

Ad Hoc: The Council of Ma'at



Background Guide

Letter from the Secretary-General and Director General

Hello delegates, advisors, parents, and teachers,

On behalf of us, your Secretary-General Isabella Balbi Masso and Director-General Alexandria Cerini, and all of our Secretariat, we would like to welcome you all to the 37th iteration of the Florida International Model United Nations Conference! This upcoming FIMUN will continue to be held at Florida International University's beautiful Modesto A. Maidique Campus from March 14th to 16th, 2025.

This year we have selected the theme of "Diplomacy in a Divided World," where delegates will be prompted to show diplomacy during challenging and engaging scenarios in a wide variety of General Assembly, Specialized, and Crisis Committees. Both of us originate from opposite sides of the ocean and have seen the division of the world, especially in our modern day. We are strong believers that every person, even young students, have the ability to show diplomacy and change the world. Being able to act with diplomacy in cases of adversity, disadvantage, and injustice is a skill that every person should learn and harness to make the world a better place, not just for themselves but for everyone.

We are working hard to provide every delegate with a committee that they will love, and an unforgettable experience where they will make new friends, learn new skills, and discover the amazing world of Model UN! This year we will be hosting 15 committees each one focusing on a different current, historical, or fantasy issue, with an amazing staff who are prepared to make this FIMUN the best one yet!

We are incredibly honored and excited to welcome you all to our amazing campus and conference this March, and cannot wait to see each and every one of you succeed!

See you soon,

Isabella Balbi Masso and Alexandria Cerini
ibalb007@fiu.edu and aceri008@fiu.edu
Secretary-General and Director-General
Florida International Model United Nations 37

Letter from the Under-Secretary General

Dear Delegates,

My name is Kathy Cuellar and I will be your Under-Secretary-General for Crisis for this iteration of FIMUN 37! I am a senior at Florida International University double Majoring in Politics and International Relations, while working toward certificates in Latin American and Caribbean Studies and National Security Studies. Last year I had the honor of serving as the Director of Delegate Affairs for last year's FIMUN 36 and I am incredibly excited to be serving as your "USG" of Crisis for FIMUN 37! I was born and raised in Miami, Florida, making FIU a natural choice for me to attend and I have not regretted it since! I have been on the FIU Model UN team since Fall of 2023 and as a delegate, I have been able to not only learn new skills but also make new friends. I hope that you can have as much fun participating as we have had in planning these committees!

The FIMUN 37 team has worked extensively to create these exciting and unique committees curated toward delegate learning and enjoyment. As you look through these committees, you might notice that we try to put a little part of the world (and the multiverse) into different committees. This year's selection of the crisis committees starts in 1300 with the Fall of the Golden Horde in Eastern Europe, jumping to the 1530s with the Spanish (but the S is Silent): Court of Charles V, fast forwarding to 1975 to Bet(ting) on Green or Black with the National Security Council on the Angolan Civil War, reconvening with modern times to find where X Marks the Spot with Twitter Board of Directors in 2022, and then jumping into hyperspace to reach the planet of Dune with It's Getting Spicy In Here: The War for Arrakis. As for the ad hoc... well we can't tell you guys yet! All the topics have been selected to take you guys through a journey of problems, cooperation, and solutions to solve the crisis at hand!

As we move closer to FIMUN 37, our secretariat, directors, chairs, and staffers are working hard to make this experience unforgettable and enjoyable! We're all excited to see how you guys plan on making your part and impact in "history!" As we move forward with FIMUN, please remember the importance of these events, as they may deal with sensitive topics and hold much importance (although some may be on the niche side). I am looking forward to seeing the chaos, shenanigans, and brilliance delegates will create in our FIMUN 37 crisis committees! If there are any questions or concerns, please feel free to contact me, your crisis directors and chairs, or the secretariat of FIMUN 37.

~ Best of luck,

Kathy Cuellar
kcuel007@fiu.edu
Under-Secretary-General of Crisis Committees
Florida International Model United Nations 37

Letter from the Director

Dear delegates,

Hello everyone! I'm Mateo Padron, welcome one and all to FIMUN 37! Today I will be your guide through the scorching sands of the Egyptian desert. Make yourselves at home as we start our journey in "The council of Ma'at" committee! I'm very excited to bring this experience to you all and hope you enjoy your temporary roles as High Priests of the Council of Ma'at.

But we can get to all that in a bit, for now, you can have the pleasure of getting to know me! Right now I'm a sophomore at FIU, majoring in Political Science and Philosophy, I hope to one day become a Lawyer. I hail from the city of Bogota, Colombia, and moved to Florida when I was about 7. Since then I've been here, and though it took me a while, I found my calling to law and debate! This is only my third semester in FIU MUN. I was here last year as a backroom worker for the Spider-man JCC for the villain's side. I also have a long list of hobbies I enjoy, chief amongst them getting to know stories of ancient civilizations and their cultures!

Which brings us right back around to our committee... I certainly hope it's as much of a success as I'm envisioning it to be, but that will be in large part your responsibility! Within this committee, we will be exploring questions of culture, history, and morality/ethical issues that will be sure to stump you all! I want this to be a space where delegates can come up with not only practical solutions to the problems that will be brought up, but unique ones that showcase your abilities to compromise, innovate, and ultimately mark history in the best way possible.

