

It's Getting Spicy In Here: The War for Arrakis



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
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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
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Under-Secretary-General of Crisis Committees
Florida International Model United Nations 37

Letters from the Director

Lisan al gaib, delegates!

My name is Conor Moore and I'm a junior at FIU. I'm an Economics student getting a Minor in Computer Science and am pleased to be your director for this committee. Dune is one of my favorite science fiction stories (Better than Star Wars, don't @ me) and I think its story is perfectly suited for Model United Nations. The committee will be fairly small, but given the nature of the characters in Dune, it will give everyone a distinct flavor in the committee to make them stand out and succeed. The crisis format fits Dune well in my opinion, as it is a story primarily based off of characters and their complicated motivations and goals rather than nations and governments. Delegates will have a chance to express themselves within the context of Dune's universe while also competing for the spice of Arrakis and control of the Fremen. I also wanted to do a Dune committee due to the recency of Dune: Part 2, which is an excellent movie and adaptation of the source material that you should all watch if you haven't already.

I hope that the intricate politics and diplomacy of its world is reflected by the actions you take in committee, and your choices and decisions will affect the fate of the (Dune) universe for centuries to come.

Good luck,

Conor Moore
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It's Getting Spicy in Here: The War for Arrakis Crisis Director
Florida International Model United Nations 37

Letters from the Director

Hello everyone! My name is Camila Ramirez Fayad (She/Her), and I'm a senior at Florida International University, majoring in Political Science and International Relations with a minor in Religious Studies. My academic focuses include the Middle East and Muslim world studies, Human Rights, and Law and Ethics. I first picked up Dune during my senior year of high school, but it took me almost a year to get past the first 100 pages. I think I reread those pages at least 3 times because I kept forgetting the plot. Then, one day, I sat down and devoured the first three books in just four days. Since then, I have been completely captivated by the Dune universe.

When it came time to submit ideas for FIMUN 37 committees, Dune was at the top of my list. The intricate universe, where every action has far-reaching consequences, fascinated me. You never fully grasp the impact of those actions until you look back and see how much has changed (if you follow Dune, you know how Paul starts off so sweet and demure and ends up a little...). I am beyond excited for this committee and can't wait to see the ideas you all bring to the table, shaping the course of Duniverse history.

Good luck,

Camila Ramirez Fayad

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It's Getting Spicy in Here: The War for Arrakis Crisis Director

Florida International Model United Nations 37

Letter from the Chair

Hello everyone, my name is Marco Garcia and I am so excited to be your chair! I am a Junior majoring in Biomedical Engineering and I plan on going into law school. I'm from a small town in central Florida called Montverde where I lived for most of my life. I started MUN in high school and was a member of the FIU college team in my first two semesters. Since then I have taken a back seat to focus on my major, but I have had the pleasure of being a chair for the past two FIMUNs. I can't wait to have another great conference this year!

During the past two committee I chaired during previous FIMUNs, delegates were able to create an engaging, fun, and respectful environment. I have no doubt the same will be true this year. Remember to always be considerate of your fellow delegates and maintain proper diplomatic behavior.

See you soon,

Marco Garcia

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It's Getting Spicy in Here: The War for Arrakis Chair

Florida International Model United Nations 37

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.

Opening Note

Lisan al-Gaib, fellow delegates! I'm sure many of you have seen Dune (if not, we highly recommend watching both movies as they're available on streaming services. This committee will be based on both the movies and the books). Dune, written by Frank Herbert is a seminal work of science fiction and one of the most popular novels in the genre ever published, is renowned for its worldbuilding, characters, and pertinent topics such as politics, power, colonialism, and ecology. The novel is set about 20,000 years in the future amidst a quasi-feudal quasi-interstellar galactic society, which takes place chiefly on the desert planet, Arrakis. The first half of the book, which will be part of the context for the committee in this background guide, will introduce the key players, setting, and the overly-complicated political lore that will establish the goals and motivations of your characters going forward. The committee will be taking place following the latter part of the first book, as the conflict between the Fremen and the Harkonnens is escalating and tensions are running high.

Rules and Procedure

The committee timeline begins following the first half of the book. The directors will make final decisions with respect to committee flow to ensure an equitable debate experience for everyone. If you have any doubts regarding certain aspects of the committee or its procedures, please feel free to raise a point of parliamentary inquiry. If you need more clarification on your crisis arc or need to talk to a crisis staff about your backroom performance, please inform the dias at any given time.

