

AVATAR THE LAST AIRBENDER: A WORLD WITHOUT AANG

Committee Background Guide

General Crisis Committee

New York University Model United Nations Conference XV

New York University - April 2024

Table of Contents

Welcome Letter	2
Statement of Diversity and Inclusion	3
Introduction	4
What is the World of Avatar?	4
What is this Committee?	6
Committee Mechanics	8
The History of Avatar	9
The Beginning	9
The Fire Nation	10
The Earth Kingdom	14
The Water Tribes	16
The Air Nomads	18
Republic City	20
Current Issues	21
Nationalism	21
Anti-Statism	23
Organized Crime	23
Public Health Crises	24
Questions to Consider	24
Character Lists	25

Welcome Letter

Greetings Delegates,

We are Márk István Lédeczi-Domonkos, your chairman, and Katherine Rose Pikulik, your Crisis Director. We're thrilled to be leading this committee, bringing our enthusiasm for the incredible Avatar universe to the national MUN circuit in a unique way. We can't wait to embark on this exciting journey with all of you!

First, a little about me, your Chairman, Márk István. Currently a senior, I'm pursuing studies in Politics, History, and Journalism with aspirations of attending law school. Originally from Kecskemét, a town in Hungary, my secondary education largely unfolded in Bay Shore on Long Island, with brief stints abroad in Denmark and Germany. My interests span a wide spectrum—I find joy in playing sports and passionately supporting my favorite teams, such as my hometown European football team, Kecskemét TE, and my beloved American football team, the New England Patriots. Additionally, I have a penchant for old vinyl records, ranging from the tunes of Ice Cube and Danzig to the soulful melodies of BB King. When it comes to literature, I indulge in works like George R.R. Martin's *Song of Ice and Fire* Series or delve into gripping reads like Robert Caro's *The Power Broker*.

Hi everyone! I'm your Crisis Director, Katherine Pikulik. I'm currently a senior majoring in Finance and Accounting, with a minor in Psychology. I am originally from Connecticut, and I enjoy being able to travel home and spend time with my family. My other interests include doing puzzles (the more complicated the better), listening to classic rock, and of course the occasional Netflix binge. I recently have become more interested in football too (I'm a Lions fan). Some of my favorite books are *Barbarians at the Gate* by Bryan Burrough and John Helyar, and *Dark Towers* by David Enrich (I haven't finished this one yet, but it's fantastic so far).

Our aspirations for this committee are straightforward: we aim to enjoy ourselves while maintaining respect and decorum. While debates and politics are undeniably crucial to Model UN, let's not forget that our passion for MUN stems from the enjoyment it brings us. That's our focal point. Our goal is to offer you a weekend filled with thrilling crises, thought-provoking discussions, and friendly competition—a blend of fun and engaging experiences.

Don't be afraid to reach out to us at mil5039@nyu.edu and/or krp412@stern.nyu.edu if you have any questions!

We remain your obedient servants,

Mark ID & Katherine Pikulik

Statement of Diversity and Inclusion

Whilst NYUMUNC is committed to maintaining as educational and historically accurate an experience as possible, we recognize that any debate around historical events will incorporate sensitive issues. Delegates are expected to discuss these issues maturely and appropriately. NYUMUNC is committed to promoting a culture of diversity and inclusion in line with NYU's values; in the spirit of this commitment, NYUMUNC will not tolerate any bigoted symbols, statements, or attitudes.

Avatar: The Last Airbender and *The Legend of Korra* draw heavy inspiration from history, incorporating elements of nationalism, militarism, socialism, imperialism, and various historical movements into their plots. While we encourage delegates to infuse their committee discussions with this historical inspiration, we strictly prohibit the promotion, advancement, or advocacy of movements that actively deprive individuals of their free will or humanity. All the characters we have come up with for this committee have their own viewpoints and interests, so debate will occur, but **please strive to leave the Avatar world a better place to live**, just as Aang would.

Above everything else, let's prioritize **respect**—for our fellow delegates and all staffers. Remember, our primary aim is to have fun together. Let's ensure a welcoming and enjoyable environment by treating everyone with kindness and consideration.

Finally, if you have any questions about whether something is acceptable or not, please feel free to ask us, better safe than sorry.

Introduction

What is the World of Avatar?

In the world of the Avatar, life is governed by four elements: Earth, Fire, Air, and Water.

The ability to manipulate these elements, known as 'bending,' is possessed by a select few individuals who wield immense power—shaping mountains, summoning firestorms, or conjuring tsunamis. However, these benders represent a minority among the population, as most are ordinary individuals without such abilities.

'Bending' follows certain inherent principles. Firstly, it exhibits a hereditary nature akin to eye color, often running in specific families, but occasionally skipping generations or not being passed down at all by pure chance. Secondly, proficiency in bending, although involving some raw talent, is mostly honed through training, akin to mastering a musical instrument: practice refines one's skills and cultivates a distinct style. Lastly, no individual can bend more than one element.

There exists a sole exception to these rules: the Avatar. This unique being possesses the rare gift of bending all four elements, inheriting generational wisdom that accelerates their mastery of each element. Unlike others, the Avatar may also be born into either bending or non-bending lineages.

This is because the Avatar is a singular spiritual entity or soul, whose consciousness reincarnates into a new individual with each generation. (You can read more about the nature of the Avatar and how the avatar came to be [here](#), **but beware, this page does include significant spoilers for the Legend of Korra.**)

Essentially, the Avatar gains access to the collective knowledge of past Avatars (albeit with considerable mental hurdles) in addition to their extraordinary ability to bend all elements. This confers upon them unparalleled power, surpassing that of any other individual in the world.



Avatar Wan (the first Avatar) bending all four elements.

The four elements also shape the political and social fabric of the Avatar world. Four major cultural groups align themselves with each respective element: water, air, fire, and earth.

These distinct cultural groups embody specific traits, values, and societal structures, all rooted in the inherent nature of their aligned element. (For an in-depth exploration of the history, countries, and customs of these groups, please refer to the History section and the subsection dedicated to each element, spanning pages 9 to 20)

In the Avatar world, there also exist three categories of intelligent living beings, who are all significantly different from their real world counterparts: humans, animals, and spirits.