It is my nature to be spontaneous, whimsical, goofy, and very very eccentric, and this committee will be no different! I hope you're all ready and light on your toes, expect things to go sideways, to get flipped on their heads. So strap in for our venture, who will figure out the best solution? Will the pyramids go unbuilt? Will your people rise up with cries of rebellion? It's up to you all to make it happen!

Whether you know MUN like the back of your hand, or you just recently learned how to write a crisis note, don't worry! My team and I have worked tirelessly for the past few months to make this experience as awesome and welcoming to you as possible, should you have any questions, feel free to ask. There's no need to be shy, we strive to create a safe environment for everyone to come and enjoy MUN, so just bring your best attitude forward as I lead you across this perilous romp!

Mateo Padron
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Letter from the Chair

Dear Delegates,

Welcome to the possibly wildest committee you will be a part of! My name is Virnia Aparicio Camacho, and I am thrilled to be your Chair for FIMUN's ad-hoc committee. I was born in Lima, Peru, but was raised most of my life in West Palm Beach, FL. I'm a senior majoring in English, on the Pre-Law track, and passionate about family law. Although I primarily focus on GA (General Assembly) committees, I had a fantastic time chairing a crisis last year. I'm excited to dive back into the world of crazy updates with all of you. I can't wait to see the creative solutions and strategies you will bring to the table as we navigate the twists and turns of this ad-hoc together!

Beyond my love for Model UN, I am a huge fan of Greek and Norse mythology. Something is captivating about the heroes and gods of ancient stories, whether the Death of Baldur in Norse mythology or the epic tales of Greek gods and their complex relationships. Recently, thanks to your Director, I've become an even bigger fan of Epic: The Musical, which brings these mythological characters to life uniquely.

It's incredible how modern storytelling can breathe new life into ancient legends. But above all, I find the lives of ancient Egyptians fascinating since they are one of the most influential civilizations in history. Their achievements, culture, and mythology have left an indelible mark on the world. It's a dream of mine to travel to Egypt and explore its incredible temples, pyramids, and other historical wonders.

As your Chair, I guide you and ensure you have a fun and engaging experience on this committee. I look forward to helping you initiate, navigate, and hopefully resolve all the crazy shenanigans that come your way. Let's work together to make this an unforgettable experience!

Best of luck,

Virnia Aparicio Camacho
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Sensitivity Statement

FIMUN 37 has a zero tolerance policy on racism, sexism, xenophobia, homophobia, and transphobia. If delegates are found to be engaging in any such actions or rhetoric are open to disqualification from awards.

We ask all delegates to be conscious of the histories and context of their countries or characters for their committees. Many of our committees focus on the stories and topics relating to historically oppressed and marginalized communities and regions. While these committees are simulations, the histories behind them are real, and disrespect towards the histories and existences of people represented in our committees will not be tolerated.

On our website, we have an anonymous report form if delegates encounter such actions. While we hope to avoid the need for such, this form will be checked regularly by our Secretariat to ensure that all delegates at FIMUN 37 can enjoy their weekend comfortably.

Land Acknowledgement

We acknowledge that our university is located on the ancestral homelands of sovereign Native nations, including the Tequesta, the Calusa, and today, the Seminole Tribe of Florida, and the Miccosukee Tribe of Indians of Florida. We pay our respects to the traditional custodians, the Elders past and present, by fully recognizing Indigenous sovereignty as well as the historical and contemporary relationship between Indigenous peoples and their traditional homelands. It is within our responsibility as an academic institution to uphold knowledge about the history of our institution with the original stewards of this land that we live, learn, and work on. We encourage our delegates to read and learn about ways to support our local Indigenous communities in their efforts to preserve Seminole and Miccosukee land and water rights, cultural practices, and the conservation of the environment.

Consistent with our University's commitment to diversity, equity, and inclusion, FIU is working towards creating an academic environment that is inclusive of Indigenous students, faculty, and staff who have often been rendered invisible due to structural discriminatory practices. At FIU, we hold ourselves accountable to serving local, regional and worldwide Indigenous communities through academic policy-oriented research, education, partnerships, community service, as well as enrollment initiatives to overcome the effects of Indigenous exclusion and erasure in our own academic institution. It is our hope that acknowledging the land helps us to better understand that harm has been done and address the legacies of violence in our communities in order to create a pathway to true healing

Rules of Procedure

Motions

Motion to Open/Resume Debate

Opens the floor for debate. Delegates may now begin to provide further motions.

Motion to Open Speakers List

Opens the Speakers List, wherein delegates can deliver speeches without a set topic.

Motion for a Moderated Caucus

Opens a set speakers list for debate on a specified topic. Total time and speaking time must be specified within the motion.

Motion for an Unmoderated Caucus

Opens time for unregulated working time for delegates to work within their blocs on working papers/draft resolutions/directives.

Motion for a Round Robin

Opens a Round Robin, where every delegate in the room delivers a speech for a set time without a designated topic. Will start from the delegate that motioned and will either go clockwise or counterclockwise at delegate's discretion.

Motion for a Gentlemen's Unmoderated/Consultation of the Whole

Similar rules as to a normal Unmoderated Caucus, however all delegates must remain in their seats.