This crisis will be using a double notepad system, with standard procedures regarding notes and joint-personal directives. Only one notepad may be submitted to the backroom at any given time unless given at the director's discretion. Any notes containing unacceptable content are prohibited. All final decisions regarding this matter are at the discretion of the dias. If you have any questions about acceptable topics, please reach out to the FIMUN staff. If you feel uncomfortable with a note sent to you, please bring it up to the dias as soon as possible. All in-room discussions and discourse on any conflict must remain respectful and diplomatic. All language used in the committee must also be appropriate and respectful, both in notes and in in-room discourse.



The Dune Committee Staff will be implementing the following restrictions and limitations to maintain a respectful environment and committee:

1. Arcs involving the exploitation of minorities, human trafficking, genocide, famine, etc., are prohibited.
2. Arcs that involve the use of Artificial intelligence (AI), robots or any technology that has no basis within the Dune Universe are highly discouraged.
3. Anything else deemed inappropriate, offensive, or insensitive by the code of conduct will also not be part of the proceedings.



The Dune Universe: Social, Political, and Economic Structure

The Imperium

Dune's setting takes place in a universe ruled by an emperor and dominated by noble houses, similar to European feudalism during the Middle Ages. The Imperium is a galactic empire ruled by House Corrino and supported by institutions like the Landsraad, the Spacing Guild, and CHOAM. The Imperium established a socio-political framework called the Faufreluches class system, which included the Great Houses, Minor Houses, siridar fiefs (Great House's planetary fief given by the Emperor), and the Padishah Emperor. The Faufreluches system was designed to provide order across the universe by positioning the Emperor as a central figure of authority and having a patchwork of planets ruled by different noble families.



The Landsraad and Spacing Guild

The Landsraad is a governing body representing all the Great Houses, overseen by the Padishah Emperor, where Houses could negotiate trade agreements, form alliances, or engage in formal vendettas. Although it is meant to protect the Great Houses from the Imperial House, internal rivalries often weaken its effectiveness. If the Great Houses wanted to unite through the Landsraad, they could match the military strength of the Emperor's Sardaukar forces.

Additionally, the Spacing Guild is a powerful interstellar shipping and trade organization during the Corrino Empire, holding a monopoly on space travel and international banking. It emerged after the Butlerian Jihad as a key player in the political structure, alongside the Bene Gesserit, and plays a significant role in maintaining the order of the Dune universe. The Guild's dominance began around the 1st century AG (After Guild), following its control over interstellar travel and support for religious cooperation. The Guild will be important third-party players during the crisis, due to their significant influence and power.

CHOAM

CHOAM (Combine Honnete Ober Advancer Mercantiles) is a key galactic entity during the Corrino Imperium. It functions as a monopoly overseeing all forms of commerce across the Imperium, controlling nearly all economic transactions in the galaxy. Although CHOAM's operations span various products and industries, it relies on the Spacing Guild for space travel due to the Guild's control over faster-than-light transportation. CHOAM's influence is huge, with many noble Houses depending heavily on its profits, especially from the spice melange. Most of all the economic activities go through CHOAM, which has stakes held by the Imperial House, the Landsraad, the Bene Gesserit, and the Spacing Guild, or the key players within the universe of Dune. CHOAM will be an important facilitator of many of the sources of funding and resources for the activities of the factions.

The Butlerian Jihad and Mentats



Robots, AI, and similar technologies don't exist in the Duniverse. There's no R2D2 or HAL-9000 here. This absence is due to the Butlerian Jihad—a crusade against intelligent computers and robots—that eradicated all forms of advanced digital technology. As a result, spice becomes even more valuable, as it fills the void left by these banned technologies, especially in facilitating space travel. Additionally, Mentats were created, they are a specialized class of individuals developed to replace computers and thinking machines following the Butlerian Jihad. Mentats are highly valued by the Great Houses for their ability to process and analyze vast amounts of information, serving as political advisors and providing insights that were otherwise unattainable.

Bene Gesserit



The Bene Gesserit Order is an important organization that needs to be discussed and will be crucial to quite a few characters in the committee. For years, the Bene Gesserit Sisterhood gained influence behind the scenes of imperial politics, through a strategic breeding program, placement of agents within the imperial court and Great Houses, and various services such as training noblewomen, mediating disputes, and overseeing negotiations. This sisterhood seeks to influence genetic lines and political power through its breeding program, which aims to produce the Kwisatz Haderach, a super-being with prescient abilities. The Bene Gesserit includes all-female spies, scientists, and theologians who use genetic experimentation, political interference, and religious engineering to advance their agenda and ensure humanity's survival. They possess the Voice, which allows them to control others by modulating their vocal tones, and much more, making them crucial in galactic politics and the evolution of humanity.

