



Background Guide

Fictional UNSC

1 | Promoting Peace and Stability in the Coming
Decades of Sauron's Resurrection

JEJUMUN IX

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Table of Contents

Table of Contents	2
Committee Introduction	3
Agenda Introduction	4
Letter from the Chairs	5
Key Terms	6
Historical Background	6
Current State of Affairs	8
Stances of Parties	9
Possible Solutions	10
Questions to Consider	11
Bibliography	12

Committee Introduction

Sauron has returned. The inhabitants of Middle-Earth have gathered to discuss their plans to defeat him as they once did in the second age. Elrond, the half-elven, is holding a council attended by men, elves, dwarfs, and hobbits in Rivendell, the land of his reign. After the One Ring was lost deep in the river Anduin and 2500 years had passed, Sauron and his army were finally coming to dominate Middle-Earth.

The United Nations Security Council (UNSC) holds responsibility for maintaining international peace and security. It also promotes cooperation between nations and settling a dispute or finding solutions to an existing threat to the peace. Since the council summoned by Elrond takes the form of UNSC, delegates should find ways to harmoniously reach an agreement without independently rising to absolute power. Delegates must strive to find methods of adjustment or terms of a settlement when solving impediments to defeating Sauron.

It is up to the delegates to impose sanctions or use force to maintain and restore peace on Middle-Earth. However, this is only allowed when all possible means of resolving aggressions or disputes have failed or there was a breach of an agreement. In order to maintain justice, all those who violate human rights or international humanitarian law will be held accountable for their actions through prosecution and retribution.

Men, elves, dwarves, and hobbits all have different characteristics and histories. How could the differences in their opinions peacefully settle down to an agreement?

Agenda Introduction

We – the inhabitants of Middle-Earth – had little reason to doubt the collapse of Sauron. His willpower was indeed fierce, and his desire to seize the rings of the Elves, the rings of the Dwarves, and the rings of men was met with modest success when men ultimately succumbed to his deceptive maneuver. The problem arises when the elves resisted. Led by heroes such as Elrond, Galadriel, and Celebrimbor, the elves organized an alliance with men to confront Sauron's army of orcs, trolls, and other creatures of Mordor. The war resulted in a costly aftermath, but the result proved to be slightly more hopeful: Sauron was defeated. His flesh was slain, his troops were dismantled, and his rings were lost.

Just six decades ago, however, in Third Age (TA) 2941, the members of the White Council – Saruman the White, Gandalf the Grey, Radagast the Brown, Elrond, and Galadriel – confirmed the resurrection of Sauron in the distant stronghold of Dol Guldur. There, they discovered that Sauron had been secretly regaining power as 'the Necromancer' for two millennia. Although the White Council was eventually able to drive Sauron out from Dol Guldur, it did not take them long to realize that Sauron had merely feigned his defeat and fled to his fortress in Mordor. A decade later in TA 2951, Sauron had made his public debut, but little is known of his renewed intent.

It has been more than half a century since TA 2951. The delegates have gathered today in this council organized by Elrond Half-elven to discuss what their stances with regard to Sauron's resurrection are. Inspecting through the historical lens, there is little doubt that Sauron has been an utter incarnation of evil. Yet, there is little knowledge of his renewed stance following his recent resurrection. Granted, the question is as follows: What should *our* stances be? Should we outright attack Sauron and Mordor? Should we wait for him to arrive in our own very fields before we initiate our next very move? Or should we wait to see whether he has become good for the better? It is up to each every delegate to make that decision, but, remember delegates – we have very little time.

Letter from the Chairs

Dear strangers from distant lands and friends of old,

Delegates, you have been summoned to answer the call – what should we do now? Sauron, the Necromancer, the Nameless, the Dark Lord, and the Lord of the Rings, has finally awakened from his prolonged years of sleep. Or should we call it *recovery*? Recent lore has been telling us, the inhabitants of Middle-Earth, that Sauron has demonstrated some complex moves. He has begun to organize his troops of ogres, orcs, and goblins in the desolate fields of Mordor, but he has also publicly declared that there will be no more war. Today, on October 25th of the year TA 3018, you have gathered here at Rivendell to discuss the stance of each race, tribe, kingdom, or realm in the coming years of unexpectancies. Will you choose to fight? Will you choose to cooperate? or will you choose to flee?