Motion to Introduce Working Papers/Draft Resolutions/Directives

Opens the floor to begin formal procedure on papers. Order of address if not specified will default to order in which each paper was introduced.

Authors Panel

Generally motioned for alongside the introduction of Working Papers/Draft Resolutions. Involves a Reading Period for Delegates to read papers, an Introduction where a panel of Delegates present the paper, and a Question and Answer portion, where sponsors of the paper are asked questions by fellow delegates about the paper.

Motions for For and Against Speeches

Opens a short speakers list where (generally speaking) 2 delegates are called to speak for and against a given working paper/draft resolution/directive.

Motions to Enter Voting Procedure and Voting Methods

Goes alongside a motion to end debate when in General Assembly and certain Specialized Agencies. Delegates will vote on papers on the floor. If no voting method is specified, committee will default to placard vote.

Placard vote operates the same way as votes for procedural matters. Delegates raise their placards to vote For, Against, or to Abstain if they stated they were Present.

Roll Call vote will have the chair call Roll Call once more, and when delegates are called they will state whether they vote For, Against, or if they Abstain.

Votes by Acclimation involves calling for general consensus, where the paper will pass unless anyone votes Against. Then placard vote is in order.

Points

Point of Inquiry

General question regarding committee or the conference

Point of Order

Question or correction regarding parliamentary procedures

Point of Personal Privilege

Personal request unrelated to committee. (e.g temperature in the room or seating issue)

What is a Crisis Committee?

Crisis committees are dynamic committees that differ substantially from your typical General Assembly. You might be asking yourself, what exactly is this difference? The difference is that, unlike in General Assemblies, where everything is taking place in one setting (your committee room), there are “two rooms” in a crisis committee. One room, which is your committee room, is where you will be debating on recurring issues plaguing the committee and its “setting.” The other room consists of your crisis director and their staffers, where they are responding to the committee’s crisis notes and engendering crisis updates, which can either be delegate or staff driven. Delegates are welcome to prepare not only a public policy but also a composition of their own private interests to pursue through personal notes to the crisis staffers.

How do I begin to prepare for a crisis committee?

There are many ways you, the delegate, can prepare for a crisis committee. However, for the purpose of this guide, a standard that is generally widely used by delegates will be written here for your convenience. To start, reading your committee’s background guide written by your crisis directors will help you get a kickstart on your preparation efforts. The background guide, while it gives plenty of context to your topic, should not be the only research you bring to the conference. Rather, it should be giving you an idea as to how you would want to research for your committee. Not just for historical context, but also for your crisis arcs, speeches, and directives.

What is a Crisis Arc?

A crisis arc is the story that you are going to be writing to your crisis staff through crisis notes. Crisis arcs are the most integral aspect of your research and preparation for a crisis committee. They consist of every single idea that you plan on showcasing to your crisis staff through your crisis notes in order to influence your committee. When crafting a crisis arc, you should keep it secret from every other delegate in your committee, even if they ask! The best crisis arcs are typically the most creative and most detailed. As a result, these arcs will be the most likely to be brought to the committee’s attention by your crisis staff. Think of making a crisis arc like you’re writing a story or a movie script. This plan is top secret and will allow you to pursue personal interests and ulterior motives to impact your committee room.

What is a Crisis Note?

A crisis note is what you write to your crisis staff in order to influence action in your committee. Crisis notes should be written with some form of action. The better prepared your crisis arc is, the better your crisis notes will be in regards to the action(s) you want to take behind the scenes. Your crisis notes should be kept “secret” from other 2 delegates in your committee, unless you are collaborating with another delegate to influence action in the committee. The more detailed your crisis notes are, the more likely you are to get a crisis update from your crisis staff. Like the aforementioned crisis arc-story analogy, think of your crisis notes as the chapters to your story (crisis arc).

What is expected of the committee?

A crisis committee is very atypical in conflation with a General Assembly, but it is still a very fun experience that you will soon come to embrace! When you walk into committee, you are expected to be ready to debate on pressing issues and write crisis notes! Prior to the start of committee, the chair and crisis director will give you their specific expectations. The crisis director and their staff will walk into the committee to give the first crisis update. Afterwards, the crisis staff will return to the crisis room, and the chair will take a roll call, then will look for motions to, usually, discuss the crisis update in a moderated caucus, or your own unique motion! Once committee officially starts, you are expected to either be debating about finding a solution via a directive, or composing your top secret crisis note, which will be collected by your crisis staff.

What is a Crisis Room?

The crisis room is where your crisis staff will be for the majority of the conference. Unless it's under a circumstance where someone from the crisis staff and or the crisis director wants/needs some clarification on a crisis note, delegates are not allowed to be in this room. In this room, the crisis staff will be responding to crisis notes. As these crisis notes are responded to, the crisis director will choose the best of the actions in the round of notes to incorporate into a crisis update

What is a Directive?

A directive is the resolution that you are deriving in response to the crisis update. Directives are basically General Assembly resolutions, except that they are much more 3 concise and to the point. In a moderated caucus, you are discussing the ideas that you have in your directive that you feel would be best to solve the problems given in the crisis update. When comprising the directive, feel free to give it a creative name! In an unmoderated caucus, you are meeting with the other delegates in your committee to merge these directives, especially if your fellow delegates had a similar idea to yours. Once these directives are merged, you would read through each and vote for them just as you would a General Assembly resolution. It is also worth noting that the best directives are usually incorporated in crisis updates by the crisis director.

