



# **GATORMUN XXIII**

**Defenders of the Overworld: The  
Emerald Council**

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Alonzo Rojas

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# The Emerald Council

## Letter from the Director:

Dearest delegates,

I am beyond excited to welcome you to this GatorMUN XXIII crisis committee, "The Emerald Council: Defenders of the Overworld!" My name is Alonzo Rojas, and I am a third-year Electrical Engineering student at the University of Florida. I have competed and staffed in Model United Nations for seven years now, and this is my third year as a part of the UFMUN team. I staffed GatorMUN XXI and directed at GatorMUNXII for the NBA committee, and am currently UFMUN's Director of Crisis Member Development. I have been playing Minecraft since I was eight years old, and I don't know if I'll ever get tired of it. Needless to say, this is a committee I am extremely excited to run and I can't wait to see how it pans out.

The Emerald Council is the Overworld's last hope from being entirely overrun by the competing hostile forces of illagers, nether-born piglins, and the teleporting beings of the end. From librarians to leatherworkers, this council brings together the brightest minds that villages can offer, and only they will be able to protect the present and future of all peaceful mobs. As they meet in a strongly fortified plains village, both neutral and accessible, the council will determine the best possible actions to take against the impending threats that slowly surround them.

This committee will operate in a typical crisis style, with a two-pad system. Crisis arcs will be expected to build on the creativity that the world of Minecraft offers, with nothing but your imagination holding it back. Utilizing the emeralds that define villager society, delegates must build alliances, develop new technologies, and bolster defenses to protect their interests, whether it supports the greater good of villagerkind or not. The most successful delegates will be those who are able to balance cooperation within the council and their own selfish goals.

While you do not need to have any Minecraft experience to succeed in this committee, I highly recommend researching the vast amount of content the game has to offer online when preparing your arcs. Whether it's watching your favorite YouTuber or looking at the endless amount of custom worlds and servers, try to build upon the creativity of others to bring the best possible ideas and solutions to the committee possible. I can't wait to see what everyone comes up with, and I hope to have a great weekend in Gainesville!

Best,  
Alonzo

# The Emerald Council

## Rules of Procedure

### Quorum

A majority of voting members answering to the roll at each session shall constitute a quorum for that session. This means that half plus one of all voting members are present. Quorum will be assumed consistent unless questioned through a Point of Order. Delegates may request to be noted as "Present" or "Present and Voting."

### Motion to Suspend the Rules for the Purpose of a Moderated Caucus

This motion must include three specifications

- Length of the Caucus
- Speaking Time
- Reason for the Caucus

During a moderated caucus, delegates will be called on to speak by the Committee Director. Delegates will raise their placards to be recognized. Delegates must maintain the same degree of decorum throughout a Moderated Caucus as in formal debate. This motion requires a simple majority to pass.

### Motion to Suspend the Rules for the Purpose of an Unmoderated Caucus

This motion must include the length of the Caucus. During an unmoderated caucus, delegates may get up from their seats and talk amongst themselves. This motion requires a simple majority to pass. The length of an unmoderated caucus in a Crisis committee should not exceed fifteen minutes.

### Motion to Suspend the Meeting

This motion is in order if there is a scheduled break in debate to be observed. (ie. Lunch!) This motion requires a simple majority vote. The Committee Director may refuse to entertain this motion at their discretion.

### Motion to Adjourn the Meeting

This motion is in order at the end of the last committee session. It signifies the closing of the committee until next year's conference.

### Points of Order

Points of Order will only be recognized for the following items:

- To recognize errors in voting, tabulation, or procedure
- To question relevance of debate to the current Topic
- To question a quorum.

A Point of Order may interrupt a speaker if necessary and it is to be used sparingly.

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## Points of Inquiry

When there is no discussion on the floor, a delegate may direct a question to the Committee Director. Any question directed to another delegate may only be asked immediately after the delegate has finished speaking on a substantive matter. A delegate that declines to respond to a question after a formal speech forfeits any further questioning time.

## Points of Personal Privilege

Points of personal privilege are used to request information or clarification and conduct all other business of the body except Motions or Points specifically mentioned in the Rules of Procedure. Please note: The Director may refuse to recognize Points of Order, Points of Inquiry or Points of Personal Privilege if the Committee Director believes the decorum and restraint inherent in the exercise has been violated, or if the point is deemed dilatory in nature.

## Rights of Reply

At the Committee Director's discretion, any member nation or observer may be granted a Right of Reply to answer serious insults directed at the dignity of the delegate present. The Director has the ABSOLUTE AUTHORITY to accept or reject Rights of Reply, and the decision IS NOT SUBJECT TO APPEAL. Delegates who feel they are being treated unfairly may take their complaint to any member of the Secretariat.

