

# AD HOC

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*Background Guide*

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# EQUITY DISCLAIMER & CONTENT WARNING

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Throughout this committee, delegates will be engaging in complex debates and discussions covering a wide array of topics. As SSICsim seeks to provide an enriching educational experience that facilitates understanding of the implications of real-world issues, the content of our committees may involve sensitive or controversial subject matter for the purposes of academia and accuracy. We ask that delegates be respectful, professional, tactful, diplomatic, and open to new perspectives when engaging with all committee content, representing their assigned country's or character's position in an appropriately nuanced and equitable manner, communicating kindly and compassionately with staff and other delegates, and responding to opposing viewpoints constructively.

This Background Guide presents topics that may be distressing to some Delegates, including but not limited to: depictions of violence, state repression, discourse on military ethics and land sovereignty. Great care will be taken by staff in handling any/all of these topics should they arise. Additionally, the staff for Ad Hoc request that all participants exercise discretion when engaging with committee content, and ensure that interactions are intended to drive the overall conversation and personal/committee goals, rather than 'score points' or generate interpersonal conflict/discomfort.

SSICsim recognizes the sensitivity associated with many of our topics, and we encourage you to be aware of and set healthy boundaries that work for you. This may include: refraining from reading certain parts of the background guide, preparing yourself before reading this background guide, doing some self-care or seeking support after reading the background guide, or anything that can help make you feel more comfortable. We ask that all Delegates remain considerate of the boundaries that other Delegates set.

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SSICsim expects that all discussions amongst delegates will remain productive and respectful of one another. If you have any equity concerns or need assistance in setting boundaries or navigating sensitive subject matter, please do not hesitate to reach out to me, our Deputy Secretary-General, Aidan Thompson, at [dsg@ssicsim.ca](mailto:dsg@ssicsim.ca), or our Equity Proxy, Di Vink, at [equity@ssicsim.ca](mailto:equity@ssicsim.ca). We want you to feel safe, comfortable, and welcomed at SSICsim!

If you wish to switch committees after having read the content warnings for this committee, please:

- Use the following form to request a committee switch:  
<https://forms.gle/fKUYrcSTxwPRQ2CD9>
- Contact your Faculty Advisor/Head Delegate to inform them of your request if you are a part of a delegation



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AIDAN THOMPSON (HE/HIM)  
DEPUTY SECRETARY-GENERAL



# LETTER FROM THE DIRECTOR

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Hello Delegate!

My name is Je Ho Cho and I will be your director for the Ad Hoc committee at SSICSIM 2023. I'm a fourth-year at the University of Toronto double majoring in International Relations and Peace, Conflict, and Justice Studies. I've been doing MUN since sophomore year of high school: first as a delegate and then as a staffer. Having gone through the trenches of Security Councils and GAs in my years of competitive MUN in high school, having the opportunity to experience novel crisis committees was something that wasn't available to me back then. Luckily for you all, SSICSIM has granted us the opportunity to have the unique dynamism that crisis can offer—a whole conference dedicated to the format no less!

When I was originally presenting my proposals for committees at SSICSIM, the Isekai committee was somewhat of a shot in the dark: it was definitely one of the more outlandish ideas and I fully had expected it to not make the cut. For those that aren't aware, Isekai is a story trope commonly found in Eastern media that features the protagonist(s) being transported to a new world, often with fantasy or video game characteristics. Despite this, I was thrilled to hear that this concept (something that a lot of fans of anime are more than aware of) would be chosen as the Ad Hoc for this year! For those that managed to figure out the theme of this committee before the conference, congrats on reading between the lines and having the presence of mind to recognize Blue Truck-kun (one of our treasured campus food hotspots).

My hope is that this committee will appeal not just to those who are aware of the concept of an isekai, but to fans of fantasy-themed media and crisis scenarios as well. As such, I've

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designed the mechanics and background for this committee to appeal to the diverse range of delegates that this committee will be host to. With that said, those who can find creative solutions to the topics raised in the committee will undoubtedly be rewarded with great success (from the backroom) and I would heavily encourage a gratuitous level of references to your favourite isekai/fantasy/4th wall breaking media.

