

How to Train Your Dragon

United Nations Crisis Committee

Phillips Academy Interscholastic Model United Nations XLI

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Letter From the Crisis Director

Dear Delegates,

My name is Annie Masterson (she/her), and I am so excited to be your crisis director for this How to Train your Dragon crisis committee! I am from Andover, and am a current senior at Phillips Academy. I have been a part of Phillips Academy Model United Nations since my sophomore year. PAIMUN was my first conference, and I have great memories associated with that experience. Participating in Model UN has exposed me to many new perspectives and connections, improved my skill in thinking on the spot, and sparked new passions, and it is by far my favorite on-campus activity.

Outside of Model UN, I am an admissions ambassador, a lead peer tutor, and a student-alumni representative. I love humanities classes such as History, English, and Philosophy, and love the discussions with my peers I get to have in those classes. Similarly, my favorite part of Model UN is thoughtful discussions within blocs, and working with your group members to come up with creative solutions. I encourage you to enjoy the bloc process, and ensure you make space for all voices to contribute. I am looking forward to reading your arcs, and please feel free to reach out if you have any questions!

Best,

Annie Masterson

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Letter From the Frontroom Chair

Dear Delegates,

My name is Karla Safarik (she/her), and I'm going to be your chair for this Crisis

How To Train Your Dragon Committee! I grew up in Chicago, Illinois, and I am currently a senior at Phillips Academy Andover. I have been a part of PAMUN since 2023, and I have loved competing in conferences each year. MUN is a great opportunity to explore global issues and meet new people.

Outside of MUN I am the Varsity Diving Captain, play the clarinet, and love working with young children. Personally, I've always enjoyed the collaborative side of MUN and the creativity that comes with crisis committees. While awards are always nice, I think the best part of MUN is working with other delegates, developing unexpected ideas, and seeing where your decisions take you. I encourage you to come prepared, think outside the box, and embrace the chaos! I can't wait to see how you shape the committee and, of course, what you do with crisis updates.

Feel free to reach out if you have any questions, and good luck with your preparations!

Best,

Karla Safarikova

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Conference Expectations

As a delegate at PAIMUN, you are expected to maintain a standard of proper conduct.

Bullying, harassment, or discrimination of any kind will not be tolerated. If you feel you are the victim of behaviors like these, please reach out to your chair and the issue will be resolved. Representing a character does not excuse you from your obligation of respect and dignity. If you have any confusion if a statement would be offensive, please feel free to speak to the dais.

Committee Logistics

Welcome to the 41st annual PAIMUN How To Train Your Dragon Crisis Committee! This committee will be run using standard crisis procedures.

Frontroom

In the committee room, delegates will respond to periodic crisis updates delivered by the Crisis Director by drafting and introducing directives. Debate will follow parliamentary procedure, with round robins and moderated caucuses to discuss directives and unmoderated caucuses for collaboration and merging. The committee will then vote on the directives, each of which will need a simple majority (>50%) to pass. After a directive is passed, it will then be given to the Crisis Director for incorporation into the narrative arc of the committee. The dais will place limits and/or mandatory minimums on the number of sponsors and signatories on directives at the start of the committee, which may change as needed. The dais also reserves the right to cap the number of directives introduced to the floor. Directives will be handwritten on paper, as this is a no-technology committee.

Backroom

Delegates will be able to influence the crisis updates through crisis notes. Crisis notes will be written on paper in letter format to a character (real or fictional) outside of the committee, and once completed they are given to the backroom staff for response. These notes should

contain requests for resources and actions to progress their individual crisis arcs and influence the arc of the committee. Requests should be reasonable within the power of an individual's character, as given by the character dossier. Responses will be written in-character and indicate which requests have been adopted and which have received pushback.

This committee will use the standard one-pad system for crisis notes. Each delegate should write notes to one character on a legal pad. Delegates should stick to the same character on the legal pad throughout the committee to create a continuous conversation between the delegate and the outside character. For efficiency, please make crisis notes detailed but concise so as to not exceed one page, and summarize requests with a "TL;DR" (too long, didn't read) at the bottom of the notes.

The Crisis Director will not be accepting Joint Personal Directives (JPDs), directives secretly written by two or more delegates, during this committee.

Suggested Materials to Bring

- Two notebooks/notepads
 - One for directives
 - One for notes
- Writing Utensils

Delegate Expectations

Delegates should construct crisis arcs carefully so that they do not attack, belittle, or target groups of people, regardless of whether or not a member of said group is a character or delegate in committee. Arcs based on racism, xenophobia, or other forms of discrimination or bigotry will be shut down. If you encounter any difficulties or concerns, please inform the dais.