Important Great Houses to Committee



House Atreides, which can trace back lineage back to King Agamemnon, is made up of Duke Leto Atreides, the leader of House Atreides, his concubine/wife/Bene Gesserit, Lady Jessica, and their son, Paul Atreides. House Atreides have ruled their planet Caladan in prosperity, with the people satisfied and well-off. Caladan is also a somewhat agrarian society, but despite this, they are skilled in warfare. They are the central Great House upon which the Dune story hinges. As Padishah Emperor Shaddam Corrino IV requested, Duke Leto moved his House to the desert world of Arrakis, assuming control of the spice melange mining operations from House Harkonnen initiating the chain reaction that led up to the premise of the committee.

Rivals to the Atreides, the Harkonnens are looked at with fear and respect across the Dune universe. They are cruel, calculating, and craven, with soldiers and leaders rising through the ranks based on treachery and opportunism. Around 10130 AG (After Guild, years since the Spacing Guide has established a monopoly over space travel), House Harkonnen was granted the siridar fief of Arrakis, tasked with mining and supplying the spice melange to the universe. By oppressing the Fremen and minimizing expenditures on infrastructure and wages, they managed to fulfill their payments to the Emperor while also hoarding a significant amount of melange for themselves. By 10191 AG, the Harkonnens had accumulated substantial wealth through their control of spice mining operations.



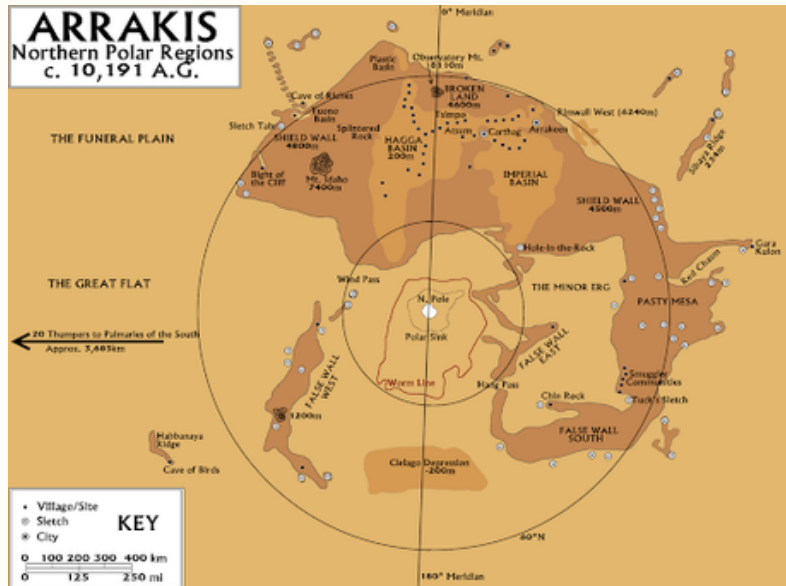
The Fremen

The planet's native inhabitants, the Fremen, are desert warriors that have adapted to the harsh conditions on Arrakis and carry with them a reverence and sense of culture and tradition toward the desert and sandworms in particular. They walk in a specific way, known as the "sandwalk," to avoid attracting the worms. The Fremen have even learned to ride the sandworms as a rite of passage in order to demonstrate their connection and understanding of the desert.



The Fremen's history before their settlement on Arrakis has been distorted and partially lost over millennia. In the Year 10,191 AG, House Atreides took over the administration of Arrakis from their enemies, House Harkonnen. Upon their arrival, House Atreides sought to ally with the Fremen. However, after years of brutal Harkonnen rule and manipulations by Imperial agents, the Fremen were initially distrustful of the newcomers. As a largely isolated society, the Fremen maintain few relationships with outside groups, with notable exceptions such as the influence of the Bene Gesserit on their religion, particularly their belief in the coming of a "Messiah."

Arrakis and Spice Production



Arrakis, also known as Dune, is a barren, harsh desert world, but simultaneously the most important planet in the universe because it is the only known source of the spice “melange”. Spice is incredibly important in the Duniverse for several reasons. Melange is a powerful substance that extends life, enhances mental abilities, and is essential for space navigation, allowing for interstellar travel, making it the most valuable commodity in the universe. Without spice, this crucial aspect of the universe's infrastructure would collapse.