Special Rules of Procedure:

Before we start I would like to get some things out of the way, seeing as this committee will include some special rules that must be abided by.

To begin, this will be a crisis committee and all rules of crisis are expected to be followed, we will ideally be employing a two-notepad system so I hope you all come prepared with materials. You will be given around 30 minutes per note cycle, but upon popular request, this can be extended. Your notes are expected to be clear and legible and must stay away from sensitive and/or hateful topics. However, so long as they are within the context of the committee, feel free to be as creative or goofy as you'd like! Your Crisis Director loves whimsical and fun solutions to problems, so don't be afraid to go out there; use clues I've left hidden in this guide, or come up with your own unique ideas, whatever you do just make sure it's interesting!

Special rules:

Joint-Crisis Notes (max one per person per cycle): During this committee, we will be employing special rules for joint crisis notes. Joint crisis notes can be submitted in the form of requests to your assigned deity, depending on your role (see character list for some clarification, also this special mechanic can only be utilized once per delegate per session). In this committee, you will all be priests in Ancient Egypt and will each be attuned to a certain deity of the Ancient Egyptian faith. You will be given information on this deity to consider when making joint crisis notes. Consider carefully what you need when making these notes, as not everyone's deity will have access to what you need, conversely know your deity's reach as well, since you could use that to your advantage!



Historical context: The pyramids

The pyramids have long been a great attraction for Egypt, garnering roughly 14 million tourists to see the great structures yearly. These impressive marvels of architecture have a rich history dating back to (experts believe) the beginning of the Dynastic Era in Egypt (2950 B.C.) and started off as royal tombs that were called Mustabas. These tombs were built for Pharaohs, who were regarded as god-kings in Ancient Egyptian society, since upon reaching the throne they were believed to ascend into godhood and become Horus (Falcon god of might, healing, power, and kingship) or some other god. Upon death these pharaohs were believed to keep parts of their soul within their body (known as the Ka), this is what brought about the need for mummification and tombs. The mummification process was done so that the body (and therefore the soul) could be preserved within the pharaoh's body after death, and the reason for grandiose tombs filled with riches was so that the dead could have all they needed in the afterlife. However, despite this tradition, it wasn't until much later that the Pyramids of Ghiza were built, during an especially prosperous time for Egypt. The most famous of all the pyramids are located on the West Banks of the Nile and start with the tomb of Pharaoh Khufu. This is the largest of the three and is known as The Great Pyramid, as well as being the most impressive of the three. Very little is actually known of King Khufu despite his relatively long life of 23 years (2589-2566 B.C.), and his one claim to fame is The Great Pyramid. Surrounding this grand building are three smaller pyramids containing all of his wives, a tomb with the empty sarcophagus of his mother Queen Hetepheres, and multiple mustabas for his relatives or officials to be buried, all in the hopes of reuniting in the Egyptian Underworld (known as the Duat). The other two pyramids were for Khufu's sons, and get smaller as the generations go by, making a total of three pyramids.

The question still stands though, how did these incredible structures get built? After all, about 2.3 million blocks that each weigh 2.5 tons were needed to build just Khufu's Pyramid. Well not much is known about the building of these great beasts, and much of the theories are based on speculation and inference. However, there are quite a few popular beliefs, some people claim that it was the expansive workforce and slave labor that Egyptians had access to build them, while others think that this labor was imported from somewhere else in the form of acquired slaves, still, some people believe it was aliens or an advanced civilization who came to help the pyramids be built, but historians largely agree that the pyramids were built by local laborers (with a force of about 20,000) of agriculture who would help build the pyramids while the Nile River flooded too much of the nearby land. It took roughly 60 years of grueling labor, but eventually, all six pyramids were finished in time for the death of Menkaure, Khufu's grandson who died in the year 2503 BC.

Special Rules of Procedure:



Egyptian society was one that mainly revolved around its religion, meaning that the Gods had the final say on all matters. The Egyptians believed the Gods were in control of everything that happened to them, from how the Nile flooded, to the amount of crops that grew during the harvesting season. This meant keeping the Gods happy was of the utmost priority, because of this there were certain individuals within Egyptian society who were deeply respected and even feared. These were known as the Pharaohs, who were God-Kings and believed to be Gods in human form, sent to rule over the kingdom of men. The Pharaoh was in charge of many

responsibilities, chief amongst them was taking care of his citizens by commanding the army, he was also the final say on all laws passed, and took taxes from the people in the form of grain to be used in the case of famine. Under the Pharaoh himself were a few other individuals who helped him run the kingdom, after all a whole kingdom cannot be run by just one person.

The person directly beneath the pharaoh was known as the Vizier and was in charge of collecting the grain tax for the pharaoh. Along with the Vizier were the Scribes, who kept records of the kingdom and the happenings within it; these people were highly valued since they had the ability to read and write. Below the Pharaoh in status were the nobles and priests; while the priests were in charge of keeping the gods happy through monitoring the kingdom and its citizens, the nobles simply held status, power, and wealth by receiving donations from the gods. If you go a step down you get the warriors, who were used for wars and domestic issues, essentially being a sort of police on top of being part of the military. During times of peace however they acted as supervisors to the farmers and craftsmen. People with skilled jobs made up the middle class, those who could do things like craft or practice medicine along with traders. All the way on the bottom were captured prisoners of war that then became servants, and farmers who spent all their time working. Though these lines and social hierarchies existed, it wasn't actually unimaginable to one day move up the pecking order. In fact many people managed to rise through the ranks by saving up money, or would help their children by sending them to trade schools.

