

THE PREMIER VIRGINIA TECH MODEL UNITED NATIONS CONFERENCE

The Legend of Korra

FEBRUARY 2ND, 2024 - FEBRUARY 4TH, 2024
CRISIS COMMITTEE | BLACKSBURG, VA





UNIVERSITY
TECHNOLOGY
INSTITUTE
ONLINE
UNION

- 03** **The Secretariat Welcomes You to VTMUNC I**
Provides a content warning, description of our vision, and more.
- 04** **Conference Guidelines**
Describes what is prohibited from VTMUNC I.
- 05** **What is General Assembly/Specialized Agency/Crisis?**
An introduction to the type of committee.
- 06** **Letters Notes, and Guides to Delegates**
Welcomes you to your committee and its focuses.
- 07** **Historical Context**
Overview of the committee history and information.
- 09** **Character Dossier**
Guide on Characters participating in the committee
- 12** **Crisis Situation and Questions to Consider**
Information on starting of debate and questions to further research.
- 13** **Bibliography**
Sources used for background guide information



Dear Delegates of VTMUNC I,

We appreciate your participation and dedication to the premier Virginia Tech Model United Nations Conference's efforts to promote productive and civil discourse and conversation. Nevertheless, please be warned that some presentations, discussions, and or information found in the background guides may contain delicate or triggering material. At Virginia Tech, we prioritize fostering a safe and inclusive environment, so we want to ensure that you are prepared for the nature of the discussions to occur.

That being said, the following content areas may contain sensitive material:

1. **Conflict Zones & Human Rights Violations:** Some conversations may involve sensitive global problems including human rights violations, armed conflicts, and or other difficult themes.
2. **Sensitive Cultural or Religious Topics:** Some topics may raise sensitive cultural or religious issues for individuals.
3. **Violence and Trauma:** In their speeches or resolutions, delegates may reference incidents of violence, trauma, or abuse in real-world scenarios that may potentially be a sensitive topic to delegates in committee.
4. **Discussions about Discrimination and Marginalization:** Emotionally intense discussions concerning discrimination, marginalization, or inequity may arise during committee.

As you prepare for the conference, we encourage all of our delegates to approach these discussions with both respect and empathy for differing perspectives. If the content of these committees is something that you are uncomfortable with, we recommend that you take the appropriate steps to prioritize your well-being, such as seeking support from conference staff or Secretariat of VTMUNC I.

Bound by the motto Ut Prosim (That I May Serve), we serve to ensure that we will promote constructive and respectful dialogue during committee sessions. As you prepare and participate in the conference, we promise that VTMUNC I will stay committed to creating a space where all your voices are heard and are welcome.

Thank you for your compassion and cooperation to our goal of respectful and intellectual discourse for all. We hope that as you progress with our conference, you continue to bloom.

Sincerely,

Aaryan Menon, Secretary General of VTMUNC I

Shriya Chemudupati, Under-Secretary General of General Assemblies of VTMUNC I

Madeline Pedersen, Under-Secretary General of Specialized Agencies of VTMUNC I

Juan Camilo Bonilla, Under-Secretary General of Crisis Committees of VTMUNC I



CONFERENCE GUIDELINES

The first iteration of the Virginia Tech Model United Nations Conference, otherwise known as VTMUNC I, is committed to providing a safe and pleasurable experience for all delegates, advisors, and individuals involved with VTMUNC I. Although participating in Model UN is being involved in competitive activity, its fundamental purpose is to uphold and put into practice both the principles of diplomacy, collaboration, and cooperation. Any individual that violates the policies and procedures of VTMUNC I and the ideals of an open and inclusive environment will be subject to disciplinary action from the staff of VTMUNC I; disciplinary action may include a warning or being disqualified from receiving awards. Promoting an environment that is open to all by being safe, equitable, and exhilarating is our utmost priority. In order to ensure this, the following are **prohibited**:

1. Any pre-writing or working on committee content outside of VTMUNC I committee sessions (as described by the Schedule of Program).
2. Any speeches, directives, crisis arcs, or actions in committee that intend to create violence or promote a violent environment to a specific group of people, including mentions of sexual violence, graphic violence, and other behavior that is beyond committee guidelines.
3. Any hate speech, written documents, or behavior that uses language that is discriminatory and disrespectful, including but not limited to any language that is racist, sexist, homophobic, transphobic, xenophobic, antisemitic, Islamophobic, or language harmful to any specific group.
4. Any actions that are deliberate, both knowingly and intentionally, to bully, harass, or otherwise harmful behavior that may or has hurt other delegates' physical and or mental health.



