



*CANMUN*

# Canada Model United Nations

— Skyrim —

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Diplomacy for Democracy | Diplomatie pour la Démocratie

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# CANMUN Code of Conduct

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## Introduction

The conduct of attending delegates at the 2024 Canadian Model United Nations (hereby referred to as “CANMUN 2024” or “the conference”) reflects on their institution and the conference. To ensure a safe, professional and fun conference for all those in attendance, including but not limited to delegates, faculty advisors, conference staff and hotel staff, the following Code of Conduct has been formulated. Please ensure that you thoroughly read through this document, as all attendees are expected to abide by these policies during the duration of the conference (including but not limited to committee sessions, conference socials, committee breaks, and the opening and closing ceremonies) and, by extension, during any events or activities organized in the context of the conference. All delegates have indicated their acceptance of, and agreement to abide by, the terms of the Code of Conduct in their completion of registration at CANMUN 2024.

## Harassment and Discrimination

1. All conference participants are expected to be respectful of each other. Harassment of any form will not be tolerated, which includes, but is not limited to, discrimination based on ethnicity, national origin, race, colour, religion, age, mental and physical disability, socio-economic status, gender identity, gender expression, sex and sexual orientation.
2. Harassment and Discrimination through any medium must be refrained from by participants, which includes but is not limited to:
  - a. In-person harassment, such as speech, gestures, sounds, phrases, touching etc.,
  - b. Digital mediums such as social media, text messages, email, phone calls, etc.,
  - c. Written mediums such as notes, written speeches, directives, etc.,
3. The secretariat of CANMUN 2024 reserves the right to determine what constitutes bullying and other inappropriate behaviour towards any individual and/or group.
4. The engagement of behaviour that constitutes physical violence and/or the threat of violence against any individual and/or group, including sexual violence and harassment is strictly forbidden, and may include, but is not limited to, the following:
  - a. Indecent and/or unwelcome suggestive comments about one’s appearance,
  - b. Nonconsensual sexual contact and/or behaviour among individuals or a group of individuals,
  - c. The sexual contact or behaviour between delegates and staff is strictly forbidden;
5. Cultural appropriation is prohibited. This includes, but is not limited to, attire, accents, etc. that belong to a certain cultural, religious, or ethnic community.
6. Reported actions of harassment will thoroughly be investigated and the Secretariat reserves the right to take action (if deemed necessary).

## Responsibilities and Liabilities



1. The valuables and possessions of delegates, and the safeguarding thereof, falls under the responsibility of the delegates. Neither Sheraton Centre Toronto Hotel nor CANMUN 2024 and its staff shall be held liable for losses arising due to theft or negligence.
2. Delegates are responsible for the damages they cause to Sheraton Centre Toronto Hotel or its property, the possessions of other delegates, staff, faculty advisors, or other hotel guests.
3. CANMUN 2024, Sheraton Centre Toronto Hotel, and their respective staffs, shall not be liable towards any injury to persons, or damages or losses to property that may occur during the conference or due to a failure to comply to the rules governing said conference, including but not limited to, this Code of Conduct, Hotel rules and applicable laws, statutes and regulations.
4. Delegates are expected to present Conference identification upon request to Hotel and Conference staff.
5. Delegates must abide by Hotel rules while on Hotel premises. In particular, delegates are to refrain from the harassment of Hotel staff and other guests.

### **Abiding to the Laws of the City of Toronto, Province of Ontario, and Canada**

1. Delegates, staff and other participants are required to abide by Ontario and Canadian laws, as well as Toronto by-laws at all times. Of particular note are laws referring to:
  - a. Theft;
  - b. Sexual Violence;
  - c. Possession of firearms and other weapons;
  - d. Trafficking and use of illegal drugs;
  - e. Public disturbances or nuisance alarms, ex. The triggering of an alarm when an emergency does not exist;
2. The legal drinking age in Ontario is 19 years of age. All participants found engaging in illegal activities may be expelled from the Conference and held criminally liable, regardless of legal drinking age of the delegate's residence.
3. All conference venues are non-smoking facilities (including cigarettes, e-cigarettes, and vapes).

### **Dress Code**

1. All participants of CANMUN 2024 are expected to wear western business attire. Delegates, staff and other participants not maintaining an appropriate standard of dress will be asked to change their clothing to fit the dress code. If you need any exceptions to be made, or have questions about the dress code, please contact the Equity team via email, [canmunequity@gmail.com](mailto:canmunequity@gmail.com).

### **Illness Policy**

1. In light of the recent pandemic, we ask that delegates displaying symptoms of COVID-19, RSV, the Flu, or any other infectious illness to stay home, as to maintain the wellbeing and health of delegates, staff and guests.
2. In the event that you have recently (within one week of the first day of the conference) been in close contact with a positive case of COVID-19 and are not displaying COVID-19 symptoms, please use a rapid test and self-monitor for symptoms before and during the conference.