In contrast to the actual proceedings of the Council of Elrond in J. R. R. Tolkien's original trilogy, *The Lord of the Rings*, this committee will levy only partial emphasis on the One Ring. Instead, this year's Fictional UNSC will attempt to discuss how each party's stance agrees, disagrees, and qualifies others in greater detail, particularly in regard to Sauron's ambiguous stance following his recent resurrection. Given the nature of a MUN conference, we have concluded that allocating time in such a manner would be a better use of limited resources.

The minimum that we require from you with respect to understanding fictional materials from Tolkien's *The Lord of the Rings* is that you have thoroughly read and understood the information indicated in *this* report; we understand that it is difficult for you – *students* – to devote many hours to read Tolkien's novel or even binge-watch its film adaptation. (It's 12 hours total...) That being said, however, we would also like to note that the more the delegate knows, the more the delegate will be able to contribute to the conference. As you prepare for the upcoming Jeju MUN IX, please keep in mind that there is only the very minimum that we demand from the delegates but no absolute ceiling.

Aside from all the intimidation, we are extremely excited about the upcoming conference. We are looking forward to *your* impressions of Middle-Earth characters and the discourse that you will involve yourself in. See you all this Fall :)

Yours Truly,

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Key Terms

Aman

A continent that lay to the west of Middle-earth

Angband

A mighty fortified citadel originally constructed by Melkor

Arda (Earth)

A place where all people and Valinor dwell

Arnor (Northern Kingdom)

Dunedain kingdom in the Middle-earthian realm of Eriador. It served as the High King of Arnor's initial residence and the hub of his control over both Arnor and Gondor (Gondor is in the South Kingdom).

Dúnedain

Men of Númenor and their descendants who peopled the Westlands of Middle-earth in the Second

Dwarves

One of the intelligent species of Middle-Earth, dwarves have been able to thrive as a species due to their robust composition, strong integrity, and masterly dexterity. They typically reside near mine facilities where they mine, process, and forge precious earth metals of Middle-Earth, notably mithril. They are traditionally at dispute with elves. Possessed seven rings prior to the War of the Elves and Sauron.

Eä

Eä (Quenya; IPA: [ˈe.a]) is what would become the term for the whole Universe of J.R.R. Tolkien's legendarium, as a realization of the vision of the Ainur. The name literally means "be" or "exist". Middle-earth was a continent on the planet the Elves named Arda (i.e. Earth), while Eä refers to the entire Universe containing Arda.

Edian

The name that Elves call the First Age Men who participated in the Wars of Beleriand with the Elves

Elves

One of the intelligent species of Middle-Earth, elves have been able to thrive as a species due to their long life expectancy, familiarity with natural settings and objects, and keen judgment. They typically reside in the forests of Middle-Earth, denying the

approach of foreigners or aliens to their seclusive territories. They are traditionally at dispute with dwarves. Possessed three rings prior to the War of the Elves and Sauron.

Eönwë

Manwe was the king of Arda, the leader of the Ainur, one of the Aratar, King of the Valar, Varda's husband, and the brother of the Dark Lord Melkor. He dwelt atop Mount Taniquetil in Valinor, the highest mountain in the world, and went by the names of Slimo, Mânawenûz, or Valahiru. His slaves were the winds and air.

Ereinion Gil-galad

The fourth and last High King of the Noldor

Eru

In Arda, Eru Ilvatar served as the highest god. Above the Valar, he was the only creator, but he gave the Ainur practically all direct control over Eä, including the creation of the world.

