BULLSMUN IV

An Island in Crisis: The Council of Catan

Letter from Chair **3**
Letter from the CD **4**
Committee Introduction **5**
Committee Format **6**
Special Mechanics **6**
The Treaty of Catan 7
History/Context **9**
Timeline 11
Separate Kingdoms/Council 12
The Syndicate; Oakhaven 12
The Free City: Amity 12
The Survivalists: Ridgeway 13
The Undercity; Duskfall 14
The Monarchy: The Kingdom of Aurelia 14
The City of Progress; Copperport 15
The Military Power: Vanguard 16
Current Situation **17**
Questions to Consider **18**
Dossier **19**
Oakhaven Representatives **19**
Amity Representatives 20
Ridgeway Representatives 22

Duskfall Representatives 23
Aurelia Representatives 24
Copperport Representatives 26
Vanguard Representatives 27
Bibliography **29**

Letter from Chair

Hello Delegates! Welcome to BullsMUN IV!

My name is Ash Ansart, and I am excited to be your chair this year for The Battle for Catan committee. I am a freshman at the University of South Florida (USF), currently studying Psychology with a minor in Fine Arts, and I plan to pursue a degree in Law. This is my fourth year participating in competitive Model UN, where I have taken on various roles as a delegate, a chair, and as someone behind the scenes, so I've seen committees like this from every side.

I emphasize that to say, I understand what it feels like to be a first-time delegate and a confident speaker in the room. During committee sessions, I expect and look forward to witnessing collaboration and respect. I encourage you, whether you are a seasoned MUN-er or not, to approach every discussion with empathy and openness, and to be willing to try. Please ensure that you work collaboratively and participate, and I can't wait to meet and support each of you.

If you have any questions about this committee or prep, feel free to email me at aansart@usf.edu. If you have general accessibility or conference concerns, feel free to email usfmun.fl@gmail.com to reach our secretariat.

Sincerely,

Ash

Letter from the CD

Settle in, Settlers!

First off, thank you all for coming to this year's BullsMUN IV. I am very proud to serve as your Crisis Director for the "Battle of Catan" crisis committee. My name is Tristan Rodriguez. This will be my fifth year participating in Model United Nations (having started my own freshman year of high school), and in that time I've served many roles. In addition to competing as a delegate, I've chaired 40-person General Assemblies, staffed a JCC as a backroom writer, and CD'ed for crisis committees twice before this one. Rest assured, in both the frontroom and backroom, you're in experienced hands. Outside of MUN, I am currently a first-year at the University of Florida, double-majoring in Legal History and Political Science with the ambitions of an eventual career in law.

Beyond some formatting expectations I will go over during session I, I don't have much preference. The best crisis notes interact with or call upon the lore of your committee and character in interesting and significant ways. I hope to see resources, gods, trade, technological advancements, and more all throughout your arcs. Though, of course, any mentions of prejudice, bigotry, or violations of the Geneva Convention will be prohibited.

If you have any questions about committee lore, my directing style, or anything else, please feel free to contact me at rodrigueztristan62@gmail.com.

May the Pantheon be ever in your favor (read: good luck!)

BULLSMUN
IV

Committee Introduction

Welcome to Catan.

This committee will follow the basic mechanics and premise of the Settlers of Catan board game.

In this committee, delegates will represent individuals from one of seven kingdoms, all of which are vying for total control over the island of Catan. As the kingdoms attempt to claim control, they can invoke or be blessed by the deity aligned with their kingdom's values. Delegates can forge alliances, broker trades, and negotiate temporary truces to strengthen their position and that of their kingdom.

While collaborating, please adhere to the context provided in this background guide. Since Catan is typically a multiplayer board game, we have made adjustments to align it with delegates' needs and the Model UN structure. Although the fundamental elements of the game remain intact, the conflicts and kingdoms described in this guide have been crafted by the writers with the original game in mind. Our goal is to create a committee that reflects the themes and intentions of Catan. However, please note that some modifications may be necessary to fit the standard committee structure.