3. If at any time during the conference you begin to experience symptoms of any illness or feel unwell, **please inform your faculty advisor or a staff member, utilise personal protective gear (such as wearing a mask), and use a rapid test where possible.**
4. If you feel that your wellbeing is threatened/if you are concerned or uncomfortable, please inform a staff member or contact the Equity team via email, [canmunequity@gmail.com](mailto:canmunequity@gmail.com).
5. CANMUN 2024 nor its agents accept responsibility for the effects of any illness contracted during the conference. Ultimately, it is the responsibility of the individual to monitor the health and wellbeing of themselves, despite the measures put in place.

## 2SLGBTQIA+ Protection Policy

1. Any homophobia and/or transphobia will not be tolerated. This includes purposeful misgendering, discrimination, outing and/or use of transphobic /homophobic hate speech. All delegates are expected to treat other delegates with respect and refer to them with their preferred pronouns. If you personally feel uncomfortable as a result of the listed events above or due to similar events, please let us know in the form below.

## How to Report

If you have a violation of the Code of Conduct to report, here are the following resources/procedures you can use to get in contact with a committee staff/secretariat member.

1. Communicate with a staff member responsible for you/your delegate's committee. They can be contacted via email.
2. Email the equity team at [canmunequity@gmail.com](mailto:canmunequity@gmail.com). The equity team will get back to delegates in 1-3 business days for concerns before the event takes place, and will respond to delegates on the day of receipt during the conference.

Additionally, if you have any questions about the code of conduct before or during the conference, please email [canmunequity@gmail.com](mailto:canmunequity@gmail.com). The Secretariat reserves the right to discipline attendees for not adhering to/violating any of the above stipulations. Disciplinary measures include, but are not limited to, suspension or expulsion from committee, removal from the conference/conference venue, disqualification from awards and/or disqualification from future events.

# Director's Letter

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Dear Delegates of the Skyrim Committee,

Welcome to the Skyrim Model United Nations! I am excited to be your director for this unique and thrilling journey into the world of Tamriel. My name is Amelie Dutra, a Grade 12 student attending Monarch Park Collegiate Institute. I first started out my Model UN conference career nearly dying of confusion, after taking part in SSICsim's Age of Titans, a 3-day joint crisis committee. Since then, my passion for MUN only flourished, becoming the secretary general of MPC's MUN club. Now, I'm thrilled to share this passion with all of you.

In this committee, delegates will step into the boots of influential figures from across Skyrim's diverse provinces and factions. We'll delve into pressing issues facing the realm, from the rise of dragons to the tensions for the power of High King, and beyond. Our goal is to craft innovative solutions, forge alliances, and shape the future of Tamriel through spirited debate and strategic decision-making. I encourage all delegates to fully immerse themselves in the world of Skyrim, delving into the histories, cultures, and conflicts that define each faction and race. Whether you hail from the proud halls of Whiterun or the shadowy corridors of the Dark Brotherhood, your unique perspective and expertise will be invaluable to our discussions. Remember, this is your chance to rewrite the history of Skyrim and leave your mark on its storied legacy.

While this crisis welcomes delegates of all experience levels, our Dais is committed to upholding the spirit of the game and ensuring a fair and immersive experience for all. Position papers are mandatory for consideration for awards, and resolution paper submission deadlines will be determined during committee sessions.

Pre-writing for resolution papers is strictly prohibited, as collaboration and improvisation are key to success in the world of Skyrim.

Should you have any questions or concerns, please don't hesitate to reach out to me at [ameliedutra@gmail.com](mailto:ameliedutra@gmail.com). I'm here to guide you on your quest and ensure that your CANMUN experience is both challenging and rewarding.

So sharpen your swords, ready your spells, and prepare to embark on an epic adventure through the lands of Skyrim. Together, let's make history and shape the fate of Tamriel for generations to come.

Looking forward to meeting you all soon,

Amelie Dutra

# Glossary

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## Elder Scroll

Scrolls of unknown origin which simultaneously archive both past and future events. To discourage mortals from abusing the Elder Scrolls, insight into the inner fabric of reality comes at a price, with the Divines (Skyrim's pantheon of gods) usually taking away the sight of the reader. Additionally, at the end of the Dragon War, three ancient Nordic heroes used an Elder Scroll to cast Alduin into the flow of time. This led to his eventual resurfacing in the present day, 4E 201.

## Thu'um

Also known as the Voice, *Thu'um* is a form of magic that utilizes the Dragon Language to form Dragon Shouts of immense power. These shouts can most prominently be seen among Dragonborn, who possess the innate ability to learn and control this powerful magic. Mortal practitioners exist, however, most will lose the ability to speak without causing devastation or putting those not trained in the Way of the Voice in danger due to the strength of their voice.

## The Way of the Voice

A pacifist philosophy regarding the use of the Thu'um. Discovered in the fifth century of the First Era by Jurgen Windcaller, the philosophy revolves around the belief that those who can wield the Voice should only do so in times of "True Need". Due to the rarity of times of "True Need" and the nonviolent lifestyles of the Greybeard monks (the most famous practitioners of the Way of the Voice), the philosophy is generally viewed to be one of pacifism.