## Directives

Directives act as a replacement for Draft Resolutions when in Crisis committees, and are the actions that the body decides to take as a whole. Directives are not required to contain operative or preambulatory clauses. A directive should contain:

- The name(s) of the author(s)
- A title
- A number of signatories/sponsors signatures' necessary to
- introduce, determined by the Director

A simple majority vote is required to introduce a directive, and multiple directives may be introduced at once. Press releases produced on behalf of the body must also be voted on as Directives.

## Friendly Amendments

Friendly Amendments are any changes to a formally introduced Directive that all Sponsors agree to in writing. The Committee Director must approve the Friendly Amendment and confirm each Sponsor's agreement both verbally and in writing.

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## Unfriendly Amendments

Unfriendly Amendments are any substantive changes to a formally introduced Directive that are not agreed to by all of the Sponsors of the Directive. In order to introduce an Unfriendly Amendment, the Unfriendly Amendment must be the number equivalent to 1/3 of Quorum confirmed signatories. The Committee Director has the authority to discern between substantive and non-substantive Unfriendly amendment proposals.

## Plagiarism

GatorMUN maintains a zero-tolerance policy in regards to plagiarism. Delegates found to have used the ideas of others without properly citing those individuals, organizations, or documents will have their credentials revoked for the duration of the GatorMUN conference. This is a very serious offense.

## Crisis Notes

A crisis note is an action taken by an individual in a Crisis committee. Crisis notes do not need to be introduced or voted on, and should be given to the Crisis Staff by sending the notes to a designated pickup point in each room. A crisis note should both be addressed to crisis and have the delegate's position on both the inside and outside of the note.

## Motion to Enter Voting Procedure

Once this motion passes, and the committee enters Voting Procedure, no occupants of the committee room may exit the Committee Room, and no individual may enter the Committee Room from the outside. A member of the Dias will secure all doors.

- No talking, passing notes, or communicating of any kind will be tolerated during voting procedures.
- Each Directive will be read to the body and voted upon in the order which they were introduced. Any Proposed Unfriendly Amendments to each Directive will be read to the body and voted upon before the main body of the Directive as a whole is put to a vote.
- Delegates who requested to be noted as "Present and Voting" are unable to abstain during voting procedure. Abstentions will not be counted in the tallying of a majority. For example, 5 yes votes, 4 no votes, and 7 abstentions means that the Directive passes.
- The Committee will adopt Directives and Unfriendly Amendments to Directives if these documents pass with a simple majority. Specialized committees should refer to their background-guides or Committee Directors for information concerning specific voting procedures.

# The Emerald Council

## Roll Call Voting

A counted placard vote will be considered sufficient unless any delegate to the committee motions for a Roll Call Vote. If a Roll Call Vote is requested, the committee must comply. All delegates must vote: "For," "Against," "Abstain," or "Pass." During a Roll Call vote, any delegate who answers, "Pass," reserves his/her vote until the Committee Director has exhausted the Roll. However, once the Committee Director returns to "Passing" Delegates, they must vote: "For" or "Against."

## Accepting by Acclamation

This motion may be stated when the Committee Director asks for points or motions. If a Roll Call Vote is requested, the motion to Accept by Acclamation is voided. If a delegate believes a Directive will pass without opposition, he or she may move to accept the Directive by acclamation. The motion passes unless a single delegate shows opposition. An abstention is not considered opposition. Should the motion fail, the committee will move directly into a Roll Call Vote.

## Tech Policy

Technology will not be allowed throughout the course of the committee. Delegates are prohibited from using their technology inside the committee room. However, they are encouraged to do research before and during assigned breaks.

## **Committee Mechanics**

Committee Type: Standard crisis committee.

Currency: Emeralds are the standard for trade and crisis spending.

Trading: Resource trades between delegates must be reported to the crisis team to be valid.

Crisis Flow: Updates will reflect the Council's collective and individual decisions. The backroom will introduce new threats and opportunities based on actions taken.