Delegates must follow conference guidelines and expectations, and remain respectful in your discussions with the dais, backroom staff, and other delegates. Please do not conduct work that is external to the committee during sessions.

Glossary

This glossary contains common language used in Berk. Delegates may refer to this vocabulary as needed.

- Berk: The Viking Island where the events of *How To Train Your Dragon* begin
- Barbaric Archipelago: Collection of Islands home to many Viking tribes and Dragon species
- Dragon Rider: A human who has formed a strong bond with a dragon and is able to ride it
- Archipelago: a group, chain, or collection of multiple islands scattered in an ocean, sea, lake, or river

Topic

Introduction

It is a few years after the defeat of the Red Death, and the people of Berk and dragons have been living side by side in peace. Dragons have been assisting with farming, fishing, and defense of the village, and have become members of everyday life.

While most people have embraced this new way of life, not everyone has accepted it. Many are still wary of dragons, believing they are too dangerous to coexist with humans. Though peace has prevailed, tension between supporters and critics of this alliance never disappeared.

This fragile peace is now under threat. Dragons across the Barbaric Archipelago have begun falling sick. At first, the changes seemed minor, with dragons exhausting faster, refusing food, and becoming lethargic. Soon after, many began seemingly losing control of their abilities and spraying fire, ice, or venom. Infected dragons have become increasingly disoriented, ignoring commands of their riders and behaving as though they were wild animals. It appears to signal an undomestication of the dragon species.

The illness is spreading quickly, new cases being reported daily, and no dragon species appears to be immune. The number of dragon attacks increases rapidly, and Berk begins to resemble how it did before Hiccup befriended Toothless. As fear spreads throughout the

Archipelago, confidence in the dragon-human alliance and peace found within it is beginning to falter.

Current Situation

Over the past couple of weeks, cases have increased and conditions have deteriorated to an alarming point. Nearly all Berkians have been affected by the increase in dragon attacks, property losses, and reduction in livestock. Dragon healers have not yet been able to identify how this illness originated or how to stop it, but they are working with limited resources. Until now, they had only needed to attend to flesh wounds and common sicknesses, nothing of this caliber. Throughout the archipelago, dragons are now considered a threat to humans. All citizens of Berk are called to come forward with ideas and work toward a solution that protects all parties involved as much as possible.

Questions to Consider

1. How should Berk change its relationship with dragons in response to this outbreak?
Should dragons continue to participate in farming, fishing, and defense or should their roles be temporarily restricted?
2. How can Berk protect its citizens without permanently destroying the dragon-human alliance? At what point does protecting humans justify removing or restricting dragons from society?
3. Should Berkians prioritize the preservation of their dragon-human coexistence or human dominance?

4. What responsibility does Berk have to protect dragons from human retaliation?
5. How can dragon healers and researchers investigate the illness while minimizing risk posed by infected dragons? Should potentially dangerous experiments be allowed if they could lead to a cure?
6. How did this illness originate, and how can it be cured?
7. How does this illness spread, and how can the spread be curbed?
8. Could the outbreak change the role of dragon riders in Berk? Should they receive greater authority because of their unique understanding of dragons?
9. Should Berk invest in developing new technologies and defenses that do not depend on dragons? If so, does this increase in human independence threaten the coexistence of dragons?
10. How do Berkians protect their nation in the short term?
11. Does living alongside dragons require humans and dragons to have equal rights and responsibilities, or does the danger posed by dragons justify a fundamentally unequal relationship?

Dossiers

Character List

1. **Hiccup Horrendous Haddock III:** Hiccup is the son of Stoick the Vast and the chief of Berk. He is an experienced dragon rider and is credited with ushering in an era of peace between Vikings and dragons. Hiccup views dragons as partners and has spent years building a society in which the two species can coexist.
2. **Stoick the Vast:** Stoick is the former chief of Berk and Hiccup's father. He was once a dedicated dragon fighter but eventually accepted the peaceful relationship between Vikings and dragons. He remains deeply protective of Berk and its people.
3. **Astrid Hofferson:** Astrid is a highly competitive, self-assured, champion of the Dragon Races and capable warrior who is known for being rational and direct. She is Hiccup's "voice of reason" and has a strong sense of duty toward both her people and the dragons she loves.
4. **Snotlout Jorgenson:** Snotlout is one of Berk's primary dragon riders and rides Hookfang, his Monstrous Nightmare. He is characterized by his confidence and strong warrior personality, despite having emerged from puberty as the shortest, squattest Viking of the gang. He understands dragons well enough to know how dangerous they can be, but he is also personally attached to his own dragon.
5. **Spitelout Jorgenson:** Spitelout is Snotlout's father and has served as a warrior and important member of Berk's leadership. He is a former war general and second-in-command and a current member of the Berk Council.