## Jarl

Skyrim is a province of the continent of Tamriel. The province is divided up into 9 different holds, each ruled by a Jarl. The position of Jarl is hereditary, passed down to the Jarl's eldest legitimate child after their abdication or death. Dowagers (widows of the Jarl) may also inherit the title of Jarl upon their spouse's death. Jarls are largely autonomous with significant power over their respective holds, however, they still swear fealty (formal acknowledgement of loyalty) to the High King.

## Akatosh

Akatosh, the Dragon God of Time, is the chief deity of the Divines, the official religion of the human empires throughout much of Tamriel's history.



## **White-Gold Concordat**

The treaty signed by the Thalmor and Empire that ended the Great War. Some of the major terms of the agreement were the outlaw of Talos worship and the disbandment of the Blades. After the Markarth Incident, these terms were updated to allow Thalmor justiciars to roam freely throughout Skyrim enforcing the treaty.

## **Paarthurnax**

The leader of the Greybeards, Paarthurnax was the first to share the dragon language with mankind. He did this in order to aid the ancient Atmorans as they revolted against Alduin during the Dragon War in the Merethic Era. Originally,

## **Atmorans**

The Atmorans are an ancient group of people in the lore of Skyrim and the broader Elder Scrolls universe. They were the first human settlers in the region that would eventually become Skyrim. The Atmorans are ancestors to the Nords, the primary human race inhabiting Skyrim during the events of the game. They are known for their hardiness, bravery, and warrior culture. Many aspects of Nord society, including their traditions, religion, and values, have roots in Atmoran culture.

## **Divines**

In the religion of the Nine Divines, worshipped by many people across Tamriel, the Divines refer to a group of powerful gods and goddesses. These deities represent various aspects of mortal life, such as love, justice, mercy, and protection. The Nine Divines include Akatosh, the Dragon God of Time; Mara, the Goddess of Love; Dibella, the Goddess of Beauty; and others. Worship of the Divines is prevalent throughout the Empire, and their temples can be found in many cities. In Skyrim, the Divines are an integral part of religious practice for many characters, with temples dedicated to their worship scattered throughout the province.

## **High King**

The High King holds significant political power and is considered the paramount leader within Skyrim. Their authority extends over the various holds (administrative regions) that make up the province.

The purpose of the High King is to govern Skyrim, making decisions that affect its people, economy, and security. They are responsible for maintaining order, resolving conflicts, and representing Skyrim's interests both within the province and on the broader stage of Tamrielic politics.

## **Daedric Prince Hermaeus Mora**

Imagine a powerful, otherworldly being who is obsessed with gathering knowledge and secrets. He's like a cosmic librarian, except his library is a dark, eerie realm filled with forbidden knowledge and guarded by creepy tentacles.



## **White Gold Concordat**

Picture a peace treaty signed between two big factions after a big war. One side, the Aldmeri Dominion, includes High Elves who are really strict about what they believe in. The treaty says that people in the Empire can't worship a certain god named Talos anymore, which makes a lot of people in Skyrim angry because they really like Talos.

## **Thalmor**

Think of them as the enforcers of the Aldmeri Dominion's rules. They're like elite, high-ranking elves who are very serious about their beliefs. In Skyrim, they're often seen as the bad guys because they're trying to make everyone follow their strict laws, including banning the worship of Talos.

## **Alduin**

Alduin is a powerful dragon and a central figure in the game's main storyline. In the dragon language, which is a fictional language created for the game, "Alduin" translates to "Destroyer Devour Master," reflecting his role as the World-Eater and the harbinger of the apocalypse in Nordic mythology within the game.

# **Introduction**

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In Skyrim, players immerse themselves in a vast and dynamic world, where exploration is rewarded with discoveries of hidden caves, ruins, and dungeons nestled amidst diverse landscapes. As they navigate the snowy peaks, dense forests, and bustling cities of Skyrim, players encounter a myriad of quests, ranging from epic main storylines to smaller, more personal adventures. Customizing their character, players develop their skills

through combat, magic, and crafting, forging a unique path tailored to their playstyle. In battles against foes ranging from bandits to fearsome dragons, players employ a mix of melee, ranged, and magical attacks, honing their tactics and strategies. Interacting with NPCs, players delve into rich dialogue trees, forming alliances, uncovering secrets, and influencing the fate of the world. With its dynamic world, immersive gameplay, and endless possibilities, Skyrim captivates players with its boundless adventures and opportunities for exploration and discovery.