# The Emerald Council

## Key Terns

- Overworld – The primary dimension in Minecraft where villages, forests, deserts, mountains, and oceans exist. Most everyday life, farming, and trade occur here.
- Village – A small, procedurally generated settlement inhabited by villagers, containing houses, workstations, and farms. Each village type is themed to its biome (e.g., desert villages have sandstone buildings).
- Villager – An NPC (non-player character) with a specific profession determined by their workstation block. Villagers trade items with emeralds as currency.
- Illagers – Hostile variants of villagers who live apart from normal society. They include several subtypes like Pillagers, Vindicators, Evokers, and are often organized into raiding parties.
- Raid – A coordinated attack on a village by Illagers, triggered when Illagers invade or when someone enters a village while carrying the “Bad Omen” status effect.
- Outpost – A fortified Illager base made of wood and stone, usually containing a caged Iron Golem and serving as a staging ground for raids.
- Emeralds – The main currency in Minecraft villages, used for trading goods and services. Rarely found when mining, but more often earned through trade.
- Workstation Block – A functional block (like a loom, grindstone, or cartography table) that assigns a villager’s profession and allows them to perform specific trades.
- Nether – A dangerous, lava-filled alternate dimension accessed via obsidian portals. Populated with hostile mobs like Ghasts, Piglins, and Blazes. Rich in unique resources such as Nether Quartz and Ancient Debris.
- End – A barren, otherworldly dimension filled with floating islands, chorus plants, and Endermen. The End is home to the Ender Dragon, the game’s main “final boss,” and cities with valuable loot.
- Stronghold – A hidden stone fortress underground that contains the End Portal, the only natural entryway to the End dimension.
- End Portal – A special portal frame found only in strongholds, activated using Eyes of Ender, leading to the End.
- Eye of Ender – A craftable item used to locate strongholds and activate End Portals.
- Iron Golem – A large, powerful, neutral mob that protects villages from hostile creatures. Created naturally in villages or by villagers when under attack.
- Ravager – A massive, hostile beast used by Illagers during raids to smash through defenses and harm villagers.
- Pillager – A crossbow-wielding Illager who frequently participates in raids or patrols around the Overworld.
- Vindicator – An axe-wielding Illager who attacks villagers and players on sight, known for breaking down doors during raids.

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- Evoker – A spell-casting Illager who can summon fangs from the ground and spawn flying Vexes.
- Vex – A small, hostile, ghost-like mob summoned by Evokers that can fly through walls to attack targets.
- Biome – A distinct environmental area with unique climate, vegetation, terrain, and sometimes mobs. Examples: plains, desert, taiga, savannah, jungle.
- Nether Portal – A rectangular frame made of obsidian that serves as the entrance to the Nether dimension.
- End City – A structure in the End containing valuable loot and inhabited by Shulkers, floating box-like mobs that can make enemies levitate.
- Trading – The act of exchanging emeralds and goods between villagers and players (or, in this committee's world, between members of the council).
- Wandering Trader – A traveling merchant accompanied by llamas, offering random items for emeralds.
- Redstone – A Minecraft resource functioning like electrical wiring, used to create automated machines, traps, and complex mechanisms.
- Ancient Debris – A rare Nether ore used to make Netherite, the strongest material for tools and armor.
- Netherite – The most durable and powerful material for equipment, crafted from Ancient Debris and gold.
- Chorus Fruit – A teleporting fruit found in the End from the chorus plant, eaten for food or used in crafting.
- Shulker Box – A portable storage container crafted from shulker shells, allowing items to be stored and transported easily.
- Respawn Anchor – A block used to set respawn points in the Nether, charged with Glowstone.
- Beacon – A powerful block activated by a pyramid of minerals, granting buffs to nearby allies and serving as a visible landmark.
- Illager Patrol – Small scouting groups of Pillagers wandering the Overworld, often a warning sign of an upcoming raid.
- Patrol Captain – A special Pillager or Illager wearing a banner; defeating them can trigger the Bad Omen effect.
- Bad Omen – A status effect gained after killing a Patrol Captain, which can cause a raid when entering a village.

## Life in the Overworld

The Overworld is the heartland of villager-kind: a vibrant but often dangerous expanse filled with plains, forests, deserts, jungles, mountains, and more. Villages are scattered across these biomes, serving as centers of trade, craftsmanship, and community. Built from the resources of their local environment, each village has its own cultural identity and economic specialties, for example: desert villages rely heavily on cactus farming and sandstone masonry, while taiga villages focus on forestry, trapping, and wool.

Villagers live structured lives, following daily routines shaped by the rhythms of the world. At dawn, they leave their homes to tend to fields, work at crafting stations, or open their market stalls. The central square of a village serves as the hub for trade, announcements, and festivals. Evenings are for returning home, securing goods, and gathering for meals or religious rituals led by the clerics in their brewing halls.

Despite the peaceful rhythm of daily life, the Overworld is not without its threats. Hostile mobs roam the night: zombies, skeletons, spiders, and the dreaded creepers. Golems patrol village streets, warding off danger. Villagers rely on carefully lit streets and fortified homes to survive the darkness.

