

The men of middle-earth primarily reside in two southern king-

doms of Gondor and Rohan (the Mark). Gondor is led by a steward following the death of its king, and that steward is Ecthelion II. The kingdom is derived from the men of Numenor, an ancient kingdom that was destroyed near the end of the Second Age. The men of Gondor keep watch over Mordor, ancient residence of Sauron, the great dark lord. Rohan is north of Gondor and is a kingdom of horse-riders, led by King Fengel. There once was a great city at Dale as well, but that was destroyed by the dragon Smaug and led to the quest for Erebor by the company of Thorin.

Dwarves arose after men and elves, and due to their making are masters of works and crafts. They take great pride in creations of their hands, and they dwell underground so as to be closer to gems and materials to craft with. Their greatest resource is Mithril, a silver-like metal that is incredibly strong and valued for its beauty. There are seven kingdoms of dwarves, the greatest of which was Moria (Khazad-Dum) until it was overrun by orcs. Material to this committee are the kingdoms of Erebor and the Iron hills, led by Thorin and Dain respectively.

The wizards in Middle-Earth were sent by the powers that also created Middle-Earth, and they number five. There is Gandalf, a wanderer who assists the company of Thorin. Saruman commands the fortress of Isengard in the south of Middle-Earth, Rhadagast lives in the forest and is very close to the animals of the world, and the two blue wizards reside in the East and overall do not do a lot in Middle-Earth. They were sent to Middle-Earth to assist the free-peoples in fighting against Sauron.

The Hobbits are a race that are often referred to as halflings for their short stature. They are a quaint people are delight in gardening. Their origin is pretty unknown, but it is known that the wizard Gandalf recruits the Hobbit Bilbo Baggins to serve alongside the company of Thorin on the Quest for Erebor as the burglar.

The Quest for Erebor

In the year 2770 of the Third Age, the great dragon Smaug invaded the kingdom of Erebor and destroyed the nearby town of Dale, inhabited for men. The king, Thror, fled with his son Thrain and grandson Thorin and all of the dwarven inhabitants of Erebor. King Thror eventually tried to remake a kingdom of Dwarves in Moria, but was killed by the orc Azog, who claimed himself as the ruler of Moria. This culminated in the war of the Dwarves and Orcs where forces led by Thrain sacked all of the orc-holds in the Misty Mountains and killed Azog, though at great cost. King Thrain was eventually captured by the forces of Sauron, though, and was held at the castle of Dol Guldur in South Mirkwood. When Gandalf found him years later, he gave him the key to Erebor that would allow Thorin to enter years later.

In 2941, Thorin assembled a company of 13 dwarves, the Wizard Gandalf, and the hobbit Bilbo Baggins. This company was set out to slay the dragon and to recover the symbol of rule over Erebor: the Arkenstone. A brilliant gem, it was seen as a sign of a dwarve's right to rule over Erebor and was worth 1/14th of all of the gold of Erebor. That vast horde was what drew the dragon Smaug to Erebor in the first place. This company made its way under the Misty Mountains, through Rivendell, Mirkwood, and Lake-Town and eventually to Erebor where they provoked Smaug before he was killed by Bard the Bowman of Lake-Town. In doing so, they initiated the battle of the five armies. This battle consisted of Mirkwood elves, the Dwarves of Erebor and the Iron Hills, the Men of Lake-Town, Orcs from the misty and grey mountains. The company of Thorin originally wanted to hold Erebor and its treasure, as the Elves and men were demanding their own treasures held within. The Dwarves of the Iron Hills arrived to aid Thorin in a siege that was developing, but when the Orcs arrived the three armies put aside their differences to fight against them. A great battle ensued, and the Orcs faced utter defeat by the end. But the free peoples of Middle-earth had paid a price: Thorin and his nephews

Fili and Kili were dead. Erebor was not leaderless, though, as Thorin's cousin Dain II Ironfoot of the Iron Hills succeeded him as the king under the mountain. Significant questions were still unresolved, though. With the battle over, how would Erebor re-establish itself as a kingdom of Dwarves? Would the Dwarves, fresh off the success of one battle, re-establish the kingdom of Moria in the Misty Mountains? Would the enmity between the men of lake-town and the dwarves be resolved, and a new kingdom of Dale created? Delegates will be expected to answer these questions and more during committee.

A WORD ON MAGICAL ARTIFACTS AND THE LEGENDARIUM

Though they may not come into play, Tolkein's legendarium included many magical artifacts that delegates would well be aware of. Most prominent of these are the rings of power, many of which still exist into the third age. These were created by the elf Celebrimbor and the Dark Lord Sauron in the second age, and of them only four are known to exist: the three given to the Elves and the One. The Elvish rings are still in the hands of the free peoples, with Galadriel, Gandalf, and Elrond all possessing one. Gandalf is the most recent bearer, having received his from the elf Cirdan when he arrived in Middle-Earth. The One Ring is the greatest known magical artifact and a great weapon that only desires to serve Sauron, and it holds the power to rule over Middle-Earth.

Other more ancient artifacts may come into play in committee, including the swords found by the company as they traveled to Erebor. These are ancient swords from the city of Gondolin, which was destroyed ages ago. They are great weapons, but are currently only in the possession of Bilbo and Gandalf after Thorin was buried with his sword.

There are also the Silmarils, ancient gems that reflect the greatest light ever seen in Middle-Earth. They were destroyed long ago, but bear a striking similarity to the Arkenstone that Thorin so dearly paid for. Only one being in Middle-Earth has ever touched a Silmaril, and to this day wanders the shores singing a lament for its loss.

As a final word to delegates: the legendarium is extremely vast, and while this guide is a summary of relevant events, further knowledge of the legendarium will only be to your benefit in committee. Nerd of the Rings, The Broken Sword, and other youtube channels provide short and high-quality videos covering relevant information, as do various online guides. Reading the Hobbit is also highly recom-

mended, as it's relatively short (and entertaining!) read if you haven't done it before. The Peter Jackson films are also good, but the Hobbit films are not as high quality as the Lord of the Rings ones.

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