We already went over the changes to humans in this universe, but animals are also slightly different in this world when compared to ours.

While some familiar animals from our world—such as birds, squirrels, and hermit crabs—still inhabit the Avatar world, an array of mythical creatures like dragons, [unagi](#), and giant flies also populate this universe.

However, what truly distinguishes the fauna in the Avatar universe from that of our reality is the prevalence of hybrid creatures. The vast majority of animals in the Avatar world are combinations of two distinct species from our universe. For instance, scorpion bees are colossal hybrids blending the traits of bees and scorpions, while flying bison meld the aerial mechanics of birds with the physical attributes of a bison. This unique fusion of different species gives rise to an intriguing and diverse array of creatures exclusive to the Avatar universe.



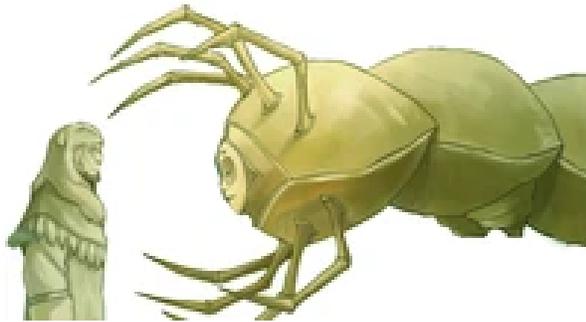
A flying bison mother and her children



A polar bear dog, combining elements of a polar bear and a dog.

Use [this](#) as a comprehensive list of all confirmed existing animals.

Spirits are enigmatic entities residing in the spirit world, assuming various forms and wielding mysterious abilities. While some spirits can occasionally traverse into the human world, humans, except for the Avatar, cannot access the spirit world physically. However, the Avatar possesses the unique capability to project their soul into the spirit world, enabling interaction with spirits, albeit without physically entering that realm.



Koh is a spirit who steals his victims' faces, killing those he believes are guilty of wrong-doing



La, the ocean spirit, is shaped like a fish, and is essentially harmless

The Avatar is often described as the 'bridge between the spirit world and the human world,' entrusted with the task of mediating conflicts that arise between these two realms. Their role involves brokering peace and harmony when disputes or tensions emerge between spirits and humans, serving as a crucial intermediary fostering understanding and resolution.

What is this Committee?

In 153 AG, the world mourned the passing of Avatar Aang, undeniably one of the most extraordinary Avatars in history. His legacy was marked by remarkable feats, including the defeat of the Fire Nation—an empire of firebenders relentlessly set on world conquest and the eradication of other bending nations.

Avatar Aang's profound impact extended far beyond victory in war. He established Republic City, a beacon of multiculturalism and acceptance, which swiftly burgeoned into the world's largest metropolis. His tenure was characterized by the defeat of numerous organized crime syndicates and a period of remarkable political tranquility.

Under his guidance, the world experienced unprecedented progress: industrial growth, reduced poverty, and a surge in technological innovation. Avatar Aang's legacy remains a testament to his dedication to peace, diversity, and progress.



This colossal statue of Aang stands in the middle of Republic City, signifying his importance and impact on the world.

However, our committee convenes just one month after his passing.

With the Avatar gone and the next one yet to be discovered or trained—a process that may take decades—the forces of evil now operate unchecked. Terrorists, criminals, and malevolent groups have grown bolder and more powerful without the looming presence of the Avatar.

This is where you come in!

Summoned by Sokka, esteemed warrior, Chieftain, a close friend of Aang's, and serving as Chairman of this Committee, you represent the most influential figures in the world: business magnates, high nobility, spiritual leaders—our assembly boasts a diverse spectrum of expertise.

Together, this “Stability Council” has gathered with a singular goal: to safeguard peace and stability during this uncertain interregnum following Aang's demise.

Your actions will determine whether this transitional period is a mere hiccup in the world's evolution or a gateway to chaos. The fate of the world now rests in your hands...



Your brave and glorious leader: Sokka, son of Hakoda. He served in multiple battles against the fire nation, became a key part of Aang's team, and helped rebuild a safer and better world for all people as a politician afterwards.

Committee Mechanics

There are a couple of procedural matters to keep in mind for this committee outside of the normal crisis committee mechanics (which are detailed in the NYUMUNC Delegate Handbook on our website).

First, this committee is like the United Nations, in that it cannot ensure that countries or institutions will do something unless it backs up its resolutions with concrete resources provided by members of the committee.

Second, this meeting is taking place on a remote island between Republic City and the Fire Nation, essentially in the middle of the world. This island has little to no natives or other people, and the parliamentary building is stocked up with supplies for its residents but is essentially impenetrable. (It is essentially impossible to assassinate people in the building unless you do it yourself and then everyone will know)

Third, no characters from the shows (other than Chairman Sokka) are included in this committee on purpose, since it would put too much power and specific information/experience into a single person's hands. You may interact with existing elements of the world of Avatar in this time period, but please pretend that you do not know the events of the *Legend of Korra*, and don't forget that everyone else in this world has agency too, so they may not do what you ask.

Fourth, the Chairman is the persona of Sokka, so anything you say or do will be as if it is heard by Sokka, and he can take action as he pleases within his own resources or connections.

Lastly, a lot of the lore in Avatar is not fully established, so, in order to flesh out well-created characters that you all can have fun with, we have created some unofficial names and concepts in the history section, all of which can be used by you all in your crisis arcs too.



This is a geographical map of the world of Avatar, there is a political map provided later in the background guide as well.

The red X marks the remote island where this is all taking place.

