



ALMUN XV BACKGROUND GUIDE

Crisis Committees:
Avatar: The Last Airbender

Avatar: The Last Airbender

The End of the 100 Years' War



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LETTER FROM THE **DIRECTOR-GENERAL**

Esteemed Faculty and Delegates,

Welcome to **ALMUN XV**! My name is Emmy K. Smith, and I have the pleasure to serve as the Director-General for the fifteenth iteration of the distinguished Alabama Model United Nations Conference. I am a current junior at The University of Alabama majoring in International Studies with a triple minor in Arabic, Counterterrorism, and the Blount Scholars Program with plans to pursue my Master's in Public Administration here at Bama. Although the last couple iterations of ALMUN have had to be canceled or virtually conducted, I am so excited to be back in person with

the Southeast's premier MUN conference for high school students! We worked hard to offer a variety of committees for our delegates ranging from traditional General Assemblies to unexpected Crisis Committees to the blend of procedures that create the International Court of Justice and Press Corps.

I have participated in ALMUN since I was a junior in high school, and I fell in love with it instantly. Carrying into college, MUN has completely shaped my college experience, friend group, career goals, and opportunities. With the Alabama International Relations Club's MUN team, I have had the honor to travel the country, build lifelong friendships, and take chances that never would have been possible without MUN. Without MUN, I would be nowhere near the person I am today. The value of my experiences as a delegate, staffer, and secretariat member within the MUN world cannot be overstated.

If this is your first experience with MUN, I hope that you, too, will find that spark that ignites your life in a variety of ways. I sincerely hope that ALMUN can provide you with a renewed sense of passion and joy that will stay with you past high school. If you have any questions about ALMUN, your committee, AIRC, MUN, or anything else, please feel free to reach me at the email listed below. I wish you the best of luck in your research and preparation - see you at ALMUN, and Roll Tide!

Best,

Emmy K. Smith

Director-General of ALMUN XV

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a note on Research, Preparation, & Position Papers

Your experience as a delegate doesn't begin on the first day of the conference. Rather, the time you spend leading up to the conference is just as important as the debate and discussion that occurs therein. Proper research and preparation are key to a successful performance, but for new delegates, or those without much experience, the idea of a MUN conference and the preparation behind it can seem like an overwhelming task. The best

place to start is this Background Guide written and prepared for you by your committee staff. This document is the perfect jumping off point for all of your research, and it will also help you understand the inner workings, schematics, and purpose of your character/country assignment and role as a delegate during the conference.

The position paper is a delegate's first impression to the dais and is the final product of a student's preparation and research for any Model United Nations conference. It contains informed perspectives and histories of the state a delegate represents and is crucial to creating an authentic MUN experience.

All delegates are strongly encouraged to submit a position paper. Each country/character represented at ALMUN XIV must submit a position paper in order to be considered for awards. The best position paper within each committee will be awarded the Outstanding Position Paper award by the committee staff.

The Crisis position paper will be one page in length. It will consist of general background information on the topic and character which can include information found from outside sources if needed. Ad Hoc delegates will not submit a position paper.

FORMAT

- The position paper will be one page. Content for the paper will be broken into paragraphs instead of additional pages. Do not exceed one page.
- The document will be single spaced, 12 pt., Times New Roman
- The document will begin with a three line header on the left side consisting of the following:
 - Name(s) of the delegate(s)
 - Character represented by the delegate(s)

- Committee in which the delegate(s) will participate
- Additional research outside of the background guide is discouraged, but if you do use outside sources, citations are required. References will be cited using footnotes in MLA format. Include the URL for electronic sources. We strongly encourage using solely electronic sources for ease of reference.

CONTENT

Position papers will have three paragraphs outlined as follows:

The first paragraph introduces the character assigned to the delegate. It should include a summary of who the character is and the character's powers. This summary reinforces that the delegate understands the position of the character. Powers can include those which are not necessarily expressly permitted according to the background guide but are synthesized from what the background guide describes.

The second paragraph analyzes the character's role in the crisis at hand. The delegate should give a brief explanation of the crisis from the perspective of the character. More importantly, the paper should describe the character's role in the overarching story of the crisis.

The third paragraph consists of an informed discussion of solutions to be proposed by the delegate(s) at the conference. It uses the research done on the crisis and synthesizes it into new and creative ideas based on the character represented by the student.

OTHER TIPS & NOTES

- You may write in the first-person to express your character's beliefs and opinions
- Avoid the passive voice
- Write matter-of-factly rather than with embellished language
- Remember to cite your sources in-text if necessary

Please use example position paper provided on the ALMUN website for ideas on how the writing and style should look, as well as how to present the information needed to prepare for the conference

If you are looking for more information on how a committee runs and debate flows, please check out our [Delegate Resource Guide](#) and [Handbook for Rules and Procedures](#). These two documents will break down everything you need to know about awards, parliamentary procedure, and even offer a brief rundown and history of your committee's branch.

Please submit all position papers to [this Google Form](#),
no later than February 10th, 2023 at 11:59 p.m. CT

**DELEGATES THAT DO NOT SUBMIT POSITION
PAPERS WILL BE INELIGIBLE FOR AWARDS.**

Letters from the Dias

Delegates,

Welcome to ALMUN XV! My name is Ashlynn Lussier and I am a senior here at the University of Alabama. I am a history major, with a double minor in classical civilization and public policy studies. This is my second year on ALMUN staff, third year as a member of the Alabama International Relations Club, and fourth conference I have had the privilege to be a part of. With this being my final year at the University, I am unbelievably excited to get to run this committee; which has been in development for the past two years!

I, unfortunately, did not get to experience the thrill of watching Avatar: The Last Airbender as a kid. My love for this series and its complex characters comes from my senior year of high school, when it was finally put on Netflix. As I began to watch this masterpiece of a show, I finally understood what all of the hype was about and was immediately swept up in a deep love for this show. It helped me get through quarantine and ever since I have been hoping that somehow I would be able to run an Avatar-based committee. Well, it's finally here, and delegates I can definitively say you are in for a treat.

It is important to note for this committee that the premise is canon-divergent. In the process of creating this committee, we wanted to take an alternative approach to the comics and provide you all a way to plot the path forward to peace; rather than follow the main storyline that continues after the show's finale. As such, delegates who come up with wholly unique crisis arcs and front-room arguments will be rewarded for their creativity. I want to emphasize, as crisis director, I am looking for well-planned and articulated crisis notes and arcs. In short, I should be able to grasp where you are going with your plans as you build to the pinnacle of your arc, rather than trying to piece together a puzzle of unrelated notes. Cohesiveness is key in this committee, as a ton of differing topics will be addressed during front-room debate.

Be forewarned delegates: this committee is going to throw twists and turns at you, so be prepared to think on your feet, switch your plans, and maybe do some scheming in the back-room. As a self-avowed crisis delegate, the best committees in my opinion, are

those that are led by the delegates. While back-room staff do have a variety of tricks up our sleeves for this weekend, we want you to be the drivers of the committee. Therefore, make sure your ideas are fully fleshed out and researched. This guide is a great place to start for the preliminary scope of your research, but watching the show, searching on fan forums, and listening to Avatar-related video essays will definitely aid in your success in this committee.