With this, I'd like to wrap up my letter to you, the delegates. Please have as much fun as you can in Ad Hoc at SSICISM this year, and best of luck finding your way in this wonderful new world!

Your Director of Ad Hoc,

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JE HO CHO (HE/HIM)  
DIRECTOR, AD HOC

# INTRODUCTION

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Unfortunately for you, dear delegate, it was you who forgot to look both ways when crossing St. George Street in your rush to attend SSICSIM 2023. As a result of this tragic accident involving a certain mono-coloured food truck, you find yourself (briefly) in a comatose state in the non-denominational afterlife! Thankfully, the spiritual attendant that saw to your short stay in limbo has seen to it that you are given a second chance at redeeming what was a depressingly short lifespan. Without being given any chance to consider the absurdity of the situation, you find yourself in an entirely new world. Welcome to Eridu! Alongside your varied belongings, each of you have arrived with and found the means to enter the respective Advisory Councils of the nations that you have arrived in. This means that, while you may be a human traveller that has been transported to a new world, you are serving as the diplomatic representatives and policy specialists of your respective nations.

Before your arrival, the land of Eridu that you have been transported to has the fortune of having experienced several decades of lasting peace between the various states occupying the continent: known to local historians and pundits as the Era of Tranquility. Despite this relatively peaceful era that you have found yourself in, things are about to change incredibly quickly with the discovery of a new, powerful material known to scholars as Mana. It is this Mana, you recall the spiritual attendant informing you before your departure, that can power your trip home back to the University of Toronto and allow you to participate in Canada's premier Model United Nations Crisis Simulation! The occupations you have been assigned can serve to help you in your quest to obtain Mana, as well as resolve the domestic and geopolitical conflicts that plague Eridu. Use your skills wisely, and you may find your endeavours more successful than you may expect... From this point onwards, the fate of your host nation (and your SSICSIM experience) is entirely within your hands. Best of luck in this new world!

# DEFINITIONS

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## **Isekai**

Translated from Japanese to mean “different world,” refers to a common trope within Eastern media that features the protagonist being transported into another reality—usually science fiction or fantasy-based

## **Eridu**

The land in which you find yourself trapped in after a traffic accident on the way to SSICSIM 2023

## **The Five Nations**

Refers to the five nations that inhabit Eridu. Each has formed its own system of government and has begun to view the others with suspicion and hostility

### **Elven Kingdom**

The oldest of the Five Nations, the isolationist Elves pride themselves on their cultural heritage and artistry (oftentimes at the mockery of others). Ruled by a hereditary monarch, the Elves place concerns of their own kingdom above any other.

### **Orc Confederation**

The Orc Confederation is a unification of the multitudinous Orc tribes that were once scattered across Eridu. Governed in a decentralised fashion, the Orc system of government relies heavily on devolved powers to local regional tribes that may oftentimes come to violent disagreements.

### **Feline Empire**

The Feline Empire, once the largest military power on the continent, is a state that is now only a mere shell of its glory days. Having seen its borders shrink under the rule of multiple succession crises and the War of the Coalition, the Empire now sits in a precarious position between glorious restoration and total dissolution.

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### Dwarven Commune

The youngest of the Five Nations, a newly-born state that rose from the ashes of the violent Miners' Revolt on the basis of communal organisation and local workers' councils. Fiercely independent, it seeks to export its brand of worker liberation to its bourgeois and monarchical neighbours.

### Seraphim Republic

The headstrong Seraphim Republic, bearing its ideals of liberty and prosperity, is also one of the newer nations alongside the Dwarven Commune. Having broken free from its former overlords in the Feline Empire following the War of the Coalition, the Republic has traditionally employed full suffrage for its citizenry when deciding who will hold executive power, but has fallen under a junta of military officers following recent civil unrest.

## **Mana**

A mysterious magical essence that can be used to cast potent spells and serve as a power source. Enough of it can be used to return you to the UofT campus and SSICSIM 2023.

## **The Reservoir**

The only place in Eridu where the precious material of mana can be harvested in significant quantities.

## **Gold**

The standard currency across all five nations in Eridu.

## **Recorded Year (RY)**

The annual measurement in Eridu. Equivalent to Common Era, or CE.