Egyptian women also enjoyed many of the same rights as men, Egypt was a very progressive society when it came to this; to the point where women could rule if they found themselves in the position to, in fact, there was more than one Pharaoh who was a woman in Egypt's history. Women were also permitted to be educated, and it wasn't abnormal for a woman to be seen in a position of governmental power. Though one might think these rights were only for women in power, the reality is women were allowed these powers even amongst the common folk. Women were in fact expected to be mothers and wives first, however they were also allowed to own businesses and property, they could be witnesses in court, and were allowed to associate with men whenever they'd like. Furthermore women could divorce and remarry and were allowed a third of her husband's property, making them one of the most free women of their time.

Egyptian society progressed through a lineage of dynasties, each of these dynasties eventually ended with infighting or some other outside invasion or interference. Throughout all of Ancient Egypt's history there were roughly 30 dynasties, and most of them took it upon themselves to create great works of art (like the pyramids, or the Sphinx). Throughout the dynasties there were a lot of clashes within the kingdom, mostly sprung from the lower classes, nobles, and the Pharaoh. Furthermore since religion was such an important part of this society, any who introduced new or radical ideas were instantly shunned. For example, when the Pharaoh Amenhotep decided to push for a monotheistic religion where only one god named Amon ruled, the other priests who represented the rest of the gods were very displeased. Though he attempted to uproot Egypt by moving its capital, his legacy eventually was tarnished after his death, since the priests moved the capital back anyway. Other pressing issues were the amount of expectations the Pharaohs had on their people, projects such as the building of the Pyramids, causing uproars within the citizens of Egypt occasionally. Outside interferences included different kingdoms trying to invade Egypt and take it down, for the purposes of our committee those are just the enemies of the Old kingdom. This includes: Nubia (though occasionally Nubian mercenaries were employed within the Kingdom of Egypt), Levant, and potentially Libya.

Attention priests of the Council of Ma'at:

This is a letter brought to you by the citizens of Egypt,

Oh cruel rulers, you dare defy us in such a way? Do you dare assume that you could simply hold complete sway over all of us? Though you are clever and tenacious, you have no right to force others to work at the expense of one man, though powerful as he may be. Years of work have gone into these accursed buildings, all for nothing, even my children will be unlikely to see the completion of these structures. Not to mention the various "incidents" going on around the Pyramids, strange markings on the stones, mysterious disappearances whenever anyone steps inside, and that creepy feeling anyone gets when they go into the tomb chambers! We demand retribution! We demand justice! Until we are heard and appeased we will no longer be building these wretched places of burial.

Angrily waiting,

The Laborers in charge of Agriculture near the Nile

A letter from the Pharoah,

Bah! These people bug too much, you priests need to earn your living, solve this problem for me, won't ya?

Do as you must,

Khufu

Current Situation:

Greetings Priests of Ma'at! The people have started revolting against the kingdom, asserting that it is not their responsibility to build these pyramids. Furthermore, social movements have begun, some of them to liberate the current war prisoners within Egypt, no one is pleased about having to keep these people around as second-class citizens. These social groups include: The Daughters of Onyx, who seek to give freedom to imprisoned women as well as women who are oppressed within their social class; the Insurrectionists, a band of hired muscle going around and extorting merchants, taking part of their wealth in exchange for "protection"; The Syndicate of Apophis, a mysterious shadow organization whose mission is to revive a certain snake; and the Sons of the Sky, a group of young males who have been spotted going around at night with odd blue torches. All throughout the kingdom people have stopped working on the construction of the Great Tombs. There are many complaints, whispers, and rumors of strange events going on inside and around the pyramids. Workers have been going missing whenever they're working on the pyramids, right before the eyes of their companions, there one second and gone the next. Though this could be attributed to accidents around the work site, the laborers seem to think there's something else going on. There have also been sightings of strange markings on stones being brought in from the pyramids, as well as on stones already put in place, they contain hieroglyphs with cryptic messages. This could be a prank or perhaps something more, be wary! Around the kingdom there is a widely held belief that new stars are appearing nightly, though they seem to not last, blinking in and out of the sky sporadically. Further, the guards have noticed a very strange feeling whenever they step into the main tomb chamber, like they're being watched by something unseen. In addition, various outsiders have also been spotted around the outskirts of the kingdom, though we have no confirmation on who they might be, there seem to be beliefs that they are up to no good. All of this as well as the rising costs of burials for the average folk have disillusioned the people on the idea of building such large tombs for one person. The people feel they have a right to the afterlife as well and that their time would be better spent making a tomb for the average citizen.

Several armies of foreign countries have been spotted advancing from every cardinal direction as well. We have no means to identify which countries they belong to but they seem to be enemies of Egypt. We have no idea where these armies are headed or if they are up to anything nefarious but they are a looming presence that should be considered. These armies tend to stay away from our own patrols but there have been a few scuffles that have ended in vague threats.