I am incredibly excited to get to know each and every one of you this weekend, and I look forward to seeing how creative you get with the Avatar universe! I want to close, by giving a brief shout-out to the other mind behind this committee, Sean Atchison. While he is not here to help run it himself, I know he is just as excited for its presence at ALMUN XV. If you have any additional questions feel free to contact me—I am always happy to talk about Avatar! Best of luck, and flameo hot-man!

Ashlynn Lussier | aelussier@crimson.ua.edu

Hello Delegates!

My name is Colleen and I am so excited to serve as your chair for the Avatar: The Last Airbender committee! If this is your first time here in Tuscaloosa, welcome, and if you've been before, welcome back. I am a senior Dance and History major with minors in Women's Studies and the Blount program. I'm originally from Grand Rapids, MI, but I have found my home here at Bama through my involvement with the Alabama International Relations Club, Gamma Phi Beta, Her Campus, and HallyUA! When I'm not pretending to do homework at Starbucks or running late to class, you can find me binge-watching cheesy K-Dramas and hanging out with my cat. I have been involved in ALMUN since my freshman year at Alabama and I can't wait to make my last iteration a blast. ATLA provides tons of room for creativity, collaboration, and conflict, so I have high hopes for the delegates to take advantage of their characters and connections to truly fulfill the potential of this committee. If there are any questions or concerns, feel free to reach out to either me or Ashlynn!

Colleen Rhein | cerhein@crimson.ua.edu

Letter from Katara, Wife of Avatar Aang

Members of the Four Nations,

It is with great sadness and despair that I call each of you here, today. For the last one-hundred years, our world has been thrown through chaos and despair. When my husband and I, as well as the rest of Team Avatar, defeated the Fire Nation, we naively believed that there would be a lasting peace for generations to come. Unfortunately, the Avatar and I have personally learned that this will not be the case. Currently, my husband is missing, and we presume him to be kidnapped. I ask each one of you to keep this silent and out of the public eye. However, I have called each of you here to address the present state of crisis while my friends and I search for my husband. We are entrusting you with the balance of the world.

Currently, the most pressing matter is the increased tensions between the Earth Kingdom and the Fire Nation. With my husband gone, there is no guarantee that the world will not fall back into a state of war and chaos. I challenge each of you to find a lasting peace and form an agreement that works for both sides of the issue and prioritizes the people of each respective nation. As such, ganging up against one nation or another will throw the world out of balance, leaving you in dire straits when the Avatar is found. Additionally, my home tribe, The Southern Water Tribe (SWT), remains desolate. The Northern Water Tribe's (NWT) chief seeks to rebuild my home with the vast resources of his nation; however, that will not be enough to heal the deep wounds in the SWT. It is imperative that the world assist the NWT in its mission to rebuild our home for the sake of the balance of the world. My home is in your hands, for now.

Furthermore, during our travels, Avatar Aang and I witnessed much discrimination against non-benders throughout the Four Nations. Over the last year, I have heard reports of radicalization of non-benders. It is of the utmost importance that this delegation is able to achieve a concrete plan for equality for all people, regardless of bending status.

While I search for my husband, the world is most literally in each of your hands. I ask that you care for our homes and treat each other with the dignity and respect each of us deserves. If this committee fails, expect to face the full wrath of my husband once he returns. This world must remain in balance.

With greatest regards,

Katara

Introduction

The 100 Years' War—a painful memory that lurks in the minds of many citizens of the world. When the Fire Nation attacked, everything changed—what was once a world of peace and harmony fell into fire and fury. Fire Lord Sozin started the attack, and what he failed to accomplish, his son—Fire Lord Azulon—and his grandson—Fire Lord Ozai—strove to achieve. Claiming himself to be the Phoenix King and Conqueror of the World, Fire Lord Ozai began to burn the Earth Kingdom, hoping to rule in a new era fueled by fire. His plan was to use the great strength that Sozin's Comet grants firebenders, the same Comet his grandfather had used to begin the 100 Years' War. His plans soon burned to the ground, as Team Avatar, composed of Avatar Aang, then-Prince Zuko of the Fire Nation, Katara and Sokka of the Southern Water Tribe, Suki of the Kyoshi Warriors, and Toph Beifong of the Earth Kingdom; defeated the Phoenix King—ending with Avatar Aang taking Ozai's firebending capabilities away. After his father was thrown in jail, Prince Zuko ascended the Fire Nation throne, with the promise of rebuilding peace and prosperity throughout the Four Nations of the world.



*Picture of Aang's Journey throughout Avatar: The Last Airbender. The most updated version of the map is on the last page of this background guide.

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¹ Sam Ream, "Avatar: The Last Airbender Map," *Behance*, 29 July 2016 <https://www.behance.net/gallery/41191273/Avatar-The-Last-Airbender-Map/> [last accessed: 15 December 2022]

As the world attempted to heal from the horrors of the 100 Years' War, Earth King Kuei made it his mission to restore the Earth Kingdom to its prior heights before the war. His first target: The Fire Nation Colonies (FNC). The FNC were the first parts of the Earth Kingdom to be invaded during the 100 Years' War and have been under the control of the Fire Nation since the war began a century prior. Armed with this knowledge, King Kuei decided to invade the FNC. As a response, Fire Lord Zuko faced his first test as ruler of the Fire Nation. Up until this point, Zuko had been disassembling the fascist regime built by his forefathers. With the invasion of the colonies and Zuko's insistence on keeping them, the Earth Kingdom and Fire Nation have once again brought the world to the brink of war.

Why is the relationship between these two nations so contentious? How did the world get to this point? What role does the Avatar have in all of this conflict? To get to the answers of the question, we must first look back at the Four Nations, the history of the Avatar, and the timeline of *Avatar: The Last Airbender*.²

A Brief History of the Avatar

The first Avatar, Wan, lived almost 10,000 years prior to the time of Aang and Team Avatar. After being banished from his village for raiding a palace, Wan was exiled to the Spirit Wilds—a place where the spirits of the other realm roamed freely. Wan spent nearly two years with the various spirits, gaining their trust, and protecting other villages from evil spirits that sought to harm them. During this time, Wan encountered Raava and Vaatu, spirits of light and darkness, respectively. The two were merged with the other, but Vaatu managed to break free from Raava after tricking Wan into separating them. Darkness and chaos were unleashed into the world, and Raava and Wan strived to fix the mistake by gaining knowledge of and mastery over the elements of Air, Fire, Water, and Earth. The pair managed to later defeat Vaatu and seal him away, merging permanently in the process. Thus, the first Avatar was created with the ability to bend all four elements. The Avatar serves as the bridge between the normal and spirit worlds and has retained this

