



V T M U N C

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Fear is the Mind-Killer:

Dune 10,191 AG

Crisis Committee

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Letter From the Secretariat

Dear Delegates of VTMUNC II,

We appreciate your participation and dedication to the premier Virginia Tech Model United Nations Conference's efforts to promote productive and civil discourse and conversation. Nevertheless, please be warned that some presentations, discussions, and or information found in the background guides may contain delicate or triggering material. At Virginia Tech, we prioritize fostering a safe and inclusive environment, so we want to ensure that you are prepared for the nature of the discussions to occur.

That being said, the following content areas may contain sensitive material:

1. **Conflict Zones & Human Rights Violations:** Some conversations may involve sensitive global problems including human rights violations, armed conflicts, and or other difficult themes.
2. **Sensitive Cultural or Religious Topics:** Some topics may raise sensitive cultural or religious issues for individuals.
3. **Violence and Trauma:** In their speeches or resolutions, delegates may reference incidents of violence, trauma, or abuse in real-world scenarios that may potentially be a sensitive topic to delegates in committee.
4. **Discussions about Discrimination and Marginalization:** Emotionally intense discussions concerning discrimination, marginalization, or inequity may arise during committee.

As you prepare for the conference, we encourage all of our delegates to approach these discussions with both respect and empathy for differing perspectives. If the content of these committees is something that you are uncomfortable with, we recommend that you take the appropriate steps to prioritize your well-being, such as seeking support from conference staff or Secretariat of VTMUNC II. Bound by the motto Ut Prosim (That I May Serve), we serve to ensure that we will promote constructive and respectful dialogue during committee sessions. As you prepare and participate in the conference, we promise that VTMUNC I will stay committed to creating a space where all your voices are heard and are welcome. Thank you for your compassion and cooperation to our goal of respectful and intellectual discourse for all. We hope that as you progress with our conference, you continue to bloom.

Sincerely,

Shriya Chemudupait, Secretary General of VTMUNC II

Anneli Sample, Under-Secretary General of General Assemblies of VTMUNC II

Holly Johnson, Under-Secretary General of Crisis Committees of VTMUNC II

Thomas Quinn2, Under-Secretary General of Specialized Agencies of VTMUNC II

Conference Guidelines

The first iteration of the Virginia Tech Model United Nations Conference, otherwise known as VTMUNC I, is committed to providing a safe and pleasurable experience for all delegates, advisors, and individuals involved with VTMUNC I. Although participating in Model UN is being involved in competitive activity, its fundamental purpose is to uphold and put into practice both the principles of diplomacy, collaboration, and cooperation. Any individual that violates the policies and procedures of VTMUNC I and the ideals of an open and inclusive environment will be subject to disciplinary action from the staff of VTMUNC I; disciplinary action may include a warning or being disqualified from receiving awards. Promoting an environment that is open to all by being safe, equitable, and exhilarating is our utmost priority. In order to ensure this, the following are prohibited:

1. Any pre-writing or working on committee content outside of VTMUNC I committee sessions (as described by the Schedule of Program).
2. Any speeches, directives, crisis arcs, or actions in committee that intend to create violence or promote a violent environment to a specific group of people, including mentions of sexual violence, graphic violence, and other behavior that is beyond committee guidelines.
3. Any hate speech, written documents, or behavior that uses language that is discriminatory and disrespectful, including but not limited to any language that is racist, sexist, homophobic, transphobic, xenophobic, antisemitic, Islamophobic, or language harmful to any specific group.
4. Any actions that are deliberate, both knowingly and intentionally, to bully, harass, or otherwise harmful behavior that may or has hurt other delegates' physical and or mental health.