## Geographical Landscape of Tamriel & Skyrim



*Figure 1. Tamriel Geography*

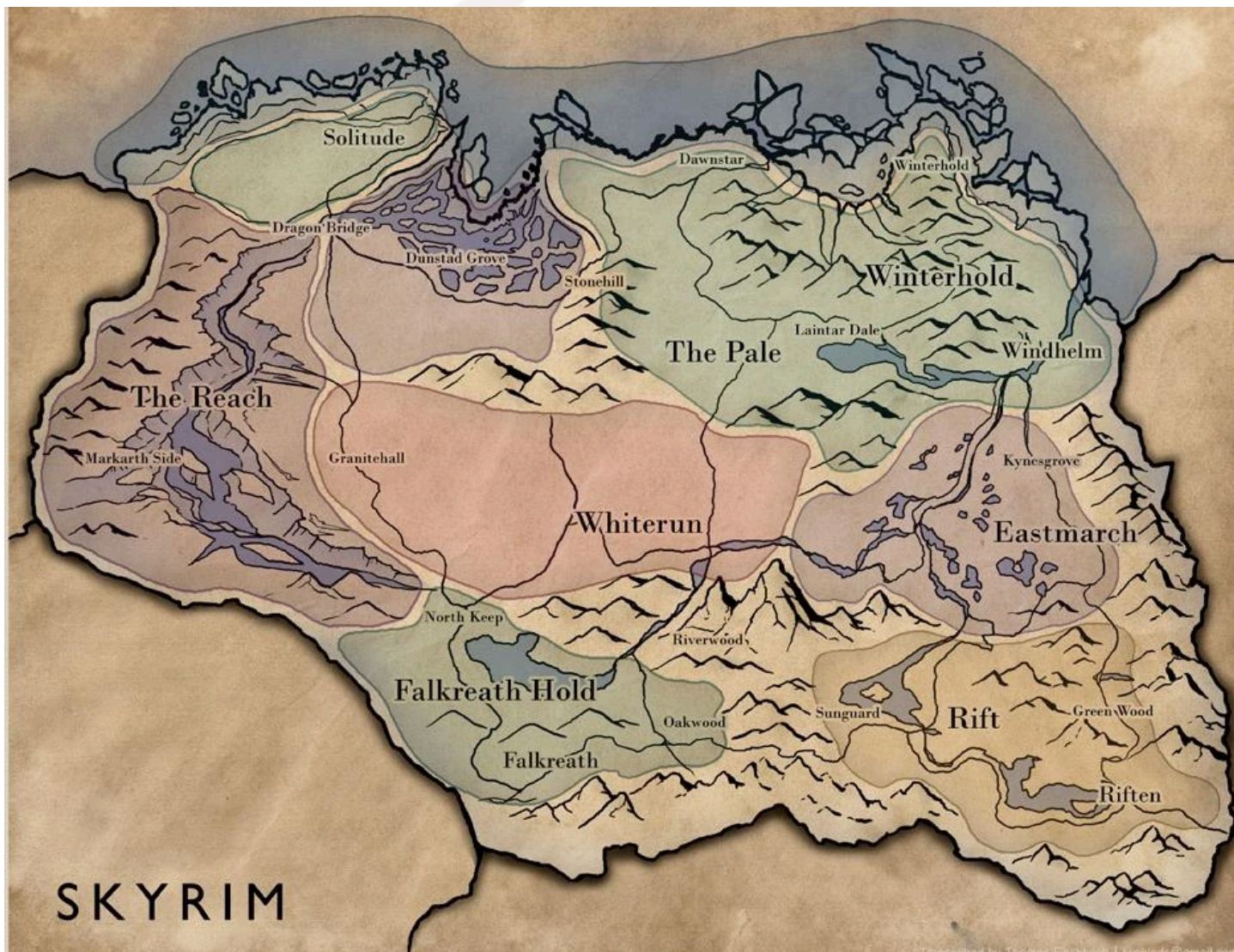


Figure 2. Skyrim Province Map

## Timeline

### Dawn Era

The era of creation, the dawn era is defined by the emergence of concepts like time, chaos, and order. It was also the era when the first primordial beings came into existence and, through many of their joint efforts, created the mortal plane of Mundus. Within Mundus resides the planet of Nirn. It is on Nirn that the events of the Elder Scrolls franchise takes place.

### Merethic Era

Sometimes also referred to as the Mythic Era, the Merethic Era directly follows the creation of Nirn, and centres around the planet's ancient inhabitants. The early Merethic Era is known as the Era of Elves, denoting the migration of the Aldmer (original Elven race) from the continent of Aldmeris to the Summerset Isles, a landmass off the southwestern coast of Tamriel. They would eventually migrate to mainland Tamriel, where



they would evolve into various Eleven races still present on the continent today. Midway through the Merethic Era, Tamriel also saw steady migration of men from the northern continent of Atmora. The first humans to touch down on Tamriel landed in Skyrim. Mankind's first settlers would form the First Nordic Empire, their descendants later conquering all of Skyrim during the First Era. Additionally, the Merethic Era saw the rise and the fall of the Dragon Cult, which ruled over the inhabitants of Skyrim until Alduin the World Eater's initial defeat at the end of the first Dragon War. The Merethic Era is also the only era that counts its years down as opposed to counting up (think BCE vs CE).

## **First Era**

The First Era was a time of rampant conflict on Tamriel. At the time, the continent was heavily divided, with constant power struggles over territory. Despite this, one of the most significant contributions from the First Era was the construction of Alduin's Wall. Built over the course of 4 years, Alduin's Wall depicts several key events through the history of Tamriel. Not only does it denote several events of eras past, but it also depicts events that have yet to take place. Even now, scholars are working to interpret these writings, and determine what the wall foretells.

