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Letter from the Crisis Director

Subakh UI Kuhar Delegates.

My name is Brady Kershaw, and it is my honor and privilege to serve as your Crisis Director for this committee. Dune is one of my all-time favorite franchises, and I am excited to lead this crisis committee for you all and see where you take the debate.

I am a current junior here at Clark studying Screen Studies and Theater Arts. I have been competing in Model UN for almost six years, and outside of MUN, I enjoy watching and making movies, playing video games, socializing, and spending time outdoors.

As your Crisis Director, I am excited to see what you all come up with, and I encourage you to think outside the box. If you have any questions about the topic, feel free to email me.

Best,

Brady Kershaw

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Disclaimer

Dune deals with sensitive topics and themes that reflect aspects of our world today. Please keep that in mind when you are creating your character arcs, speeches, and directives. **Any form of discriminatory language or violent actions, as well as pre-written arcs, crisis notes, and directives, will not be tolerated and may result in disqualification from awards and possible removal from the committee.**

This is not to say that you cannot take military actions, start wars, or engage in similar activities. It means that actions targeting specific groups based on that group (genocide, ethnic cleansing, targeted drug campaigns, biochemical warfare, etc.) will not be tolerated. If clarification is needed, please contact our Secretariat with further questions.

Timeline:

Dune is a massive universe, and the stories stretch over thousands of years. For the sake of this committee. Delegates can assume that we will begin upon the return of House Atreides' spice scouting mission. The year is 10191 A.G. The film timestamp for the beginning of this committee is 1:09:00 and pg. 160 in the Dune novel. If you have any further questions, please feel free to reach out.

Introduction

For ten thousand years, the galaxy has been governed by the Emperor of the Known Universe and a collection of noble houses underneath him that hold jurisdiction over the galaxy's many planets. The noble houses form a governing body called the Landsraad, the purpose of which is to act as a check on the power of the Emperor. These Great Houses own planets, armies, and have control over local economies. In a world where computers and AI are banned, the human race has evolved by unlocking superhuman abilities. These abilities were primarily split among three general parties: the political class, corporate class, and ideological class. These classes use their abilities to gain significant power and a monopoly over resources.

The Age of the Thinking Machines and The Butlerian Jihad:

The AI network Xerxes took over the planet of Ix, a planet responsible for a massive branch of machine development, and therefore the perfect place for the production of Thinking Machines. Thus began the reign of the Thinking Machines, which lasted for almost a thousand years. The reign of the Thinking Machines saw complete dominance over humanity, until the League of Nobles began a steady war against them, eventually leading to the massacre of their machine masters during the Butlerian Jihad. Following this, all thinking machines were outlawed from the known universe. There are no computers, robots, or artificial intelligence.

The Classes and Factions:

The political class comprises the Emperor and the Great Houses of the Landsraad.

The corporate class contains entities such as the Spacing Guild and CHOAM. The Spacing Guild controls all space travel, and its monopoly makes them incredibly powerful beings; without them, no one can travel through space. The Spacing Guild is so wealthy due to this monopoly that some of their most luxurious members live in tanks full of melange.

Another corporate entity is the CHOAM Company. CHOAM (Combine Honnete Ober Advancer Mercantiles) is a trade cartel that regulates the Imperial economy as a whole. CHOAM holds a monopoly over methods of trade, and without CHOAM to make it happen, trade stops.

Within the Ideological/Religious class is the Bene Gesserit sisterhood, also called "Truthsayers". They train their minds and bodies to control others. They can also control their reproductive system to produce certain skills in their children. This program allows them to gain power through controlling the Great House's lineages. They do this to fulfill their religious goals of creating the Kwisatz Haderach, a male capable of accessing male and female ancestral memories. This is beyond the skills of the Bene Gesserit, as they are all female. It is considered a sign of great power to have a Bene

Gesserit in your court; they are often concubines for the heads of houses, allowing them to pull the political strings.

The Bene Gesserit plants superstitions and myths across the known universe so that they can use them if needed. This religious movement is called Missionaria Protectiva, and, as a result, many in the universe are suspicious of the Bene Gesserit motives.