² "Avatar: The Last Airbender," *Avatar Wiki*, n.d., https://avatar.fandom.com/wiki/Avatar:_The_Last_Airbender/ [last accessed: 15 December 2022]

role over ten thousand years via the Avatar cycle: a series of reincarnations of the Avatar inside of a new host. The host comes from one of the four nations in cyclical order: Water, Earth, Fire, and Air. The Avatar acts as the peacekeeper for the realm in the modern era, ensuring that the tenuous balance is kept between all Four Nations.³

Timeline of Avatar: The Last Airbender

Understanding the events of the TV show, Avatar: The Last Airbender is pivotal to success in this committee. This section serves to introduce the main plot points, important events, and characters for those unfamiliar with the source material. While this section is detailed, it is not fully comprehensive of every single event, subplot, or character nuance that is so masterfully built up. As such, it is recommended that delegates—for their research—watch at least one season of the show. Season 3 is recommended as it is the closest, content-wise, to the beginning of this committee. A long-form video is linked in the footnote if delegates would rather have an in-depth overview through watching the video than read a summary of the timeline of events in this document.⁴

Opening Monologue

“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 and I discovered the new Avatar, an airbender named Aang, and although his airbending skills are great, he has a lot to learn before he’s ready to save anyone. But I believe Aang can save the world.”⁵

³ “Wan,” *Avatar Wiki*, n.d., <https://avatar.fandom.com/wiki/Wan/> [last accessed: 15 December 2022]

⁴ ChannelFrederator, “The Complete Avatar The Last Airbender Timeline | Channel Frederator,” *YouTube*, 26 April 2019, <https://www.youtube.com/watch?v=iZx04fmxdfA/> [last accessed: 15 December 2022]

⁵ “Avatar: The Last Airbender Opening,” *Genius*, 21 February 2005, <https://genius.com/avatar-the-last-airbender-avatar-the-last-airbender-theme-intro-annotated/> [last accessed: 15 December 2022]

Season 1

The story opens with two members of what will become Team Avatar, Katara and her brother, Sokka. Katara and Sokka are members of the Southern Water Tribe; a small and quaint tribe located in the South Pole. Katara is the only waterbender in the SWT, and while she can move the water, she lacks the skill and finesse a master of bending requires. Sokka is a non-bender, but is training to become a warrior. The two siblings stumble across a glowing, blue iceberg where a young boy, and his pet bison are frozen inside. The iceberg pops open, and Katara and Sokka meet Aang—the last Airbender and Avatar. It is revealed that Aang is the first airbender that anyone has seen in the past one-hundred years; as all of the airbenders were killed at the beginning of the 100 Years' War by the Fire Nation.

When Aang first pops out from the iceberg, a blinding blue light is emitted, pinpointing his location to Fire Nation ships who just happened to be patrolling the SWT. One of these ships carries the banished Prince Zuko and his uncle, General Iroh. Zuko is particularly obsessed with catching the Avatar, as he believes it will buy his honor back and allow him to return home to the Fire Nation. Zuko tracks down Aang and captures him, leading to a fight between Sokka, Katara, Aang, and Fire Nation soldiers. It is revealed that Aang knows how to waterbend, confirming his identity as the Avatar. From this point on, Sokka and Katara decide they will help Aang learn all four elements so that he may save the world from Fire Lord Ozai's imperialist regime and return balance to the Four Nations.

Season One's journey follows Aang, Katara, and Sokka's journey to the Northern Water Tribe so that both Aang and Katara can master waterbending. Season One introduces many characters and places to the viewers, from the Kyoshi Warriors to the spirit world and the Kingdom of Omashu. The Kyoshi Warriors become quick allies of Aang's, as they were founded by a former Avatar—Kyoshi. Their allegiance is strictly with the Earth Kingdom and their role helps promote the balance the Avatar represents. One of the most important Kyoshi Warriors that the audience is introduced to, Suki, ends up joining Team Avatar and acts as a pivotal non-bending warrior in the Team.

The spirit world is another important factor in the world of Avatar. The spirit world holds many mischievous spirits, and their interactions with villages, people, and Team Avatar are also highlighted throughout the first season. Aang, as the Avatar, is shown to have a special connection to the spirit world; and he routinely projects himself into it to receive advice from former Avatars, quell harmful spirits, and access the Avatar State. Aang's connection to the spirit world is particularly impactful as he acts as the protector of balance—not only between the Four Nations—but between the two realms of the world.

Aang, Sokka, and Katara are hunted down by Zuko and Iroh and narrowly escape capture multiple times on their journey up to the Northern Water Tribe. When they reach the NWT, they are quickly struck by the strict isolationist and patriarchal nature of the government. Katara has to fight to be trained, as female benders in NWT culture can only learn healing. Katara and Aang quickly master waterbending, just in time for the Fire Nation to attack the NWT in pursuit of Aang. Zuko tipped off other Fire Nation admirals, leading to multiple military units being dispatched to the NWT. Season One's finale closes with the Fire Nation invading the NWT. Aang, Katara, and Sokka are able to fend off the attack. As Aang goes into the Avatar state, Katara fights with the waterbenders, and Sokka fights with the non-bending NWT warriors. This is not without sacrifice, as the NWT suffers from many deaths and injuries. Season One ends with Aang realizing he needs to learn the other bending styles, and quickly, to take on the Fire Nation, once and for all.⁶

Season 2

Season Two follows a myriad cast of characters, including Zuko's sister Azula and her friends. Zuko and Iroh face the moral dilemma of whether or not to continue to aid the Fire Nation after witnessing the destruction that resulted from their tip. Season Two's plot

⁶ *Book One: Water in Series Synopsis* in "Avatar: The Last Airbender," Avatar Wiki, n.d., https://avatar.fandom.com/wiki/Avatar:_The_Last_Airbender/ [last accessed: 15 December 2022]

follows a similar format of Season One, as now Aang must learn how to earthbend, putting him on the hunt for an earthbending master. Heading to the Earth Kingdom, Aang, Katara, and Sokka are faced with a multitude of challenges, including being tracked by the crazed Princess Azula, facing the tyranny of the Dai Li, and Aang's own incapability to learn earthbending.

Princess Azula and her friends—Mai and Ty Lee—were sent from the Fire Nation by Fire Lord Ozai to track down the Avatar and they stay on top of Team Avatar for the entirety of the season. This is where the audience is introduced to the concept of Chi Blocking—a power that Ty Lee has—which blocks the energy of people, leaving them unable to move. In a fight between the two groups, Ty Lee paralyzes the entirety of Team Avatar, leaving them helpless for quite a while after the fighting ceases. Azula's team is a constant pain for Team Avatar's goal, and there are multiple instances in which Azula inhibits Aang's training. Trying to prove herself as superior to Zuko to both her father—Ozai—and Zuko, himself, Azula stops at nothing to attempt to kill Aang. This culminates in the end of Season Two, where Azula nearly kills Aang while in the Avatar State—which would have led to the end of the Avatar, forever. Azula's pursuit of Team Avatar only marks some of the deeply complex conflicts that occur this season.