Overview of Crisis Committees

As the wise and bright minds of the world engage with knowledge of the unknown, new and innovative ways of thinking start to dominate the world. Said ways of thinking make the world what it is today: a cocktail of organized chaos or, what we like to call it, organized crisis. Unlike any conventional committee in the Model UN Circuit, Crisis Committees are unique spaces of debate which consist of continuous cycles of debate filled with uncertainty and, in the process, crisis. Their procedure differs from the procedure that committees in the General Assembly manage, having no formal motions to open debate nor speaker's lists to depend on. This causes crisis committees to resort to 3 styles of debate, which are:

1. Round Robins are a style of debate in which each delegate has a stipulated amount of time to express their opinions/thoughts with respect to the current crisis situation. The delegate proposing the motion to round robin will have the right to stipulate the amount of time each delegate has to speak (equally). It is recommended that round robins be executed at the beginning of the committee or when there are major crisis updates throughout the committee.
2. Moderated Caucuses consist of a specific topic of discussion, a duration, and a speaking time per delegate. These will have chairs individually calling delegates to speak in the debate, be a default if the chair doesn't exercise a round robin motion, and managed in continuous rolling cycles throughout the debate.
3. Unmoderated Caucuses, on the other hand, are a style of debate which focuses more on free discussion and flow of debate between delegates without a necessity to conduct a motion to structure speech. Delegates will have full autonomy of how many times they speak in the unmoderated caucus and will be able to chat with other delegates relative to the topic being discussed.

Letter From the Chair

Hello friends,

My name is Katy Colucci and I am your chair for the Dune Committee at VTMUNC II. I am so excited to go through this weekend with you all and foster respectful debate between delegates representing the factions and their interests.

A bit about me, I am a sophomore studying Human Development with a minor in Leadership and Social Change, and I am planning to go to law school! I was abroad last semester in Switzerland and Tanzania and have developed a love for traveling, sightseeing, and recording memories in many different ways. I am also into all kinds of music and performing! My favorite artists are Troye Sivan, the 1975, SZA, and NCT.

Within VTMUN, I have attended four conferences and serve as our GA Training Chair on the Executive Board. I also served as our inaugural collegiate conference's Communications Director and Head of Administration for BIRDMUNC I. I started Model UN as a freshman at Virginia Tech and fell in love with the sense of community and environment of debate! I am very passionate about politics and international issues, and Model UN has allowed me to express that educationally.

I look forward to spending this weekend as your chair and sharing our love of Dune! We have developed this committee to have fun surprises, debate about the political inner workings of the galaxy, and the opportunity to develop diplomatic solutions between the factions. We hope you all are as excited as we are for this opportunity to learn together! Please feel free to reach out to me if you have any questions, committee-related or Model UN in general. See you soon!

Best,
Katy Colucci
ktcolucci@vt.edu

Letter from the Crisis Director

Hi everyone,

Welcome to VTMUNC II! I am super excited to welcome you to our campus here in Blacksburg and to be serving as your crisis director. This is my last semester at VT, so I feel very privileged that I'm able to crisis direct one last time before I graduate!

I'm a third-year Political Science major with a Legal Studies concentration graduating a year early with minors in Environmental Policy & Planning and Peace Studies & Social Justice. In other words, I'm a senior who's looking to go to law school next fall! This is my third year with the club, and I'm currently serving on the executive board as Crisis Training Chair. I was the Secretary-General for our collegiate conference, BIRDMUNC I, earlier this month and this is my third time directing a crisis!

Dune is one of my favorite books. I read it when I was in high school, and I loved the complex worldbuilding and how the story touches on so many different issues. Even though I wasn't in college at the time, the discussions of power and politics itched my political science brain! I'm very excited to see where you go with this committee and to see it come to life.

Please reach out to me if you have any questions!

Thank you,
Brooklyn Oster
brooklyn22@vt.edu

Glossary

Arrakeen: The Empire's seat of power on Arrakis. It is located near the north pole of the planet and is protected by the Shield Wall to keep sandworms from attacking.

Arrakis: The desert planet traditionally known as Dune. The home of spice production, sandworms, and the Fremen.

Caladan: The lush, watery home planet of House Atreides.

Crysknife: A knife traditionally made by the Fremen from the tooth of a dead sandworm. It is a sacred symbol to them and every Fremen carries one.

Fedaykin: A Fremen guerilla fighter, usually referring to those who carried out raids against the Harkonnens during their occupation of Arrakis

Giedi Prime: The highly industrialized home planet of House Harkonnen.