Committee Format

For this committee, we will be following the traditional crisis structure. We will also use a typical two-pad system in the back room, where delegates can develop their personal crisis arcs. JPDs will be accepted each crisis cycle. Feel free to collaborate with as many delegates as desired. **There will be a limit of 1 JPD per delegate per cycle**. The length of each crisis cycle will be determined by the staff and delegates at the committee meeting, in accordance with each party's wishes. We will go over any questions and clarify any information/questions at the beginning of the first session.

Special Mechanics

Delegate Resources

To build certain infrastructure and make progress in the committee, delegates will need to collaborate with other delegates representing characters from various kingdoms across the map. A map will be provided in committee showing each kingdom's location on the Catan map and the resources they have access to. Following the structure of Catan, basic infrastructure will have rough estimates of the resources required to build it. If a delegate is from a kingdom with access to that resource, they can easily build the infrastructure. However, if they do not, they will need to collaborate with a delegate from another kingdom that is recorded as having access to that resource.

Topic Intro

Welcome to Catan. When settlers first landed on the island, seven kingdoms were formed, each with their own culture and values. After surviving nearly a millennium of bloody conflicts and border wars, the Catan Treaty was signed. Until recently, this treaty maintained the kingdoms' delicate trade balance. However, this Treaty has collapsed completely.

As the Kingdoms navigate the challenges and opportunities of the island and its people, they can invoke or be blessed by their patron deities. These deities are said to grant favors and protection to their followers who uphold their favor. As the Kingdoms vie for control of the island, it must be remembered that the gods' blessings are never guaranteed.

The stages have begun to be set for an epic struggle as the kingdoms of Catan vie for control of the island. The dice have been rolled. Trade safely, uphold your deity, and claim Catan.

The Treaty of Catan

The Treaty of Catan used to stand strong on three main pillars.

Pillar 1: The Code of the Hexes

This pillar essentially detailed the rules and regulations governing the ownership of hexes on Catan and the resources that reside in them. Stated in The Treaty, Kingdoms are only permitted to own the resources harvested from the specific hexes immediately in their

territory. Any natural spaces and resource-rich areas are common ground. These common areas are to be used as trading or harvesting hubs, and any harvesting methods that will cause long-term damage to the resources are prohibited.

This pillar stood the strongest for almost 500 years. However, an exploding population has shattered these regulations. Driven by the risks of starvation and fear, kingdoms have abandoned this law, aggressively hoarding excess resources within their city walls and becoming more militant in their trade agreements. Groups of soldiers have set up unofficial settlements near these resource-rich areas, attempting to 'claim' them and prevent others from accessing them.

Pillar 2: Regulations for Expansions

To prevent resource monopolies, kingdoms were strictly forbidden from expanding their borders simply to claim new resource hexes. Kingdoms were also prevented from building new settlements or roads within a certain distance from another settlement's borders. The buffer zones were designed to maintain physical separation, both for defense and to reduce the likelihood that kingdoms perceive another's advancements as an attack.

After the official treaty collapse in 1241, any trade agreements were discarded. As so many kingdoms abandoned commerce, armies began to march across borders and force settlements into areas that gave them access to resources. Illegal settlements like these not only showed aggression and disregard for built trust, but also cut off many settlements' roads, trapping populations within their own walls, unless they wanted to risk a border dispute.

Pillar III: Port Freedoms

All coastal harbors and ports were declared neutral zones, belonging to no single crown or kingdom. This was done to ensure that short-term shortages could be resolved through trade. It also allowed kingdoms who opted for a more independent route to continue their own growth.

However, as the island's internal resource hexes became harsh battlegrounds, coastline control became a scramble for safety. Unofficial claims began erupting across the coast, with sporadic conflicts occurring between claimed kingdoms.

The Pantheon

One of the greatest threats to the crisis is the Spiritual Revival. As the formation of the Catan Pantheon occurred after the drafting of the Catan Treaty, the gods and deities are completely absent from the island's key legal framework.