BRIEF OVERVIEW OF CRISIS COMMITTEES

As the wise and bright minds of the world engage with knowledge of the unknown, new and innovative ways of thinking start to dominate the world. Said ways of thinking make the world what it is today: a cocktail of organized chaos or, what we like to call it, organized crisis. Unlike any conventional committee in the Model UN Circuit, Crisis Committees are unique spaces of debate which consist of continuous cycles of debate filled with uncertainty and, in the process, crisis. Their procedure differs from the procedure that committees in the General Assembly manage, having no formal motions to open debate nor speaker's lists to depend on. This causes crisis committees to resort to 3 styles of debate, which are:

1. Round Robins are a style of debate in which each delegate has a stipulated amount of time to express their opinions/thoughts with respect to the current crisis situation. The delegate proposing the motion to round robin will have the right to stipulate the amount of time each delegate has to speak (equally). It is recommended that round robins be executed at the beginning of the committee or when there are major crisis updates throughout the committee.
2. Moderated Caucuses consist of a specific topic of discussion, a duration, and a speaking time per delegate. These will have chairs individually calling delegates to speak in the debate, be a default if the chair doesn't exercise a round robin motion, and managed in continuous rolling cycles throughout the debate.
3. Unmoderated Caucuses, on the other hand, are a style of debate which focuses more on free discussion and flow of debate between delegates without a necessity to conduct a motion to structure speech. Delegates will have full autonomy of how much times they speak in the unmoderated caucus and will be able to chat with other delegates relative to the topic being discussed.

CHAIR'S LETTER

Dear Delegates,

Welcome to the very first Virginia Tech Model United Nations Conference (VTMUNC)! To introduce ourselves, our head chair is Natilyn Mann and our crisis director is Ian Winiarski. Natilyn is a senior Animal and Poultry Sciences student here at VT and this is their third year being involved with Model UN. Ian is a sophomore National Security and Foreign Affairs student in his first year involved with VT Model UN. As the creators of this Legend of Korra committee, it is our pleasure to invite you all to join us in the fantastical world of Avatar.

This committee will be taking place immediately after Korra and Asami return from their trip to the spirit world. It is recommended that delegates already have knowledge of at least Avatar: The Last Airbender, but of course, also watching Legend of Korra will provide the best context for the events of this committee. However, please do not use any information taken from the mangas that occur after the events of the series! We are excited to see everyone really play into their characters, so please read over your character summaries well, and we highly encourage you to go to the Avatar Wiki to find more information (both on your character and the Avatar Universe as a whole). The overall aim of this committee is to find resolutions to any and all problems that may arise - diplomacy and cooperation will be fundamental to saving the world of Avatar. However, the dias is not opposed to people wreaking a little havoc here and there.

Finally, we would like to personally thank each of you for your commitment to participating in VT's first ever conference. Trust us when we say we know how much time and effort it takes to be a part of these conferences, and we can't wait to see all of the solutions and crisis arcs you all have come up with.

Warm regards,

Natilyn Mann | Head Chair

Ian Winiarski | Crisis Director



HISTORICAL CONTEXT

After Avatar: The Last Airbender

The Earth Kingdom was devastated by the Hundred Years War. King Kuei, after taking a short hiatus from the throne, returned to rule and started the Harmony Restoration Movement to remove Fire Nation colonies from their territory. This worked well for a few years, but because some of the Fire Nation colonies had been present for over 100 years, those populations had become ethnically mixed, and so King Kuei and Aang granted those colonies complete autonomy. Later, Fire Lord Zuko and Aang worked together to turn the Fire Nation Colonies into the United Republic of Nations. King Kuei ceded some Earth Kingdom territory to the United Republic, and the coastal town formerly called Crayfish Town was renamed “Republic City,” becoming the state’s new capital. Republic City is a testament to post-war unity and peace among all nations. After its creation, it became a bustling metropolis, a melting pot of cultures.