### **The Illager Menace**

Illagers are a splinter faction of villagers who turned away from peaceful trade in favor of conquest, plunder, and dark magic. Once kin to the villagers of the Overworld, they now live in isolation, guided by hatred and ambition. Their society thrives on violence and domination, and their presence is marked by outposts, woodland mansions, and the smoking ruins of villages left in their wake. What began as scattered raiding parties has grown into an organized military force with alarming coordination and hierarchy.

Among their ranks are several known subtypes, each bringing unique dangers to villager settlements. Pillagers, armed with crossbows and a ruthless sense of discipline, serve as scouts and raiders, striking caravans and torching croplands. Vindicators, brutes wielding iron axes, break through doors and fortifications, cutting down defenders with ease. Evokers command the arcane arts, summoning spectral fangs and the ghostly Vexes, small, flying entities capable of phasing through walls to strike unseen. Ravagers, hulking beasts often ridden into battle by Illagers, act as living siege engines, smashing fences, gates, and barricades in their path. Together, these forces operate with growing precision, using combined arms tactics that mirror a disciplined army more than a band of marauders.

# The Emerald Council

Illager outposts dot the Overworld's frontier regions, marked by their tall wooden watchtowers that serve both as defensive structures and symbols of oppression. These fortresses, often built near trade routes and resource veins, function as staging grounds for raids and as relay points for communication between scattered bands. Their presence near major settlements has created an atmosphere of constant tension, as even well-fortified villages find themselves vulnerable to surprise attacks. Raids, once rare, now occur in organized waves: first the Pillagers strike from a distance, softening defenses with volleys of arrows; then the Vindicators and Ravagers advance, breaking walls and trampling fields; finally, the Evokers arrive to unleash magical devastation upon any who remain.

Reports suggest that Illagers are no longer content with simple raids. Intelligence gathered from captured scouts and recovered maps indicates that some outposts have begun experimenting with Nether portals, raising fears of new alliances with Piglin factions or worse. Their raids increasingly display technological sophistication as raiders have been seen using stolen redstone mechanisms, modified brewing stands, and enchanted weaponry beyond their supposed means. It appears the Illagers are studying the very crafts they once scorned, seeking to turn the ingenuity of villager civilization against it.

This growing threat has driven many to believe that a full-scale conflict between villages and Illagers is inevitable. The Emerald Council faces an urgent question: should they commit to a long war of attrition, dismantling Illager outposts one by one, or attempt a daring strike against their hidden mansion strongholds to cut off leadership at the source? Others whisper that diplomacy might still be possible—though few trust the sincerity of those who have chosen the path of darkness. Whatever course is taken, it is clear that the Illager menace has evolved beyond simple banditry; it now stands as one of the greatest existential threats to villager-kind in recorded history.

## **The Nether**

The Nether is a hellish, lava-filled dimension accessible only through obsidian portals. It is composed of treacherous terrain, from molten lakes and jagged basalt deltas to soul sand valleys that sap travelers' speed and crimson or warped forests teeming with danger. Its denizens are as volatile as its landscape. Piglins, tribal merchants and warriors, prize gold above all else and can be reasoned with through careful trade, but turn hostile at the slightest offense. Hoglins, massive boar-like beasts, serve as both a food source and a threat to anyone who crosses their paths. Ghasts float through open chasms, wailing mournfully as they hurl explosive fireballs across vast distances, while Blazes guard the crumbling Nether fortresses, summoning waves of fire to defend their strongholds.

# The Emerald Council

Despite the omnipresent danger, the Nether is rich in rare resources such as quartz, blaze powder, and the coveted ancient debris used to craft Netherite, the strongest known material for armor and tools. The lure of these riches drives explorers and merchants alike to brave its perils. However, every expedition carries risk. Increased trade and portal travel have led to growing tensions with Piglin clans, whose respect for gold masks an unpredictable temper. Ambushes, stampedes, and territorial skirmishes have become increasingly common. Rumors persist that Illagers have begun dealing with Piglins, exchanging redstone and enchanted goods for Netherite and potions. If true, these alliances could tip the balance of power and unleash Nether-forged weapons upon the Overworld.

## The End

The End is a desolate, otherworldly realm suspended in the void beyond space and time. Accessible only through End Portals hidden within strongholds, it presents a stark, alien landscape of pale End stone and towering obsidian pillars that pulse with strange energy. At the heart of this realm soars the Ender Dragon, a massive winged beast whose strength and ferocity make her the ultimate guardian of the dimension. Her influence sustains the obsidian towers and fuels the crystals that anchor her immortality, rendering any battle against her a monumental task.