Judge of Change: An official appointed by the Emperor to oversee the change of a fief between the Great Houses.

Kwisatz Haderach: A male Bene Gesserit whose mental powers would bridge space and time. The goal of the Bene Gesserit's genetic program, which has taken place over the last 10,000 years for the purpose of creating someone who will save humanity from its foreseen demise.

Landsraad: The governing body that represents the Great Houses. It provides a forum for the Houses to peacefully interact and negotiate with each other in conjunction with the Emperor.

Lisan al-Gaib/Mahdi: "The Voice from the Outer World," and "The One Who Will Lead Us to Paradise," respectively. An offworld prophet in Fremen messianic legends sowed by the Bene Gesserit's Missionaria Protectiva.

Missionaria Protectiva: The Bene Gesserit initiative charged with creating widespread superstition on inhabited planets, priming them for future manipulation by the Bene Gesserit. On Arrakis, they are responsible for the prophecies predicting the Lisan al-Gaib.

Prescience: Based primarily on genetics and training, it's the ability to see events happening in the future. These events may or may not come to pass, they are simply possibilities of what could happen. This ability is heightened through the use of spice.

Reverend Mother: A Bene Gesserit who has ingested the Water of Life and reached a higher state of awareness.

Salusa Secundus: The harsh home planet of House Corrino and the Sardaukar. Also serves as the Imperial Prison Planet.

Sardaukar: The soldier-fanatics who serve the Emperor. They are indoctrinated into a warrior religion and receive military training from a young age, with an emphasis on ruthlessness. They are some of the most formidable fighters in the known universe, rivaled only by the Fremen.

Sayyadina: A Fremen religious leader, many of whom have achieved the same heightened awareness as the Bene Gesserit Reverend Mothers.

Shai-Hulud: The full-grown sandworms found on Arrakis. Water is poisonous to sandworms and they can grow to enormous size and a very old age. Arrakis's vast desert and spice reserves are both attributed to the sandworm life cycle.

Sietch: Translates literally to "place of assembly in time of danger." Throughout the Empire's rule of Arrakis, it has since come to be a general term for an underground Fremen settlement.

Sietch Tabr: The sietch that is home to many of the characters in committee. It is the closest sietch to Arrakeen.

Spice-Melange: The product for which Arrakis is the only source. When used in smaller quantities, it gives the user a longer lifespan and heightened awareness. It is highly addictive, and all Fremen are addicted simply because they live in an environment that is rich in spice. This lends them their characteristic blue eyes, and when applied to people with Bene Gesserit tendencies, it heightens the ability of prescience. Spice is absolutely essential to Guild navigation, and the system of transportation across the universe would not be possible without it.

Water of Life: The liquid produced after death by a sandworm who has drowned. It is given to a Bene Gesserit when they are raised to the status of Reverend Mother, as it heightens their awareness and allows them to receive ancestral memories.

Factions

Bene Gesserit: An all-women order that possess significant power through political manipulation, religious propagation, and genetic programming. Their goal is to create the Kwisatz Haderach (The Chosen One), who will be controlled by the Sisterhood to guide humanity away from its foreseen demise. A Bene Gesserit is highly in tune with her own mind and body. Though strengths vary among individuals, most have the ability to order others with The Voice, sense lies, foresee limited paths into the future, and regulate their heart rate and body temperature.

Bene Tleilax: A secretive and highly religious group of genetically altered humans. Their society possesses a rigid class structure and are the known universe's experts on genetic engineering. Tleilaxu Face Dancers serve as the warrior class and have the ability to shape-shift themselves to match the appearance of other humans.

CHOAM: Stands for the Combine Honnete Ober Advancer Mercantiles. A universal development corporation controlled by the Emperor and the Great Houses. The Guild and the Bene Gesserit are partners, but this is not common knowledge.

Fremen: The native peoples of Arrakis, most of whom are highly religious. They are superb fighters and have unique blue eyes due to their ingestion of spice. Fremen are trained from a young age to fight and survive in the harsh desert of Arrakis, with special respect to water.