## **Pax Felina**

A period of time beginning in ~RY 200 to ~RY 400 that saw a prolonged, two century peace across Eridu, presided over by the economic, military, and cultural dominance of the Feline Empire.

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## Treaty of Eden

The treaty signed in RY 430 between the Feline Empire and its three breakaway states that recognized the independence of the Orcs, Seraphim, and Elves.

## Eden Alliance

The trilateral alliance that resulted from the signing of the Treaty of Eden between the Orcs, Seraphim, and Elves.

## Era of Tranquility

A period lasting from the end of the War of the Coalition (RY 430) to the Miners' Revolt (RY 515) of relative inter-state peace and sustained domestic political development.

## Miners' Revolt

A revolt of Dwarven labourers in the Highland province owned by the Elven Kingdom in RY 515, supported by the Orcs and Seraphim, that resulted in the formation of the Dwarven Commune.



# BACKGROUND HISTORY

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## Rise of the Feline Empire and Pax Felina: RY ~100-400



The first verifiable era in the recorded history of Eridu was the dominion that the Feline Empire had over the continent—referred to as Pax Felinica. A small statelet known as the Feline Republic, having recently centralised government power in the hands of a single head of state, began its era of regional territorial consolidation in RY ~100: cementing its control over the local squabbling principalities and fiefs by the year RY 148. Incorporating these new territories into its growing domain, the consul known as August-nyan declared the formation of the Feline Empire and crowned himself the first Nyan-arch. Despite strong internal opposition by a group of Feline intelligentsia, its officer corps, and several of August-nyan’s advisors, he further centralised his power into the status of dictator for life on RY 149.

From this point onward, August-nyan and his successors would send their armies across Eridu, adding more provinces to the burgeoning Empire that now stretched across the Eastern shore to the Western coast of what is now the Seraphim Republic. By RY ~200, the Feline Empire had reached the peak of its territorial expansion, and settled into what is known today as Pax Felina, or the Feline Peace.

For the next two hundred years, Feline military domination would enable its cultural habits (such as competitive sports like team-based pigeon-chasing) and its economic hand to reach throughout all of Eridu. Its neighbours, drawn into the orbit of the lumbering Empire, sought to manage favourable trade and diplomatic relations lest it upset the status quo. This period of prolonged economic prosperity in tandem with Feline cultural and military hegemony would persist until RY ~400, following the outbreak of the Wars of the Coalition.

## Feline Succession Wars and the War of the Coalition: RY 393 - 430



While Feline hegemony during its heyday was overwhelming, it was certainly not immortal. August-nyan's system of imperial dynastic politics and hereditary rule brought on issues of



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succession in the cases of an incompetent heir or a lack of one entirely. Such a crisis would rear its ugly head following the death of Nyan-ro in the year RY 393, the last of the line of emperors originating from August-nyan's lineage. Nyan-ro's disastrous reign, punctuated by decadence and unrest in the periphery, ended without a single heir to pass the leadership of the Empire too.

The succession crisis brought on by the emperor's heirless death caused the scheming factions within the imperial court to erupt into full-scale conflict: initiating what would become the first of several debilitating Feline Succession Wars that would throw the Empire into total disarray and destroy the centuries-long peace. Sensing the weakness of the metropole, discontent separatist groups long since conquered by the Empire began to rise up in rebellion, beginning with the successful Orc Rebellion in the year RY 394. These rebellions would also see long-subservient tributary states such as the Seraphim and Elves also break free from the shackles of Feline dependency.

By the year RY 427, the last of the pretenders to the fuzzy seat of power had been vanquished by Nya-jan, who began a military campaign to recapture the lost provinces that had split away in the chaos of the Feline Succession Wars. Despite what was perceived in the Feline camp as an easy reconquest of fractured proto-states, the joint coalition between the Orcs, Seraphim, and Elves managed to repel the poorly-motivated Feline armies in the War of the Coalition: ultimately ending the efforts of the Empire to reincorporate the breakaway states. Following the Treaty of Eden in the year RY 430, the Feline Empire formally recognized all three of the coalition members as independent entities—effectively ending the Pax Felinica.