The End's inhabitants are few but formidable. Endermen, tall and silent, stalk the barren plains, teleporting at will and attacking anyone who meets their gaze. Within the floating End Cities dwell the Shulkers, strange creatures encased in shells that fire levitating projectiles at intruders. These cities, constructed of purpur blocks and reached by perilous bridges over the void, contain some of the most valuable treasures known to villager-kind: enchanted gear, shulker shells for portable storage, and the elusive elytra, wings that grant the power of flight. Yet even for the bravest explorers, venturing into the End is fraught with danger. One misstep can send an unprepared traveler plummeting into the void, and whispers suggest that tampering too freely with End gateways risks awakening forces older than the Dragon herself. The question now before the Emerald Council is whether the End's boundless potential outweighs the perils of its awakening, and whether villager civilization is ready to exploit or contain such power.

## The Emerald Council

The Emerald Council is the highest governing body of villager-kind, made up of the most skilled and influential members of every profession from across the Overworld. Its delegates are chosen not just for their trade expertise, but for their leadership and decision-making skills in times of crisis.

Historically, the Council has convened only during the gravest of threats such as famines, great storms, or large-scale Illager assaults. This time, the situation is unprecedented: threats from three dimensions loom at once, and the delicate balance of villager society is at risk.

# The Emerald Council

The current session is being held in the Great Hall of Greenstone, a fortified meeting place in a plains village at the crossroads of major trade routes. The hall is guarded by golems and warded with magical protections from clerics to prevent outside interference. Each delegate brings their own resources, contacts, and cultural perspectives, and while cooperation is the goal, heated debates are expected.



# The Emerald Council

## The Current Situation

Across the Overworld, Illager raids have shifted from opportunistic skirmishes to a sustained campaign. Patrols bearing ominous banners are mapping trade roads and probing village defenses, while outposts serve as signal relay points and supply depots. Raids now arrive in organized waves: pillagers soften targets with crossbow volleys, vindicators breach with axes, ravagers smash croplands and palisades, and evokers unleash vexes that get through even the best-kept ramparts. Bells are stolen to prevent assembly; librarians and cartographers are kidnapped to starve villages of knowledge; fletchers' stocks are torched to curb arrow production. Intelligence couriers report that certain outposts are experimenting with captured redstone devices and brewing stands, suggesting Illagers are trying to reproduce village technologies. The Council must decide whether to wage a grinding war of outpost attrition, mount decisive strikes on mansion command nodes hidden in dark forests, or attempt to fracture Illager coalitions through targeted diplomacy and prisoner exchanges.

At the same time, threats from other realms are bleeding into daily life. The Nether, rich in quartz, blaze rods, and ancient debris, tempts villages into portal trade, yet every gate invites risk. Piglin barter can be fruitful when conducted with respect and gold, but incidents of ambush bargaining and Hoglin stampedes near fortifications are on the rise. Ghast fire along established "sky corridors" has destroyed two bridgeworks this season, and raiding parties have begun to field Nether-enhanced kit: fire-resistant leatherworks, flame-tipped arrows, and suspiciously plentiful redstone dust and glowstone. Some clerics warn that reckless portal expansion may be giving Illagers clockwork access to Nether transit, enabling flanking raids miles from any outpost. Meanwhile, the End remains a thornier question. Endermen increasingly steal blocks from village edges, compromising wall integrity; isolated explorers report shulker munitions turning sentries into drifting targets; and a small but worrying black-market trickle of elytra and chorus fruit has empowered smugglers and long-range Illager scouts alike. Whether to quarantine, regulate, or exploit these dimensions is now a strategic fault line within the Council.

Layered onto these pressures are the biome-specific challenges that fracture consensus. Plains settlements can mobilize quickly and farm abundantly, but their open horizons expose them to long-range pillager fire and ravager charges. Desert towns excel at sandstone fortification and glassworks yet struggle with water scarcity and Husk incursions that sap defenders' stamina; sandstorms (and drifting sand) undermine redstone reliability. Savanna villages face fast-spreading brush fires from flamed arrows and lightning, complicating any plan reliant on wooden stockades. Taiga and snowy biomes endure extended nights and Stray archers whose slowness-tipped arrows cripple patrol rotations; powdered snow traps and poor visibility hamper counter-raids. Jungle villages benefit from canopy concealment but suffer from limited lines of sight, sluggish logistics, and frequent spider assaults from above.