As Team Avatar ventures across the Earth Kingdom and heads to its capital—Ba Sing Se—they quickly learn that not everyone throughout the world is happy to hear of the Avatar's return. Ba Sing Se, specifically, enforces a policy of strict confidentiality—not allowing any citizen to hear news outside of its walls. As such, the whole 100 Years' War does not exist in Ba Sing Se—meaning the Avatar's return is seen as a trivial matter. Throughout their journey in Ba Sing Se, Team Avatar realizes that not everything is as it seems in the Earth Kingdom. The King appears to be a figurehead, and the secret organization—the Dai Li—holds the real power within the city, and the Earth Kingdom as a whole. The Dai Li are a combination of a paramilitary force and a secret police, and they routinely terrorize the citizens of the Earth Kingdom and Team Avatar, through forced interrogations, brainwashing, and torture. While Team Avatar is able to expose the Dai Li's

schemes and vest the power back in the monarchy, their support in the Earth Kingdom is tenuous at best when the season ends.

The final issue that Season Two handles is Aang's own issues with learning earthbending. Unlike his ease of learning waterbending, Aang cannot seem to figure out how to earthbend. Even after finding an earthbending genius to join Team Avatar—the Blind Bandit Toph Beifong, Aang's understanding of earthbending is minimal. This leads to multiple spats between Toph and Aang throughout the season, creating even more pressure for the already-stressed Aang to learn earthbending. Season Two heightens the stakes of the show, with the announcement that Sozin's Comet—the comet that appears once every hundred years and vests firebenders with great power—will be returning in just a few months' time. Aang's issues with earthbending are a noted problem due to this timeline, as Aang has both earthbending and firebending to master before the Fire Nation becomes, essentially, undefeatable. Aang, after many trials, is finally able to master earthbending, thus cementing Toph's role in Team Avatar, Aang's power as the Avatar, and how important it is that Aang learns firebending. As mentioned above, the season ends with Aang gravely injured, heightening the stakes an insurmountable amount as Team Avatar heads to the Fire Nation Colonies to attempt to find an Avatar-friendly firebending master.⁷

Season 3

Season Three opens with Team Avatar on a captured Fire Nation ship and disguised in Fire Nation gear. It is revealed that Aang was healed by Katara, but he still has some difficulties with his Avatar capabilities as a result of the attack by Azula. Season Three is chock-full of action and all of the above plot lines are wrapped up in an artful manner. The most important events to note of this season are Aang's learning of firebending, Zuko's redemption, the final attack on the Fire Nation, and the return of balance in the world.

⁷ *Book Two: Earth in Series Synopsis* in "Avatar: The Last Airbender," Avatar Wiki, n.d., https://avatar.fandom.com/wiki/Avatar:_The_Last_Airbender/ [last accessed: 15 December 2022]

The entire season is shaped by Aang's learning of firebending through the person who was formerly pursuing him: Prince Zuko. In a perfect redemption arc that is too complex to articulate in a few paragraphs, Zuko joins Team Avatar and begins to mentor Aang in the ways of firebending. This process is quite simple for Aang and it bonds the two together, creating trust between Zuko and the Avatar. Aang is able to fully step into his power as the Avatar, leading the way for Team Avatar's attack on Fire Lord Ozai.

The final attack on the Fire Nation is a culmination of all of the events of the prior two seasons, showcasing the allies Team Avatar made along the way. Team Avatar spreads out across the military of the Fire Nation, with Sokka, Suki, and Toph taking on the aerial assault; Katara and Zuko fighting Azula; and Aang fighting Fire Lord Ozai. Ozai's final assault that Team Avatar must end: the attempted takeover of the Earth Kingdom. Sokka, Suki, and Toph are able to successfully stop the airships, crippling the support of Ozai's military against the Earth Kingdom. Katara and Zuko battle Azula, ending with her capture and incapacitation. Aang, with the mastery of all four elements, is able to defeat Ozai by taking his bending away—leading to the entirety of the Fire Nation falling without the harsh leadership of the Fire Lord.

The season ends with Prince Zuko being crowned Fire Lord, peace restored within the world, Ozai and Azula imprisoned, and Aang finding peace as the Avatar, and happiness, personally, through his relationship with Katara.

As the show ends, we see that Team Avatar has reached their goal of restoring the world to a state of peace, and they look hopefully out into the future—into a world without war.⁸

Other Important Events:

The Fire Nation Invasion of the SWT: Prior to the show, it is shown in a flashback that the Fire Nation invaded the Southern Water Tribe in an attempt to wipe out any

⁸ *Book Three: Fire in Series Synopsis* in "Avatar: The Last Airbender," Avatar Wiki, n.d., https://avatar.fandom.com/wiki/Avatar:_The_Last_Airbender/ [last accessed: 15 December 2022]

waterbenders. This explains the small size of the tribe seen in the show, as well as Katara's status as its only waterbender. It is shown that Katara and Sokka's mother was killed by a Fire Nation soldier. This invasion was disastrous, and crippled the SWT into the state we find it in today.⁹

Sokka's Training: During Season Three, Sokka is trained by a blademaster; leading him to become a very capable fighter within Team Avatar.¹⁰

Aang and Katara: Aang and Katara's romance is built up during all three seasons of the show, and it peaks with the ending of the show.¹¹

Zuko's Betrayal: Zuko, in the end of Season Two, betrays his uncle and rejoins the Fire Nation. He quickly realizes this is a huge mistake, leading to his redemption by becoming Aang's teacher and the eventual Fire Lord.¹²

Specialized Bending Development: In Seasons Two and Three, two members of Team Avatar develop the capability to bend in a specialized manner. Toph figures out how to metal-bend in Season Two after being captured. She finds that metal holds small pieces of earth; leading to her being able to bend the earth inside the metal. Toph then frees herself and rejoins team Avatar. Currently, Toph is the only known metal-bender in the entire world. Katara learns a more sinister style of bending: bloodbending. In Season Three, she spends the night with an SWT refugee from the FNC. The refugee reveals that she has the power to bloodbend. A long series of events occurs between her and Katara, ending with

⁹ Louis Kemner, "How Avatar's South Pole Went from Miserable Backwater to Fierce Battleground," *CBR*, 13 June 2021, <https://www.cbr.com/avatar-the-southern-water-tribe-history-of-war/> [last accessed: 15 December 2022]

¹⁰ "Sokka's Master," *Avatar Wiki*, n.d. https://avatar.fandom.com/wiki/Sokka%27s_Master/ [last accessed: 15 December 2022]

¹¹ "Sozin's Comet, Part 4: Avatar Aang," *Avatar Wiki*, n.d., https://avatar.fandom.com/wiki/Sozin%27s_Comet,_Part_4:_Avatar_Aang/ [last accessed: 15 December 2022]

¹² Lisette Lanuza Saenz, "Zuko's Redemption Arc on Avatar: The Last Airbender is One of The Best Ever," *GameRant*, 22 August 2021, <https://gamerant.com/zuko-redemption-arc-avatar-last-airbender/> [last accessed: 15 December 2022]

Katara battling her in a duel. Katara uses bloodbending to take down the refugee, but she vows to never use it again. They are the only two bloodbenders in the world, and Katara seeks to keep it that way.