Fëanor

The eldest and most adored son of Finwë who succeeded him as the King of the Noldor

Men

One of the intelligent species of Middle-Earth, men have been able to thrive as a species due to their cunning intelligence, insatiable greed, and high reproductiveness. Nonetheless, because men do not possess notable strengths in physical capacities, they may be deemed disadvantageous to other species, such as dwarves and elves. Possessed nine rings prior to the War of the Elves and Sauron.

Middle-Earth

The fictional setting of English writer J. R. R. Tolkien's *Lord of the Rings* trilogy. Inhabited by peoples of myriad races, tribes, kingdoms, and realms, Middle-Earth is defined by its unpopulated wilderness, diverse geographical features, and rich history. For the purpose of this conference, the delegates in this committee are representatives from the northwestern lands of Middle-Earth.

Mordor

A black, volcanic plain in the southeastern lands of Middle-Earth. Chiefly inhabited by creatures such as orc, troll, and goblin, it was once the realm of Dark Lord Sauron himself during the War of the Elves and Sauron. Apparently, it is also where Sauron seems to have fled to after his defeat in TA 2941.

Morgoth

In a sense, Morgoth, also referred to as Melkor, was the first Dark Lord of Middle-earth. One of the most powerful characters in Tolkien's universe, Morgoth spent many years trying to conquer Middle-earth and waging wars to accomplish it.

Ñoldor

Those of the second clan of the Elves who came to Aman

Númenóreans

The most noble race of Men in the First Age who were given the island of Númenor at the beginning of the Second Age by the Valar

Rivendell

Elven town in the central lands of Middle-Earth that is governed by Lord Elrond. Having served as the basecamp of Elves and Men during the War of the Elves and Sauron, it is the very location where the Council of Elrond is held today.

Shire

The homeland of hobbits in Middle-Earth. Located in the northwestern lands of Middle-Earth, it is where the protagonists of Tolkien's *Lord of the Rings* and *The Hobbit* — Frodo Baggins and Bilbo Baggins, respectively — were raised. Hobbiton is another distinguishable town located within the Shire.

The Last Alliance of Elves and Men

An alliance that was created in 3430 of the Second Age in reaction to the Dark Lord Sauron's threat of conquest

Valar

The fourteen Ainur known as the Valar entered Arda after it had been created, having been shaped by Eru's mind, to bring about order and battle Melkor's new evils. They frequently referred to one another as "brother" or "sister" and had assisted in the development of Arda through the music of Iluvatar.

Historical Background

1. Who is Sauron?

The eponymous Lord of the Rings, Sauron, was the most nefarious Maia, the creator of the One Ring, student of the Vala Aul, and Morgoth's most dependable servant.

Following the Valar's defeat of Morgoth, Sauron took on the role of the second Dark Lord and set out to conquer Middle-earth and even Numenor using either forceful armies or cunning deceit, exemplified by the Rings of Power.

Despite being the title character of The Lord of the Rings, Sauron is renowned for never making a direct appearance during the events of the trilogy. Nowhere is a detailed description of his looks given; only broad strokes. A chapter from The History of Middle-earth offers a hazy description of how the Nmenóreans perceived him: "A man, bigger than any of the Nmenor race in size, was aboard that ship that was flung highest and was standing dry on a hill. Men believed Sauron to be powerful, despite their terror of his eyelight. He seemed good to some and horrible to others, but bad to others." Following his loss of power, Sauron appears as the Dark Lord trying to regain physical form and establish authority over Middle Earth.

In one of Tolkein's letters, Sauron is characterized as a picture of hate and wrath made manifest with the shape of a man taller than a human but not enormous. Isildur said that Sauron's hand was black but blazing like fire, implying that his entire body was blackened from fire and heat; in fact, he emitted an intense level of heat, so much so that Gil-galad was burnt to death by his bare touch.

2. About the Ring

The Dark Lord Sauron made the One Ring in the Second Age with the intention of taking over the Free peoples of Middle-earth, namely the Elves. The Ring is referred to as Ash Nazg, Isildur's Bane, the Great Ring of Power, and the Ruling Ring.