The spice production on Arrakis is controlled by giant sandworms, and its harvesting is a dangerous job, as the vibrations from harvesting machinery attract the large sandworms, which can destroy equipment and personnel. Spice is recognized as the rarest and most coveted substance in the known universe, to the point where a single briefcase of spice could be sufficient to buy an entire planet.

Recent Events

House Atreides is asked by the Emperor to transfer to Arrakis, which was previously controlled by the Harkonnens for almost 80 years, from their ancestral home of Caladan. From a young age, Paul has been trained in the ways of the Bene Gesserit by his mother, Jessica, and has also received very rigorous physical and mental training.



He also receives lessons from one of his father's right-hand men, Duncan Idaho. His training and inherent abilities end up having the Bene Gesserit believe the Kwisatz Haderach, a possibility that causes both excitement and fear among the different factions of the story, but as of now, Paul and everyone else do not quite have this in mind. Paul's journey on Arrakis is decidedly marked by his exposure to the planet's harsh environment and its culture, which he initially does not understand given how he is used to a coddled, sheltered life on Caladan. He begins to have visions and dreams, which are the first signs of his developing prescience. As part of the deal, the visions feature a mysterious girl, a Fremen woman with her eyes stained blue.

Lord Leto Atreides intuitively feels that something is wrong and knows there may be a plot against him and House Atreides, but feels compelled to accept the Emperor's order, understanding that refusing would bring worse consequences. This betrayal is manifested as Dr. Yueh, the Atreides' trusted Suk, or doctor, is coerced and manipulated by the Harkonnens into betraying House Atreides. Dr. Yueh, threatened by the Harkonnens' imprisonment of his wife, disables the protective shields of the Atreides' fortress, allowing Harkonnen forces, backed by the Emperor's elite Sardaukar troops, to launch an attack that slaughters nearly everyone in House Atreides. Duke Leto is captured and killed, but not before Yueh arranges for him to have a chance at revenge against the Baron by implanting a poison gas capsule in his tooth. However, the Duke escapes, and Leto dies without killing the Baron, Vladimir Harkonnen, the head of House Harkonnen. The rest of House Atreides is killed in the subsequent fighting, as they stand no chance against the onslaught of Harkonnen forces.



Paul and Lady Jessica survive the attack, flee into the desert, and barely escape the Harkonnens, where they encounter the Fremen. The Fremen initially view them with suspicion, and Paul even duels one in a fight to the death, but they acknowledge Paul's significance to their culture as the possible Lisan al-Gaib and the prophecy of a messianic figure who will lead them to freedom.

Committee Topic and Situation Deviates from Canon

Paul Atreides and Lady Jessica, having barely escaped the Harkonnen attack that wiped out House Atreides, now find refuge among the Fremen in the northern sietch. The harsh desert of Arrakis now serves as both their sanctuary and battleground.

Among the Fremen, ancient prophecies speak of a messianic figure who will lead them to freedom. This prophecy has sparked both hope and suspicion within the divided tribes. Some see Paul as the fulfillment of these ancient visions, believing him to be the one who will unite them and bring an end to Harkonnen oppression. Others, however, view him with distrust, fearing that his arrival may bring doom upon their people. These conflicting beliefs only add to the tensions among the northern and southern Fremen, whose distinct cultures and traditions already pose significant challenges to a unified resistance.

Despite the divisions, the Fremen possess technological innovations that could tip the scales in their favor. Rediscovered ancient technologies, such as enhanced stillsuits that maximize water conservation and advanced desert warfare tactics, give the Fremen a potential edge over the Harkonnen forces. Additionally, hidden caches of powerful, ancient weapons, long forgotten in the deep desert, are being discovered. These technological advancements could prove critical in the battles to come, but only if the tribes can be convinced to set aside their differences and fight as one.



With the Harkonnens back in control, the planet's spice production is booming once more, and the Emperor is pleased with the renewed flow of the substance. Baron Vladimir Harkonnen celebrates his regained power, indulging in luxuries and cruelties, while his men brutally enforce his rule. However, there are rumors that the Baron seeks to overthrow the Emperor, using the spice as leverage to gain absolute power. His plans are hidden from most, but those who know of them realize that the stakes are far higher than a simple struggle for control of Arrakis.