History/Context

Many years ago, settlers from several different areas landed on the island and deemed it Catan. Over time, these settling groups split into seven distinct kingdoms, each with their own power, structure, and culture.

However, the stark differences between the kingdoms led to numerous bloody conflicts and disagreements. For centuries, the kingdoms fought in border wars, settled disputes, and carried long-standing grudges between their rulers. However, in 744, seven esteemed leaders from each of the seven kingdoms proposed a system of trade and settlement regulations, which was signed in 746.

In 1130, religious gatherings began to sprout across the kingdoms, temples were built, and devotion swelled among the citizens. Deemed the “Spiritual Revival”, seven gods were formed, and the Catan pantheon was created. Each of these gods was named after one of the seven individuals who spent nearly two years crafting a treaty that held strong for almost 500 years.

The Syndicate: Oakhaven- Merit; the deity of commerce and merchants.

The Free City: Amity- Solara; the goddess of harmony and fluidity.

The Survivalists: Ridgeway- Serein; the god of wind and travel.

The Undercity: Duskfall- Nyra; the deity of intelligence and stealth.

The Monarchy: The Kingdom of Aurelia- Aurelia; the goddess of enlightenment and harmony.

The City of Progress: Copperport- Novus; the deity of innovation.

The Military Power: Vanguard- Valor; the goddess of strength and strategy, a warrior.

Tensions had been growing for nearly ten years, but in 1241, the treaty officially collapsed when multiple kingdoms, driven by greed and desperation, attempted to violently invade and capture the same valuable resource point. A month-long catastrophic battle erupted across the island, with each kingdom refusing to back down. While the kingdoms were no

stranger to resource conflicts, the scale of this simply surpassed nearly all the others. The immeasurable amount of resource and soldier losses signaled to the crowns that the citizens and kingdoms of Catan had passed an irrevocable line

Timeline



Separate Kingdoms/Council

The Syndicate; Oakhaven

Oakhaven is a network of interconnected towns that revolve around trade and commerce. This society thrives on the economic prosperity that stems from bartering. The community is primarily made up of merchants, traders, and artisans who contribute to a thriving marketplace. While technologically developed, Oakhaven thrives in its cultural life, with a rich heritage and strong community values. Their residents steer clear of a common currency, prioritizing artistry over efficiency. Their reliance on bartering can lead to economic instability during a time of scarcity. Without a common currency, trade can become challenging when immediate supplies are needed.

The residents of Oakhaven worship Merit, the god of commerce and merchants. The deity embodies the principles of abundance and trade, encouraging townsfolk to make fair transactions. They are often depicted as figures adorned with handmade artistry and riches, rather than traditional currency. There are no reserved festivals or celebrations for this deity, as they hold weekly artisan markets that are essentially dedicated to Meritin in their nature.

The Free City: Amity

Amity stands as a beacon of freedom and fluidity. They embrace communal living and free-spiritedness, opting for authenticity and connection over rigid social structures or rigid independence. Inclusivity and equality define life here, as the bohemian lifestyle

captivates every aspect of life. The streets are lined with eclectic houses, and every aspect of residents' lives is dedicated to expressing their personalities and ideals. The lack of a rigid social structure can make decision-making difficult during crises.

The deity revered in Amity is known as Solara, the goddess of Harmony and fluidity. She embodies the ideas of connection and expression. Often depicted as a radiant figure adorned in flowing robes, her appearance is not sharply defined, allowing each individual to give her one based on what they believe. She is most often illustrated with open arms, surrounded by blooming greenery.

The Survivalists: Ridgeway

Ridgeway is a powerful kingdom, composed of several nomadic tribes that prioritize adaptability and survival in the wilderness. These tribes are made up of travelers, nomads, hunters, and loggers, dedicated to navigating their surroundings. Rather than fighting their surroundings, they have developed ways to harmonize with nature, creating settlements and shelter as they travel across the island. Their temporary buildings are woven from rapidly growing flora and taken down, leaving the flora behind.. Their nomadic lifestyle does mean that communication between kingdoms may be challenging, and the lack of permanent infrastructure may create vulnerabilities during tense times.