## **Era of Tranquility: RY 430-515**

The fragility of the Feline Empire, wracked by even more internal issues at home, resulted in its general withdrawal from foreign affairs. As a consequence of this, each of the members of the coalition would initiate drastic processes of domestic political development. The Orcs would reshape their traditional family-based structures of governance into a decentralised federal council system where each sub-state held a large degree of autonomy. The Seraphim, having experimented with early Feline-esque styles of republican government,

began to fully embrace the ideals of representation as the primary determinant of sovereignty—creating what would be the continent's first democratic system of governance. The Elves, on the other hand, would seek a continuation of their monarchical politics that had sustained their nominal independence throughout Pax Felineca. All of these domestic developments were enabled by two factors: the withdrawal of the Feline Empire from the continental stage and the multilateral alliance between the three powers that was established in the wake of the Treaty of Eden to fend off any future Feline aggression (should it arise). This formula would enable yet another extended period of international peace, dubbed the Era of Tranquility by scholars from some nations, lasting from the signing of the Treaty in RY 430 to the year RY 515. This status quo of the trilateral Eden Alliance and decrepit Feline Empire would last until the Miners' Revolt would cause long-simmering disputes between the three states to boil over.

## The Miners' Revolt: RY 515



The Miners' Revolt, occurring in the year RY 515, would be the single most impactful political event since the end of Pax Felineca. During the chaos of the War of the Coalition the Elven Kingdom, the country had almost immediately moved to annex the resource-rich

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Highland Province of the Feline Empire: a province that was historically home to the industrious Dwarven population. Since then, Dwarven labour had been the driving force behind the economic prosperity of what was the largely protectionist Elven state: allowing it to harvest the valuable mineral deposits located within the Highland province and trade for its exclusive riches at a significantly steep price. Frustrated by the mineral monopoly controlled by the Elves, the Seraphim Republic and Orc Confederation began meeting in secret to discuss plans to end the Elven stranglehold over the valuable minerals.

Their plans coincided with a burgeoning Dwarven labour movement that sought the independence of Dwarven labour from what they saw as Elven exploitation. Sensing a potential opportunity, the Seraphim and Orcs would covertly begin to supply Dwarven dissidents with weapons, supplies, and funds to begin what would be known as the Miners' Revolt. When Elven intelligence revealed the discovery of foreign links to known Dwarven dissidents at a meeting of the Eden Alliance, the Elves would storm out of the organisation in indignation of their allies' betrayal: severing the alliance in RY 516.

As a result of plentiful foreign support—having now become overt—and ingenious guerilla tactics, the Dwarves were able to expel the militarily-superior Elves from the Highland Province in its entirety by the year RY 519. In an address following the cessation of hostilities between the Dwarves and Elves, Thulmiir Hameriin, the leader of the Miners' Revolt, declared the establishment of the Dwarven Commune in RY 520. In spite of the initial support from both the Orcs and Seraphim, the Commune would also announce the beginning of a continent-wide revolution, proclaiming that its primary existence would be to defend the rights of the labourer across all the states of Eridu, regardless of what nations' territory they were on. This would severely strain relations between the newly-liberated state and its former supporters in the Seraphim Republic and Orcish Confederation: who now saw the Commune as a potential threat to their own existence.

## **Discovery of Mana: RY 522**

Following the geopolitical reverberations of the successful Miners' Revolt in RY 515, another paradigm-shifting event would rock Eridu. The discovery of the novel substance known as Mana by a team of arcanists and researchers in the Seraphim Republic's

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laboratories in RY 522 would serve as the catalyst for a swathe of advances in energy generation, technology, and sorcery. Mana, as found by researchers, possessed the potential energy to drive machinery beyond the current conception, and would also enable the previously-mocked field of Sorcery to become an actually-existing field of study. For the various states of the continent, this new substance was the key to achieving technological, and perhaps military, superiority over its rivals. Researchers additionally found that while Mana was originally identified in the lab, it could not be synthesised through any known means beyond harvesting it from its natural state: in the soil.

Despite the Seraphim Republic's project having top classified status, leaks of the initial research report would find their way to the other four nations, and eventually to the printing presses of newspaper houses. Policymakers and publics alike would clamour at their government to invest in this fantastical new discovery, and surely enough, state-sponsored and private expeditions to discover sources of Mana would then ensue: most of which would fail to discover any deposits of the coveted resource. One expedition, however, would strike metaphorical gold—an Orc party led by Nok the Curious would find the largest Mana deposit to date nested squarely under the remains of a dried up lake bed: referred to today as the Reservoir.