The Elven smiths of Eregion, led by Celebrimbor, were enticed to create the Rings of Power during the Second Age by the Dark Lord Sauron. Sauron returned to Orodruin covertly and used its fires to construct the One Ring. The same fires in which it was created would be the only force that can destroy the Ring.

It was designed to be the Master Ring, the One Ring that would rule all other rings and subjugate the wearers of them. Much of Sauron's will and might were channeled into it. He was therefore most powerful while he was wearing the Ring, and although his strength did not decrease without the possession of the ring, he would no longer be able to take on a physical form if it were to be completely destroyed. However, even at

the bare minimum of existence, one would only be reduced to “a naked spirit of malice that gnaws itself in the shadows but can not develop or take shape again”. Therefore, a loss, in general, would indicate a greater challenge for a prospective recovery because no spirit in this dimension can be annihilated or made nonexistent.

3. The First Age

The chronicles of the universe notes the events prior to the existence of elves. Tracing back, the world was crafted by the Ainur, who dwelled in Arda. The fourteen Ainurs, also referred to as the Valar, withdrew from life of constant warfare amongst the Ainurs to settle in Valinor of the West, where they built two Trees that illuminated the world and measured time.

The waking of the Elves, entities that were created by the Valar, marked the start of the First Age, which would last for half of the Years of the Trees. Upon their awakening, the Valar invited a portion of the elves to live in the West while the rest stayed in Middle Earth. Over time, the Elves separated into Noldor (the group that went to the West) and Sinda (the group that stayed in Middle Earth).

For the last six centuries of the First Age, there were many conflicts between the troops of Angband and the Noldor, Sindar, and the Three Houses of the Edain (Men who also moved West).

The creation of the Moon and Sun by the Valar, together with the waking of Men, the Younger Children of Eru, was arguably the most significant event of the Age. They began to travel West, much like the Eldar before them, but the majority stayed in the East, in Rhovanion and Eriador. The First Age lasted for another 590 years after the awakening of mankind; it came to an end with the defeat of Morgoth, the first Dark Lord, in the War of Wrath.

4. The Second Age

The Second Age, the longest of the Ages, started in the 584th year after the return of the Noldor to Middle Earth. The establishment of the principal kingdoms of Man, Nmenor, and of the Elves, Lidon, marked the early beginnings of the Second age.

Over the years, the descendants of the Edain, dwelling in Nmenor, accumulated immense strength, so much so that their power eclipsed that of any country of Men, past or present. Wanting to ground their superior presence, they sailed east to discover cities in Middle Earth. However, the overconfidence of the Edain became the Achilles' heel for their existence as their underprepared attack of the Valar led them to destruction. After their downfall, a small group of survivors, led by Eldndil, left the ruins of Nmenor and went on to create two new kingdoms in Middle Earth: Arnor in

the north and Gondor in the south. Other tribes of Men in Middle Earth lived in basic communities under Sauron's rule, worshiping and fearing the Dark Lord's omnipotence.

To resist Sauron's overwhelming influence, Gil-galad, the fourth and the last High King of the Noldor, proceeded the Last Alliance of Elves and Men. Together, they attacked Sauron at the Dark Tower of Barad-dûr, winning a victory to mark the end of the Second Age. The defeat proved costly for Sauron as he lost a significant portion of his strength, being reduced into a spirit.

Current State of Affairs

Just yesterday, Frodo Baggins, the son of Draco Baggins of Shire, arrived by the doors of Bilbo Baggins at his current residence in Rivendell. Although there was nothing special about the arrival of a young hobbit in "The Last Homely House East of the Sea," what rendered Frodo's arrival especially particular was his possession of Sauron's One Ring.

The ring had been kept with Bilbo Baggins since his encounter with Gollum during the Quest of Erebor. Ever since Bilbo returned to Shire from his journey with the thirteen dwarves, he had kept the ring with himself in his luxurious house at Hobbiton. Around a century later, the ring was found and kept by his adopted heir, Frodo Baggins.