In Ridgeway, the citizens view Serein, the god of wind and travel, as a guide and protector for the nomadic tribes. This deity embodies the spirit of adaptability and movement, encouraging individuals to embrace change and honor nature. Serein is revered in rituals honoring the elements and various aspects of the wild. Storytelling, prayers, and offerings are made during journeys and festivals to celebrate the god.

The Undercity; Duskfall

Duskfall, often referred to as the Undercity, is a reclusive community that values stealth and independence. Resource management and self-sustainability are highly valued, as residents tend to keep to themselves or a small, loyal group. Unorthodox research and innovation are common, as the economy and citizens thrive off unofficial markets. Residents are defined by their survival instincts, street smarts, and extreme cleverness. The prevalence of secrecy, independence, and the absence of a common governing body can hinder potential alliances and collaboration among neighboring regions, leaving them isolated in times of need.

The one thing that unites Duskfall citizens, aside from being from Duskfall, is their belief in Nyra, the goddess of intelligence and stealth. She represents the ideals that true strength lies in wit and discretion. Often depicted cloaked in shadows, she is honored through rituals, murals, and altars that are dedicated to her throughout the city.

The Monarchy: The Kingdom of Aurelia

The Kingdom of Aurelia operates under a priestly system of governance, in which knowledge, wisdom, and devotion are revered. The leaders of this kingdom are viewed as chosen representatives by the pantheon. The Monarch's decisions are taken as divine insight, and opposition is not tolerated. The people of Aurelia treat public service in the kingdom as a sacred duty, and the citizens uphold a legacy of devotion and loyalty to their land and monarchy. They highly value the elders in their community and are often

dedicated to sharing the wisdom of their long lives. Their reliance on divine insight can stifle innovation or dissent, and can lead to resentment among the population.

The people of the Kingdom praise the goddess Aurelia, who represents harmony and enlightenment. It is believed that she blesses the land and ensures prosperity and peace to those who honor her. She is depicted as a figure of light with a dazzling crown, who preaches her connection to the heavens. They hold coronations and parades, during which the community gathers to celebrate their loyalty. Residents are also expected to pray semi-regularly along with community gatherings.

The City of Progress; Copperport

Copperport is recognized as a hub of technological advancements. The city is characterized by futuristic architecture and technology. Residents are often engaged in science and engineering. Ambitious minds are attracted from various regions, and Copperport is home to a flourishing economy built on materials needed for innovation. Focusing on efficiency and consumer electronics, Copperport has become a leading center for research and development. The streets are filled with academic institutions and labs that foster collaboration and competition. Annual tech fairs draw in talent from across the globe as inventions and ideas are showcased. The rapid pace of development can lead to a lack of attention to weaknesses in the community, whether societal, structural, or ability-related. Overreliance on technology can also make Copperport vulnerable to cyberattacks.

The citizens of Copperport tied its advancements closely to the deity of innovation, Novus. This god is treated as an inspiration for many inventors to push the boundaries.

Often represented in a more human sense, it is often displayed with mechanical motifs and imagery. Celebrations to honor this god are vibrant affairs and showcases of technology, or competitions that motivate ingenuity and the spirit of the Copperport residents.

The Military Power: Vanguard

Vanguard is known for its formidable military strength and strategic power. Built on principles of discipline and training, the residents are taught to prioritize the development of military capabilities. Their focus on strength, strategy, and logic instills a sense of duty and camaraderie among its citizens. If citizens are unable to serve or physically protect their kingdom, they are assigned less strenuous jobs throughout the community. While they are skilled in strategy and combat, they lack a concrete culture, as much of their sense of community relies on the military. The lack of diversity in their defense could leave them vulnerable to other forms of attack.