Summary of the Current Four Nations

The Earth Kingdom

The Earth Kingdom is a strong and proud nation. While the entire world has felt the effects of the 100 Years' War, the Earth Kingdom's peoples' suffering is one that is most known and clearest understood. The people of the Earth Kingdom have been forced to flee from the Fire Nation Colonies and Omashu to Ba Sing Se, the Earth Kingdom capital, in search of safety. As the largest and the most populous nation, the Earth Kingdom has spent much of its history in isolation from one the other nations, with elites in Ba Sing Se and Omashu ruling from a distance. The people of the Earth Kingdom have endured tragedy, extreme poverty, and violence at the hands of the Fire Nation and many hold a deep grudge.¹³

The Southern and Northern Water Tribes

The Water Tribes are adaptable and have a strong sense of community and love. Residing in the North and South Poles, they are used to the cold, and in many ways, it defines who they are. They are, perhaps, the weakest of the three existing bending nations.

The Northern Water Tribe (NWT) was able to save themselves from much of the 100 Years' War due to their extreme isolation and the incredibly dangerous tundra which surrounds them. Until the Fire Nation invasion, the NWT was completely spared from the war. Due to this, many are unable to fathom the continued grudges against the Fire Nation, and seek to return the world to its pre-war state. However, many members of the NWT have different ways of doing so, and some imagine the future of the tribe very differently from others. The two competing visions, one of isolation, and one of rebuilding, are deeply divisive within the tribe.

¹³ "Four Nations," *Avatar Wiki*, n.d., https://avatar.fandom.com/wiki/Four_nations/ [last accessed: 15 December 2022]

The Southern Water Tribe (SWT) faced the most horror of the 100 Years' War compared to any other nation, with the noted exception of the Air Nation. The SWT faced near extinction at the hands of the Fire Nation. By the end of the war, Katara was the only waterbender left in the tribe. The SWT is desolate and badly in need of repair. Without help from the rest of the world, it is very likely that the tribe will go extinct. Due to the despair faced by the SWT they have not sent a delegation to the committee; and thus, many of their issues will be represented by delegates from the NWT.¹⁴

The Air Nation

The Air Nomads were a highly spiritual people who believed in non-violence and balance above all. At the time of the calling of this committee, there is only one airbender alive: Avatar Aang. The 100 Years' War was launched by the Fire Nation in conjunction with the passing of Sozin's Comet. The Fire Nation used Sozin's Comet to deal a deadly first strike to the world by eliminating the entire Air Nation; with Avatar Aang narrowly escaping with his life. No members of the Air Nation are alive—bending and non-bending, alike. Due to Avatar Aang's renewed campaign to preserve the remaining artifacts and history of the Air Nation, most of the world seeks reparations from the Fire Nation for their crimes against humanity. Delegates should be aware that any genocidal actions will be swiftly deterred and grave consequences applied. What happened to the Air Nation will never be allowed to happen again.¹⁵

The Fire Nation

By far the most powerful nation to ever exist in the world of Avatar, the Fire Nation is currently led by Fire Lord Zuko. The Fire Nation is an extremely proud and arrogant people whose strength and determination are their most notable characteristics. Their people are stealthy and deadly. At the beginning of the war started by Fire Lord Sozin, the Fire Nation swiftly began to conquer the world. However, after two more generations and the reign of Fire Lord Ozai did their dream of complete domination seem achievable with

¹⁴ Ibid.

¹⁵ Ibid.

the return of Sozin's Comet. Team Avatar was able to stop Ozai during the last battle of the 100 Years' War.

After the war, Fire Lord Zuko rose to power with the blessing of the Avatar, and his Uncle, General Iroh. During the brief time before the start of this committee, Fire Lord Zuko has been tested several times to revert back to the warring days of the Fire Nation. Each time, he has resisted, until now. Currently, Fire Lord Zuko, who was provoked by the Earth King's invasion of the FNC, is on track to begin a new war.¹⁶

¹⁶ Ibid.

Current Events:

You, members of the Four Nations, are called here today to de-escalate tensions between the Earth Kingdom and Fire Nations as well as chart a new path forward—one founded on the ideas of peace, freedom, and representation of all the people of all nations: bending and non-bending alike. As prominent members of each of your respective nations, you are charged with addressing the crisis between the Earth Kingdom and Fire Nation, and discussing where to go from the cease fire established between the Fire Nation and Earth Kingdom—prior to Avatar Aang’s disappearance.

The specific lands being fought over, known as the Fire Nation Colonies (FNC), are a cultural conglomerate of Fire Nation and Earth Kingdom ideals. Many people within the Fire Nation Colonies have a distinct identity due to this cultural combination, and do not feel a real sense of loyalty to either nation. However, many citizens of the FNC resent the Fire Nation due to the harsh subjugation they faced under the reign of Fire Lord Ozai. Conversely, as the FNC have been separate from the Earth Kingdom for over a century, they hold no real allegiance to the Earth Kingdom either. The people of the FNC are in the middle of an incredibly contentious situation and have an immense amount of fear and apprehension regarding their fate within the new world Avatar Aang has forged.

Katara from the SWT has called you here today to face the multiple crises going on in the world, and to maintain peace in the burgeoning new world. With Aang missing, this committee acts as a governing and peacekeeping force—much in the way the Avatar would. It is the job of this committee to address the growing tensions between all of the nations of the world, specifically focusing on the potential for war between the Earth Kingdom and the Fire Nation. As well, this committee should focus on how to maintain the tentative peace now that the Avatar is missing. It is imperative that the people of the Four Nations do not know of the Avatar’s disappearance, and it is up to the delegates called to this committee today to keep this information in the utmost secrecy.

Additionally, this committee will deal with increased tensions amongst the four delegations regarding the rebuilding of the SWT. The Earth Kingdom and Fire Nation are seemingly united around this issue and are adamant that an additional world power would

be detrimental to the continued success of their respective nations. The NWT delegation remains divided over whether or not to assist their sister tribe—given the NWT’s history of isolationism and many elders’ insistence that their spiritual needs can only be met through continued focus on self and internal matters of the tribe. However, it is quite apparent that the Chief of the NWT desires to assist his sister tribe and has made contingency plans to ensure that the SWT attains the international help it needs to rebuild.

It is also important to note that the SWT was formerly protected by Avatar Aang and his wife, Katara. In their spare time over the last year before Aang’s disappearance, they focused on rebuilding Katara’s home tribe and it is known that Katara will support any action by this committee and/or the Four Nations in assisting the SWT. The non-bending delegation also increasingly supports the rebuilding of the SWT.