Meanwhile, benders and healers from the Northern Water Tribe began efforts to rebuild the Southern Water Tribe that was destroyed during the war, termed the Southern Reconstruction Project. The North, however, established the South as a “colony” and under Northern jurisdiction, continuing the bad-blood between tribes.

Lastly, Aang dedicated his life to rebuilding the air temples to their former glory. He formed the Air Acolytes, non-benders that Aang said had “hearts of Air Nomads,” and with their help was able to reestablish all four air temples, as well as building Air Temple Island outside of Republic City. Aang taught his Air Acolytes the ways of the Air Nomads and airbender culture and philosophy. As the acolytes grew in number, they established themselves as the new Air Nation.

Following the conclusion of the war, Toph began to notice other possible metalbenders around her, and established a metalbending academy in Yu Dao, a colony of the United Republic. Then, once Republic City was formed, she became the city’s first Chief of Police and founded the Metalbending Police Force.

Throughout Aang’s lifetime, many technological advancements were made thanks to the nations all working together and sharing information. Additionally, the introduction of metalbending allowed for great advancements in manufacturing. Some pertinent technological developments include radios and telephones, cameras, steam-powered trains, automobiles, metal warships and airships, and the development of electricity through lightning bending.

Legend of Korra Season 1: Air

Korra, Aang's reincarnation, has successfully mastered waterbending, earthbending, and firebending, and travels to Republic City to master airbending with Tenzin, Aang's youngest son. While there, she meets Mako and Bolin, two pro-bender brothers for the Fire Ferret team. However, not everything goes as planned: Amon, an anti-bending bloodbender, leads the Equalists in an Anti-Bending Revolution that Korra must stop with the help of her friends. They succeed in stopping him, and Korra learns how to energy bend during a spiritual lesson from Aang. Korra and Mako admit their feelings for each other and begin dating.

Season 2: Spirits

Six months after the events of the last season, Korra has mastered all four elements, and now must master the spiritual side of being a fully realized Avatar. She turns to her paternal uncle, Unalaq, to be her teacher after he was able to subdue a dark spirit that Tenzin couldn't. Meanwhile, tensions flare between the Northern and Southern Water Tribes, and Korra eventually discovers that Unalaq is trying to open the spirit portals during Harmonic Convergence to merge the physical world and spirit realm. Korra learns of the first Avatar and his merging with the spirit of light, Raava. During Harmonic Convergence, Vaatu, the spirit of darkness, is released, and he merges with Unalaq to become the Dark Avatar. Finally, Korra beats Unalaq, but she loses her connection to her past Avatar lives. She leaves the spirit portals open and declares the Southern Tribe independent.

Season 3: Change

The shift in the world's energy due to Harmonic Convergence has caused some nonbenders to spontaneously gain the ability to airbend, so Korra and her friends explore the Earth Kingdom in search of these new benders. However, Zaheer, a dangerous criminal, has also gained the ability to airbend, and gathers his fellow Red Lotus accomplices who have escaped their prisons to bring all nations down and succumb the world to anarchy. Korra learns how to metalbend from Lin Beifong's sister, Suyin, and while trying to save his friends, Bolin discovers he can lavabend. During a final, intense battle, Korra is able to defeat Zaheer, but she is left wheelchair-bound and spirals into a deep depression. The newfound airbenders agree to help rebuild the Air Nomads of the Air Nation.