The formidable power of Vanguard is strengthened by the presence of a warrior deity who embodies strength and strategy, named Valor. This deity is described as leading soldiers and providing unity and a clear purpose. Valor is depicted in warrior attire, and honoring the god includes commemorative events that celebrate the bravery and sacrifices of those who protect their homeland.

Current Situation

The seven kingdoms of Catan are locked in a complex web of conflict.

The entire treaty that has regulated the island's trade and settlements for years has been completely demolished. Barely having survived the previous winter, the kingdoms have suffered immensely, and their focus is split between preparing for the upcoming winter and sustaining their distressed population and military. The official leaders of each kingdom have seemingly vanished, either due to their own fear or to their citizens' uprising, and most of the kingdoms are now primarily controlled by the limited remaining government or by their military leaders.

Nearly every resource-rich area has been unofficially occupied or contested, and new conflicts arise every day. The Kingdoms are living in a constant state of crisis. Reserves of necessary resources have long been running short, and unrest in some kingdoms is becoming dangerous. If no resolution to this conflict is reached soon, several villages risk starving before winter. The conflicts have almost completely obliterated the stockpiling the kingdoms had done to prepare for winter. The complete lack of trade is causing kingdoms that relied on agriculture to struggle to rebuild or prepare infrastructure for the winter, and those that do not are struggling to produce enough food to sustain their populations.

In an effort to find some peace or an end to this conflict, several individuals from each kingdom have agreed to meet to resolve it. In this committee, delegates represent one of these individuals, each with distinct stakes in the island's conflicts.

Questions to Consider

- How will your stake in the conflict affect which type of decision you will seek?
- How do we know this same situation won't be repeated?
- How can you handle the uneven distribution of resources, and how can you ensure that kingdoms aren't taking advantage of them?
- How will you maintain the loyalty and happiness of your fellow citizens while dealing with conflict and bloodshed?
- Is it realistic to reach a peaceful outcome after this much conflict?
- What aspects of a kingdom are most valuable in a scenario like this?

Character Dossier

Oakhaven Representatives

Rowan Smith- Merchant/Artisan

Rowan Smith is a local merchant, known for selling wooden figurines and anything else he learns how to make. Widely respected among artisans, he's known for mentoring anyone interested in adding another skill to their catalog. His shop is the main hub in Oakhaven for both his creations and others' crafts. He's always looking for ways to grow business, especially as reduced access to certain resources is reducing the availability of materials for his trinkets. These scarcities have severely reduced the resources available to keep his store stocked, and fewer people are making things, opting to prioritize their families.

Alden Mercer- Military Leader

Alden Mercer is a seasoned military leader, respected for his ability to protect Oakhaven. He has a strong network of alliances throughout the city and is seen as an unofficial head of the military. He's a favorite of the city's children, and if he is not working with soldiers, he often spends the afternoons checking on families who have lost loved ones or helping with reconstruction after storms. He opts for a method of loyalty and kindness when conditioning his soldiers. While it may be viewed as weak by other military powers, it has earned him unwavering loyalty from his troops and the deep respect of the community. However, due to Oakhaven's position on the island of Catan, his forces are becoming too spread out while protecting trade routes and borders. He and his forces would greatly benefit from a way to rotate or rest them, thereby preserving his reputation.

Morgan Ashford- Diplomat

Morgan Ashford is a skilled diplomat, known for navigating complex negotiations and trade agreements. She's been desperately trying to make trade agreements with the other kingdoms since research revealed the lack of remaining resources. A few still stand, but they continue to waver as people realize the severity of the issue. People throughout the kingdom rely on these trade negotiations, and Ashford is aware of this, focused on finding peace and strength for her people and her kingdom.

Ellis Wren- Trade Commissioner

Ellis Wren is a trade commissioner determined to grow Oakhaven's economy and strengthen its position. Because Oakhaven relies on bartering, she's been helping transition the community to a more stable currency as resources begin to vanish. Wren is passionate about securing resource stability for the merchants of Oakhaven, and hopes to allow some sense of bartering to remain. As a child, she was mentored by an old blacksmith in Oakhaven and has been passionate about protecting her community's crafts since.