6. **Fishlegs Ingerman:** Fishlegs is one of the primary dragon riders and is particularly interested in understanding dragons and their behavior. He rides Meatlug, a Gronckle, and is presented as an earnest dragon enthusiast.
7. **Ruffnut Thorston:** Ruffnut is one half of the Thorston twins and is known for being dangerous, rebellious, and willing to break rules. She rides alongside Tuffnut on their two-headed dragon, Barf and Belch.
8. **Tuffnut Thorston:** Tuffnut is the other half of the Thorston twins and is known for being brazen, fearless, and willing to defy orders. He rides alongside Ruffnut on their two-headed dragon, Barf and Belch.
9. **Gobber the Belch:** Gobber is Berk's blacksmith, a veteran warrior, and a longtime advisor to Stoick. He has also adapted his work since the dragon-human alliance, including working with dragons rather than simply making weapons to fight them.
10. **Bucket:** Mulch's best friend. After a brain injury left his skull cracked, he wears a metal bucket on his head, which he says contracts when there is a storm coming. Unfortunately, his injury leaves him with short term memory loss, and frequent brain fog.
11. **Mulch:** Bucket's best friend/caretaker. He is a farmer and fisherman, and serves on the Berk Council.
12. **Gothi:** Gothi is the village elder and healer of the Tribe. She is trusted with important decisions and is responsible for healing both Vikings and dragons. She has also demonstrated knowledge of dragon illnesses and their cures in the franchise.

13. **Norbert the Nutjob:** Norbert is the chief of the Hysteric Tribe and is described as a genius inventor and an enemy of Hiccup. He is associated with an eccentric and aggressive approach to leadership.
14. **Dagur the Deranged:** Unpredictable and unstable chief of the nearby Berserker Tribe and the brother of Heather. He initially was a dragon hunter, but now is a dragon rider and is loyal friends with Hiccup
15. **Humongously Hotshot the Hero:** A strong and brave adult warrior, intent on protecting Berk and seeming as valiant as possible.
16. **The Hairy Scary Librarian:** An elder of the Meathead tribe, he is the only librarian of the Meathead Public Library. The library houses banned books, and he guards them aggressively. He is mostly blind, and speaks a little bit of dragon-ese.
17. **Dogsbreath the Duhbrain:** Snotlout's friend. He is impressively loyal to Snotlout, and equally as impressively stupid.
18. **Old Wrinkly:** Hiccup's maternal grandfather, and an elder of the Hairy Hooligan Tribe. He encourages Hiccup to follow his heart, and not conform with the harsh gender roles of being a viking. He is a healer, a soothsayer, and is known as the tribe "thinker."
19. **Alvin the Treacherous:** Also known as Alvin the Poor but Honest Farmer, a name he uses to deceive the Hairy Hooligans to pull off theft. He is the chief of the Outcast Tribe, and is directly descended from the last great king of the archipelago. He is Hiccup's nemesis.
20. **Barbara the barbarian:** A mighty warrior who has traveled all around the archipelago with her black cat, Fearless, and is the chief of the Barbarian tribe. She is in a situationship with Humongously Hotshot the Hero; however, Fishlegs is in love with her.

- 21. Gustav:** A younger viking who is known for impersonating Hiccup, his hero. Also known for loudly introducing himself or expressing triumph by exclaiming “a-gustav!”
- 22. Heather:** The sister of Dagur the Deranged, and a prominent figure among the Berserker tribe. She is much more restrained and collected than her brother, and is a close friend of Hiccup.
- 23. Camicazi:** Hiccup and Fishlegs’ friend and the princess of the Bog-Burglar tribe. She is always getting in trouble for stealing, and is quite the feminist. Additionally, she is three feet tall.
- 24. The Witch Excellinor:** Alvin the Treacherous’ mother. She is an evil witch with great knowledge of fortune-telling, plants, and poisons, and will do anything to put her son in power. She strongly dislikes dragons.

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