But it is not the reappearance of One Ring itself that has provoked such intense anxiety, dismay, and even fear amongst the peoples of Middle-Earth today. It is the news of Sauron's possible resurrection that has rekindled the long-forgotten agitation.

Very little is currently known about Sauron's intention, however. The members of the White Council – Saruman the White, Gandalf the Grey, Radagast the Brown, Elrond, and Galadriel – first detected the recovery of Sauron in TA 2941. Although they, assuming that Sauron *must* have not relented on his previous aspirations, defeated Sauron and impeded his complete resurrection, Sauron technically has yet declared no public invasion, domination, nor even aggression in the continent. Lore has been telling us that he has already begun to assemble his army of orcs, trolls, and other creatures of Mordor, information of this nature is of extremely dubious origin in the status quo. For one, another branch of equally-unreliable lore has been telling that Sauron's intention is mere seclusion.

The council today has been organized by Elrond himself, the Lord of Rivendell who has dwelt in Middle-earth from the First Age. His intention is to provide a means for the free peoples of Middle-Earth to share their current stances with regard to Sauron's resurrection.

Fortunately, more information will be revealed as the delegates engage in deeper conversations with each other. It is now up to the delegates to determine how Middle-Earth must confront an old enemy's dubious resurrection.

Stances of Parties

Aragorn

Aragorn is the descendent of Isildur and the heir to the throne of Gondor, the most prominent realm of men in Middle-Earth. He is a strong leader with an unwavering mind that is unaffected by the desire for the ring. He is also a passionate friend who cares for only a few whom he deeply trusts and does not hesitate to aid the Fellowship's survival during their journey. Aragorn has constantly supported in the War of the Ring, being a part of Frodo's original Fellowship and fighting off Orcs at the Battle of Helm's Deep. He will always fight for what he believes is right and rebel against tyrannical authority. Although Aragorn is a man, he possesses Elven wisdom and the ability to heal with the plant Athelas.

Arwen

Arwen is the Half-elven daughter of Elrond and Celebrian. She is in a romantic relationship with Aragorn II Elessar, the 26th King of Arnor and the 35th King of Gondor. Like many other characters, Arwen must choose between an immortal life of the elves and a mortal life with Aragorn. She ultimately chooses the latter and even encourages Elrond to stay in Middle-Earth and help it secure its future. Arwen is eager to protect those in need and follows her heart to do so. She is headstrong and a confident individual who does what she deems proper.

Bilbo Baggins

Bilbo Baggins, a hobbit of the Shire, was one of the bearers of the One Ring who voluntarily gave it up. Like most hobbits, Bilbo relishes the comforts of home and loves smoking a pipe in his well-furnished hobbit-hole. Although his quiet and comfort-loving side often prevents him from traveling far from home, his adventurous side inherited from his Took mother sparks his curiosity and boldness.

Boromir of Gondor

Boromir was a warrior of Gondor and the heir to the steward of Gondor. Boromir is the most vulnerable to the desire for the Ring, as he attacked Frodo at the end of *The Fellowship of the Ring*, trying to take it from him. However, Boromir was extremely valiant and steadfast and was greatly respected by the army of both Gondor and Rohan. He was a bold man with the determination to protect his people, but the failure to do so made him vulnerable to the predations of the One Ring. However, he regrets it as soon as he takes the Ring.

Celebron

Celebron is the Lord of Lothlorien and the husband of Galadriel. He is the father of Celebrian and grandfather of Arwen. He is one of the noblest elves in Middle-earth at the end of the Third Age. Celebron is a wise and benevolent ruler who provides sanctuary for the

Fellowship. He is also a great warrior who leads his soldiers into battle against the fortress Dol Guldur, which his wife, Galadriel, eventually destroys.

Denethor II

Denethor II is the twenty-sixth and the last Ruling Steward of Gondor. He is described to rival Gandalf in appearing noble and powerful, giving off a sense of lordliness. Denethor married Finduilas, daughter of Prince Adrahil of Dol Amroth. She gave birth to two sons, Boromir and Faramir, but died when they were young. After her death, Denethor became grimmer than before. Although he was a man of great foresight and strength, he was sometimes overconfident. Denethor is one of the most complex characters in the series, for he is solidly balanced between Good and Evil. However, he eventually tips more towards the Evil as his relationship with his son, Faramir, deteriorates due to Faramir's friendship with Denethor's rival, Gandalf, and his ultimate loss of hope that Gondor will not survive Sauron's attacks.