## **Second Era**

### **The Eastern and Western Kingdoms**

The Second Era follows a similar trajectory to the first, with an array of minor disputes, major conflicts, and calculated assassination attempts. In 2E 431, Skyrim was divided into Eastern and Western kingdoms. After the assassination of High King Logrolf, Jarl Svartr of Solitude challenged the legitimacy of Logrolf's heir, Freydis, and a Moot was convened. Freydis was named High Queen in Windhelm, the ancient capital of the First Nordic Empire. However, a partial Moot held in Solitude disagreed, instead declaring Svartr to be High King. Skyrim remained divided into an Eastern kingdom, ruled by the successors of Freydis, and a Western kingdom, ruled by the successors of Svartr until the end of the second era. This caused a significant cultural divide that still exists in Skyrim today, with the Eastern holds valuing tradition and the Western holds valuing Empirical ties.

### **Tiber Septim**

Additionally, near the end of the Second Era, General Talos (who would later be known as Tiber Septim) led forces to attack major strongholds in Skyrim and other northern provinces. Over the next several decades, Tiber Septim would conquer the rest of Tamriel, uniting the continent under one empire for the first time in history. At the end of that year, Emperor Tiber Septim pronounced the beginning of the Third Era



## **Third Era**

Much of the early Third Era was spent adjusting to life under one empire. Though political unrest and assassination attempts were regular occurrences, the Empire remained relatively stable. However, during the late Third Era, Emperor Uriel Septim VII and all of his heirs were murdered by the Mythic Dawn cult. This triggered the opening of several gates to Oblivion, the realm of the Daedra. The Daedra wreaked havoc all across Tamriel, destroying historical monuments and pillaging cities. Though they were eventually defeated, the Oblivion Crisis marked the end of the Septim Dynasty, as well as the end of the Third Era.

## **Fourth Era**

### **Rise of the Thalmor**

In the fallout from the Oblivion Crisis, there was a persistent power struggle, with many political factions trying to take advantage of the Empire's vacant throne. One major faction that quickly rose to power was the Thalmor. The Thalmor is the governing council of the Third Aldmeri Dominion. The Dominion is made up of three provinces: the Summerset Isles (High Elves), Valenwood (Wood Elves), and Elsweyr (Khajit), however its government, the Thalmor, is composed of solely High Elves. The Thalmor's extremism takes form in their supremacist ideology. They function off the fundamental belief that Tamriel should be ruled by one government, in which Elves hold all positions of power. Furthermore, the Thalmor believe that the High Elves are the purest race on Tamriel, often spewing hateful and racist rhetoric.

### **The Great War**

During the chaos of the Great War, the Aldmeri Dominion's invasion of southern Cyrodiil allowed the native Reachmen to seize the opportunity and reclaim their ancestral lands in the Reach. With the attention of the Nords focused on the conflict with the Dominion, the Reachmen launched a coordinated uprising, driving out the Nord rulers and establishing their own control over the region.

The city of Markarth, long held as a bastion of Nord power in the Reach, fell to the Reachmen's forces after a bloody siege. The Reachmen, led by their tribal chiefs and shamans, implemented their own rule over the city and the surrounding lands, enforcing their customs and traditions upon the populace.

The Nords, already stretched thin by their engagements with the Aldmeri Dominion, were unable to mount a swift counterattack to retake the Reach. Instead, they focused on defending their remaining territories and negotiating an end to the Great War.

For decades, the Reach remained under Reachmen control, with occasional clashes between the Reachmen and the Nords along the borders of the region. The takeover of the Reach by the Reachmen during the Great War

marked a significant shift in power dynamics within Skyrim and would have lasting repercussions for the region in the years to come.

# Historical Background

## Date System

The history of the Elder Scrolls is divided into six eras: the Dawn Era, the Merethic Era, the First Era, the Second Era, the Third Era, and the Fourth Era. Within these eras are years that align very closely with the Gregorian calendar. Each year is composed of twelve months, each with 28-31 days. Additionally, Skyrim has a seven-day week (see figures below).

Name of Month	Gregorian Equivalent	Days <i>Skyrim</i>	Days <i>Gregorian</i>
Morning Star	January	31	31
Sun's Dawn	February	28	28
First Seed	March	31	31
Rain's Hand	April	30	30
Second Seed	May	31	31
Midyear	June	30	30
Sun's Height	July	31	31
Last Seed	August	31	31
Hearthfire	September	30	30
Frostfall	October	31	31
Sun's Dusk	November	30	30
Evening Star	December	31	31

Tamrielic	Gregorian
Sundas	Sunday
Morndas	Monday
Tirdas	Tuesday
Middas	Wednesday
Turdas	Thursday
Fredas	Friday
Loredas	Saturday

Proper notation of a date is as follows;

(Day), (date) day of (month), (year)

Ex. Tirdas, 21st day of Hearthfire, 3E 389

Gregorian Translation. Tuesday, September 21, 3rd Era 389

## Government in Skyrim

Governance in Skyrim is not dissimilar from governance in Canada. Tamriel is a united continent with 9 different provinces. Skyrim, the northernmost province, is divided up into nine holds. Each is governed by a jarl who has near complete autonomy over the affairs of the hold. However, each province also has a high king or queen. The High King is mainly a figurehead however, all jarls must swear fealty to the High King, who, in turn swears his fealty to the Emperor of Tamriel.