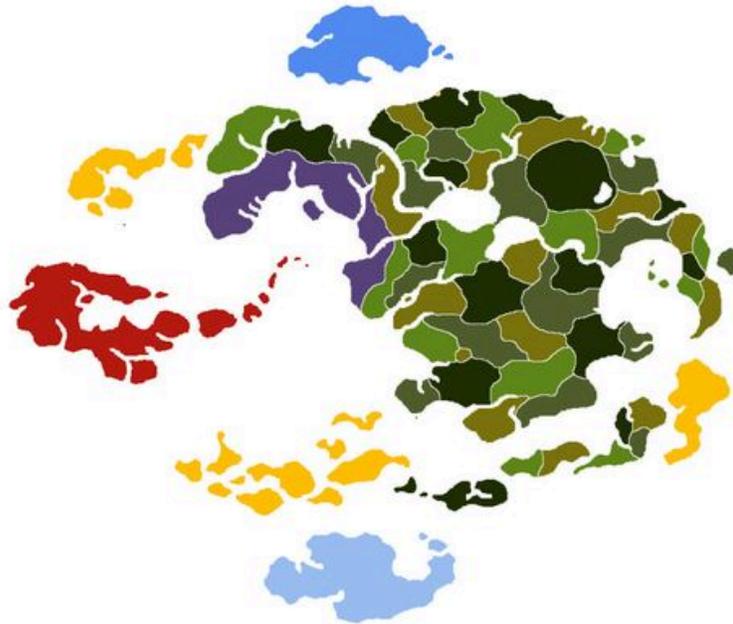
The History of Avatar

The Beginning

The people of the Avatar world are divided into four main cultural groups, each aligning with one of the four elements: water, fire, earth, or air. These cultures are united because they once lived together in four small communities. Each one lived on the top of enormous mobile creatures called lion turtles. Humans lived on lion turtles because spirits lived in the same world – the forests on the surface of land were dangerous, with spirits who regularly killed visitors.

However, Avatar Wan, the first Avatar, separated the spirit and human world, splitting it in two. Now humans could occupy the surface of land, building large civilizations with complex cities.

Each culture would then develop in their own special way.



The map above illustrates where each nation settled

- Key:**
- – Islands of the Fire Nation
 - – States of the Earth Kingdom
 - – Air Nomad Temples
 - – The Two Water Tribes (Northern and Southern)
 - – Republic City

The Fire Nation

Those who had been on the lion turtle with the firebenders settled in the west, occupying a large chain of islands around 9,800 BG.



The element of fire, with its inherent danger and uncontrollability, played a pivotal role in shaping the culture of what became known as the "Fire Nation." This group of people, driven by the intense nature of their element, underwent a significant transformation, resulting in the emergence of a highly warlike society. This period, marked by the fracturing of the Fire Nation into numerous city-states governed by individual warlords, is referred to as the "Warlord Era."

During this era, the Fire Nation experienced a complex political landscape characterized by independent autocratic clans ruling various areas and islands. The constant power struggles and conflicts among these clans defined the dynamics of the Warlord Era, which spanned from approximately 9,800 BG to 2,000 BG. Unfortunately, much of this period remains shrouded in mystery, with limited historical records available to shed light on the specific events and intricacies of the power struggles among the warlords.

The Warlord Era ended when the first mythical Fire Lord, Kanji, finished the Unification Wars of the Fire Islands. He was the head of a religious sect called the Fire Sages, who worshiped the spirituality of fire. His powerful connection to the spirit of fire granted him powerful firebending abilities, more so than anyone else in the area. Most modern scholars agree that Kanji existed, but disagree whether all the stories of him are true. This, combined with his religious tenacity and successful missionary work, helped him unite the islands into one state.

The period after Fire Lord Kanji's unification is the "Theocracy Period" of the Fire Nation, and it lasted from around 2,000 BG to 1,500 BG. Although Kanji was the Fire Lord, his rule was not dynastic in nature. When he died, the fire sages elected a different fire sage from among themselves – the one they thought most powerful and connected to the fire spirit.

In this period, the Fire Lord, while technically head of both religion and politics in the islands in name, was actually extremely limited in authority. The Fire Sages council could always replace him, and the noble clans had to be given significant autonomy because they were ready to declare independence at the first chance.

Then, legendary Fire Lord Kazoku had his son Futatsu elected as Fire Lord. Futatsu was clever and ambitious, using his political prowess to get his own son elected, and so on. This continued for 300 years, through many fathers and sons, before Fire Lord Kuristu declared the position dynastical, securing authority for his family forever.

The period after dynastical succession is called the Royal Period. Lasting from around 1,500 BG to 1,000 BG, little is known about the events in this era, bar a handful of legendary Fire Lords who may or may not have actually existed. It is also said that the religious importance of the Fire Lords faded in this time period, and they began delegating their religious duties to other Fire Sages, who eventually became the Great Sage and High Sage positions.



Now, the Great Sage is in charge of ceremonial religious duties, while the High Sage oversees political and institutional religious work. The Sages have also become a part of the Fire Lord's traditional advisors, but institutional religion now holds little weight on the local population.

The Fire Lords lost control of the country once again around 1,000 BG, as weak Fire Lords, bad marriages, even worse regents, and terrible politics caused the nobility to rebel again. Many areas still had strong regional cultures and loyalties, causing conflict over resources and claims.

While technically still united, this was only in name from around 1,000 BG to 763 BG, now called the Warring States Period. This is when Fire Nation history becomes more real than mythical, yielding to well-supported sources of people like: the Ikki Monks, Fire Sages who used their strict spiritual discipline to protect their temples, or Tojo Shira, who became the Regent of the Nation in 2,804 propelling his family from second-rate nobility to the most powerful in the country, or Haga Rinji, one of the greatest dragon riders to ever live, winning battle after battle and almost uniting the country before assassination from a handmaiden.

Eventually, one individual came to dominate the rest: Takeda of the Daiso clan. He finally reunited the country, ending most of the larger resource wars and nasty disputes, centralizing the government. But he died before having a son, so his second-in-command, Daigo Orro,

replaced his powerful regency, and the Orro Clan ruled the Fire Nation in all but name for many years. There was still a Fire Lord, but they were essentially figureheads and did not exert much influence. The time of Orro family rule is called the Regency Period, 793 BG to 461 BG.