Vocabulary

Avatar: The link between the Spirit and Human worlds. The Avatar has the capability to bend all four elements and can go into a state, called the Avatar State. This allows the Avatar to communicate with their past lives and experiences and makes them nearly undefeatable. However, if the Avatar were to die in this state, the Avatar Cycle—the cycle by which the Avatar power has continued through the four bending nations—would be broken.¹⁷

Benders: The people who can bend, or control one of the four elements: water, earth, fire, or air.¹⁸

Non-Benders: The people born without the capability to bend any element. These people appear in every nation.¹⁹

Spirit World: The realm of spirits that can influence and affect the Human world. Due to the Avatar’s spiritual link, they can project themselves into this world. In major crises, it is known that spirits from the Spirit World can enter the Human world and cause further harm.²⁰

Dai Li: A secret organization located in Ba Sing Se. The Dai Li are servants of the Earth King and act as a combination of advisers, bodyguards, and secret police in the Earth Kingdom. Until recently, they acted as their own political faction; however, they are now back under the control of the Earth King and the Council of Five.²¹

Kyoshi Warriors: An elite, all-female group of non-bending, Earth Kingdom warriors, who take their name after the famed Avatar Kyoshi. This group of warriors live on Kyoshi

¹⁷ “Avatar: The Last Airbender,” *Avatar Wiki*, n.d., https://avatar.fandom.com/wiki/Avatar:_The_Last_Airbender/ [last accessed: 15 December 2022]

¹⁸ *Ibid.*

¹⁹ *Ibid.*

²⁰ *Ibid.*

²¹ “Dai Li,” *Avatar Wiki*, n.d., https://avatar.fandom.com/wiki/Dai_Li/ [last accessed: 15 December 2022]

Island, off the coast of the mainland Earth Kingdom, near the Southern Air Temple. (See map on page 39)²²

Council of Five: The Council of Five is a group of top military advisers to the Earth King. As the name suggests, there are five members who run the day-to-day operations of the Earth Kingdom military. Each of them are highly skilled benders with incredible talents. They represent the best and the brightest of the Earth Kingdom and its military.²³

White Lotus: A group of elite benders from the three remaining nations who protect the Avatar and the careful balance between the Four Nations.²⁴

Red Lotus: A group of elite benders that formed in opposition to the White Lotus, the Red Lotus seeks to destroy the Avatar. They believe the Avatar has too much power and is the reason for the continual imbalance in the world. While this group is not nearly as powerful as they are in *The Legend of Korra*, they are beginning to gain prominence and strength at this point in history.²⁵

²² "Kyoshi Warriors," *Avatar Wiki*, n.d., https://avatar.fandom.com/wiki/Kyoshi_Warriors/ [last accessed: 15 December 2022]

²³ "Council of Five," *Avatar Wiki*, n.d., https://avatar.fandom.com/wiki/Council_of_Five/ [last accessed: 15 December 2022]

²⁴ "Order of the White Lotus," *Avatar Wiki*, n.d., https://avatar.fandom.com/wiki/Order_of_the_White_Lotus/ [last accessed: 15 December 2022]

²⁵ "Red Lotus," *Avatar Wiki*, n.d., https://avatar.fandom.com/wiki/Red_Lotus/ [last accessed: 15 December 2022]

Bending and Fighting Abilities

Each nation has its own specific type of bending with specialized sub-bending categories, as listed below. Bending is a genetic trait passed down through familial lines; therefore, a bender of one nation cannot change their overarching bending ability. However, each type of bender can learn a specialized bending style. For example, a waterbender cannot learn how to firebend, but they can learn how to bloodbend—as it is a specialization within their capability.

All specialized bending abilities are denoted by *******, and can be achieved as long as the person can bend the overarching element.

Waterbenders: Those with the capability to manipulate water. These types of benders can bend ice, water, snow, and most other water-based liquids. They typically fall into two categories: healers and warriors.²⁶

Specialized Bending Styles: Bloodbending^{*}** This is a very specialized style of waterbending, that can only be mastered by the most skilled waterbenders. Currently, there are only two known bloodbenders in existence.²⁷

Firebenders: Those with the capability to manipulate fire and other forms of energy. These types of benders predominantly bend fire, and they are typically very aggressive fighters.²⁸

Specialized Bending Styles: Lightning-bending^{*}** This is a very specialized type of firebending, that requires complete control over one's energy. **Combustion-bending^{***}** This is a very specialized type of firebending that allows a bender to combust objects with their minds.²⁹

²⁶ "Waterbending," *Avatar Wiki*, n.d., <https://avatar.fandom.com/wiki/Waterbending/> [last accessed: 15 December 2022]

²⁷ Ibid.

²⁸ "Firebending," *Avatar Wiki*, n.d., <https://avatar.fandom.com/wiki/Firebending/> [last accessed: 15 December 2022]

²⁹ Ibid.

Earthbenders: Those with the capability to manipulate earthen elements. These types of benders can manipulate earth, rock, sand, and other related materials. They are typically very stubborn fighters.³⁰

Specialized Bending Styles: Metal-bending^{***} This is an extremely rare type of earthbending where a bender moves the earthen particles within the metal. There is only one known metal-bender in existence. **Lava-bending**^{***} This is a very specialized type of earthbending where a bender brings up lava from the earth and manipulates it.³¹

Airbenders: Those with the capability to manipulate wind and air. These types of benders are known to be very passive in their bending styles, as they uphold a monastic lifestyle. All airbenders have a companion bison. At this point in history, there is only one Airbender alive, the missing Avatar Aang.³²

Specialized Bending Styles: Spiritual Projection^{***} is a subsection of spirituality practiced in the Air Nation; where a bender is so closely tied to the Spirit World that they can project themselves into the Spirit World as their spiritual self.³³

Non-Benders: Chi-Blocking^{***} is a specialized style of fighting found in non-benders. This style of fighting allows for an attacker to temporarily paralyze their opponent by hitting key areas on their body to block their energy. It is important to note that Chi-Blocking can only be learned by non-benders from the Fire Nation and the Earth Kingdom, as they are the only nations with access to the necessary training.³⁴

³⁰ "Earthbending," *Avatar Wiki*, n.d., <https://avatar.fandom.com/wiki/Earthbending/> [last accessed: 15 December 2022]

³¹ *Ibid.*

³² "Airbending," *Avatar Wiki*, n.d., <https://avatar.fandom.com/Airbending/> [last accessed: 15 December 2022]

³³ *Ibid.*

³⁴ "Chi-blocking," *Avatar Wiki*, n.d., <https://avatar.fandom.com/Chi-blocking/> [last accessed: 15 December 2022]

Character Dossier

It is important to note within this character dossier that these characters are all original, and not characters from within the show or novels. However, these characters each have a show-counterpart, so research should be directed to the broader character role (i.e.: bounty hunters, healers, etc.) rather than the character name (i.e.: Woyi or Silla). Since these are original characters, researching those names will not turn up relevant results.

Northern Water Tribe Delegation

Woyi

Woyi is the Chief Diplomat for the Northern Water Tribe. As a fairly old man and somewhat skilled bender, he was chosen as a part of the delegation in order to represent the values of the traditional factions in the NWT. Perhaps his greatest flaw is his inability to perform basic healing, which has been a source of immense personal disappointment throughout his life. Before joining the delegation, he advised the Chief to not send a delegation to this committee; however, the Chief was adamant, and Woyi was defeated. Woyi prioritizes tradition and believes the NWT must maintain its isolationist policies of the last few centuries. He believes this is paramount to the future success of the NWT.