Amity Representatives

Sawyer Flynn- Clergyperson

Sawyer Flynn is a middle-aged clergyperson, deeply devoted to the Church of Solara. They work to empower the community to embrace a broad, open understanding of the divine, and are trained to hold regular communal gatherings. Raised in a very spiritual home, Flynn has been pushed towards the clergy from a young age. As tensions rise, neighbors are taking sides, and the fluidity of Amity

is becoming polarized, as individuals vie for a sense of stability in their beliefs amid so much that is unstable. They are worried that if Amity loses its spiritual focus as it scrambles for resources, the community will never be the same.

Francis Sterling- Community Elder

Francis Sterling is one of the most respected community elders, known for his beliefs in tradition, wisdom, and leadership. Rapid changes and external pressures have been eroding Amity's focus on oral history, and Francis worries that Amity's leaders will make unforgivable mistakes if they do not heed the warnings of the past. As a child, his mother taught him that Solara stood for acting with moral integrity and the intention of peace, a philosophy he feels is not being upheld throughout the kingdoms. He sees this crisis as a result of abandoning old wisdom and fears that a new settlement or agreement could erase oral history and the importance of elders in decision-making.

Mauve Montclair- Diplomat

Mauve Montclair has been the main one tasked with keeping Amity's fragile alliances alive, but as they continue to weaken, they are becoming isolated and vulnerable. She has traveled to this meeting especially impassioned, as the current leadership in Amity has refused to allow her to choose a hard side or form a strong partnership with a community that could at least protect them somewhat. She sees this meeting as a chance to form commitments and protect Amity.

Mitch Anderson- Merchant/Artisan

Mitch Anderson used to be one of the most well-known crafters in Amity. Still, his family business has nearly collapsed as hoarding began to take priority over any sense of communal living or care.

They're desperate to rebuild trade networks, and the new shift towards personal protection in a community that once forbade it means everyone in his family fears being forgotten or portrayed as going against tradition. Unsure how to navigate the changing landscape, Mitch doesn't know exactly what he's after in this meeting, but a sense of security for him and his family is definitely important.

Ridgeway Representatives

Finnian Abbott- Head of Nomadic Tribe 1

Finnigan's tribe has been pushed further from their traditional hunting grounds by the growing unofficial settlements by other kingdoms. Initially prioritizing a harmony-with-nature approach, they are now being portrayed as the weakest tribe. He is very protective of his tribe but is learning to shift from a peaceful approach to a more aggressive one to protect his people, and he still wants to focus on staying connected to sacred, resource-rich land.

Argyle Dashwood- Head of Nomadic Tribe 2

Argyle Dashwood has been known as very pragmatic and charming and has begun trading with neighboring unofficial settlements and military groups for resources. He walks a thin line between loyalty and survival, and hopes to legitimize these partnerships at this meeting. His tribe is very important to him, but his direct family will always hold priority.

Ellis Hartley- Head of Nomadic Tribe 3

Ellis's tribe is currently suffering from a reduced population, due to encounters with expanding military groups and settlements in areas previously established to belong to their tribe. She isn't very comfortable talking to this group and is mildly wary, but knows that her group will continue to

suffer losses like these if she doesn't form some partnerships. She is seeking protected hunting zones and ways for her group to travel without being threatened. Due to the loss of some of her hunters, her tribe also has a higher population of elders and children, but thankfully many of their best fighters have survived the turmoil.

Joan Kennedy- Traveling Medical Specialist

Joan Kennedy is one of the few remaining individuals with knowledge of rare medicinal plants and herbs. Many of these are found throughout very select territories, and Joan is primarily responsible for protecting them. Many of her mentees have been sent to suffering tribes and either have stayed there or been killed in the conflict. She wants to make sure anyone in need has access to the medicine they need, but is aware of the power she holds as the most experienced and knowledgeable individual when it comes to these remedies, and that Ridgeway will always be prioritized.