They ruled until Fire Lord Yosor, together with Avatar Szeto, restored the Fire Lord's power in the Yosor Restoration (461 BG to 395 BG). They rid the government of Orro influence, which had already been significantly waning, and stopped what seemed to be a path leading to dissolution of the Fire Nation.

The crop-killing Yaojing Plague, combined with economic issues, had created unrest among all Fire Nation citizens. However, Szeto reformed key government industries, centralized the bureaucracy, curbed the nobles' influence, and helped restore the Fire Lord's power.

This period, until Lord Zuko's ascension in 100 AG, is called the Imperial Period, named for its exponential centralization of imperial power. It wasn't perfect; for example, Fire Lord Zoryu fought a bloody civil war with his illegitimate half-brother, Chaejin, for the throne in 331 BG but centralization steadily increased.

By Fire Lord Sozin's ascension in 58 BG, the Fire Lord was quite powerful; however, Sozin was the one who really made the position the ultimate authority. Destroying his rivals and rapidly industrializing, he curbed the influence of the clans by stripping much of their lands and autonomy. He used industrialization to improve state infrastructure, especially the army, using pan-nationalist Fire Nation propaganda to unite people around his rule.

Sozin used what we now refer to as "Sozin's comet" to initiate the Hundred Years War, declaring war on all the other countries in the world. Sozin's comet is crucial as it is an astrological event that occurs every 100 years, making firebenders twice as powerful as usual. Utilizing the comet's power, Sozin invaded every other country, with a particular focus on the Air Nomads. His goal was to ensure that no Avatar could stop him by eliminating the Air Nomad population, including the Avatar's incarnation. This heinous act aimed to delay the next Avatar's adulthood until the Fire Nation had already become too powerful to be stopped.

Sozin committed genocide, exterminating every Airbender except one – Avatar Aang, who managed to escape before the invasion. Aang, caught in a storm, fell into the icy waters of the Southern Water Tribe and froze himself for a hundred years.

Sozin's son, Azulon, continued his father's iron-fisted rule. He gained control of most of the South Pole and the Western Earth Kingdom, dismantling the last remnants of clan autonomy and transforming the Fire Nation into a state-run industrial powerhouse. Azulon implemented universal teaching standards, including significant propaganda, and expanded state ownership of industries, especially military-related ones.

Ozai succeeded Azulon and watched the Fire Nation's conquests falter. He invaded the Northern Water Tribe, but was thwarted by the newly unfrozen Avatar Aang. His daughter Princess Azula briefly took Ba Sing Se, the Earth Kingdom's capital, but only held it for a few months. Ozai ultimately was defeated by Avatar Aang, who used his spiritual powers to strip him of his ability to firebend.

Ozai's son Zuko then became Fire Lord. Unlike his father, Zuko was a reformer and a personal friend of Avatar Aang. He introduced autonomy for the states, revamped the education system to encourage free thinking, and privatized much of the economy.



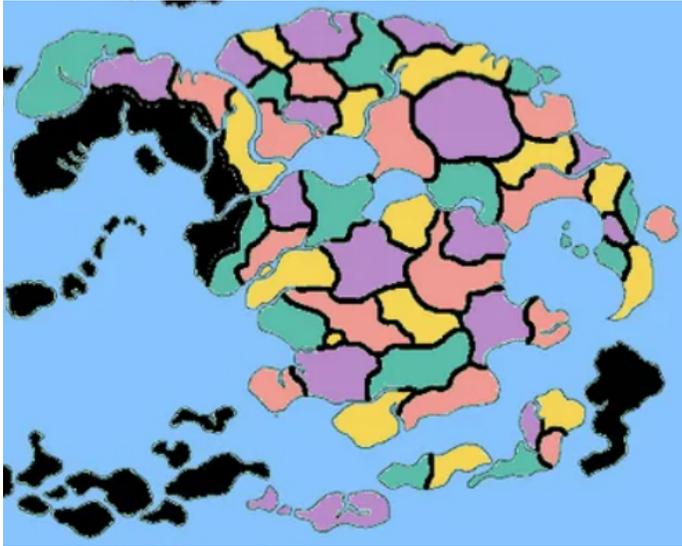
Fire Lord Zuko and Avatar Aang showing their friendship and being very silly at a rehearsal of a press conference

Initially unpopular, Zuko gradually became known as a prosperous and wise ruler. Peace prevailed, making the heavily industrialized Fire Kingdom the richest of the four nations, boasting high living standards, socialized healthcare, and social security. However, some still long for the return of a strong-handed nationalist ruler...

The Fire Nation's economy heavily relies on its major corporations, with a majority of the world's corporations owned by Fire Nation members. The Fire Nation dominates the production of steel, weapons, processed/prepackaged foods (especially meats), boats, etc. While the old peasantry has almost disappeared, feudal lords and ladies still hold symbolic political status.

The Earth Kingdom

The Earthbenders established themselves in the east, boasting both the largest landmass and the highest population. However, unlike the other nations, the Earth Kingdom exhibits remarkable diversity, encompassing various ethnicities, religions, and cultures. The geographical features of the Earth Kingdom range from large cities to deserts, forests, tropical islands, and more.



Similar to the Fire Nation, the Earth Kingdom underwent a prolonged period before achieving unity under a single monarch. The rulers of each region resisted unification, requiring the intervention of one of the most formidable earthbenders in history, the legendary Zhu Hao, around 1,700 BG. Zhu Hao, ruler of Ba Sing Se, a prominent city on the expansive plains in the east, defeated other monarchs and established the Hao Dynasty, becoming the first Earth King.

The early Earth Kings were proud warrior monarchs, adhering to the belief that might is right in earthbending culture. They faced the constant challenge of quelling rebellions and eliminating rivals to maintain order in their vast kingdom. Fratricide was common, with brothers seen as potential threats to the throne. Despite this, loyal vassals, such as the Kings of Omashu and the Governors of Gaoling, were rewarded with autonomy and lower taxes, allowing them to prosper.

