

**GAUCHO
MUN XVI**



**DISNEY
DESCENDANTS:
HAPPILY
EVER AFTER**



**Crisis
Committees**



Table of Contents

A Word From Secretariat	3
Land Acknowledgement	3
USG Letter	4
Chair Letter	5
Co-Chair Letter	6
Crisis Director Letter	7
Crisis Director Letter	8
Committee Background Information	9
Descendants 1	9
Descendants 2	11
Descendants 3	12
Formation and Challenges of the United States of Auradon	15
Historical Context	15
The Rise of Tensions Post-Coronation	15
The Anti-Heroes Club	16
The Threat of Underground Magic	16
Auradon's Current State	16
Auradon Prep School and the Isle of the Lost	18
Merlin Academy	18
Auradon Prep School	18
Isle of the Lost	20
Auradon Governance, Economy, Security, and Culture	22
The Auradon Times	22
The Museum and the Padlock	22
Auradon's Regime and Government System	22
Trade and Economy	23
Military and Weaponry	24
Auradon Children: Mal, Evie, Jay, and Carlos	25
Initial Dynamics between Mal and Evie	25
The Friendship Between Carlos and Jay	26
Adjusting to Auradon Life	27
The Royal Cotillion	28
Uma and Harry Hook's Pirate Crew	29
Harry Hook	29
Capturing Ben	30
Hades' influence	31
Current Issues	33



GauchoMUN XVI

Descendants

The Beam Crash	33
Meteor Shards	33
The Meteor's Impact on Auradon and the Isle	34
Auradon's Measures to Protect the Shards	35
The Villains' Growing Threat	35
International Implications	36
Key Questions to Consider	37
Characters	38
Aurora, the Sleeping Beauty:	38
Evil Queen:	38
Uma, Daughter of Ursula:	38
Harry Hook, Son of Captain Hook:	39
Dr. Facilier:	39
Jafar:	40
Lady Tremaine, the Evil Stepmother:	40
Mal, Daughter of Maleficent:	40
Evie, Daughter of the Evil Queen:	41
Carlos, Son of Cruella de Vil:	41
Jay, Son of Jafar	42
Audrey, Daughter of Aurora and Prince Phillip:	42
Doug, Son of Dopey:	42
Chad Charming, Son of Prince Charming and Cinderella:	43
Lonnie, Daughter of Mulan and Shang:	43
Jane, Daughter of Fairy Godmother:	43
Works Cited	45



A Word From Secretariat

GauchoMUN XVI has a conference wide zero-tolerance policy for any forms of bigotry, including but not limited to homophobia, sexism, racism, and xenophobia. Be mindful of this as you research, speak, and write. It is our duty as global citizens and students of diplomacy to ensure our views are unbiased, fair, and equitable.

Land Acknowledgement

GauchoMUN XVI and UCSB Model United Nations would like to acknowledge the land that we currently occupy as students of University of California, Santa Barbara is the homeland of the Barbareño Band of Chumash Native Americans. We recognize that the Barbareño Band of Chumash Native Americans, as well as many others, were forcibly removed from their rightful land and that the consequences of this forced removal still continue to affect Indigenous communities. GauchoMUN XVI and UCSB Model United Nations honor the resilience, strength, and enduring presence of Indigenous people across the country and around the world. As students of UCSB, we continue to reflect on our University's ties with colonial occupation, and strive to educate ourselves and uplift Indigenous cultures, issues, and histories. During GauchoMUN XVI, we ask that everyone reflect on the repercussions of global colonial development and forcible occupation and strive to support Indigenous and other affected communities throughout their GauchoMUN XVI Descendants actions in committee this weekend. For more information, please visit their website: www.bbc-indians.com.



USG Letter

Delegates,

GauchoMUN is around the corner, and I am beyond pumped to present to you all our wonderful crisis committees. My name is Sammy Ali, and I will be serving as your USG of our Descendants and X-Men crisis committees for the 16th annual GauchoMUN. I would like to congratulate all of my Descendants and X-Men delegates for opting to participate in the objectively superior GauchoMUN XVI committees, and I look forward to hearing about your crazy crisis arcs as Disney villains and superhero-mutants.