House Atreides: Well-respected and possess significant sway within the Landsraad. The Atreides have perfected the art of governance and lead a prosperous, organized society. Their military prowess has begun to rival House Corrino's, and the inner family has developed a sign language to communicate that no outsiders have been able to decode.

House Corrino: Have been in control of the Imperial throne for the past 10,000 years. "Padishah" is a title used only by the emperors of House Corrino, who have long maintained the most powerful army in the known universe, the Sardaukar.

House Fenring: Enjoys significant political power through their close relations with House Corrino, though they have traditionally had little control of the Landsraad. The Fenrings have never had their own home planet, instead staying close to the Imperium.

House Harkonnen: Known for their ambition, malevolence, and brutality. The Harkonnens clawed their way into power through heavy industrialization and militarization of their homeworld. They are currently led by Baron Vladimir Harkonnen and his nephews, Glossu Rabban and Feyd-Rautha.

Order of Mentats: Mentats are educated from a young age to function as human computers. They are employed by the Great Houses and the Empire as advisors due to their extensive memory and data analysis abilities. The Order does not include all Mentats, and acts more as a guild than a political body.

Padishah Emperor: The sole ruler of the known universe. The government the Emperor presides over is often referred to as the Imperium, the subgroups of which are the Landsraad, Spacing Guild, and CHOAM.

Spacing Guild: Also called the Guild of Navigators. The Guild has a monopoly on space travel, intergalactic banking, and trade. Navigators are dependent on substantial amounts of spice-melange in their diets to maintain the high level of prescience required for safe interstellar space travel.

Background Information

Arrakis and the Struggle for Spice

Arrakis, the only planet in the known universe that produces the substance known as spice, is home to a resource worth more than its weight in gold. Spice, with its life-altering properties, grants increased longevity and even glimpses into the future. Its immense value makes it the most coveted substance in the galaxy, and as such, it has become the epicenter of intense political, economic, and military conflicts.

Several powerful and influential factions depend on spice for their survival, each with an agenda. Its immense value draws countless factions vying for control. The Spacing Guild, whose Navigators use spice-induced prescient visions to successfully navigate the galaxy, would face disaster without it, as commerce and communication across the galaxy would collapse. The Bene Gesserit sisterhood, a secretive and politically influential force, uses it to heighten their mental and physical abilities, granting them the skills needed to manipulate events. Meanwhile, the Noble Houses of the Landsraad see spice as a means for political leverage, immense profit, and maintaining their status in the empire, often competing to secure control over its production.

However, controlling spice is no simple task. For millennia, the world has traded hands, for Arrakis is an inhospitable place, filled with sandworms and treacherous deserts that make extracting the spice a challenge. The planet's violent storms and fauna test even the most advanced technology. Beyond the planet's harsh environment, conflicts arise from those who want to dominate spice production. For this reason, the Imperial House Corrino wields its authority to grant control of the planet to loyal Noble Houses. Such competition often leads to betrayals, wars, and shifting alliances, as control of Arrakis means control over the galaxy's most valuable resource.

The Fremen, the planet's indigenous people, add another dimension to the struggle over Arrakis. For them, spice is more than just a commodity, but a vital and sacred part of their culture, they see it as a gift from the harsh desert but also a symbol of resistance. Fiercely independent, they have developed ways to cope with the dangers of the desert. To outsiders, the planet is merely a place to be exploited, but to the Fremen, it's a home they dream of terraforming into a lush world. This ambitious goal stands in contrast to the exploitative practices of the Noble Houses. With centuries of brutal resistance against these outside powers, the Fremen have forged themselves into a highly capable force that pose a significant threat to any faction that seeks to dominate Arrakis.

Religion and Its Role in Power

Religion is a powerful tool because it can shape beliefs, behaviors, and social structures, often uniting people under a shared sense of purpose. Throughout *Dune*, religion has been used by many as a mechanism for control and a source of empowerment.