The success of the Hao Dynasty was attributed in part to the walls of Ba Sing Se, towering structures so high and thick that they were deemed impenetrable. This formidable defense allowed the Hao rulers to safeguard their local powerbase and concentrate on expansive conquests. Legends surrounding the construction of these walls vary, with some claiming that Zhu Hao himself was the architect, while others credit a pact between humans and spirits for the undertaking. Another version suggests the involvement of a different person in the construction.

It is also important to note that some modern historians question the existence of Zhu Hao and the Hao Dynasty at all, but Earth monarchs still celebrate Zhu as their legendary ancestor.

Following the Hao Dynasty, General Pao Yu took over the Earthen Throne through a coup around 1,400 BG, establishing the Yu Dynasty. Little is known about this dynasty, which was overthrown when all the male heirs died, (likely due to fratricide) leaving a clear female heir, Queen Zhuho, who married the powerful noble, Wu-Tang around 1,000 BG. They started the Tang dynasty, which endured until the reign of the tyrannical Baojun Tang. Baojun, driven by insatiable greed, imposed exorbitant taxes on both nobles and peasants to sustain his lavish

lifestyle. His excessive actions led to widespread discontent and rebellions across the continent, prompting even Avatar Kai, the then-Avatar, to join the fight against him.

The situation escalated to the point where a mob of peasants stormed the palace, resulting in the hanging of Baojun in 772 BG. Faced with the aftermath of the rebellion, Zhoulai, a distant cousin of the ousted king and companion to Avatar Kai, found himself urged by prominent bureaucrats to assume the throne. Initially hesitant, Zhoulai eventually accepted the responsibility, swayed by Kai's conviction that he could bring about positive change in the world.

Zhoulai initiated the Hou-Ting Dynasty, which has persisted as the ruling power in the Earth Kingdom to the present day. His son, Haizi Hou-Ting, marked a departure from the tradition of fratricide by having 28 children, leading to a period of relatively peaceful monarchs. However, the abundance of family members was challenging for subsequent generations, culminating in the Wars of Secrets and Daggers. During this period, lasting from the 4th to 3rd centuries BG, cousins engaged in constant power struggles through assassinations, civil wars, and conquests.

In response to the internal strife, Earth Kings adopted a strategy of seclusion within the walls of their palace in Ba Sing Se. They ruled indirectly through bureaucrats, implementing heightened security measures such as secret police, bodyguards, and more. To finance these security measures, they strategically married into wealthy non-Earthbending noble families. However, over time, this practice resulted in Earth Kings losing their ability to earthbend.

The seclusion of the Earth Kings within the palace also led to a lack of awareness about the outside world. They became increasingly reliant on the information provided by bureaucrats, who controlled the narrative to maintain an illusion of safety. This isolation and manipulation created Earth Kings who were unaware of reality beyond the palace, trapped in a world of lies and controlled perceptions. The bureaucratic regents became more powerful than the Earth Kings themselves, as generals and bodyguards began taking advantage of their access to the monarch.

The influence of bureaucrats reached its zenith during the reign of King Kuei Hou-Ting, who ascended the throne at the tender age of four in 66 AG. His regent, Long Feng, the head of the secret police known as the Dai-Li, astutely recognized that by controlling access to the monarch and manipulating the secret police, he could effectively control the entire kingdom.

Long Feng's manipulation was so great that in 100 AG, when Avatar Aang sought military aid to combat the Fire Nation, King Kuei was unaware of the war's existence.

Subsequently, when the Fire Nation attacked, King Kuei was temporarily deposed until the defeat of Ozai less than a year later. Upon his restoration, King Kuei implemented various reforms aimed at benefiting the common people. These included decentralizing the tax system, reducing public transportation costs in Ba Sing Se, and establishing the first welfare department. Unfortunately, his efforts were cut short by his untimely death.



King Kuei and his pet bear, Bosco.

King Kuei's daughter, Hou-Ting, succeeded him but displayed a stark contrast in leadership style. Unlike her father, Hou-Ting harbored disdain for the common people and exhibited a strong aversion to the lower class. Her rule was marked by imposing additional taxes on the populace and indulging in lavish elitist parties with the nobility.

As for the Earth Kingdom's economy, it heavily relies on raw resources, with vast amounts of wood, rice, and other primarily agricultural products traded for limited processed materials, affordable only to the affluent nobility. The cities in the Earth Kingdom maintain a feudal structure, experiencing minimal industrialization outside the larger urban centers.

The Water Tribes

The waterbenders of the world migrated to the north pole of the Avatar world, using its constant precipitation as a means of protecting themselves, farming, and hunting. The chieftains of these tribes eventually formed a political alliance around 1,600 BG, unifying the Water Tribe for better protection and resource production potential. To solidify their unity, they built the city of Agna Qel'a, declaring it the new capital.

However, not all of the Water Tribe embraced this new lifestyle. A faction, advocating for the preservation of nomadic traditions and its liberties, migrated to the south pole. This "tribalist" group formed a decentralized confederation of semi-nomadic tribes, emphasizing individual freedom and autonomy. Annual meetings brought the tribes together, and in times of war, a chief would be elected to handle military logistics. Otherwise, regional chiefs retained control over their communities and the chieftain of the whole south pole was merely a ceremonial role.

In the north, the chiefs who remained established the Water Council, electing two members for 6-year terms as chief of the tribe. Over time, power became concentrated within wealthy and powerful families, leading to the reign of Chieftain Keronrak. Loved by both the common people and the military, Keronrak centralized power and declared himself Chieftain-for-life. His

reforms, however, led to an assassination plot by other chieftains. Following Keronrak's death, his son, Volaq, initiated the Great Civil War, executing his father's killers and consolidating power as the sole chieftain. The Water Council persisted as advisors and bureaucrats under Volaq's rule, but the Chieftain role was now hereditary.

Following the secession and Great Civil War, the Water Tribes enjoyed relative peace, with their small population and close-knit communities fostering societal cohesion. However, limited resources hindered large armies and rapid industrialization, setting them apart from the more resource-rich Fire and Earth nations.