The Pharaoh is too preoccupied with other matters, like raising his heir, to bother running the kingdom at this time. Due to this, he has placed the responsibility of solving all these problems on you, the Priests of Ma'at. He doesn't care how you solve these problems, so long as you ensure that the people are happy and there is no more conflict. Additionally, he has said that the priest who comes up with the best solution will be considered to become Pharaoh should his heir not be fit for the role. Unfortunately the Pharaoh has also shut off access to all royal resources, saying he needs everything at his disposal for raising his kids. Instead he has encouraged you priests to seek aid from your allies, contacts, and connections with the gods.

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The Pharaoh is too preoccupied with other matters, like raising his heir, to bother running the kingdom at this time. Due to this, he has placed the responsibility of solving all these problems on you, the Priests of Ma'at. He doesn't care how you solve these problems, so long as you ensure that the people are happy and there is no more conflict. Additionally, he has said that the priest who comes up with the best solution will be considered to become Pharaoh should his heir not be fit for the role. Unfortunately the Pharaoh has also shut off access to all royal resources, saying he needs everything at his disposal for raising his kids. Instead he has encouraged you priests to seek aid from your allies, contacts, and connections with the gods.



Character Dossier

Asenath, High Priest(ess) of Horus: The royal general and the Pharaoh's closest military advisor, this priest oversees all aspects of the kingdom's military and law enforcement. Asenath is responsible for organizing and training the army, devising battle strategies, and protecting Egypt's borders. Additionally, this priest enforces laws within the kingdom, ensuring that order and justice prevail. Serving as the embodiment of Horus's might and vigilance, Asenath safeguards the Pharaoh's reign and the kingdom's sovereignty, blending the roles of warrior and lawkeeper.

Chephren, High Priest(ess) of Anubis: The guardian of burial rites and the guide to the afterlife, Chephren oversees the mummification process, embalming, and the preparation of tombs for the deceased. This priest ensures that each individual, regardless of social status, is given the proper rites to traverse the underworld. Chephren also facilitates offerings and prayers to Anubis, securing safe passage for souls and assisting them in overcoming the trials of the Duat. This priest's duties extend beyond death, as they continue to monitor tombs and cemeteries, ensuring that the dead are honored and their spirits rest undisturbed.

Djaty, High Priest(ess) of Hapi: Tasked with ensuring Egypt's agricultural prosperity, Djaty is the intermediary between the Nile and the kingdom's farmers. This priest monitors the flooding of the Nile, studying weather patterns to predict and prepare for its cycles. Djaty works closely with farmers, offering guidance on planting, harvesting, and irrigation techniques. Beyond agriculture, this priest oversees the fair distribution of crops, ensuring that markets remain stocked and that food security is maintained throughout the land. As the living representation of Hapi's nourishing power, Djaty ensures the balance between the river and the people it sustains.

Hakor, High Priest(ess) of Tefnut: The steward of the Nile and all water-based activities in the kingdom, Hakor monitors the river's behavior, ensuring it's calm through tributes and sacrifices to Tefnut. This priest oversees the Egyptian navy, organizing water missions for trade, exploration, and defense. Hakor also manages irrigation systems and fishing industries, ensuring that the Nile's bounty is utilized effectively for the kingdom's prosperity. Through their role, Hakor embodies Tefnut's dominion over moisture and rain, ensuring that Egypt thrives under her watchful eye.

Inteff, High Priest(ess) of Thoth: The overseer of all scholars, scribes, and intellectuals within the kingdom, this priest is responsible for maintaining and expanding Egypt's vast knowledge. Inteff supervises the libraries and ensures that sacred texts and records are preserved, studied, and copied accurately. As the chief inventor, they are tasked with leading innovation in mathematics, astronomy, and writing, ensuring that Egypt stays at the forefront of knowledge and wisdom. This priest also plays a crucial role in advising the Pharaoh on matters of diplomacy and strategy, using their knowledge to influence key decisions for the prosperity of the kingdom.

Kanefor, High Priest(ess) of Isis: The guardian of motherhood and protector of families, this priest oversees all matters related to maternal rights and the welfare of children throughout the kingdom. Kanefor ensures that mothers receive the support and resources they need, offering guidance and care from childbirth to child-rearing. This priest is also responsible for the temples dedicated to Isis, where mothers and children can seek sanctuary and blessings, reinforcing the goddess's nurturing presence throughout Egypt.

Maya, High Priest(ess) of Bastet: Tasked with the protection of the kingdom's internal security, Maya commands the kingdom's internal army, focusing on the defense of cities and settlements from infiltration and espionage. This priest coordinates with other military leaders to ensure that Egypt's borders are fortified and safe from any internal threats. As the caretaker of cats, Maya also upholds Bastet's sacred duty, maintaining their well-being and ensuring their presence throughout the temples, as cats are seen as symbols of protection and good fortune.

Nebet, High Priest(ess) of Sekhmet: Responsible for the health and well-being of the entire kingdom, this priest oversees all physicians and medical facilities. Nebet ensures that the kingdom's healers are trained in the most advanced techniques, inspired by Sekhmet's wisdom and power. This priest monitors the temples dedicated to healing, ensuring that the sick receive proper care and that rituals invoking Sekhmet's healing prowess are performed. Nebet also plays a crucial role in managing outbreaks and maintaining the kingdom's overall health and wellness.