If we're trying to draw Canadian equivalents, Skyrim's government would look something like this;

- Prime Minister = Emperor
- Premier = High King
- Mayor = Jarl

The only distinct difference is that in Canada, we democratically elect our leaders while in Skyrim, these roles are often hereditary. The only other key difference is that the High King, though similar to Premier in status, has

far less say over provincial affairs than a Premier would. Rather, think of them as the main communication line between the province and the emperor.

## **Races in Skyrim**

There are 10 races in Skyrim, all with distinct traits and culture. These 10 races are typically divided into 3 separate categories: the Elven races, the Beast races, and the Human races. While members of each race can be found all across Tamriel, each race is mainly found in their home province.

### **Elven Races**

High Elves (Altmer) – Summerset Isles

Wood Elves (Bosmer) – Valenwood

Dark Elves (Dunmer) – Morrowind

Orcs (Orsimer) – Orsinium, the mountains between Skyrim and Hammerfell (no home province)

### **Beast Races**

Argonians – Black Marsh

Khajits – Elsweyr

### **Human Races**

Bretons – High Rock

Imperials – Cyrodiil

Nords – Skyrim

Redguard – Hammerfell

# Topic A: The High King

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## The High King

In 4E 201, High King Torygg was challenged to a duel of arms by Ulfric Stormcloak, Jarl of Windhelm. In the brief duel that followed, Ulfric Stormcloak slayed High King Torygg, debilitating him with his Thu'um before dealing the final blow with his sword. Ulfric and his supporters believe that his victory over Torygg gives him claim to Skyrim's throne. However, many who side with the Empire disagree with this notion, claiming that Ulfric's "duel" was nothing less than an assassination of Skyrim's monarch. They instead believe that Elisif the Fair, Jarl of Haafingar and widow of High King Torygg alone has claim to the throne. Per Nordic tradition, the next ruler of Skyrim is decided by way of a moot, a meeting of the nine Jarls. However, given the province's current political climate, Ulfric Stormcloak is unwilling to hold a moot at this time. As more reports of dragon sightings begin to pile up, Skyrim is in dire need of a leader who can unite the nine holds to face this threat. If no resolution is made, the province may soon find itself in its final era.

## The Death of High King Torygg

In 4E 201, Jarl Ulfric Stormcloak of Windhelm arrived in Solitude, capital of Haafingar Hold with a plan to challenge High King Torygg for his throne. When Ulfric arrived in the Blue Palace, Torygg's entire court was present. He approached the High King and announced his challenge, knowing that Torygg was honour-bound to accept. The duel that followed was remarkably brief. Ulfric quickly took advantage of his understanding of the Voice and used the "Unrelenting Force" shout. This shout rendered High King Torygg completely immobile, as Ulfric approached and used his sword to deal the fatal blow. Torygg's court was quick to accuse him of treason, sending guards after Ulfric as he fled Solitude.

## History of Duels and Moots

Traditional Nordic duels have been used for centuries as a way to challenge the High King for his throne. Typically, only the other Jarls can challenge the High King. Furthermore, while the High King is technically allowed to refuse the duel, it is often viewed as dishonourable and cowardly. As such, most High Kings accept the duel presented to them. However, should they refuse, the challenger may call for a moot to elect a new High King.

After High King Torygg's defeat in 4E 201, the exact rules of these ancient duels have been heavily debated due to the finite number of ancient texts detailing the etiquette and regulations of traditional Nordic duels. While scholars believe that other texts surrounding this topic may exist, none have been uncovered. Thus,



the way duels are meant to work has largely been left up to interpretation. This has caused a significant political divide in Skyrim, with many believing that Ulfric Stormcloak committed murder by slaying High King Torygg. However, others who are deeply connected to their Nordic heritage claim that slaying one's opponent is a given when engaging in a traditional duel.

In the Second Era, Jorunn the Skald-King, Jarl of Windhelm, was challenged to a duel by his brother. In the battle that followed, Jorunn bested his brother, retaining his title as the Jarl of Windhelm. Soon afterwards, his brother was banished, and Jorunn the Skald-King was named High King of Skyrim. According to Jorunn the Skald-King, the victor of a Nordic duel is one who bests their opponent, no killing necessary. While this historical example supports the claim that Ulfric committed treason, the large number of Nords who support Ulfric cannot be ignored.

Regarding moots, first established in 1E 221 after the death of High King Harald, the moot is a means of determining who should ascend the throne in the absence of an heir. Typically, the High King retains his position until death or abdication. After his death, his oldest child ascends the throne. If there is no heir, a moot is held to discuss which Jarl will replace the High King. This is determined through a mandatory vote.

Many consider moots to be a formality, as the position of High King has mostly become synonymous with Jarl of Haafingar. After Skyrim became a part of the Empire, the High King is required to swear allegiance to the Emperor upon ascending the throne. Due to Solitude's strong Imperial influence, the Jarl is often better suited to engage diplomatically with the Empire. This, of course, makes Ulfric's challenge for the throne all the more unprecedented.