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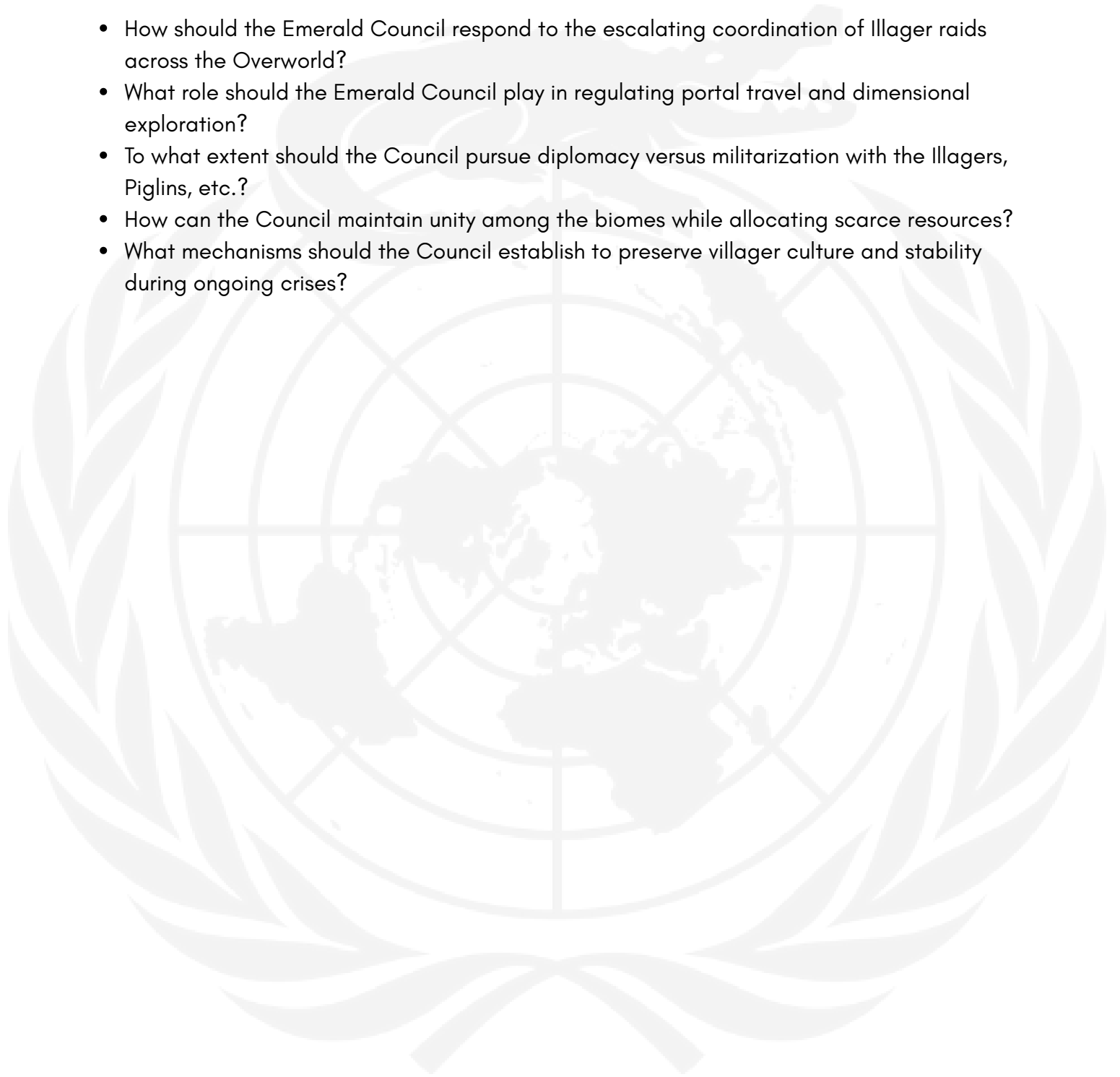
Mountain settlements can dominate valleys with ballistae and fletcher towers, yet treacherous paths, goat-nudged falls, and thin farmland make sieges perilous. Coastal and ocean villages prosper through fishing and shipwright trade, but their routes are vulnerable to Drowned ambushes, prismarine raids near ocean monuments, and storms that scatter convoys. Even the rare mushroom islands, which are immune to hostile spawns, spark political controversy: should they serve as refugee hubs, strategic granaries, or elite research enclaves?