Another faction in this universe is the Mentats. Mentats are human supercomputers; they are trained in Mentat academies and rely on sapho juice to maintain peak capabilities. Mentats are master strategists and are recruited by the Great Houses to assess risks and oversee probability.

Both of these two groups are not only signs of power among the houses but are crucial in how the Great House's strategize in the galactic sphere.

Some Things to be Aware of:

1. Combat in this universe is typically done in a medieval style.
 - Weapons are primarily swords, knives, daggers, and blowdarts
 - Most combatants wear body shields. Only slow-moving objects can pass through a shield.
2. Lasguns are the most common form of ranged weapon, but they are rarely used.
 - They are incredibly destructive
 - If a lasgun hits a shield, the shield will explode, but it will trace back down the lasgun and blow up the gun and its owner.
3. Survival on Arrakis outside of buildings is only possible through a stillsuit.
 - Stillsuits recycle the body's fluids to generate drinkable water.

Arrakis: Desert Planet

Arrakis, also known as Dune, is a desert planet in the Imperium that is the sole producer of the spice melange. Spice is the most valuable substance in the galaxy. Not only is it a powerful narcotic that expands the mind, but it is also used as a means of navigation in space, since there are no navigation computers. Spice can grant superhuman abilities such as future sight. However, overconsumption of spice can be detrimental to the consumer, so beware!

There are a few categories of life forms that live on the hostile surface of the desert planet. The lack of broader species is due partially to the lack of water. Water is the greatest commodity to dwellers of Arrakis as there are no lakes, rivers, streams or rainfall.

The Fremen make up the majority of human life on the planet, they are split into several groups. First are the civilian Fremen, who dwell in the cities where spice production and general urban life is housed. The will of these people is fueled by the Bene Gesserit legends of the Lisan al-Gaib. The second faction of Fremen is the North Dwellers, who reside in networks of underground caverns and tunnels known as sietchs.

This group has its fair share of religious believers but also a wide variety of young Fremen who believe in the power of Fremen rather than some prophet. The third group is southern Fremen, who are from the south, deeply religious, and the strongest believers in the Lisan al-Gaib. The south is protected by a desert storm wall that makes travel borderline impossible. The only way Fremen can travel between north and south is by riding on the backs of the desert sandworms, also known as Shai-Hulud. The desert-dwelling Fremen are all trained guerrilla fighters and are some of the deadliest warriors. Their usage of stealth, knowledge of the terrain, and combat skills make them desired allies and fearsome foes.

Shai-Hulud is the mythical name of the giant sandworms that tunnel throughout the sand. They can range from a handful of feet long in their larval stage to hundreds of feet. They are attracted to consistent rhythms in the sand and often consume all in their path. The sandworms are rumored to have a connection to the spice as well, but how they are involved is unknown. These worms are extremely dangerous and pose a hazard to human life and spice harvest alike.

There are some other minor flora and fauna, such as sparse plants and smaller mammals, including the desert mouse, centipedes, and jumping spiders. These, however, are of no significant concern to the general populace of Arrakis.

The Situation at Hand

For the past eighty years, House Harkonnen has been the overseer of Arrakis. The Harkonnens amassed billions of Solari (Imperial Currency) during their time overseeing Spice production. However, one day, a messenger was sent by the Emperor issuing an imperial decree that the House Atreides would be taking over Spice production on Arrakis. Duke Leto Atreides obliged and packed up his House to journey to Arrakis. The Harkonnens, being forced to depart, are furious, and tensions are growing between the two families.

There are whispers throughout the universe that the Emperor is threatened by Leto's popularity among the Landsraad and that he has sent him to Arrakis as punishment. But for what and by whom remains a mystery. What will happen to the production of Spice, and how will it affect the galaxy? That is for you to decide. . .

Questions to consider:

- How will the Harkonnen removal from Arrakis affect political tensions in the known universe?
- If spice production decreases under the Atreides oversight, what will be done to ensure that spice production remains on track?
- Does the Emperor have an ulterior motive for installing House Atreides on Arrakis?
- Who, if anyone, is the Lisan al-Gaib? If he does exist, what does that mean for the rest of the galaxy?