Duskfall Representatives

Kyren Durion- Networker (diplomat, unofficial)

Kyren Durion is an individual who thrives in an area where no one's true intentions are fully known. He's built a web of contacts and information brokers throughout all the kingdoms, but especially in Duskfall. His main interests lie in maintaining conditions that let them operate freely, rather than rules that are too tight and will suffocate his current condition. Anything that keeps him indispensable but invisible is a good agreement for him.

Cress Gray- Security for Networker group, etc

Cress used to be fiercely loyal to Kyren and his goals, but as chaos continues to spiral out of control, they're beginning to grow wary. As many of the other kingdoms used to thrive on collaboration, Cress has seen firsthand the unfortunate damage that comes as a result of Duskfall's isolationism. They are seeking agreements that encourage collaboration between Duskfall and the other kingdoms while ensuring their independence.

Sam Bennett- Prominent Inventor

Sam Bennett comes from a long line of inventors and has faced a difficult choice. She is well aware that her talents may reward her with more opportunities in a kingdom more focused on advancements, but her family and loyalty still lie with Duskfall. She is passionate about creating and gathering resources that allow her to continue her work, hoping to give other creative Duskfall citizens opportunities as well.

Paige Anderson- Prominent Merchant

Paige runs one of the few trading networks that still operates across kingdom lines. She is a key resource for many of the wealthier people throughout the island and, as a result, has become quite wealthy herself. However, this puts her at risk. The chaos and conflicts have allowed her ungrounded business to prosper, and returning to peace could expose her, but she's not opposed to finding a way to legitimize the trade.

Aurelia Representatives

Lester Monroe- Advisor for the Monarch

Lester Monroe is a long-term friend of the Monarch, and carries their authority as they are 'bound' by divine loyalty. However, as the conflict between kingdoms grows, he's becoming increasingly

aware that the Monarch's decisions, or lack of decisions, are not solving the crisis. He wants to make sure the Monarchy and the Kingdom keep their image, but there are some practical problems and dissent that need to be addressed.

Quinn Healthcliff- Clergyperson

Quinn Healthcliff has watched Aurelia's spirituality and beliefs become a harsh discriminator between those who are unwaveringly loyal and those who are not. They've talked to all kinds of people in the church, but as tensions have risen, they've noticed increased prejudice against those whose loyalty has taken a hit. Determined to make sure Aurelia's lack of community doesn't cause them to fall apart, Quinn wants to ensure there is a form of communal healing prevalent in a new governance.

Desmond Willow- Prominent Elder

Desmond was one of Aurelia's most steadfast defenders, both of the Monarch's authority and the kingdom's overall stance. However, years of bloodshed—affecting both people he knows and strangers—have made him increasingly skeptical. The bloodstained memories of the battlefield haunted him, forcing him to confront the possibility that his steadfast loyalty had veered into blind allegiance. He has begun to prioritize wisdom over tradition, fearing that his unwavering loyalty has led to cowardice.

Thomas Marshal- Security person

Thomas Marshal is responsible for the Monarch's protection and has been growing increasingly paranoid about threats to the Monarch. He is very suspicious of this meeting and has been trained

to detect deception. He has known the Monarch family since he was a child and is therefore very protective of them. The heightened tensions have only worsened this recently.

Copperport Representatives

Adler Cogsmith- Prominent Engineer

Adler was beginning to design defense systems and resource technology for Copperport, but the constant conflict and lack of supplies have been disrupting their access to the materials they need. Many of their ideas seem too extreme for a time of such intense conflict. Still, they remain confident in their inventions, truly believing that much of Copperport's crisis can be solved if they are given resources, people, and time.

Parker McCallum- Prominent Engineer Assistant

Parker is eager and ambitious, and wants to take this chaos as a chance to step out of Adler's shadow. He sees an opportunity to prove his readiness and wants to push the group to adopt more aggressive technological solutions and innovation. He has a reputation for being brutally honest or outspoken, but that might be just what this group needs to make a solid decision quickly.