Elrond

Elrond, a Half-elven, is the Lord of the elves residing in Rivendell. He is the father of Elladan, Elrohir, and the lady Arwen. Elrond is a wise and decisive leader known for his healing skills that cure Frodo's fatal injury from the Morgul blade and the ability to see into the future. He is one of the Keepers of the Three Rings, including Gandalf, Galadriel, and himself. Born in the First Age, Elrond witnessed the history of the First and Second Ages in Middle-earth, the War of the Elves and Sauron, and the War of the Last Alliance. Elrond has joined forces with other elves and men in both wars to defeat Sauron and his army. Elrond speculates that if the One Ring were destroyed, Rivendell would fall with it. However, he will accept fate if it means the end of Sauron and his evil powers. Elrond has veto power.

Eomer

Eomer is the nephew of King Theoden, the ruler of Rohan, and is a leader among the Rohirrim. Eomer fought with King Theoden in the Battle of Helm's Deep, where he was named heir to the throne of Rohan should Theoden fall in battle. Eomer will fight by Theoden's side, as he is loyal to his king. Eomer previously had conflicts and battles with Saruman, who tried to conquer Rohan. On the way back to Rohan after slaughtering the Orcs, Eomer met Aragorn, Gimli, and Legolas, who were searching for their hobbit traveling companions. Eomer helped them in their search by lending two horses, Hasufel and Arod.

Erestor

Erestor is an Elf of Rivendell and chief of Elrond's household at the time of the War of the Ring. In the year 2965. He was a member of the Council of Elrond. During the discussion about what to do with the One Ring, he opposed the idea of destroying the Ring and suggested instead guarding it against Sauron. He asked whether the Ring could be sent to Tom Bombadil

for safe-keeping, which the other members rejected. When destroying the Ring seemed like the only option, he said, "That is the path of despair.

Frodo Baggins

Frodo Baggins, the nephew of Bilbo Baggins, is a hobbit living in the Shire. Before he joined the Fellowship of the Ring, Frodo was chosen by wizard Gandalf to be the one returning the ring to Mordor. Because the ring offers extreme temptation to anyone who bears it, Frodo sometimes succumbs to its power, such as when he had to drop the ring into Mount Doom. Only because the ring was torn loose during his struggle with Gollum did it fall to the lava pit below and get destroyed. Although he shows his bravery multiple times throughout his journey, he is still a reserved, kind, young hobbit who is also an ineffective fighter. However, the influence of the ring and the wound by the Morgul Knife seem to have given him the ability to have prophetic dreams on several occasions.

Galadriel

Galadriel is an elf queen known as the Lady of the Woods. She is one of the greatest elves in Middle-Earth, having surpassed nearly all others in beauty, knowledge, and power. She was given one of the three Elven rings of power. Because of her wisdom, she had an essential role during the War of the Ring. For instance, during the War of the Ring, Galadriel met the Fellowship of the Ring and sent them off on their quest furnished with gifts. Although most of her powers came from Nenya, the Ring of Water, she refrained from using its power while the One Ring was in Sauron's possession. Only when the One Ring was lost did she use its power. When Frodo offered her the One Ring, she resisted its temptation, for she was wise enough to know what terrible consequences it would lead to.

Gandalf the Grey

Gandalf is a wise old wizard whose deep wisdom derived from the patience he learned throughout the thousands of years he lived. He cares for all creatures of good and has a strong sense of pity for the weak. Galadriel believed him to be more worthy than Saruman to lead the White council even before he gained more power after his resurrection and became Gandalf the white. Gandalf and Saruman were initially allies, but once Gandalf surpassed Saruman as a wizard, Saruman pledged allegiance to Sauron to gain more power. Gandalf is also considered the most powerful among the other Fellowship of the Ring members. His vast knowledge makes him the preeminent architect of Sauron's defeat.