As for a bit about myself, I am a first-year Financial Mathematics and Statistics major here at UCSB, and I look forward to potentially taking on a double major or minor in a humanities field in the coming quarter. This is my first year doing MUN after having participated in the far inferior activity of speech and debate since middle school. Outside of MUN, I enjoy rock climbing, writing, needlessly philosophizing with friends, and strolling around on my bicycle (at least until my precious mountain bike was heartlessly stolen from me last quarter).

While I personally have not been acquainted with Disney Descendants and X-Men prior to GauchoMUN, the tremendous effort that your chairs, CDs, and staffers have put into the creation of these committees has given me an unexpected appreciation for these wacky worlds. The work they put in almost makes me glad that the Pokémon committee I voted to be included ended up not making the cut, as much as I had wished to see such a committee. In any case, I look forward to welcoming you all this upcoming GauchoMUN!

Best,

Sammy Ali

USG of Crisis | GauchoMUN XVI

sammyali@ucsb.edu



Chair Letter

Honorable Delegates,

My name is Aanuska Tripathi and I am very excited to be your chair for this crazy awesome committee! I am a second year Political Science student going down the Pre-Law track. I joined UCSB Model United Nations last fall, and I have loved every second of it!

The Descendants franchise is an all time favorite of mine, and you can catch me bumping the soundtrack every so often (specifically the songs “If Only” and “Did I Mention”). When the first movie came out, I think the world shifted a little and I felt unity in the air! Overall, these movies have my heart and I am very thrilled I get to chair it and meet all of you!

Over the weekend, you will have the daunting task of discovering the secret powers of mysterious shards; what will you use them for? It’s up to the delegates to work together in order to establish a harmonious use for these magical objects. Every character has its own sets of strengths and weaknesses and I am excited to see the different alliances that form, as well as potential enemies that you may make. If this committee is anything like the movie, I am prepared for a very chaotic, but entertaining time, and I hope you guys will have as much fun as I do!

Cheers,

Aanuska Tripathi (she/her)

Chair for Disney Descendants: Happily Ever After | GauchoMUN XVI

aanuskatripathi@ucsb.edu



Co-Chair Letter

Honorable Delegates,

My name is Mia Rossi and I am very excited to be your co-chair for this magical journey! I am a second-year political science major on the Pre-Law route. I am a part of Model United Nations at UCSB and joined in the fall and I am also a part of UCSB's pre-law fraternity!

Welcome to the Disney Descendants Committee! Descendants is one of the Disney universe's campiest works. The movies have it all: magic, friendship, adventure, fashion, and, most importantly, musical theater! I remember watching this series for the first time (when I learned I was working on this committee) and being shocked when Mal broke out in song. The movie was revolutionary because I never thought about what happened to the villains after their original movies concluded or that they even had kids.

Nonetheless, I am so excited to see what you guys do with this story and how creative you can be. I encourage you guys to embrace your character and all they entail, whether that be good or evil so that you can get the most out of this committee! I am so excited to meet you all and hope you all have a great time!

All the Best,

Mia Rossi (she/her)

Co-chair for Disney Descendants: Happily Even After

Gaucho MUN XVI



Crisis Director Letter

Honorable Delegates,

My name is Nicole Meng, and I am incredibly honored to be your Crisis Director for the Disney Descendants Committee! I am super excited to have you guys on this committee here at GauchoMUN. I know you guys will come up with the most sensational and interesting arcs for your allocations. I look forward to all the chaos that will occur in the most fun committee of this conference.

Disney Descendants hits close to my heart because the movies are so awful that they end up being kind of good. The movies and characters are silly, nostalgic, a little dramatic, and kind of cringe. Yet all of it is to show viewers that you do not have to be who your parents want you to be and you can make your own path. While you do that, there are people who will love and support you along the way.

This is my first time ever being a crisis director but do not fret! I will try my hardest to give you guys a fun and memorable conference. Our team crafted an intense and nuanced issue for you guys to either solve or exacerbate. Read up on the background guide and consider all the details and possible routes you can take with your arc! We are incredibly excited to see where you take this story and this committee. So make your mark on Auradon. Start wars or sign treaties, build walls or tear them down, work together or sabotage each other. Whatever you do, I hope you make it BIG and have fun! I look forward to seeing you all very soon. If you have any questions feel free to email us!