In the 1st century AG, Fire Lord Sozin declared war on both poles, leading to the pillaging of cities, especially in the incohesive south pole, which struggled to defend itself effectively. The Fire Nation targeted waterbenders, systematically killing them due to their perceived threat. After the 100 Years War and Ozai's defeat, it was discovered that the south pole had few remaining waterbenders.

Conversely, the north pole, with the assistance of Avatar Aang, resisted falling to the Fire Nation, preserving its population and infrastructure. In the aftermath of the war, the north pole provided substantial aid to the south pole, sending food, money, and people. This aid resulted in the southern representatives ceding political control to the north, re-establishing shared leadership.



Aang defeats the invading Fire Nation at the North Pole, using powerful water-bending

The current chieftain, Unalaq, a shrewd, religious, and ambitious leader, travels consistently between the two poles, aiming to integrate them using spiritual justifications. He enjoys support from northern elites and the emerging middle class, particularly sailing traders who profit from the trade of industrialized goods. However, Unalaq faces opposition from the lower classes, especially among the southerners.

The Water Tribe's present economy revolves around harvesting and transporting oil, as well as mining for gold, silver, platinum, titanium, and more. While limited agriculture and hunting sustain the local population, they are not extensive enough for significant exports.

The Air Nomads

Upon leaving the lion turtle, the Air Nomads initially experienced a period of disunity. They embarked on a journey of consolidation, constructing temples that served not only as their homes but also as focal points for their communities across the globe. Despite establishing these settled communities, the Air Nomads continued to maintain their tradition of traveling the world and engaging with other cultures.

Over time, the Air Nomads transitioned to a more concentrated existence, gathering in four primary temples strategically located at each corner of the globe. These central temples became cultural and spiritual hubs for the Air Nomads, fostering a sense of community and shared identity. However, a segment of the Air Nomads chose to retain their independence, opting to travel the world in smaller groups or establishing individual temples within the other nations.

The political structure of the Air Nomads was characterized by simplicity and decentralization. Unlike the other nations, the Air Nomads lacked an overarching central authority. Instead, each air temple operated independently, governed by a Council of Elders. At each air temple, the Council of Elders consisted of the five most senior individuals within the community, who voted on each issue. Together they were responsible for all political decisions regarding their temple.

The Air Nomads also differed from the other nations in several other ways. First, all Air Nomads were airbenders. Second, they were the most spiritual of the four nations, and valued detachment from wealth/worldly affairs and generosity above all else. They worshiped and welcomed the spirits, treating them as powerful companions. Third, they also had a very small population, even compared to the Water Tribe. They also had no families or private property as children grew up as members of the community, not specific to their parents, in fact, the Northern and Southern temples housed exclusively male Air Nomads while the Western and Eastern temples housed exclusively female ones. Their economy was also small and based solely on limited agriculture.

The Air Nomads, driven by their inherent detachment from worldly matters, chose isolationism around 1,000 BG. This decision was a response to a profound philosophical dilemma: whether to engage with other nations, risking conflicts affecting their peaceful nation, or to maintain complete isolation to preserve tranquility. The isolationist approach prevailed, leading the Air Nomads to cease almost all involvement in international relations.

During this period, Avatar Yangchen emerged as one of history's greatest avatars. An adept diplomat, she negotiated deals with the spirits, ensuring peace between them and humans. Her

reign brought about an era of unprecedented peace, and the Air Nomads revered her as a holy figure, continuing to honor her deals with the spirits.

Local airbender communities within other nations were disbanded under Avatar Kuruk due to dark spirits taking over their temples, forcing them to relocate to one of the four main temples. However, in 86 BG, the Great Assembly decided to end isolationism, advocating for engagement with the world to spread their message of generosity and spirituality. While a breakaway terrorist group, the Guiding Wind, resisted this change, the majority embraced it, opening up to the world.

During this time, Avatar Aang grew up at the Southern Air Temple. At the age of twelve, he learned about his identity as the Avatar. This was earlier than normal due to the anticipated war with the Fire Nation. Resenting the loss of his childhood, Aang ran away and entered the Avatar State, freezing himself and his flying bison, Appa, in an ice sphere to escape the genocide of the Air Nomads by the Fire Nation.

After defeating Fire Lord Ozai, Avatar Aang embarked on rebuilding the Air Nomad culture. He transformed an Avatar Aang fan club into the Air Acolytes, a group dedicated to upholding Air Nomad culture and caring for historical structures. Tenzin, Aang and Katara's son, played a crucial role in preserving and reconstructing Air Nomad culture. While not yet of age to attend the committee, Tenzin continues to carry on Aang's legacy, and the Air Acolytes remain an important institution in the modern world.



The Air Acolytes adopt the traditional clothing and way of life of the Air Nomads while residing in the air temples, but they cannot airbend.

Republic City

Republic City traces its origins back to Cranefish Town, a village established around a crystal refinery following the end of the Hundred Year War. The refinery attracted migrants from various parts of the world, creating a melting pot of cultures that fueled trade and innovation. As the population surged, the village expanded rapidly, leading to challenges such as unemployment, crime, and tensions between benders and non-benders.

With the conclusion of the 100 Years War and Avatar Aang's victory over Fire Lord Ozai, a dispute arose between the Fire Nation and the Earth Kingdom regarding ownership of the area that would later become Republic City. Originally part of the Earth Kingdom, the region had been conquered by the Fire Nation at the onset of the war. Over time, the local population became majority ethnically Fire Nation.

The Earth Kingdom argued for historical land rights to the area, emphasizing its previous incorporation into their territory. On the other hand, the Fire Nation asserted the region's ethnic composition, highlighting the majority Fire Nation population that had developed over the course of the war. Recognizing the potential for conflict, Avatar Aang intervened to broker peace. His negotiations led to the creation of a new independent city named Republic City. It would be a neutral ground where people from all nations could coexist. To ensure a balanced governance structure, representatives from each nation were given a voice in the affairs of Republic City.

Republic City swiftly transformed into a bustling metropolis, becoming the second-largest city in the world, surpassed only by Ba Sing Se. The rapid industrialization and cultural diversity, while driving economic growth, also brought about challenges. Republic City grappled with issues such as gang violence, numerous low-income neighborhoods, high crime rates, income inequality, and other societal problems.