The Orc Confederation, having been the first to discover the deposit, proudly declared that the extraction process would begin at once. Despite this assertion by the Orcs, the plot of land that housed the large Mana deposit has actually been the subject of a long-running territorial dispute between the nations of the Feline Kingdom and Elven Kingdom—the lake having been Elven land prior to the Miner's Revolt and then seized by the Dwarves before it resembled its current, dried up state. Given these circumstances, further Orc excavation parties were denied access to the area of discovery: both by the Dwarven and Elven governments. A diplomatic incident is now brewing as the Orc expedition is stranded on foreign soil, with the government of the Confederation and its Seraphim allies attempting to negotiate some form of compromise.



# PRESENT ISSUES

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## Extraction of Mana

Given the potency of the recently-discovered substance of Mana, the Five Nations are at loggerheads about how to distribute or manage the extraction from the single largest source found at the Reservoir. Overlapping claims to the scientific, geological, and legal ownership of the Mana stored in the deposit have yet to be fully addressed in any meaningful way beyond unilateral declarations. It also falls under the responsibilities of the delegates themselves to gain access to Mana in order to accomplish their final goal of returning to SSICSIM 2023.

The Seraphim, having first discovered the existence of the substance itself, possess claims to the most knowledge about the substance and the ability to mitigate its potential dangers. Public and private government opinion in the Republic is that Seraphim researchers are uniquely positioned to study the substance in a meaningful way that can improve the quality of life for all residents of Eridu—as well as making a fortune in doing so.

The Orcs, on the other hand, claim that their discovery of the deposit through the efforts of their expedition team should warrant their ownership of the site itself. While it is positioned in disputed territory that was beyond any Orc claims, they believe that the rights to extract from the Reservoir should be primarily owned by the Confederation.

It goes without saying that both the Feline and Elven governments also lay claim to what is a strategically valuable resource: conceding these territorial claims could additionally amount to showing weakness to their rivals and thus result in further eroding demands from expansionist neighbours.

The Dwarves, while not possessing any direct claims to the land or the materials it contains,

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would still prefer that the ownership of the deposit go to none of the other nations in Eridu.

An acquisition of such a powerful energy and arcane substance by their ideological foes could spell the end of the hard-fought Miners' Revolt, and open the possibilities for a renewed Elven campaign to bring the Dwarves under their heel once again. With all of these contested interests, it will be up to the delegates to advise their respective nations and come to an agreement about the distribution of Mana and/or the ownership of the lake bed that houses the deposit itself.

## Usage of Mana

Despite initial advances in the application of Mana as a source of power for advanced machinery and sorcery, the research done into Mana has largely been preliminary in nature. As a result of this, there are essentially no regulations or agreements on the usage of Mana in either a civilian or military context: leaving the door open to potential immoral exploitation of the resource for destructive means. On top of this, the recent news buzz surrounding the mystery substance has resulted in a swathe of civilian prospectors and an emerging market. If regulations, both on a domestic and interstate level, are not conceived to manage this exponential growth then it is only a matter of time before Mana falls into the hands of dangerous actors. Delegates are strongly advised to draft and propose cooperative solutions to this emerging problem of Mana usage. Alternatively, the option is open to delegates to eschew this process entirely and instead prioritise state autonomy in pursuing development in Mana utilisation. Be warned, however, the potential for Mana as a substance has yet to be fully realised and could potentially lead to the development of weapons or techniques that far outstrip any conventional methods of force.

## The Miners' Revolt and its Consequences

The Miners' Revolt, having occurred only less than a decade prior, has begun to show its influences across Eridu. What first began as internal movements of labourers in the other four nations sympathising with the Dwarven struggle quickly turned into hardened cells of armed fighters that were mobilised by the fiery rhetoric of Hammeriin and armed with weapons made in Commune forges. These groups, styling themselves as an extension of

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the revolution, have been gathering their strength and waiting for the call to rise up in an armed revolt emulating the Dwarven model. The recent discovery of Mana has only accelerated this process of organising, and reports are coming in from state intelligence sources that the insurgents are laying the groundwork to obtain the new substance for their own, revolutionary purposes. This issue is particularly present in the states that share a direct border with the Commune, as smuggling of supplies and Dwarven weapons across the border have become almost a daily occurrence. It will be the task of the delegates in the four nations to suppress, co-opt, or offer concessions to their movement of worker struggle, while the delegates of the Dwarven Commune will attempt to manage these fractured cells to further its own foreign policy goals and advance the labourer's revolution in Eridu.