Character list

1. Paul Atreides

Paul is the son of Duke Leto Atreides and Lady Jessica, and is the heir to House Atreides. Paul is a skilled combatant, having trained under Duncan Idaho and Gurney Halleck, both noble fighters. Paul is also training in the Weiriding Way under his Bene Gesserit mother. Paul has been having cryptic dreams and visions of the future, a future he fears.

2. Duke Leto Atreides

Duke Leto Atreides is one of the most prominent leaders in the Landsraad. He is honourable and well-respected by a majority of the other houses. As the head of House Atreides, Leto manages one of the most powerful houses with nobility and courage.

3. Lady Jessica

The Lady Jessica is a skilled Bene Gesserit and the concubine of Duke Leto. She is a skilled user of the Weiriding Way, aka the Bene Gesserit voice. Jessica cares deeply for her family and feels the tug of the prophecy as she teaches her son Bene Gesserit skills.

4. Duncan Idaho

Duncan Idaho is a former Ginaz fighter and one of the most skilled combatants in the Atreides military. He is Duke Leto's right-hand man and a great mentor to Paul. Duncan is not only a fighter but a diplomat, overseeing first contact with the Fremen upon House Atreides' occupation of Arrakis.

5. Gurney Halleck

Gurney Halleck is the Warmaster for House Atreides and is one of the most dominant military minds in Duke Leto's arsenal. Gurney is fiercely loyal to the Atreides family, and his name strikes fear into the hearts of his foes.

6. Thufir Hawat

Thufir is one of the most honorable and cunning mentats in the Imperium, and his strategic mind is highly coveted by the other houses. Hawat has loyally served House Atreides for three generations, and, in addition to his oversight of risk management, Hawat is also House Atreides' Master of Assassins.

7. Dr. Liet Kynes

Dr. Kynes is an imperial planetologist/ecologist responsible for oversight of the planet Arrakis. Kynes is also the Judge of the Change in charge of overseeing the change in stewardship of the planet. Kynes has deep connections with the Fremen and is considered a leader in many of their circles.

8. Dr. Wellington Yueh

Dr. Yueh is a Suk medical doctor and the personal physician of Duke Leto and the House Atreides. Dr. Yueh has extensive knowledge of medical matters and is an expert in medicinal practices.

9. Stilgar

Stilgar is the Fremen Naib (leader) of Sietch Tabr. He is wise and skilled in the ways of the desert. Stilgar holds a deep passion for his people and believes that one day the Lisan al-Gaib will come to Arrakis.

10. Chani

Chani is a vicious and skilled Fremen warrior. She is the daughter of Liet Kynes and she loathes the Harkonnen occupation and is wary of outsiders.

11. Princess Irulan Corrino

Princess Irulan is the eldest daughter of the Padishah Emperor. She is a skilled historian and diplomat and has chronicled vast portions of history.

12. Padishah Emperor Shaddam IV

Padishah Emperor Corrino IV is the ruler of the Known Universe. He fears the power of House Atreides and House Harkonnen, and seeks to keep his rule secure.

13. Count Fenring

Count Hasimir Fenring is a renowned assassin and mentat politician in the Imperium. He is a distant cousin of House Corrino and a close friend of the Emperor.

14. Baron Vladimir Harkonnen

Baron Vladimir Harkonnen is the tyrannical head of House Harkonnen. He loathes the change in stewardship over Arrakis and harbors similar feelings towards House Atreides. The Baron is a powerful leader and obsessed with Spice Melange.

15. Feyd-Rautha Harkonnen

Feyd-Rautha is the sly and crafty nephew of Baron Harkonnen. He is a vicious and tactical fighter. Feyd is also the heir to House Harkonnen.

16. "The Beast" Glossu Rabban

Glossu Rabban, aka "The Beast" is the eldest nephew of Baron Harkonnen. He is the vicious Count of Lankiveil and was responsible for overseeing spice production under the Harkonnen rule of Arrakis.

17. Piter de Vries

Piter de Vries is the ambitious and malicious mentat of House Harkonnen. Piter is extremely prideful in his mentat skills and bears deep personal shame in his few miscalculations.

18. The Reverend Mother Gaius Helen Mothiam

Gaius Helen Mothiam is the personal Truthsayer to the Padishah Emperor and was responsible for training Lady Jessica. Mother Gaius has vast political connections through the Bene Gesserit networks.

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