The Fremen's spirituality centers around the desert, spice, and the sandworms, which they revere as divine beings. Their belief system is very practical, rooted in their need to survive Arrakis' harsh environment. Practices like water discipline—the meticulous conservation and accounting for each drop of water emphasize the needs of the community over the individual. Prophecies also play a central role in the Fremen religion, influenced in part by the Bene Gesserit, legends were planted, tailoring them to align with the local culture. On Arrakis, this created the foundation for a prophesied savior that would lead them to freedom. The expectation of an eventual messiah, combined with their spirituality, becomes a rallying point for their resistance.

The Bene Gesserit treat religion as a calculated tool, rather than a source of faith. Through their Missionaria Protectiva, they plant myths and legends across cultures, ensuring they can later manipulate these societies. On Arrakis, they instill the idea of a prophesied savior to gain the Fremen's loyalty in the future. For the Bene Gesserit, religion is not about faith but power, with their ultimate goal being the creation of the Kwisatz Haderach, to serve their long-term political and genetic agendas.

The Noble Houses interact with religion in more varied ways, often using it to justify their power when manipulating their subjects. House Atreides aligns its governance with the teaching of the Orange Catholic Bible, a religious text that appeared after the crusade against computers, and promotes justice and ethical leadership. This image bolsters their reputation as honorable rulers, earning them loyalty to their subjects. House Harkonnen, in contrast, disregards spirituality, often using fear, and exploitation to maintain control. Meanwhile, House Corrino, leverages religion to solidify their authority, presenting them as divine-sanctioned rulers. However, this use of religion is viewed as hypocritical, as the Corrinos often prioritize power over genuine religious values.

Current Situation

The blazing sun hangs high in the pale blue sky of Arrakis, casting long shadows over the landing fields as House Atreides disembarks from their landing crafts. The air is dry, tinged with the faint, sweet scent of spice carried in the winds. Arrakis, the desert planet, is now theirs to govern, a monumental transfer of power decreed by the Padishah Emperor. The banners of House Atreides are shown proudly, but the moment is tense, emphasized by the weight of unseen dangers and unspoken enemies.

The Judge of the Change, draped in the neutral regalia of Imperial authority, stands at the forefront of the gathering. The ceremony is simple yet formal, marked by words of transition, a handing over of tokens of governance, and the symbolic sealing of the Emperor's decree. As the ceremony concludes, the Judge turns to the assembled crowd—a diverse group brought together to shape the future of Arrakis under Atreides rule. Among them are loyalists of House Atreides, Fremen representatives, and key advisors whose motives range from survival to ambition. The task before them is immense: to create a framework for governance that ensures stability, respects the Fremen, and meets the Emperor's unyielding demands for spice production. All while defending against the inevitable shadow of Harkonnen vengeance.

Now, the group gathers in the Governor's Hall, a stark and functional structure left behind by the Harkonnens. The future of Arrakis, and perhaps the galaxy itself, rests on the choices made in this chamber.

Questions to Consider

1. What should the terms of governance under the House of Atreides look like in the context of conflict in Arrakis?
2. How can spice production and distribution be managed to satisfy the Merchant Guild and keep relations stable?
3. How will the committee be able to balance Freman culture with Atreides goals?
4. How can the committee justify Atreides' rule to the empire and other houses amid conflict?

Character Dossier

Chani

Chani is a Fedaykin, or Fremen fighter, of Sietch Tabr. Her mother is the planetologist Dr. Liet-Kynes, and her uncle is the leader of Sietch Tabr, Stilgar. She is a skilled fighter and is able to survive for long periods in the desert. Chani's mother educated her in herbology and ecology, but some of these concepts are lost on Chani because she has never known anything but Arrakis's harsh desert climate. She shares her mother's dream of seeing Arrakis become an oasis, and is staunchly loyal to her people.

Duncan Idaho

Duncan Idaho is a highly skilled swordsman, pilot, and weapons master who is intensely loyal to House Atreides. Alongside Gurney Halleck and Thufir Hawat, Idaho is one of Duke Leto's right-hand men and is a close friend of the Atreides family. He has been training Paul in hand-to-hand combat and swordsmanship alongside Gurney since Paul was a child, but has been absent from lessons recently since Duke Leto sent Idaho to Arrakis as an ambassador. For the past few months, Idaho has been living amongst the Fremen in Sietch Tabr and has become accepted into their community as one familiar with their ways.