## **Revival of the Feline Empire**

In the wake of the Eden Treaty in RY 430, the Feline Empire was a shadow of its former glory. Its territories seized by the upstarts in its frontier, and its military humiliated by the tripartite coalition, the Empire went into an extended period of internal stagnation and withdrawal during the Era of Tranquility. Its relations with foreign powers were minimised in the form of an imperial decree outlawing any foreign contact, as well as banning any emigration outside of imperial lands. The predictions of the severing of foreign cultural, economic, and migratory links was that the Feline Empire's domestic political development would be seriously stunted. Given the lack of outside information on what was increasingly becoming dubbed "The Hermit Empire," it was only until the start of the Miners' Revolt in RY 515 that outside observers were able to see the degree of internal transformations that the Empire had undergone. Under the rule of Emperor Nyan-ji, the Feline state had radically transformed its system of hereditary imperial rule into a parliamentary monarchy during the course of its extended period of isolation. Following an announcement by the Emperor in RY 522 that he would seek to restore the glory days of Pax Felina through the acquisition of the valuable Mana resource, it would seem that the reclusive Feline Empire has re-entered the international stage in a dangerously invigorated fashion.

## **The Eden Treaty Organization**

The Eden Treaty Organization, before its dissolution after the Elf withdrawal, stood as a

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blueprint to achieving meaningful long-term peace on the continent. The trilateral alliance system, founded on the basis of collective defence and unanimous consent before action, successfully served as a forum for dispute negotiation between the three states and also warded off any military incursions from their former Feline overlords. The Miners' Revolt and subsequent shuttering of the ETO exposed a number of flaws with the organisation as a whole, however, and the shifting geopolitical status quo as a result of the awakening of the dormant Feline Empire and rise of the Dwarven Commune has brought back the necessity of this arrangement in the minds of some. Whether the old alliance structure is revived or a new system is developed remains to be seen, however. Whatever the case, it is clear that some sort of multilateral agreement that retains the spirit of the Eden Treaty Organization is a prerequisite to lasting peace in Eridu.

## **Magic and Technology in Eridu**

Prior to the discovery of Mana, direct application of sorcery was bound to simple parlour tricks due to a lack of any material that could power anything greater. With the advent of Mana, however, sorcery has taken a new form where the limits now extend only to the caster's physical and ethical boundaries. Despite this, theoretical advances in spellcasting have yet to be truly tested out in the field. In order to develop and fully utilise this new level of wizardry, there needs to be a significant level of investment and research dedicated to mastering any new kinds of spells that are to be used. Arcane researchers have identified several new types of spells that now have been enabled by the discovery of Mana: espionage spells that can be used to surveil, attack spells that can be casted to harm, and defence spells that are used to ward off the other two categories of spells. Of course, these are only able to be cast at the expenditure of Mana: something that all states are unable to acquire in large quantities without access to the Mana deposit located in the Reservoir. Any Mana that is expended in casting these spells is also Mana that can no longer be used to return back to SSICSIM 2023, as both processes require the same level of power offered by the consumption of Mana.

Technology also fell under the same constraints as magic prior to the discovery of Mana: the most effective form of combustion-generated energy was through natural fuel sources



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like wood and manure. But with Mana, the level of energy production has now grown in leaps and bounds. The first machines to be powered by Mana were small test locomotives that used a new technique known as steam power: using the combustion of Mana to power engines that could theoretically move more loads than the effort of many horses combined. Much like the groundbreaking innovations in the field of magic, investments must be made into these newfound technologies that could increase the efficiencies of economies and perhaps offer an easier way back to SSICSIM 2023. Technologies that utilise Mana as a power source are being referred to as M-Tech, and their application beyond novel transportation prototypes has piqued the interest of military experts across Eridu. Through time and effort, perhaps weaponry and thus foreign policy could be transformed by this new discovery of Mana?