### **The Honour of Sovngarde**

In Skyrim, there exists a Nordic afterlife, a haven for fallen warriors called Sovngarde. Those who die valiantly in honourable combat are granted entrance into Sovngarde, where the Hall of Valor, home to a never-ending feast, awaits them. In short, Sovngarde is Nordic heaven, reserved only for those who continually pursue honour and glory. This, of course, is where the inherent dishonour of refusing a duel falls into play. In refusing a duel, the High King denies his opponent the opportunity to enter Sovngarde. Worse, he halts his own pursuit of honour and glory in favour of self-preservation, going against the very core of traditional Nordic values. To refuse a duel of such importance would likely bar the High King from ever entering Sovngarde. As such, duels of arms between Nords are rarely refused.

It is a common notion among the Stormcloak rebel group that the duel between Ulfric and Torygg was entirely fair, a true reflection of old Nordic tradition. Furthermore, Ulfric's victory provides him with a rightful claim to the throne. However, much of Skyrim still regards Ulfric as a murderer. Some claim that the use of the Voice for violent means goes against Jurgen Windcaller's pacifist teachings, thus overruling

the duel. Others believe that the use of any magic whatsoever renders the entire duel invalid. Many claim that traditional Nordic duels end when one opponent bests the other. That by killing his High King, Ulfric's treason cancels out his victory. Those who see Ulfric as a murderer instead support Elisif the Fair's claim to the throne. Given she is both the Jarl of Haafingar and the widow of High King Torygg, Elisif's claim is supported by precedent and lineage.

## Topics to Consider

Every day, the province grows more divided. Jarls who at first claimed neutrality are now being forced to pick sides. Neighbours are turning against each other, and tensions between Skyrim's Nords and non-Nordic races are at an all-time high. As such, the Council of Skyrim has been faced with a rare opportunity, a chance to end this conflict diplomatically.

## Questions to Consider

- What would a Stormcloak–Empire peace agreement look like? Can this conflict be solved diplomatically?
- Who should become the next ruler of Skyrim? Are moots the best way to go about deciding this?
- How will the new ruler restore order and build trust among Skyrim's citizens?

# Topic B: Aludin: The World Eater

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## Aludin the World Eater

Alduin, firstborn of Akatosh, is one of the most powerful beings in Tamriel. Known by many names, such as World Eater, Twilight God, God of Destruction, the First Dragon, and God of Time, Alduin is revered both for his power and his prophecy. The harbinger of the apocalypse, Alduin's return brings with it the end of the world. Will the Skyrim Council prevent this terrible prophecy from coming true, or will the province fall victim to the hands of destiny?

## The Dragon Cult

During the Merethic Era, the ancient Atmorans (who later would become the human races of Tamriel) worshipped several animal totems, the dragon being the most important of all. For this reason, they deified the dragons, and developed the Dragon Cult. Alduin was named leader of the Dragon Cult, and, in exchange for their loyal worship, gave his priests immense power. The Dragon Priests used these powers to enforce oppressive laws that suppressed the individual liberties of the populace and mandated complete obedience to Alduin and his dragon army.

## The Dragon War

After years of suffering under dragon leadership throughout the late Merethic Era, mankind began to revolt against their overlords. At first, men were easily defeated, overpowered by the dragons and their command of the Voice. However, just as it looked like mankind had lost, Parthurnaax, the brother and right-hand man of Alduin, betrayed his own kin. He began to teach men the Way of the Voice, turning the tide of the war. Eventually, mankind invented their own shout, Dragonrend, which forces dragons to confront the concept of mortality. Being immortal, this concept is petrifying and renders the dragon completely immobile. At the war's climax, three ancient Nord warriors fought Alduin, using an Elder Scroll to cast the dragon-king into the flow of time. Those who remained of the Dragon Cult entombed the remains of dragons who had been killed throughout the war. They believed that, upon Alduin's inevitable return, the dragon-king would resurrect the faithful and rebuild his mighty army.

## The Prophecy

“When misrule takes its place at the eight corners of the world

When the Brass Tower walks and Time is reshaped

When the thrice-blessed fail and the Red Tower trembles

When the Dragonborn Ruler loses his throne, and the White Tower falls

When the Snow Tower lies sundered, kingless, bleeding

The World-Eater wakes, and the Wheel turns upon the Last Dragonborn.”

— Prophecy of Alduin, Sky Haven Temple

As depicted in the prophecy, Alduin has returned, and his time of reckoning has arrived. Alduin’s destiny, as dictated by his father, Akatosh, is to bring about the end of the world. Should no one take a stand against Alduin, the fourth era will be the world’s last, as he fulfills his purpose as World-Eater.

## Topics to Consider

As centuries passed, mankind forgot about the Dragon War, chalking it, and the very existence of dragons up to myth and legend. However, in 4E 201, after centuries at bay, Alduin has finally made his return. The once-mighty king of dragons has begun travelling around the province and resurrecting his army. These dragons have started terrorising Skyrim’s populace, burning down villages and slaughtering civilians. Most recently, the southern city of Helgen was destroyed after a horrific dragon attack. Only a few members of the Imperial Army were said to have survived the massacre. Terror is thick in the air and all eyes are on the skies as Skyrim falls further into disarray. The council must find some way to ease civilian fears and address the dragon issue before the province finds itself in a state of irreparable chaos.