Osocron, High Priest(ess) of Khonsu: As the voice of the people, this priest is responsible for ensuring the well-being and happiness of the everyday citizens of Egypt. Osocron travels throughout the kingdom, listening to the concerns and needs of the people and bringing these matters to the attention of the Pharaoh and other high-ranking officials. They organize festivals, celebrations, and rituals in honor of Khonsu, the god of the moon, to uplift the spirits of the populace and maintain harmony. This priest acts as a bridge between the rulers and the common folk, ensuring that the kingdom's leadership remains in tune with its people.

Qar, High Priest(ess) of Ma'at: The overseer of Egypt's judicial system, Qar is entrusted with maintaining order and justice throughout the kingdom. This priest supervises all legal proceedings, ensuring that the courts operate with fairness and uphold the principles of Ma'at—truth, balance, and justice. Qar advises judges and other officials, making certain that laws align with the spiritual and moral codes of the kingdom. In times of dispute, this priest acts as a mediator, ensuring that all voices are heard and that resolutions are reached in accordance with Ma'at's eternal principles.

Rahotep, High Priest(ess) of Nehmetawy: Serving as the advocate for the kingdom's less fortunate, Rahotep is dedicated to supporting the impoverished, disabled, and those in need. This priest manages shelters and distribution centers for food and resources, ensuring that no one in the kingdom is left without aid. Rahotep speaks on behalf of the marginalized, presenting their concerns to the Pharaoh and other leaders to implement policies that provide support and opportunities. Guided by the compassion of Nehmetawy, this priest embodies the spirit of charity, ensuring that the kingdom's prosperity reaches all its people.

Sakir-Har, High Priest(ess) of Atum: Responsible for the construction and infrastructure of the kingdom, this priest ensures that temples, monuments, and cities are built and maintained to reflect the glory of Egypt. Sakir-Har oversees large building projects, coordinating with architects and laborers to bring Atum's divine vision into physical form. This priest ensures that roads, waterways, and public spaces are developed to enhance the kingdom's prosperity and connectivity, making Egypt a thriving and unified realm.

Takhat, High Priest(ess) of Geb: Tasked with managing Egypt's land and natural resources, Takhat oversees the division and usage of land, ensuring that agriculture and settlements thrive. This priest also supervises mining operations, extracting valuable materials such as gold, iron, and stone for the kingdom's use. By balancing the land's cultivation and its exploitation, Takhat maintains the harmony between Egypt's growth and the blessings of the earth, ensuring that all resources are utilized sustainably and effectively.

Weni, High Priest(ess) of Ptah: The master of all craftsmen, Weni oversees the creation of armor, weaponry, and the development of metal and carpentry work throughout the kingdom. This priest ensures that Egypt's craftsmen have the skills and resources they need to produce everything from ceremonial artifacts to functional tools for the military. As the chief overseer, Weni guarantees that temples, palaces, and the army are equipped with high-quality creations, honoring Ptah's role as the god of craftsmanship and creation.

Bunefor, High Priest(ess) of Set: The key representative of Egypt's merchants and the driving force behind the kingdom's economy, Bunefor manages and facilitates all trade within and beyond Egypt's borders. This priest oversees marketplaces, monitors trade routes, and negotiates with foreign entities to secure valuable goods and alliances. Bunefor ensures that Egypt's economy remains robust, harnessing Set's strategic power to maintain prosperity and expand the kingdom's wealth through commerce and resource exchange.

Menkaura, High Priest(ess) of Osiris: As the caretaker of death's greater cycle, this priest oversees the spiritual aspects of resurrection, renewal, and judgment in the afterlife. Menkaura ensures the deceased are spiritually prepared to face Osiris's tribunal, where their hearts are weighed against Ma'at's feather. They are also in charge of keeping places of burial intact, preparing the book of death for all of the deceased, and organizing all the possessions the dead take with them when they die. They lead ceremonies tied to Osiris's role in sustaining life, such as agricultural rituals symbolizing rebirth and the eternal balance between death and renewal. Menkaura's duties extend beyond the physical preparation of the dead, focusing instead on guiding souls toward their eventual transformation into eternal beings under Osiris's care. They also lead public rites tied to Osiris's agricultural and seasonal significance, keeping Egypt's land and its people connected to his divine cycle.

Khepesh, High Priest(ess) of Shu: The keeper of Egypt's skies and airways, Khepesh is tasked with overseeing all aspects related to wind, climate, and atmosphere. This priest monitors weather patterns, advising the Pharaoh on when to plant crops, sail the Nile, or prepare for incoming storms. Khepesh also leads rituals to honor Shu, ensuring the kingdom remains in harmony with the elements and that the breath of life continues to bless Egypt. With knowledge of celestial (star) navigation and the weather, Khepesh aids in securing favorable conditions for Egypt's agricultural and naval endeavors.

Thent, High Priest(ess) of Neith: The protector of Egypt's hunters and warriors, Thent supervises the kingdom's hunting expeditions and weapons training, embodying Neith's prowess as a goddess of war and creation. This priest also manages the kingdom's armory, ensuring Egypt's warriors are equipped with well-crafted weapons and armor for defense and protection. In times of peace, Thent oversees the crafting of textiles and goods in Neith's honor, maintaining the nation of Kemet as a hub of both artistry and martial strength. Balancing the dual nature of creation and destruction, Thent ensures the kingdom remains prepared for any challenge while nurturing its creative spirit.