Season 4: Balance

Three years after the defeat of Zaheer, the Earth Kingdom now faces new challenges: Prince Wu is set to be crowned Earth King (with Mako assigned as his reluctant bodyguard), Opal and Kai attempt to defend a community from bandits, and Kuvira emerges as the “Great Uniter,” seeking to consolidate power across the entire territory. Kuvira, by manipulating Baatar Jr., Bolin, Varrick, and Zhu Li, brings states under her rule and becomes increasingly power-hungry. Meanwhile, Korra, traumatized by her past ordeals, has isolated herself and renounced her identity as the Avatar. She finds old Toph Beifong in the swamps, who aids Korra with physical therapy and advice. Eventually, Korra returns to her friends, and an intense battle unfolds across numerous locations, from Zaofu to the spirit world to Republic City. Ultimately, Kuvira concedes defeat, and the series concludes with Korra and Asami embarking on a journey to the spirit world.

CHARACTER DOSSIER

Avatar Korra - Born in the Southern Water Tribe to Tonraq and Senna, Korra is the current incarnation of the Avatar immediately after Avatar Aang. She is a master of all four bending types, plus metalbending and energybending, and can enter the Avatar State to gain additional power. She is currently in a romantic relationship with Asami Soto. She is determined to succeed and stubborn, willing to risk everything in order to save the world.

Tonraq - Chief of the Southern Water Tribe, Tonraq is a waterbending master dedicated to protecting his family and his people. If Korra or Tenzin tell him they need his help, he will drop everything to help them, because he knows whatever they request must be important. He is hotheaded and generally relies on his physical strength, but has been known to negotiate peaceful terms between tribes.

Mako - Mako is a firebender with the ability to bend lightning and brother to Bolin. Formerly a professional pro-bender, he is now a police detective working under Chief Lin Beifong. He is fiercely loyal to his friends and family and devoted to the safety of Republic City.

Bolin - Bolin is an earthbender with the ability to bend lava, brother to Mako, and currently in a romantic relationship with Opal Beifong. Formerly a professional pro-bender and mover star, he is now at a crossroads of employment: will he join his brother as a detective, return to movers, or perhaps choose a different path? Although being aloof and humorous at times, he is a hard worker who will follow his friends through any trials and tribulations.



Asami Soto - Daughter of Hiroshi and Yasuko Sato, Asami is the genius Chief Executive Officer of Future Industries and currently in a romantic relationship with Korra. Although she is unable to bend, she can use an electrified glove to shock enemies. Her intelligence and independence are matched only by her caring nature, devoting herself to her company and her friends.

Iknik Blackstone Varrick - Varrick, born in the Southern Water Tribe, is a nonbending billionaire businessman known for being ambitious and charismatic and is married to Zhu Li. Despite his history of wrongdoings, he has since had a change of heart, and is now dedicated to using his talents to make the world a better place, rather than just make money. He is as eccentric as he is smart and is capable of developing technology never before seen.

Zhu Li Moon - Zhu Li, formerly Varrick's assistant, is now his wife and business partner. With ambitions to help Republic City, will she stick by Varrick's side to aid with technology, or join President Raiko in guiding Republic City back to its former glory? She is endlessly loyal to Varrick and her friends and uses her quick-thinking to get them out of perilous situations.

President Raiko - Raiko is a non bender native to and current president of Republic City. He is hesitant to fight and will choose more peaceful tactics before starting war. His life is dedicated to the protection and rebuilding of his city, and he relies on Chief Beifong, Korra, and Tenzin to provide guidance.

Suyin Beifong - Suyin is a powerful metal bender, the founder and leader of Zaofu, and sister to Lin. She is fiercely protective of her family and will do anything she can to keep those she loves safe. She believes in spreading change through peaceful means but is willing to fight if necessary. **Lin Beifong** - Lin is a powerful metal bender, Chief of Police of Republic City, and sister to Suyin. She is a tough, uncompromising leader who only shows her soft side with those she loves. She is unafraid of confrontation and will stand her ground in any argument or battle.

Opal Beifong - Opal is the only daughter of Suyin Beifong and Bataar Sr., sister to Baatar Jr., became an airbender after Harmonic Convergence, and is currently in a romantic relationship with Bolin. Her relationship with Baatar Jr. is tense after his loyalty to Kuvira. The air bison that chose her is named Juicy. She is steadfast in her beliefs and puts her family above all else.