Esmar Tuek

Esmar Tuek is the leader of a spice smuggling organization. Together with his men, he has been attacking Harkonnen spice harvesters and illicitly selling the stolen spice to buyers across the Empire. He is a savvy businessman, but he has a heart and has previously allied with the Fremen to undermine Harkonnen rule. The transfer of Arrakis to the Atreides may change this, and Esmar is undecided on whether or not he should continue to attack Atreides harvesters to undercut an arm of the Empire.

Gurney Halleck

Gurney Halleck is an incredibly skilled swordsman and musician who serves as the Warmaster for House Atreides. He is a member of Duke Leto's council alongside Duncan Idaho and Thufir Hawat and is a close friend of the Atreides family. He is extremely loyal to House Atreides, and any enemies or betrayers of those he loves should watch their backs. Gurney is notable for his ability to quickly adapt to almost any situation he finds himself in and for his uniqueness as a minstrel-warrior. Gurney carries a deep-seated hatred for the Harkonnens, as he was enslaved by them for several years and his sister was murdered by them.

Count Hasimir Fenring

Count Hasimir is a Mentat, trained assassin, and failed Kwisatz Haderach. He is the Padishah Emperor's closest friend and chief counselor, employing his computer-like mental abilities to aid the Emperor in decision-making. Alongside his wife, Lady Margot Fenring, Count Hasimir has been granted intermediate governorship of Arrakis during its transfer to House Atreides. Lady Margot has given him limited Bene Gesserit training, making him invisible to prescience. While no one knows where he received his assassin training, he is regarded as an extremely deadly fighter among the Landsraad.

Jamis

Jamis is a Fedaykin of Sietch Tabr. He is notable for his fighting skills and his willingness to sacrifice himself for other Fremen. Jamis is a friend of Stilgar's, and the two have fought together against the Harkonnens many times, with Jamis going so far as to share his water with Stilgar in order to save his life. However, Jamis is incredibly stubborn and quick to anger, which is often to his detriment. He has a wife, Harah, and two young sons who he is starting to teach Fremen fighting techniques to. Jamis is incredibly protective of his people, and it's unclear if he will support Atreides rule or not.

Lady Jessica Atreides

Lady Jessica is Paul's mother and Duke Leto's partner. She was raised and educated from birth by the Bene Gesserit, and possesses the ability to use The Voice alongside limited prescience. Her relationship with the Sisterhood is strained - she believes that Paul is the Kwisatz Haderach,

and has been training him in Bene Gesserit ways since birth. However, the Sisterhood believes that this is a betrayal and denies that Paul is the Kwisatz Haderach. Jessica loves Leto and Paul more than anything else in her life and will do anything to protect them.

Korba

Korba is a Fedaykin of Sietch Tabr under the command of Stilgar. Like all other Fremen, he is a skilled fighter, adept at surviving in the desert, and protective of his people. He is extremely religious and believes in the prophecies predicting the Lisan al-Gaib. Though Korba is a Fremen fighter by birth and training, in a different life he wishes he could be a spiritual leader. Korba intends to dedicate himself in service to the Lisan al-Gaib should the mythical figure appear in his lifetime, even if it means the betrayal of his Fremen values.

Duke Leto Atreides

Duke Leto is the head of House Atreides and the ruler of Caladan, soon to be Arrakis. He is Jessica's partner and Paul's father, and is well-loved by his family. Leto is known for his fair and compassionate leadership style, but has always been on guard against the Atreides's enemies, the Harkonnens. He holds much sway within the Landsraad and under his leadership, House Atreides's military power has begun to rival that of the Sardaukar. After receiving the Padishah Emperor's order to move House Atreides to Arrakis, Leto is determined to rule the harsh desert planet with the same fairness and even-handedness he employed on Caladan.