Gimli

Gimli, the son of Gloin, was a dwarf of the House of Durin and a member of the Fellowship of the Ring. With the Fellowship of the ring members, Gloin travels to Mordor to destroy the One Ring in Mount Doom. Gimli is pleased to offer his assistance in this grand

quest. Gimli is a decent fighter who easily wields multiple axes, crushing orcs and goblins. However, due to a history of strife between Dwarves and elves, he often conflicts with Legolas throughout the journey. However, they eventually overcome their differences and respect each other, becoming loyal friends.

Gloin

Gloin first appeared as one of the twelve traveling companions of Thorin and Bilbo Baggins on their journey to stop the dragon Smaug. He attends the council of Elrond with his son, Gimli, and befriends Frodo Baggins. Gloin is a fierce warrior and a proud father of Gimli, who became a member of the Fellowship of the Ring. Despite his bravery and loyalty, he is greedy on some occasions, such as when he hid a trunk full of gold in the Trolls' hoard so no one could take it. However, he will always choose the greater good over avarice any day. Gloin is also outspoken and assertive, willing to stand up for what he believes even in front of authority.

Glorfindel

Glorfindel is one of the mightiest elves on Middle-Earth. During the First Age, he was the lord of the House of the Golden Flower of Gondolin but died in a fight against a Balrog. However, he returned to Middle-Earth in the Second Age after his re-embodiment, acting as an emissary of the Valar. Glorfindel is an elf with great physical strength and heroism. He is a powerful and courageous leader loyal to his King and fellow soldiers. Not only is Glorfindel a competent warrior, but also an elf with an angelic presence that can overwhelm his opponents in battles.

King of the Dead

The King of the Dead, also known as the King of the Mountains, used to be a living man. In the later years of the Second Age, he and his men were loyal to Sauron. However, they swore allegiance to the realm of Gondor and Isildur, the King of Gondor at the time. The King of the Dead swore to fight on Isildur's side and provide aid when needed. However, when the time came during the War of the Last Alliance, he did not come. As a result, Isildur cursed him and his army, which made them unable to rest until his oath was fulfilled. The King of the Dead gets a chance to be free from the curse when he listens to Aragorn's call for help and provides him with a ghostly army for the battle for Middle-Earth.

Legolas

Legolas is a Sindar Elf member of the Fellowship of the Ring. Legolas is a valuable asset to the Fellowship because of his keen eyesight, sensitive hearing, and excellent bowmanship. As an elf, Legolas can move silently on grass and snow and see through great distances. He can even sleep while walking, which allows him to travel long distances without fatigue. He can also tame the most unruly horses with only a few words. Legolas is known for his initial

adversarial relationship with Gimli, a dwarf, due to the ages-long hatred between the elves and dwarves. Although Legolas is wise and knowledgeable, he can be immature when bickering with those who disagree with him. He and Gimli became friends when Gimli treated the elves with gentleness.

Samwise Gamgee

Samwise Gamgee, commonly known as Sam, is a hobbit of the Shire. He is Frodo's gardener and best companion. When Frodo joined the Fellowship of the Ring and embarked on the Quest of the Ring, Sam proved himself to be Frodo's most dependable and loyal friend whom Frodo could trust. Sam is immensely committed to protecting Frodo from threats and keeping the Shire safe. Sam is remarkably resistant to the ring, considering how its call does not lure him despite his proximity to the ring. Sam is a pure soul like Frodo who does not take things for granted and lives his mortal life to the fullest.