Republic City at night is a breathtaking spectacle, illuminating the darkness with a vibrant display of lights that showcases its massive industrial capacity.

Current Issues

Nationalism

The rapid industrialization in the modern Avatar world has not only brought technological progress, but also facilitated the widespread communication and dissemination of information. However, this advance has given rise to various dangerous ideologies, some of which have the potential to spark conflicts and wars.

For example, nationalist movements have gained prominence, posing a threat to the delicate balance established by Avatar Aang. Nationalism takes various forms across the world, each rooted in a deep sense of shared history and the belief that a particular ethnic or cultural group should have a united political destiny.

One of the most notable nationalist movements is the Fire Nation Restorationist movement. Declared illegal by Fire Lord Zuko, it operates underground, with influential members including regional governors, business owners, and even religious leaders. The Fire Nation Restorationists yearn for a return to what they perceive as the "glory days" of the Fire Nation under Fire Lords Ozai and Azulon. Their objectives include remilitarization, an imperialist foreign policy, and the promotion of an educational narrative that glorifies the Fire Nation's role in the 100 Years War.

The Fire Nation Restorationist movement attracts members from two categories of people, each driven by their own motivations. The first category comprises old supporters of Fire Lord Ozai and their families. These individuals seek to regain the power and influence they once held, viewing the movement as a means to restore their former status. The second category includes young Fire Nation members who grew up hearing tales of their powerful elders who virtually ruled the world during the 100 Years War. Inspired by the stories of their forefathers' glory, these individuals are drawn to the movement with aspirations of achieving similar greatness. Their desire is fueled by the narratives that place the Fire Nation above all other nations, fostering a sense of national pride and a longing for the perceived golden era of their ancestors.

In the south pole, a distinct form of nationalism has emerged in response to the reunification of political control under the Chieftain of the Northern Water Tribe and the efforts to integrate communities by Chieftain Unalaq. Many Southerners wish to regain political control and preserve their lifestyle centered around principles of liberty.

Unalaq's actions in the Southern Water Tribe have sparked widespread concern and discontent. He has dispatched Northern Water Sages to southern temples, raising questions about the autonomy of the southern region. Furthermore, Unalaq has neglected to assign any positions on the Water Council to southerners, deepening the sense of disenfranchisement among the southern populace. The enforcement of urbanization policies adds to the grievances, as it not only disrupts traditional ways of life but also puts communal southern tradesmen out of business. Unalaq's

strategy of subsidizing large northern businesses and safeguarding them with tariffs exacerbates the economic challenges faced by southern tradesmen, creating an uneven playing field. Gender-based restrictions are also evident, with Unalaq enforcing a policy preventing women from learning combat waterbending. This limitation not only restricts individual freedoms but also perpetuates gender inequality within the waterbending community. The resettlement of northerners in southern communities raises questions about cultural integration and the preservation of southern identity. Additionally, Unalaq's regulation of clothing to northern norms contributes to the erosion of southern cultural practices, fostering a sense of cultural imposition. Another contentious measure is the requirement of engagement necklaces for couples, mirroring northern customs. This imposition on personal relationships is met with resistance, as it contradicts the southern tradition of relationship dynamics.



The Earth Kingdom is no exception to the pattern of discontent. Different areas of the Kingdom want autonomy or independence, each based on their own communal pride. One such area is the sandbenders, centered in the Si Wong Desert, whose cultural identity involves practices like prostitution and banditry. They exhibit a unique lack of spirituality. Having enjoyed considerable autonomy under past Earth Kings, the sandbenders now resist the current Queen's efforts to control their tribes, particularly objecting to heightened centralization and taxes. Another faction, the Mo Cellian separatists, operates in and around Omashu. They seek greater

autonomy or outright independence for Omashu, believing that the city could thrive without interference from Ba Sing Se. This movement attracts traders who feel that Earth Kingdom regulations are overly stringent and impede their ability to conduct profitable trade in the Mo Ce Sea. Despite their financial influence, the Mo Cellian separatists are not universally popular. In the western Earth Kingdom, the Swamppeople constitute a diverse separatist movement. Composing both local waterbenders who migrated to the region and the general Earth Nation populace, they share a common desire for independence. Their discontent is rooted in frustration with the regulations and enforced cultural centralization imposed by the queen. The Swampmen resent the Earth Kingdom's failure to acknowledge and appreciate the diversity of traditions and regional identities in the area.

Another concerning development in the current landscape is the emergence of bender supremacism, a novel form of nationalism that aims to intensify the division between benders and non-benders. This group advocates for policies that accentuate this rift, including the exclusion of non-benders from leadership positions, the implementation of an economic system that discriminates or segregates between benders and non-benders in both public and private spaces, and the prohibition of marriages between non-benders and benders. The membership of

this movement is predominantly composed of disgruntled benders who find themselves unemployed or perceive a diminishing significance in the post-Aang era of lasting peace and globalism. This discontent spans across various societal strata, encompassing nobles, common people, and benders from diverse walks of life.

Anti-Statism

In the Avatar world, a wave of anti-statist ideologies is gaining momentum, posing a substantial threat to the existing order and signaling a potential reorganization of politics and societal structures. Three noteworthy ideologies are Equalism, Unionism, and Anarchism.

Equalism, advocating for the rights of non-benders, has evolved from an initial push for equal rights to a more radical movement, particularly prominent in Republic City. Non-benders within this movement seek to eliminate or diminish the influence of benders globally. Some extreme factions within Equalism resort to drastic measures, including the assassination of benders regardless of their beliefs, advocating for bender genocides, and pushing for the exclusion of benders from leadership positions. The movement has gained traction due to negative sentiments among the diverse bender and non-bender populations in industrial roles within Republic City.