These realities create political and logistical rifts inside the Emerald Council. Farmers and fishermen press for grain reserves, apiaries, and protected waterways; armorers and weaponsmiths demand iron quotas and Netherite programs; clerics and enchantsmiths argue for controlled portal networks and potion stockpiles; cartographers, shipwrights, and end explorers lobby for reconnaissance, elytra wings, and shulker storage to outmaneuver raids; redstone engineers seek copper and quartz for alarm grids, piston traps, and powered rails linking frontier villages to the Great Hall of Greenstone. Emerald coffers are finite; every caravan diverted to feed a taiga winter or to rebuild a savanna palisade is a caravan not purchasing blaze powder for regeneration potions or paying Piglin tariffs to keep the Nether lanes calm. The Council's immediate work is to reconcile these competing survival models into a coherent strategy: degrade Illager command and supply, harden or rationalize portal infrastructure, and tailor defense doctrines to each biome's strengths, all without shattering the fragile unity that keeps villager-kind alive.

# The Emerald Council

## Questions to Consider

- How should the Emerald Council respond to the escalating coordination of Illager raids across the Overworld?
- What role should the Emerald Council play in regulating portal travel and dimensional exploration?
- To what extent should the Council pursue diplomacy versus militarization with the Illagers, Piglins, etc.?
- How can the Council maintain unity among the biomes while allocating scarce resources?
- What mechanisms should the Council establish to preserve villager culture and stability during ongoing crises?



# The Emerald Council

## Positions

### Plains Villagers

#### 1. Armorer

Hailing from a long line of plains blacksmiths, the Armorer's expertise in forging protective gear is unmatched. Their skill with iron, diamond, and netherite allows them to outfit guards and adventurers with armor suited to any threat. Beyond crafting, they oversee defensive patrols, ensuring warriors are always battle-ready. Their advice on fortification strategies often sways the Council's military votes.

#### 2. Farmer

Raised on the fertile fields of the plains, the Farmer knows every detail of crop rotation, irrigation, and harvest cycles. They manage food production for the entire region, including emergency stores for lean seasons. In times of crisis, they can ration supplies without harming stability. Their mastery of food security gives them significant influence in resource-allocation debates.

#### 3. Shepherd

Coming from generations of plains livestock keepers, the Shepherd manages vast herds that feed and clothe the village. Their expertise in wool production supports both trade and camouflage in times of war. They also use their keen sense of animal behavior to detect threats before they arrive. The Shepherd's contributions to both economy and defense grant them influence in trade-defense policy.

#### 4. Toolsmith

Trained under master blacksmiths, the Toolsmith specializes in crafting and repairing the essential tools that keep plains villages thriving. They supply miners, farmers, and builders with reliable gear, directly boosting productivity. In emergencies, they rapidly replace or improve equipment needed for survival. Their practical contributions give them sway in reconstruction and productivity debates.

#### 5. Cartographer

The Cartographer grew up mapping the grasslands, charting rivers, forests, and caves across the plains. Their maps support both trade routes and defense strategies, marking vital resources and hidden dangers. They can identify strategic positions before others even set foot there. Because of their ability to reveal opportunities and threats, they often shape the Council's territorial decisions.

# The Emerald Council

## Positions

### 6. Redstone Engineer

A visionary inventor from the plains, the Redstone Engineer sees possibilities in circuitry where others see simple dust. They design automated defenses, traps, and transport systems for villages. In peacetime, their inventions improve farming and storage efficiency. Their ability to merge technology with survival makes them indispensable in both defense and innovation debates.

### Desert Villagers

### 7. Weaponsmith

The Weaponsmith's lineage is steeped in desert warrior culture, where weapon quality often meant life or death. They forge swords, axes, and enchanted arms to defend their people. In addition to supplying guards, they host training sessions to prepare desert fighters for ambushes. Their strongest influence emerges when the Council debates offensive strategy.

### 8. Butcher

Growing up in the arid desert, the Butcher mastered the art of preserving meat with salt and smoke for months at a time. They manage the protein supply, ensuring no family or fighter goes hungry. During shortages, they coordinate with hunters and traders to prevent famine. Their control over a key food group makes them indispensable to survival planning.

### 9. Fletcher

The Fletcher learned bowcraft from desert caravan guards, perfecting both weapon and ammunition production. They supply archers with durable bows and specialty arrows for ambush or long-range defense. They also train ranged units to guard elevated terrain around desert villages. Their mastery of ranged warfare gives them sway in the Council's defense planning.

### 10. Relic Delver

The Relic Delver carved their craft in the sands, exploring temples and ruins hidden beneath shifting dunes. Skilled at disarming TNT traps and recovering artifacts, they bring enchanted books, golden apples, and lost knowledge back to the surface. Their finds often bankroll defenses without draining local resources. In council, they command attention on expeditions and artifact policy.