Kati

As a successful businesswoman and philanthropist, Kati is an extremely skilled bender with wealth rivaled by very few. Her healing skills are noted by everyone in the NWT, and it is a primary factor in her business model of training new healers and building hospitals. Kati's life has been defined by her struggle against the patriarchal system that has attempted to define her. She is focused on rebuilding the Southern Water Tribe and creating a space for non-benders and benders alike to thrive.

Akna

Akna is the youngest member in this committee; however, she is also the wealthiest. As a member of one of the prominent noble families in the NWT, Akna has spent her entire life being prepared for wealth and power. Her selection to the NWT delegation was primarily due to her family status, and as a result, she is largely uninterested in many of the proceedings with the exception of receiving further support for rebuilding the SWT. Akna is perceived as power-hungry by many, and the majority of the NWT delegation disregard her due to her weak bending and theatrical personality.

Pana

Perhaps one of the most powerful men in the world, Pana is the day-to-day commander of the armed forces of the NWT; he is second in command behind only the Chief of the NWT. Pana is known for being an extremely talented and skilled bender who rose through the ranks quickly. As the person responsible for training new soldiers, Pana is absolutely lethal, but he is one of the poorest members of this committee, given the NWT's primary focus of social justice within the tribe and neglect of military forces. His most deadly quality is his personal quest for revenge, one he is not quiet about. During the Fire Nation Invasion of the NWT, Fire Nation soldiers killed his wife and only son. His stubbornness is legendary throughout both the NWT & SWT, and he will never forgive the Fire Nation for the slaughter of his family.

Kimri

As the Chief Spiritual Advisor of the NWT, Kimri has immense power and connection with the Spirit World. Second only to Katara, she is the most powerful healer in both the NWT & SWT. However, she is an elder at 65 years of age, and many in the NWT speculate about her health. Nonetheless, Kimri is committed to healing the old wounds of the world. As a young girl, she was a member of the only NWT & SWT-joint unit to assist the Earth Kingdom during the 100 Years' War. She prioritizes fairness, and due to her

experiences, she is committed to helping impoverished communities, no matter their bending status or nation of origin.

Earth Kingdom Delegation

Romi

Growing up in the Upper Rings of Ba Sing Se, Romi inherited his wealth from generations of prominent Earth Kingdom businessmen. During the 100 Years' War, Romi sold military equipment to the Earth Kingdom, as well as the Fire Nation. He possesses factories all across the FNC. As a self-absorbed and weak earthbender, he has no morals or convictions; he believes in money. As an incredibly hard-to-read man, most do not dare to speculate his motivations in this committee; however, many suspect he desires war so that he can continue in his profit-making ways.

Risrock

Risrock is the newest member of the Earth King's Council of Five—the Earth Kingdom's top generals. He served as a soldier throughout the 100 Years' War, mostly in Omashu and the Si Wong Desert. Hailing from the Northern Mountain region near the Northern Air Temple, Risrock grew up surrounded by the ruins, folklore, and artifacts of the Air Nation. He learned to revere their ways, and part of what makes him a highly-skilled bender is the adapted moves he learned from Air Nomad paintings. While many do not know this part of his history, it is expected that he will attempt to avoid war, as he follows the ways of the peaceful nomads.

Koshi

After the end of the 100 Years' War, the Kyoshi Warriors became increasingly involved in Earth Kingdom affairs, both politically and militarily. Koshi ultimately rose as a leader of the Kyoshi Warriors. While not an earthbender, her skill and ability to Chi-Block are deadly and notable. Additionally, from her time serving and helping people across the Four Nations, Koshi has allies and contacts across the world; many in remote places of

which others simply have not thought to connect with. As a Kyoshi Warrior, Koshi believes in peace and balance; however, she is not one to be rolled over and believes the Fire Nation must take accountability for their actions over the last century.

Kyri

Kyri is the smartest person in every room she walks in. Acting as a spy for the Princess of Omashu during the Fire Nation occupation, Kyri became one of the most important Earth Kingdom reconnaissance figures in the war. Her incredible wit and unbelievable talent allowed her to rise further to her current positions as Chief Advisor to the Queen of Omashu, as well as the Chief Administrator of Her Majesty's Intelligence Agency. Most pressing on her mind during these proceedings and trying times is the suffering and pain her city endured during the 100 Years' War. It is no secret she holds deep seeds of hatred towards the Fire Nation for the atrocities they committed.

Boue

Growing up in the slums of Ba Sing Se, Boue was forced to mature quickly. Stolen from the streets by the Dai Li at the age of 7, he was forced to serve in the Earth Kingdom's army. Boue has never known true family and he has always been in a constant state of war. Boue, himself, admits that as a result he craves attention and seeks to be the center of every room. This served him well in the military. As he rose through the ranks through brute strength and skill, Boue developed an ideology of bending superiority and hatred of the Fire Nation for putting his country through desperation, poverty, and pain. Boue has been rumored to be the main general putting whispers of war into King Kuei's ear. He was sent, in part, to ensure that extreme actions against the Fire Nation are on the table.

Fire Nation Delegation

Vokkam

As a distant cousin of the Fire Nation's royal family, and a noble within his own right, Vokkam was a strong supporter of Fire Lord Ozai and his imperialist policies. Due to his noble blood, Vokkam was able to join the Fire Nation military, and he rose quickly within its ranks, becoming an extremely powerful general. This, coupled with his capability to lightning-bend, make him a very notable member of this committee. After Fire Lord Ozai's fall from power, he went into hiding, fearing retribution from the Avatar and the newly-coronated Fire Lord Zuko. In a show of good faith, Fire Lord Zuko reached out to Vokkam and pardoned him of all his crimes; reconciling with his cousin. Due to this reconciliation, Vokkam is in committee today; however, he is rumored to still be a strong supporter of the Ozai regime. Stories fly throughout the Fire Nation of Vokkam's desire to free the imprisoned former Fire Lord. Vokkam has attempted to deny these rumors, but whether or not they are true is still up for debate.

Shazin

Shazin is an Elder Sage of the Fire Nation, taking up residence in the newly-built Fire Sage Temple on Ember Island, on the outskirts of the Fire Nation. As a spiritual leader, Shazin has committed his life to supporting the Avatar, and the spiritual connections between the Spirit and Human worlds. Fire Sages are known to be extremely powerful benders, and Shazin is no different. Due to his spirituality and commitment to the Avatar, he only uses his firebending as a defensive maneuver—never initiating an attack. Shazin has devoted himself to a life of peace and prosperity, and is a known pacifist within the Fire Nation. Therefore, he has made it known that he will not support any outcomes of this committee that uphold violence.