The CHOAM Company and the Spacing Guild, both deeply invested in the spice trade, play a crucial role in the committee. Their interests in the uninterrupted flow of spice could lead them to either support or hinder Paul's efforts, depending on how they perceive the balance of power. As behind-the-scenes manipulators, they might act as neutral parties or unexpected allies or enemies, their decisions influenced by profit and power rather than loyalty or ethics.

In addition, the Bene Gesserit are displeased with Lady Jessica's actions. Their plans for the House Atreides have been disrupted by Jessica's decision to bear a son instead of a daughter, which deviates from their long-term breeding program. This mere presence among the Fremen is one that threatens their plan and the action of the Bene Gesserit in Arrakis and outside of the planet will change in accordance, will it be in favor or against Paul.



In this ever-changing environment, Paul gathers a secret council with his closest advisors within the Fremen. His objective is clear: to unite the disparate Fremen tribes, disrupt Harkonnen spice operations, and ultimately overthrow their tyrannical rule. But as the forces of prophecy, ancient technology, secret plans and imperial politics are constantly changing, the path to victory becomes increasingly complex. Remember, delegates, whoever controls the spice controls the universe, but the cost of that control may be higher than anyone imagined.

Questions to Consider

1. How can committee address the conflicting interpretations of the prophecy among the Fremen tribes?
2. What steps can committee take to build trust with the Fremen who view Paul with suspicion?
3. What specific technologies and weapons do the Fremen possess?
4. How can committee leverage these to gain an advantage over the Harkonnens?
5. What potential alliances or conflicts could arise from the Baron's secret plans?
6. How might the CHOAM Company and the Spacing Guild react to changes in the balance of power on Arrakis?
7. What potential actions could the Bene Gesserit take to counteract Paul's influence?
8. What impact will committee's decisions have on the future of Arrakis and its inhabitants?

Characters List:

Lady Jessica

Lady Jessica is a powerful Bene Gesserit and a huge influence in both politics and spirituality. Within the Fremen, she's known as the Sayyadina, a spiritual advisor on the path to becoming a Reverend Mother. Her ability of reading and influencing people gives her a voice among the Fremen, and her loyalty to her son Paul pushes her to help strengthen his position with the Fremen and beyond.

Alia Atreides

Even at just three years old, Alia has the intellect and memories of countless generations of Bene Gesserit mothers. Known as "Abomination" to some, her powers make her both feared and respected by the Fremen and the Bene Gesserit. Alia's bond with Paul and her vast knowledge make her a powerful ally in the Fremen's shifting power structure.

Princess Irulan

As the eldest daughter of Emperor Shaddam IV, Irulan has been trained by the Bene Gesserit and moves easily within elite political circles. Her connections to the imperial court and noble houses make her a key player in Arrakis's tensions. Irulan has her eyes set on aligning with Paul to solidify her influence on the Empire's future.

Reverend Mother Gaius Helen Mohiam

A senior member of the Bene Gesserit, Mohiam has deep influence over the Sisterhood's plans, especially the genetic breeding program. With her profound knowledge of Bene Gesserit skills, she manipulates and intimidates friends and foes alike. She's determined to counter Paul's drift from the Bene Gesserit's goals, using her control over key political and religious figures to try and keep Arrakis on the Bene Gesserit's path.

Reverend Mother Ramallo

As a well-respected spiritual figure, Ramallo is fully integrated into Fremen society, helping spread prophecy and prepare the Fremen for their "chosen one." She actively promotes belief in Paul as the Kwisatz Haderach, shaping Fremen culture and building Paul's legitimacy as their leader.

Chani

A skilled Fremen warrior and Paul's love interest, Chani has earned her respect among the Fremen. Her survival instincts, combat abilities, and relationship with Paul give her standing in the community. As his partner, she protects and advises him, helping guide his vision to align with Fremen values.

Gurney Halleck

A master swordsman and musician, Gurney used to command forces for House Atreides and now moves in the smuggling world. His knowledge of spice smuggling and his off-world connections give him leverage beyond Arrakis. His loyalty to House Atreides ensures he'll protect Paul's interests, even if it means challenging Fremen customs.

Stilgar

As the leader of the Northern Fremen tribes, Stilgar is respected for his devotion to Fremen traditions and his military expertise. He's responsible for training and organizing warriors to defend Fremen lands. His loyalty to Paul and command of the northern forces make him vital to Arrakis's political and military stability.