Baatar Jr. Beifong - Oldest son of Suyin and Baatar Sr. and brother to Opal, Baatar Jr. is highly intelligent and committed to making the world a better place. When Kuvira betrayed him, he felt lost and realized that what he had been doing was wrong, so he returned to his family in Zaofu under house arrest. His inside knowledge of the Earth Empire is invaluable.

Tenzin - The youngest child of Avatar Aang, brother to Bumi and Kya, and father of Jinora and her siblings, Tenzin is the oldest living airbending master and overall guide for the Air Nomads. The air bison that chose him is named Oogi. His loyalties lie with his family, his nation, and Avatar Korra, so he will do whatever it takes to keep them safe. He has a calm demeanor and always tries to find the best, most peaceful solution for any situation.

Bumi - The oldest child of Avatar Aang, brother to Tenzin and Kya, gained airbending after Harmonic Convergence. He was the former commander of the second division of the United Forces and has a strong military history. Despite technically being in retirement, he will gladly come to the aid of his family and the Air Nation.

Kya - The only daughter of Avatar Aang, sister to Tenzin and Bumi, is a waterbender with healing abilities. She is free-spirited and loving, remaining calm during times of stress. Although she isn't one to start battles, she will definitely help end them if her friends or family call on her.

Jinora - The oldest child of Tenzin and Pema, Jinora is an airbending master with the ability to enter the spirit world via meditation. The air bison that chose her is named Pepper. She is quiet and reserved, driven by a thirst for knowledge. However, don't let her timid nature fool you: she is courageous and stands up for what she believes in, soaring into fights to defend her friends and family.

Spirit Iroh - Iroh, uncle of Zuko, chose to ascend to the spirit world and leave his mortal body behind. He is able to communicate with those who visit the spirit world and provide advice if they need it. He is an honorable man, appreciating wisdom over force and advocating for maintaining balance between all things.

General Iroh - Iroh is the grandson of Zuko and firebending general of the United Forces. He is a skilled military leader, unwilling to give up without a fight. If any of the nation's leaders call on him for assistance, he will not hesitate to bring his army wherever it is needed.

CRISIS SITUATION

Korra and Asami have returned from their mini vacation in the spirit world to find the human realm in complete disarray. Everyone had expected Kuvira's army to dissipate after she was arrested, but instead, they have gathered themselves in the outskirts of the Earth Kingdom and are preparing to elect a new leader. Because of this, the expansion of Republic City has come to a halt as everyone fears the Earth Empire coming back. Meanwhile, travelers from around the world have come to visit the spirit portal in the heart of Republic City, and spirits are distressed by the number of humans invading their space without an Air Nomad guide. There is word that they may pose a revolution of their own, keeping humans away from their territory.

Historically, this ragtag group of heroes has struggled to come to agreement on solutions, and many times will create additional problems before solving the original ones. Today, tensions are high, war is a serious possibility, and the people of this world are waiting for its leaders to take charge and help them. Delegates, can you all work together to figure out how to bring peace and harmony back to the physical world?

QUESTIONS TO CONSIDER

How will you balance public opinion with spirit concerns?

Who from the show do you believe your character would work with, whether they are part of the committee or not?

What will be the effect of the newly developed power vacuum following the arrest of Kuvira, and why is the army rebuilding itself?

How will Republic City resume development without fear of attack from external forces?

What steps can be taken to rebuild trust among nations and communities affected by Kuvira's rule?

What can be done to ensure long-term harmony between the physical and spiritual worlds?

How will the newfound instability of the Earth Kingdom, and its political adjustment, affect the regional dynamic?

How can revolution in the spirit world be prevented?



BIBLIOGRAPHY

“Avatar Wiki.” Fandom, July 2009. https://avatar.fandom.com/wiki/Avatar_Wiki.

Romano, Aja. “Legend of Korra’s Messy, Complicated Legacy.” Vox, August 13, 2020. <https://www.vox.com/culture/2020/8/13/21362113/legend-of-korra-netflix-controversy-korra-vs-aang-korrasami>.

Wiki, Contributors to Avatar. “The Legend of Korra.” Avatar Wiki, July 2009. https://avatar.fandom.com/wiki/The_Legend_of_Korra.