Unionism represents a growing sentiment against the current globalist free economy. Its followers, particularly in large Earth Kingdom and Fire Nation cities, seek to dismantle the existing economic order. They advocate for government intervention, including seizure of private businesses and socialization of the economy. Additionally, Unionists express grievances against the wealthy nobles and merchants, proposing radical actions such as violence against them. The movement finds its roots in the stark wealth disparities prevalent in these cities, where the affluent enjoy opulent lifestyles while many others suffer in poverty-stricken neighborhoods.

Anarchism, while followed by very few, has members worldwide, particularly in large cities, as a response to the perceived increase in centralized government power. Its followers express a desire to revert to nomadic or primitive lifestyles, rejecting the current trend of centralization. Some advocate for the formation of small, self-governing community city-states with limited governance. Anarchists, despite their small size, pose a significant danger as individual terrorists who target well-known politicians. The movement reflects a broader discontent with the concentration of power within government structures.

Organized Crime

The Avatar world is grappling with a surge in organized crime, fueled by industrialization, increased technology, and fierce competition for limited resources in large, diverse cities. The intensifying struggle for jobs, housing, and food has driven many individuals to take up arms, seeking to secure resources illegally and through force. This rise in criminal activity is prominent in major cities such as Republic City, Ba Sing Se, Omashu, Imperial City, and others.

Several notorious crime organizations, known as triads, have emerged in these urban centers. The Triple Threat Triad, comprising various benders, the Red Monsoon Triad with a focus on waterbenders, the Agni Kai Triad specializing in firebenders, and the Badgermoles consisting of earthbenders, are examples of groups that started with benevolent intentions. Originally formed to protect communities from petty crimes and assist those in poverty, these triads have succumbed to corruption over time, using their power to terrorize and extort the local populace.

In addition to the triads, pirate groups such as the Fifth Nation and Sideswipers operate, targeting trading and military vessels for goods that can be sold on the black market. Smaller local gangs contribute to the chaos through territorial fights, though they are not as organized as the triads.

Ethnic tension further exacerbates the crime epidemic, particularly in major cities where people of different nations and mixed backgrounds struggle to coexist. Informal segregation is prevalent, with individuals of similar backgrounds clustering in specific areas of the city and harboring fears of other ethnic groups.



Another significant factor driving organized crime is the stark inequality between benders and non-benders. The power imbalance creates an environment where benders are more susceptible to robbery, extortion, and victimization. Many non-benders, especially those in poverty, face challenges in establishing businesses, feel unsafe, and harbor doubts about achieving a successful future. The pervasive inequality adds to the complexity of the crime issue, necessitating comprehensive measures to address both economic disparities and the root causes of ethnic tension in these bustling urban landscapes.

Public Health Crises

The rapid industrialization and urbanization in the Avatar world have given rise to severe public health challenges, particularly in densely populated areas and impoverished neighborhoods. The sudden influx of people has led to the spread of widespread illnesses, exacerbated by poor water dispensation and inadequate sanitation facilities, such as the prevalence of outhouses and tenement housing. This lack of basic healthcare infrastructure has resulted in rampant diseases and a high mortality rate, especially in economically disadvantaged regions.

Compounding these issues is the absence of widely available healthcare services. With only the Fire Nation boasting a socialized healthcare system, the majority of the population struggles to access essential medical care. In times of epidemics, the lack of an effective healthcare infrastructure further hinders the ability to address and contain the spread of diseases, leaving communities vulnerable to the devastating impact of outbreaks.

Another critical concern is the plight of veterans and seniors who endured the hardships of the Hundred Years War. A significant portion of the population possesses military training, creating ample opportunities for the formation of militias and organized crime groups, particularly when the needs of veterans are not adequately addressed. Many veterans suffer from both mental and physical disabilities resulting from the war, yet few received the comprehensive care required for their well-being.

Furthermore, the issue extends to the social and economic welfare of seniors. Only Republic City and the Fire Nation have established socialized social security systems, leaving many seniors without sufficient support. As a result, numerous elderly individuals find themselves on the streets or living in poverty due to a lack of savings and inadequate social safety nets.

Questions to Consider

- How would your character respond to the success or failure of the nationalist movements brewing throughout the Avatar world?
- Does your character agree or disagree with the motivations and/or goals of each of the anti-statist movements?
- What are some of the solutions and opinions your character has on organized crime ravaging the Avatar world? Would they like more policing, trade regulations, bending regulations, poverty alleviation institutions, and/or education?
- What are some solutions to the public health crises happening in the modern Avatar world? How can infrastructure be funded, agreed upon, regulated, etc

Character Lists

1. **Rang Beman** - Ambassador of the Earth Queen
2. **Golu Lor** - Ambassador of the King of Omashu
3. **Raaho Getir** - Ambassador of Cabbage Corporation
4. **Gya Fa** - Ambassador of Stonehouse Textiles
5. **Bila Huli** - Ambassador of Huli News
6. **Haoli Lung** - Military Governor of the Si Wong Region
7. **Lahen Pang** - Governor of Carsai Province and Head of the Pang Family
8. **Shilen Yumsoon-Han** - Head of the Yumsoon-Han Noble family
9. **Zik** - Sage of the Swampeople
10. **Oloka Abe** - Ambassador of the Fire Lord
11. **Shako** - Ambassador of the Fire Sages
12. **Yuso Song** - Ambassador of Future Industries
13. **Hono Zime** - Ambassador of Smoke & Spice Foods
14. **Ereziah Ma** - Ambassador of Wildfire Steel Incorporated
15. **Rasa Ran** - Ambassador of Maokun & Co. Armaments
16. **Saku Zojo** - Governor of Kyumi and Head of the Zojo Clan
17. **Arak Ezolu** - Admiral of the Fire Nation and Head of the Ezolu Clan
18. **Sana Chu** - Ambassador of the White Lotus
19. **Zutudoq** - Ambassador of the Water Tribe Chieftain
20. **Zorlon** - Ambassador of the Water Sages
21. **Ki** - Ambassador of the Water Tribe Merchant Guild
22. **Zia** - Admiral of the Water Tribe Navy
23. **Ikira** - Ambassador of the Grey Wolves
24. **Luher** - Ambassador of the Air Acolytes