Niya

As a means of survival during the 100 Years' War, Niya became a bounty hunter to track down and capture fugitives from the Fire Nation. Niya is a decent firebender, but her

real, lethal skill is her capability with words. Niya can convince anyone in a room to give her vital information, and she is renowned for her powers of persuasion. After the end of the war, Niya resigned from bounty hunting and was soon given a position within Fire Lord Zuko's cabinet as Chief Diplomat due to her rhetorical skills. Even after leaving a life of bounty hunting, Niya has a lot of connections within the Fire Nation and the FNC, but many members of the Earth Kingdom harbor feelings of resentment towards her. Niya is an extremely nationalistic person, and believes that the FNC are the Fire Nation's by right. As such, she is strongly advocating for policies that keep the FNC within the Fire Nation homeland.

Akari

Akari is a world-famous actress that has performed at many theaters in the Fire Nation and Earth Kingdom, alike. She is a current actress at the Ember Island Theater and has worked there to perfect her interpersonal skills over her bending skills. Due to this, she is an extremely weak bender but a very personable woman. With her worldwide fame, Akari organizes many community events all around the world. It is no secret that Akari loves her fan base, and she will do anything to protect the ones she loves. Her concerns lay mainly with the maintenance of her fame through her fans' adoration, rather than the continued success of the Fire Nation. Fire Lord Zuko personally asked her to join this delegation due to her name recognition, and that has given her an air of superiority over other members of her delegation.

Eradi

With her career in the Fire Nation Navy, Eradi is extremely well-connected and powerful within the Fire Nation, as a whole. Rising through the ranks to the title of First Admiral at a young age, Eradi is one of the only women in the patriarchal society of the Fire Nation to achieve such a high rank in the military. Eradi is known for her ambition and strength, as she is an extremely powerful bender and knows how to hold her own in a fight. However, she is on the older side of the delegation, leading some to whisper that she

is out-of-touch. She currently holds control over two fleets of ships due to her position, and her sailors are deeply loyal to her. Eradi is deeply loyal, and she pledges her allegiance to the Fire Nation itself; however, she is notably apathetic to the new Fire Lord. With her strong ties to the Fire Nation, Eradi will support her nation, and her nation, alone, as this committee comes to debate.

Non-Bending Delegation

Zacci

As a non-bender, Zacci was the perfect pick for a spy for the Fire Nation to infiltrate the SWT, prior to the Invasion. Zacci picked up key knowledge of the inner-workings of the SWT, and is incredibly gifted in espionage. After seeing the destruction brought on the SWT during the Invasion; however, he quickly learned that his accumulated information led to nothing but death and destruction. Zacci swiftly defected from the Fire Nation, wracked with guilt in the part he played in the destruction of the SWT. He ended up living his life as a peaceful nomad; moving from nation to nation. Due to this constant travel, Zacci has a lot of connections with differing peoples from different nations—benders and non-benders, alike. He does not hold any specific allegiance to a nation; however, Zacci is said to hold a deep-seated anger at the Fire Nation due to the death and destruction they made him culpable in in the SWT.

Saro

Saro is a prominent refugee from Ba Sing Se, traveling all throughout the Four Nations. Saro is a very sensitive—and slightly senile—old man, and often has rash reactions to any event. Saro is also the owner of a start-up business known as Cabbage Corp., which is starting to pick up popularity in the FNC. While Saro does not hold any specific feelings towards any nation in particular, he absolutely hates benders. When traveling around the Four Nations as a mere cabbage salesman with limited resources, several groups of benders kept destroying his precious cabbages, cementing a deep hatred of their bending abilities within him. Due to this, he is a loud proponent of non-benders'

rights and donates much of his disposal income to non-bending charities and activist groups.

Maiyo

Maiyo is a mail distributor in Omashu, and unlike his colleagues, he is not an earthbender. Even without the capabilities of an earthbender, Maiyo is very successful at his job and is a fixture in his community in Omashu. Everyone who meets him loves him, as Maiyo is known to be a deeply kind and compassionate man. Due to this, he has an immense amount of empathy for the FNC, and other nations affected by the Fire Nation. However, Maiyo notably feels as if justice was served with the imprisonment of former Fire Lord Ozai. While Maiyo lives in Omashu, he does not really consider himself to be a part of the Earth Kingdom. He just wants to see the world return to the peace and balance of his grandparents' time.

Silla

Silla gained name recognition, not through bending, but from her prodigious skills as a mercenary. Orphaned and living on the streets of the FNC, Silla had to find a way to not only provide a livelihood, but a way to protect herself. Mercenary work was the solution to both of those issues, leading Silla to become an incredibly skilled fighter who is renowned globally for her work. She has worked with many other pirates and mercenaries and still has many strong connections with her former colleagues. Silla is notably pro-Fire Nation, as many former nobles and soldiers utilized her services during Fire Lord Ozai's reign. She is driven by money and since the Fire Nation is still the most financially dominant nation, she finds her allegiance cemented with the Fire Nation and by proxy, its former regime.

Ona

An old woman who fled the Fire Nation, Ona has never been able to settle down, up until recently, when she found a home within the FNC. Ona runs a well-established tea

shop in the city of Oruna in the FNC. She is well-loved by every patron and worker of her establishment. Her shop is frequented by many individuals, some who are perceived to have criminal ties to Earth Kingdom radicals. It is also rumored that Ona has pro-Earth Kingdom extremist tendencies and is more willing to go to war than many others in the committee. Ona harbors an immense amount of resentment towards the Fire Nation, and wants to see them brought to justice.

Pronunciation Guide

Names

	-Kati (Cot-ee)
-Sozin (So-zin)	-Akna (Ack-na)
-Azulon (Ah-zoo-lan)	-Pan (Pon-uh)
-Ozai (Oh's-eye)	-Kimri (Kim-ree)
-Iroh (Eye-row)	-Romi (Rome-ee)
-Aang (Ang)	-Risrock (Ris-rock)
-Sokka (Sock-uh)	-Koshi (Co-she)
-Katara (Kuh-tar-uh)	-Kyri (Kai-ree)
-Suki (Soo-key)	-Boue (Bo)
-Toph (Tah-ff)	-Vokkam (Vock-um)
-Zuko (Zoo-co)	-Shazin (Sha-zeen)
-Azula (Ah-zoo-la)	-Niya (Nee-yah)
-Ty Lee (Tie Lee)	-Akari (Ock-are-ree)
-Mai (May)	-Eradi (Air-uh-dee)
-Kuei (Coo-way)	-Zacci (Zack-ee)
-Kyoshi (Key-oh-she)	-Saro (Sah-row)
	-Maiyo (My-oh)
-Woyi (Woah-yeey)	-Silla (See-yah)

-Ona (On-uh)

-Ba Sing Se (Ba-Sing-Say)

Places & Organizations

-Dai Lai (Die Lee)

-Omashu (Oh-ma-shoe)

-Oruna (Oh-rune-uh)

Map

Key:

Yellow—Earth Kingdom

Red—Fire Nation

White—Air Nation Temples

Blue—Southern and Northern Water Tribes

Green—Fire Nation Colonies



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³⁵ Cobi4, "Avatar Map," *DeviantArt*, 29 April 2012, <https://www.deviantart.com/cobi4/art/Avatar-Map-299170817/> [last accessed: 15 December 2022]

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