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## Positions

### 11. Cleric

The Cleric studied beneath sandstone temples, mastering potions, enchantments, and protective rituals. They provide healing elixirs, antidotes, and wards that shield villages from mystical forces. Their ability to identify curses or magical threats makes them vital in times of crisis. In council, their spiritual and magical authority is rarely challenged.

### 12. Enchantsmith

The Enchantsmith trained among desert scholars who honed the art of combining and refining enchantments. They transform ordinary gear into legendary artifacts, repairing cursed items or maximizing weapons for battle. Their work bridges the divide between magic and military needs. The Council often looks to them when facing threats requiring more than brute strength.

## Taiga Villagers

### 13. Leatherworker

Raised in the snowy taiga, the Leatherworker crafts warm armor, saddles, and travel gear from hunted game. Their work allows scouts and riders to survive harsh winters and blizzards. They also trade their goods beyond the taiga, boosting local prosperity. Their role in both survival and trade gives them sway in exploration debates.

### 14. Librarian

The Librarian tends a hidden archive deep in a frozen settlement, preserving enchantment books and chronicles of past wars. They research old strategies, spells, and histories to guide current decisions. Their knowledge provides foresight no one else can match. In council, they are often deferred to for long-term planning and magical precedent.

### 15. Nitwit

Though often underestimated, the Nitwit has found a vital role in the taiga village as caretaker of both young villagers and the many pets that share village life: wolves, cats, and parrots alike. Their bond with these creatures allows them to sense danger early, while their guardianship of the young ensures the village's future is protected. While eccentric and unconventional in their thinking, they bring unique insights about morale, protection, and community.

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## Positions

### Taiga Villagers

#### 16. Mason

Raised in the frozen taiga, the Mason specializes in winter-hardened stonework. They build frost-resistant fortifications, carve defensive tunnel systems, and adapt designs for avalanche-prone terrain. Their stonecutting keeps villages safe from sieges and blizzards alike. In council, their expertise dominates infrastructure and defense debates.

#### 17. Sensei Villager

In the quiet clearings of the taiga, the Sensei Villager trained generations of scouts in discipline and combat. Their martial skills improve the efficiency of entire militias. They adapt strategies to both snowy plains and dense forests. The Council relies on them for defense training and tactical insight.

#### 18. Beekeeper

Despite the cold, the Beekeeper cultivates hardy taiga bee colonies, producing honey, wax, and pollination. Honey sustains food stores, wax supports crafting, and bees aid in crop survival. Their dual contributions to health and agriculture give them influence across multiple debates.

### Savanna Villagers

#### 19. Shipwright

From coastal savanna settlements, the Shipwright is a master boatbuilder and navigator. They design trade ships and sturdy war vessels that secure ocean routes. Their expertise ensures maritime trade and exploration thrive. When water routes are in question, the Shipwright's voice is decisive.

#### 20. Fisherman

Raised along savanna rivers and lakes, the Fisherman knows aquatic life better than most. They ensure a steady food supply and scout water routes for safety. In times of danger, they provide aquatic escape routes or resource paths. Their contributions place them at the heart of survival debates.

#### 21. Piglin Merchant

A veteran trader from a Nether-linked savanna village, the Piglin Merchant understands interdimensional barter. They import blaze rods, quartz, and ancient debris in exchange for gold, ensuring their village has access to rare goods. Their insights into Nether politics make them a valuable voice in interdimensional strategy.

# The Emerald Council

## Positions

### Savanna Villagers

#### 22. Iron Golem

Constructed in savanna villages to deter raids, the Iron Golem is both protector and peacekeeper. Their unmatched strength makes them a bulwark in combat, while their presence ensures disputes remain civil in council chambers. Their defensive reliability makes them central to security planning.

#### 23. End Explorer

The End Explorer sailed with savanna expeditions that reached strongholds and crossed into the End. They returned alive with shulker shells, elytra, and firsthand maps of its void-like terrain. Their expertise is vital for interdimensional planning and strategy. When the Council debates threats beyond the Overworld, their perspective is unmatched.

#### 24. Sculk Seeker

A daring villager from the savanna, the Sculk Seeker descended into the Deep Dark and returned with fragments of sculk and relics. Having witnessed the Warden firsthand, they are both knowledgeable and slightly unhinged by the experience. Their warnings of hidden dangers weigh heavily on council debates about unseen threats.

### Neutral Delegate

#### 25. Wandering Trader

The Wandering Trader roams from village to village, unbound by allegiance to any biome. They carry exotic goods, rumors, and alliances from across the Overworld. Their broad perspective often reminds others of the bigger picture. When diplomacy or compromise is required, the Trader's neutral stance makes them an effective mediator.