Saruman

Saruman, also known as Saruman the White, arrived on Middle Earth in the Third Age. He was the leader of the wizard and the chief of the White Council that opposed Sauron. However, dark magic enticed him to lust for power and the One Ring, eventually betraying his fellow wizards and becoming Sauron's servant. He only trusts himself and schemes for his good. When Saruman discovered the location of the One Ring, he abandoned the title of Saruman the White, as he was no longer loyal to the White Council. Initially, he tried to gain Gandalf's assistance, but when Gandalf refused to join Sauron, he held him captive in Orthanc. Saruman's treachery was revealed when Gandalf escaped from the prison. One of the most significant powers that Saruman possesses is speech. He can bend the strongest minds to his will and sway their hearts by simply speaking to them.

Witch-king of Angmar

The Witch-king of Angmar is the leader of the Nazgul and Sauron's second-in-command. Once a king of men, he was corrupted by one of the Nine Rings of Power, eventually becoming a servant of Sauron. After Sauron's defeat during the War of the Last Alliance, he reappeared to find the evil realm far north of the Misty Mountains. He ruled for seven centuries until the Kingdom of Arnor was conquered. The Witch-king then returned to Mordor to aid Sauron's regain of power. He once directed Sauron's armies in the War of the Ring and stabbed Frodo Baggins on his journey to Rivendell. The formidable Witch-king has an aura of fear that make even the most trained soldiers run in terror.

Possible Solutions

Solution #1

The most intuitive solution for any delegate of human, elvish, or dwarf origin is to recognize Sauron's resurrection as yet another attempt of the Dark Lord to conquer Middle-Earth and thereby classify his future actions as those of aggression. History remembers even the finest details of his atrocities — the destruction of Minas Ithil is only a small fragment of his intolerable past. Although he may claim to take part in no such outgoing demeanor in the coming age, his sins are nonetheless persistent, continuing to haunt the lives of Middle-Earth inhabitants.

Delegates wishing to pursue this path must consider — but at what cost? Indeed, certain forms of evil in this world must be terminated at any cost. Yet, the definition of evil is subject to each and every delegate's interpretation; some delegates may simply find Sauron's past deeds more tolerable than other delegates. Furthermore, consider the ethical implications of antagonizing an entity that has yet declared no public aggression; is it righteous? Do consider the issue from multiple perspectives when pursuing this particular solution.

Solution #2

The other intuitive solution — although perhaps riskier — is to maintain neutrality until Sauron officially declares his reconquest of Middle-Earth. After all, Sauron has declared no official reconquest of Middle-Earth. From an optimistic point of view, he may be considering an alliance with the other inhabitants of Middle-Earth to establish permanent peace for good and ever. None of these theories can be substantiated with hard evidence, but assuming ill intention without just cause is equally destructive to ethical, rational processes.

Delegates wishing to pursue this path must consider — what are the odds? There is undoubtedly the possibility of Sauron having turned good for better, but, just as there is no hard evidence that Sauron desires reconquest, there is no hard evidence that he does not; his intention is subject to any impetuous change upon change in the circumstances. Consider the risks associated with maintaining immediate peace — whether potential peace outweighs the potential risk.

Questions to Consider

1. What are the duties of the Council in preventing the rise of Sauron, the second Dark Lord? To what extent would the authority of the Council show its effectiveness in regulating the powers of the world?
2. How could Sauron maintain his authority and power over Middle-Earth even after the defeat at the closing of the Second Age? How could this be a threat to the members of the Council?
3. To what extent would the Ring put a party at an advantage over others in the struggle to restore peace?
4. How could the safety of the inhabitants in the Middle Earth be assured amidst the alarming reappearance of the Ring?
5. What would the possession of the ring signify for the Council, and how would the members substantiate that its powers would not be abused in any way?
6. How should the ownership of the Ring be decided if the Council manages to hold it in its possession?
7. If the Ring was to be found and destroyed, what would that signify for Sauron and the inhabitants of Middle-Earth? Would the establishment of peace be possible?
8. In precise terms, what measures would be necessary to prevent the re-establishment of the second Dark Lord's reign?
9. How should members of the council respond to the expanding influence of Sauron, and what actions should be taken if the forces of evil start to show signs of public aggression?
10. If the Council decides to implement solutions to resist against the forces of evil, how should the responsibility be divided among its members?

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