Hapuseneb, High Priest(ess) of Satet: Protector of Egypt's southern borders, this priest is responsible for guarding the frontier regions and overseeing the fortresses and military outposts along the Nile's cataracts. Hapuseneb ensures the safe passage of traders, diplomats, and soldiers between Egypt and its southern neighbors, while also managing the kingdom's relations with the Nubian lands. This priest performs rituals to honor Satet, asking for her blessings to keep Egypt's southern waterways safe and bountiful. As a guardian of the borderlands, Hapuseneb also directs water management efforts, ensuring the Nile's flow remains strong in Egypt's favor.

Neferura, High Priest(ess) of Wadjet: The protector of Upper Egypt and defender of the royal throne, this priest oversees all matters of internal security and surveillance within the kingdom's northern territories. Neferura leads the elite serpent guard, a special unit tasked with guarding temples, palaces, and royal grounds. This priest also monitors the kingdom's borders in Upper Egypt, ensuring no enemies or traitors enter the land. Devoted to Wadjet, Neferura commands snake charmers and trainers to maintain the sacred presence of cobras, symbols of protection and sovereignty, throughout the kingdom's most important sites.

Taharka, High Priest(ess) of Kek: The master of shadows and the overseer of Egypt's night patrols, Taharka is responsible for ensuring the kingdom remains secure under the cover of darkness. Leading the royal assassins and spies, this priest conducts covert operations to eliminate threats to the Pharaoh and the kingdom's stability. Taharka also monitors the night markets and secret gatherings, maintaining order and ensuring no seditious plots arise in the hidden corners of the city. In honor of Kek's association with chaos and darkness, this priest performs nightly rituals, calling upon the god's power to control the forces of the night and harness them for Egypt's protection.

Alaren, High Priest(ess) of Sobek: The protector of Egypt's waterways and the embodiment of strength and ferocity, Alaren oversees the kingdom's relationship with the crocodile god. This priest ensures the safety and prosperity of those who depend on the Nile for survival, performing rituals to honor Sobek and invoke his protection against floods, predators, and other dangers. Alaren also manages the training of Sobek's sacred crocodiles, revered as living symbols of his power, and uses them in ceremonial displays to demonstrate Sobek's might. Tasked with maintaining the balance between fear and respect for the Nile, Alaren ensures Sobek's favor shields Egypt's waters and strengthens the kingdom's people.

Deware, High Priest(ess) of Meṭes: As the keeper of justice and reform, Deware serves as the overseer of the kingdom's prisons and the steward of those who have strayed from the path of righteousness. Tasked with upholding Meṭes's role as the devourer of guilt, this priest ensures that the guilty are not only punished but guided toward atonement. Deware supervises the confinement of wrongdoers, maintaining order within prisons and ensuring humane treatment while enforcing discipline. This priest also implements programs for moral reform, offering teachings and rituals aimed at helping prisoners confront their misdeeds and strive for redemption. Deware's work embodies Meṭes's balance of justice and mercy, striving to restore harmony both within the guilty and the kingdom at large.

Senenmut, High Priest(ess) of Hathor: The patron of artistic expression and joy, Senenmut oversees all matters related to music, dance, and the visual arts within the kingdom. This priest acts as the guardian of creative inspiration, ensuring that Hathor's blessings flow through the artisans, performers, and creators of Egypt. Senenmut organizes grand festivals and ceremonies celebrating the goddess, filled with music, vibrant performances, and ornate decorations. They are also responsible for maintaining sacred instruments, training temple performers, and commissioning works of art for religious and royal purposes. Senenmut embodies Hathor's joyous and nurturing spirit, fostering creativity and emotional connection among the people while ensuring that art continues to glorify the gods and enrich the kingdom's culture.

Meritah, High Priest(ess) of Renenutet: As the divine keeper of food and sustenance, Meritah is responsible for overseeing the kingdom's food distribution and storage, ensuring that Egypt's people are well-fed and nourished. This priest manages the royal granaries, ensuring that food reserves are properly stored and safeguarded for times of famine or scarcity. Meritah also oversees the kingdom's herds of cattle, ensuring their well-being and fertility, as cattle play a central role in Egypt's food production. Acting as Renenutet's earthly steward, Meritah ensures that both the land's harvests and the kingdom's livestock are carefully monitored, facilitating their fair distribution across the land. This priest also maintains sacred rituals for the protection of the kingdom's animals, particularly cattle, which are seen as a symbol of abundance and divine favor. By embodying Renenutet's nurturing and protective qualities, Meritah ensures that Egypt's food supplies remain plentiful and that the people are always cared for in body and spirit.

Khaemwese, High Priest(ess) of Khnum: Khaemwese oversees all ceremonies related to birth and fertility, ensuring newborns are blessed with Khnum's protection and vitality. This priest also plays a crucial role in the kingdom's population growth, advising the Pharaoh on matters of demographic stability and resource allocation for families. Khaemwese is responsible for guiding policies that support the welfare of children and the expansion of settlements, ensuring Egypt's future prosperity. Additionally, they manage ceremonies surrounding marriage and inheritance, ensuring societal harmony and continuity.