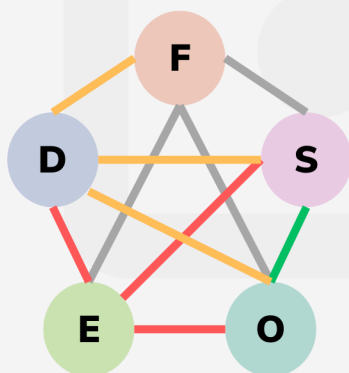
# STATE OF AFFAIRS

## Map of Eridu: RY 522



The blue star marks the location of the reservoir: on the border between the Feline Empire and Elven Kingdom

## Existing Alliance Structures and Relations



Red	Hostile
Yellow	Wary
Grey	Neutral
Green	Friendly

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## The Reservoir Dispute

The most immediate task at hand will be for the delegates to defuse the current situation surrounding the Reservoir. As the dried riverbed that houses the deposit is currently under the *de facto* control of the Orc expedition that first struck Mana, they possess the most leverage in what is a complex, five-way negotiation. Small armed forces from the Feline Empire and Elven Kingdom have also reportedly mobilised to contain the Orc expedition that is operating in *de jure* Feline/Elven contested territory. Any incidents that result from this potential clash may have grave consequences, given the bilateral defence pact that binds the Seraphim Republic to the Orc Confederation—a remnant of the now defunct ETO. Either the Orc expedition will cede the area of the Reservoir excavation site, risk an armed skirmish with the inbound forces of the Dwarven and Elven governments, or come to some other compromise. Even after this situation has been resolved, there are still no facilities constructed to actually harvest the Mana located in the Reservoir. Once an agreement concerning the ownership of extraction rights is signed, heavy investment needs to be made in order to acquire significant amounts of Mana to power the developments in technology and magic that delegates will have undoubtedly started to research into.

## Sabotage

Another immediate issue that the delegates must address is the extended campaign of sabotage carried out by unknown actors across the Five Nations. Finger-pointing aside, investigations and defensive measures can be taken through private and public directives to uncover which states are actively sabotaging whom. Delegates are encouraged to conduct cooperative investigations to discover the culprits of these incidents: be they state-supported or non-state actors. Failure to do so in a timely manner can result in technologies and resources (even Mana stockpiles) being stolen and hauled off to foreign lands. Even if one culprit of sabotage is uncovered, there may be multiple different ongoing projects of infiltration targeting different actors and thus delegates are advised to always stay vigilant. It is also possible that these infiltrators are operating beyond any state supervision: in that case it may be wise for the delegates to engage in cooperative efforts to crack down on these non-state actors to secure the safety of resource stockpiles for all.

# GUIDING QUESTIONS AND MORE READING

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## Guiding Questions

1. How will you manage the current state of relations between the Five Nations?
2. What regulations and guidelines, if any, should be issued regarding the extraction and usage of Mana?
3. What arrangements should be made in assigning ownership and/or harvesting rights to the Reservoir?
4. How can the current situation with the Dwarven Commune be resolved in a peaceful manner?
5. What steps must be taken in order to return to SSICSIM 2023?

## Additional Readings

Isekai media used to draw inspiration for spells, worldbuilding concepts, and general knowledge for the committee

- Space Jam (1996)
- Ascendance of a Bookworm
- A Connecticut Yankee in King Arthur's Court by Mark Twain
- Konosuba: God's Blessing on this Wonderful World
- Spirited Away
- Alice in Wonderland
- That Time I Got Reincarnated Into A Slime
- Log Horizon

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Other related media that generally contributed to the formation of this committee's core concept

- Dragon Quest franchise
- The Lord of the Rings series
- Dungeons and Dragons franchise
- The Witcher franchise
- Baldur's Gate



**DIRECTOR**

Je Ho Cho

**MODERATOR**

Palwashah Ali

**CRISIS MANAGER**

Henri Vivek Hopkins

**CRISIS ANALYSTS**

Rohan Jagpal | Amna Alvi | Arnav Patil

**PAGE**

Anna Tian