Erasmus

A strategic-minded leader of the northern tribes, Erasmus is cautious about Paul's rise as a prophesied leader. He advises other Fremen leaders, often pushing for careful deliberation before supporting Paul. His conditional support brings a grounded perspective within Fremen ranks, ensuring Paul's rise is balanced by thoughtful backing.

Furkan

A deeply religious leader, Furkan is uncertain about Paul as the Messiah, rallying some tribes to question Paul's teachings. Many Fremen in the north look to him as a reliable leader, especially those hesitant to fully accept Paul's prophecies. Furkan's influence among skeptics is crucial in this politically sensitive time.

Adil

Adil, a leader of the southern tribes, is a specialist in food cultivation and preservation, critical for Fremen survival. His agricultural expertise makes him a central figure in resource management and sustainability, especially in times of scarcity, when his influence becomes all the more essential.

Amar

Amar is a respected leader among the southern tribes, known for upholding Fremen rituals and cultural practices. He's seen as a spiritual guide, interpreting visions and omens that influence Fremen life. As a religious leader, he helps unify the Fremen under Paul's leadership, adding a layer of spiritual backing to Paul's rule.

Kazim

Kazim is a southern tribal leader essential to Fremen life, managing water distribution and conservation. His control over this precious resource gives him considerable authority and influence. His role makes him either a valuable ally or a potential opponent for Paul, depending on where they stand with each other.

Munir

As a Mentat allied with House Atreides, Munir is an exceptionally skilled strategist and analyst. He provides Paul with insights on complex political and economic issues, helping him navigate alliances and rivalries. Munir's sharp mind and unbiased advice strengthen Paul's standing in Fremen society and across the galaxy.

Liet-Kynes

Liet, the Imperial Planetologist, has a deep understanding of Arrakis's ecology and a vision to make the planet more habitable. He's respected by both Fremen and the Empire, rallying the Fremen to support his dream. Liet's loyalty is split between the Fremen and the Imperials, making him a complex but invaluable ally.

Otheym

Otheym is a seasoned Fremen warrior with strong influence over military operations. His loyalty to Paul's vision of a united Fremen nation drives him to defend their independence fiercely. His combat leadership strengthens Paul's military presence among the Fremen.

Farok

Farok is a warrior leader dedicated to protecting Fremen territory. Known for his strategic mind and commitment to Fremen sovereignty, he's crucial in defending their borders from external threats, helping to stabilize Paul's rise and keep Fremen lands secure.

Esmar Tuek

Esmar, head of the spice smuggling network, runs an operation vital to Arrakis's economy. With connections to offworld and black markets, he holds considerable influence in trade and finance. Esmar's neutral stance allows him to either support or challenge Paul, depending on the political landscape.

Staban Tuek

Esmar's son, Staban, is making his mark in the smuggling world, eager to carve out his own path. His willingness to collaborate with both Fremen and outside forces makes him a valuable asset, connecting Fremen society to offworld networks.

Britney

Britney is an ecologist focused on Arrakis's unique environment, working closely with Kynes on sustainable practices. The Fremen respect her dedication to making Arrakis more livable, and her scientific knowledge is valued across the planet's ecological circles.

David

Partnering with Britney, David is a skilled ecologist specializing in water conservation. His expertise aligns with Fremen traditions, and his work on water management policies makes him an important figure in Fremen sustainability efforts.

Malik

Malik oversees the Water of Life, a sacred substance used in Fremen rituals and by the Bene Gesserit. His authority over its distribution grants him significant power within Fremen and Bene Gesserit circles. As a spiritual leader, Malik's support for Paul strengthens Paul's spiritual influence.

Jamis

Jamis is a well-respected Fremen warrior, known for his loyalty to Fremen traditions of strength, skill, and camaraderie. He's admired by his peers for his dedication to the community, training young Fremen in the ways of survival and combat. Jamis's presence and commitment to Fremen values make him a trusted ally and role model within Fremen society.

Harah

Harah, a respected Fremen woman and mother, plays a vital role as a teacher and mentor to the younger generation. Known for her wisdom and adaptability, she educates the children of the sietch, passing down Fremen traditions, survival skills, and values. Her influence is felt deeply in the community, as she helps shape the next generation of Fremen, ensuring the culture remains strong and unified under Paul's leadership.

Kim

An offworld trader, Kim has connections to interstellar markets and access to goods vital for the Fremen. She brings new supplies and technology to the Fremen, expanding their trade options. Her diplomatic skills and expertise in trade make her a valuable ally.

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