Corrin August- Academic Researcher

Corrin has been studying the importance and collapse of the treaty, and is easily one of the most educated individuals on the topic in this group. They believe they've identified the flaws that can be corrected in a rewrite of this treaty. Interested in creating another type of treaty and putting their years of education to work, Corrin also knows that their educational background could make them a target for those wanting to move away from traditional governance.

Grant Miller- Head Diplomat

Copperport's diplomats are stuck in an especially odd scenario, as the kingdom begins to realize that it can no longer rely on gadgets or smaller-scale innovation and will either have to move to larger-scale production or abandon innovation entirely as conflict continues to swell. Grant, in particular, is in a precarious situation, with most of his other diplomatic efforts extended to maintain the fragile peace until this meeting.

Vanguard Representatives

Soren Atticus- Military Strategist

Soren Atticus views this council as a negotiation from a position of strength, with Vanguard having the military power. However, each kingdom seems to have a unique strength and angle as well, and he has not dealt with this dynamic much before. Soren is calculating and ambitious, sometimes overly so, and believes that a settlement resulting in Vanguard as the dominant power may be harder to achieve than previously thought.

Alfie Sable- Diplomat

Alfie Sable is one of the more gentle individuals in Vanguard, yet she has a complex and important role. Alfie has become skilled in persuasion, often managing to get other kingdoms to agree to deals they might typically refuse. However, rising tensions have led to fewer successful agreements, with many of these deals now falling through. Her ability to navigate the complex dynamics of diplomacy has earned them a reputation as a master negotiator, and she doesn't want to tarnish that.

Mack Lennox- Soldier

Mack is a high-ranking soldier in Vanguard who has witnessed many friends and family members lose their lives in the ongoing conflict. He has been loyal to Vanguard for years, but he is increasingly aware that the relentless fighting will continue to take human lives unless the leaders make better choices. He is becoming more convinced that without a significant shift in leadership strategy and priorities, the cycle of violence will only deepen.

Noah Woodrow- Artisan/Merchant

Noah is representative of Vanguard's often overlooked civilians. She's been crafting supplies and goods for the military, but she and the other merchants have little voice in the strategy. Many of their businesses have been devastated, and Noah hopes to secure better trade routes and reduced military interference in the merchant trade for herself and other merchants.

Bibliography

Lewis, C. (2023, October 10). *Catan: Playing with pieces of history*. Vita Brevis. https://vitabrevis.americanancestors.org/2023/10/catan-playing-with-pieces-of-history

Wikipedia contributors. (n.d.). *Catan*. In *Wikipedia*. https://en.wikipedia.org/wiki/Catan

Catan. (2025). *Catan: The game—Rulebook* [PDF]. Catan GmbH. https://www.catan.com/sites/default/files/2025-03/CN3081%20CATAN%E2%80%93The%20Game%20Rulebook%20secure%20%281%29.pdf

Vyas, N. (2020, June 8). *Board game reviews: Catan*. Scot Scoop News. https://scotscoop.com/board-game-reviews-the-settlers-of-catan/

O'Brien, C. H. (2023). *Execution of Louis XVI*. EBSCO Research Starters. https://www.ebsco.com/research-starters/history/execution-louis-xvi

Shomshak, D. (2021, March 26). *Worldbuilding: Social design and social forces*. HERO Games. https://www.herogames.com/forums/topic/101198-worldbuilding-social-design-and-social-forces/

Autumn. (2023, May 17). *Exploring the motives behind wars in fantasy novels*. AmWritingFantasy. https://amwritingfantasy.com/plot-building-a-reason-to-go-to-war/

Jörg Baumgartner. (2017, December 8). *Resources, gold, commodities, ingredients and products in Settlers of Catan*. BoardGameGeek. https://boardgamegeek.com/blog/2035/blogpost/18177/resources-gold-commodities-ingredients-and-product