## Questions to Consider

- How can Alduin be defeated? Is it possible to destroy him permanently?
- How can civilian fear and paranoia be addressed?
- What compromises need to be made between warring factions to address the dragon issue?



# Topic C

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## The Dragonborn

The Dragonborn, also referred to as Dovahkiin in the Dragon Language, are individuals with the body of a mortal, but the blood and soul of a Dragon. Some believe that the Dragonborn appears in the world in times of great need by the command of the Gods. Dragonborns are also the only ones who are able to consume a dragon's soul, killing the dragon permanently. This ability may be the key to defeating Alduin for good. That is, if the Dragonborn exists at all

## The First Dragonborn

During the Merethic Era, a man by the name of Miraak became known as Tamriel's first Dragonborn. Miraak was the dragon priest of Solstheim Island and ruled with an iron fist. Though he initially pledged complete obedience to Alduin, he also served a second master, the Daedric Prince Hermaeus Mora. Through a Black Book and Hermaeus Mora's assistance, Miraak was able to learn a shout capable of bending dragons to his will. With this, Miraak turned on his dragon masters, using the book, and his power as Dragonborn, to devour their souls and become ever more powerful. During the Dragon War, the ancient Nords pleaded for Miraak to use his power as Dragonborn to assist them in defeating Alduin. However, Miraak refused to do so, and instead, attempted his own rebellion against the dragons. Miraak serves as perhaps the greatest example of the overwhelming power of the Dragonborn, as well as the devastating results of what happens when a mortal with that much power takes the path of greed.

## Who is the Dragonborn?

The identity of the age's Dragonborn is often left unknown. While some believe that it bears some correlation with lineage, it is unclear if this is the case. There have been several instances of long lines of Emperors and Empresses, all Dragonborn. However, there have also been centuries without a Dragonborn at all. The reason for this blessing from Akatosh seems as illusive as the Divines themselves and today, in the fourth era, finding the Dragonborn via lineage would seem a nearly impossible task.

Since the return of dragons in Skyrim, there have been whispers claiming that the Dragonborn is currently in the province. More specifically, there have been rumours that one sole civilian escaped Helgen, a traveller who'd passed through Cyrodil into Skyrim. Many claim that this mysterious, nameless traveller may be the Dragonborn. But finding one traveller in the vast province of Skyrim will be no easy feat, especially as dragons ravage the towns below.

## Abilities of the Dragonborn

The Dragonborn, bearer of the dragon bloodline, wields a formidable array of abilities that make them a force to be reckoned with in the world of Tamriel. With the power of the Thu'um, they command the ancient language of dragons, unleashing devastating shouts like Unrelenting Force and Dragonrend upon their foes. Their dragon blood grants them resistance to fire and the ability to absorb the souls of slain dragons, empowering them with new shouts and enhancing their mastery of the Thu'um. In addition to their supernatural gifts, the Dragonborn is a skilled warrior, proficient in various weapons and combat styles, and possesses a natural affinity for magic, wielding spells from destruction to restoration with ease. With the ability to summon the power of the Dragon Aspect, bend the wills of dragons, and tear the souls from their enemies, the Dragonborn stands as a legendary hero, destined to shape the fate of Tamriel.

## The Blades

The Blades, originally known as the Dragonguard are an elite group of dragon hunters once tasked with protecting the Emperors of Tamriel. After the end of the Great War, and the signing of the White-Gold Concordat, the order rapidly declined, with most of its surviving members being forced into hiding under the Thalmor threatened their extermination. The Blades were originally formed to serve the Dragonborn's mission of ridding Skyrim from tyranny. This mission still holds true today, as those who remain of the blades are bound to the Dragonborn's servitude. While their whereabouts are currently unknown, Sky Haven Temple, located east of Markarth once served as an outpost for the Blades, and may provide some clues about where they can be found.

## Topics to Consider

While the Dragonborn possesses unparalleled abilities that could prove instrumental in the battle against Alduin, concerns arise regarding the potential risks and consequences of involving such a powerful individual. Delegates will deliberate on how to locate the elusive Dragonborn, exploring various methods such as consulting with knowledgeable NPCs, seeking out ancient prophecies, or utilizing magical artifacts. To incentivize the Dragonborn's cooperation, delegates will need to carefully consider what offerings to present, balancing the urgency of defeating Alduin with the need to ensure the Dragonborn's allegiance. Potential offerings may include promises of political influence, access to valuable resources or artifacts, or assistance in achieving personal goals or quests. However, concerns over the Dragonborn's unchecked power and potential for misuse will prompt discussions on strategies for keeping them in line. Delegates will

explore mechanisms for monitoring and regulating the Dragonborn's actions, including the establishment of oversight committees, the imposition of magical constraints or geas, or the forging of binding oaths of allegiance.

## Questions to Consider

- Should the Council try to enlist the Dragonborn's help in defeating Alduin? Why or why not?
- How can the Dragonborn be located?
- What will the Dragonborn be offered in exchange for their aid in Alduin's defeat?
- How will an all-powerful mortal like the Dragonborn be kept in line? How can the Council ensure that they will not use their powers for evil?