Dr. Liet-Kynes

Dr. Liet-Kynes received an extensive education in biology, environmental science, and planetology at an off-world university. She is the Imperial planetologist of Arrakis and her mission is to help ecologically transform the planet into a place with precipitation, greenery, and open water. Despite being half-Fremen, Liet-Kynes has strong ties to Sietch Tabr, as she is Stilgar's sister and Chani's mother. Most importantly, Dr. Liet-Kynes has been appointed by the Empire to be Judge of Change. She will oversee the transfer of Arrakis to House Atreides.

Shadout Mapes

Mapes is the head of housekeeping at the Imperial Resident in Arrakeen; "shadout" is a Fremen word for the head of a household. She is respected in the city of Arrakeen as a source of knowledge about Fremen legends, superstitions, and religious beliefs. As the head of housekeeping, Mapes's primary responsibilities are to care for the Atreides family and ensure the household is running smoothly. However, it's important to note that this puts her in a good position for learning secret and important political information.

Lady Margot Fenring

Lady Margot is a Bene Gesserit whose primary interests lie with the Sisterhood. She is married to Count Hasimir Fenring, and they have been named intermediate governors by the Padishah

Emperor to oversee the transfer of power between House Harkonnen and House Atreides. She is a powerful political figure and possesses superhuman observation and awareness abilities thanks to her Bene Gesserit training. While Lady Margot has allegiance to House Fenring, she will do anything in service to the Sisterhood.

Paul Atreides

Paul is the teenage son of Lady Jessica and Duke Leto. He is the heir of House Atreides and has lived his entire life thus far on Caladan. Paul has received extensive training in hand-to-hand combat, politics, and warfare from his mentors and Bene Gesserit training from his mother. He has talents for prescience, The Voice, and some Mentat abilities, though none of these are developed enough to be reliable. Though he is still young, Paul is a quick learner and is deeply faithful to House Atreides.

Sayyadina Ramallo

Ramallo is an elderly woman who acts as the Fremen spiritual leader of Sietch Tabr. She has taken the Water of Life and has unlocked a level of prescience and ancestral memory synonymous with a Bene Gesserit Reverend Mother. There are rumors that she was once a Bene Gesserit sent to plant the Missionaria Protectiva on Arrakis, but has since gone rogue. However, these rumors are not confirmed. Sayyadina Ramallo is highly respected by the Fremen and is the leader of all religious ceremonies in Sietch Tabr.

Stilgar

Stilgar is a Fremen and the supreme authority figure of Sietch Tabr. He is well-respected by his people and always places the interests of his community before his own. His sister is Dr. Liet-Kynes, and his niece is Chani. Stilgar, like most other Fremen, is a superb fighter and is experienced at living in the desert. He is also religious and believes in the prophecy that predicts the Lisan al-Gaib. He is one of the Fremen who originally accepted Duncan Idaho into Sietch Tabr; he is wary of the Atreides but is open to creating a diplomatic and mutually beneficial relationship.

Thufir Hawat

Thufir Hawat is a Mentat who serves on Duke Leto's council alongside Gurney Halleck and Duncan Idaho. He is the Head of Security for House Atreides and is responsible for anti-espionage and personal security for the Atreides family. Thufir has been Paul's tutor in political and military strategy since Paul was a child and is known among the Great Houses to be a brilliant strategist. As a Mentat, Thufir is essentially a human computer. He is capable of incredible mathematical skill, strategization, and has the ability to analyze huge amounts of data to make a prediction. However, he is conditioned to operate within an ethical framework and is not capable of acting outside of it.

Dr. Wellington Yueh

Dr. Yueh graduated from the most prestigious medical school in the Empire, the Suk Medical School, and now serves as the Atreides family's personal physician. At medical school, he underwent extensive conditioning that prevents him from intentionally taking a human life or to even consider doing so. Like many others in House Atreides, Dr. Yueh possesses a deep hatred for the Harkonnens. His wife, a Bene Gesserit named Wonna Marcus, was kidnapped by them several years ago and he will do anything to free her.

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