Sincerely,

Nicole Meng (she/they)

nmeng@ucsb.edu

Crisis Director, Disney Descendants: Happily Ever After



Crisis Director Letter

Honorable Delegates,

My name is Ela Schulz and I'm thrilled to be your Crisis Director for the Happily Ever After: Descendants Committee! We are all so excited to see you here at GauchoMUN and so incredibly delighted to get to work with you on this committee. Descendants was a movie that I grew up on and I'm incredibly proud of the work we have done putting together this fantastical committee. Building on the stories in the movies, we've created an expansive and unique universe for you to explore. Whether you fight evil or cause it, this committee will bring together villains and good guys alike to cooperate on catastrophes and world-altering events.

Over the weekend, you will take on daunting tasks, from thievery to redemption. Every character within the committee has an extensive background and important interactions with each other, and none of them are free from the legacies of their parents. We are excited to see where you take these characters in terms of conflict and issues within the committee, however, we are more excited to see you embrace the ideals of identity, redemption, and the struggle between good and evil. I look forward to seeing you in committee, feel free to email us with any questions that you have about the upcoming weekend in the Kingdom of Auradon!

Sincerely,

Ela Schulz (she/her)

eschulz@ucsb.edu

Crisis Director, Happily Ever After: Descendants



Committee Background Information

Descendants 1

Disney's Descendants is a musical fantasy film that takes place in the Kingdom of Auradon, where heroes and villains from classic Disney stories coexist. The story revolves around four teenage children of infamous Disney villains: Mal, who is the daughter of Maleficent from Sleeping Beauty; Evie, who is the daughter of the Evil Queen from Snow White; Jay, who is the son of Jafar from Aladdin; and Carlos, who is the son of Cruella de Vil from 101 Dalmatians. These characters and their parents live on the Isle of the Lost, a restricted area where villains have been banished due to their misdeeds.

Movie one begins when Ben, who is the Son of Belle and the Beast, is to become King of Auradon. In preparation, he makes his first proclamation to allow four kids from the Isle of the Lost to have a chance to attend Auradon Prep, a prestigious school for the Children of Heroes. When word gets back to Mal, Evie, Jay, and Carlos, Maleficent, the most evil of all the villains, sends them off to school with the mission of obtaining Fairy Godmother's wand so that Maleficent can harness the power of good *and* evil. She hopes to use those powers to free the villains of the Isle and take over Auradon. The children leave with the goal in mind, and once at the school, they are met by Ben and his girlfriend Audrey, the daughter of Princess Aurora, and Fairy Godmother, who is the headmistress of Auradon Prep. After being introduced to the school and settling in on their first day, Evie uses her magical pocket-sized mirror to locate where the wand is. It is shown to be located in the museum, so they sneak off to retrieve it. When they arrive, they see a guard standing watch over the museum, and in order to get past, they put a



GauchoMUN XVI Descendants

sleep spell on him. Once in the museum, they find the wand behind a barrier, but when Jay goes to grab it, an alarm is set off, forcing them to run away without it.

The group is discouraged, but is still forced to acclimate to school life. As they talk to different people, they find out that Fairy Godmother will use her wand at Ben's coronation, which they are all invited to, so they decide to wait it out, in hopes of stealing it at the event. In the meantime, they participate in regular school activities. Jay is recruited onto the school's lacrosse team as he was shown to be an asset, Carlos overcomes his fear of dogs, Evie begins to excel in school, and Mal becomes popular by using a spell book to alter girls' hair. During this time however, Mal learns that only Ben's parents and girlfriend will be seated close to the wand during the coronation, so the four teens help Mal bake a batch of cookies laced with a love potion. She gives them to Ben and he falls madly in love with her. As they count down the days to the coronation, the group is conflicted about their growing inner goodness, especially Mal, as she has the desire to please her mother as well. This conflict is made especially tumultuous as during Family Day, the four were given access to a video chat where she tells her mother the plan, and she shows approval. During coronation day, Mal is set to be seated next to Ben, but, feeling bad for tricking him into loving her, she gives him an anti-love spell brownie which he eats. However, moments after, he tells her he knew about the love spell the entire time! He admits that the spell wore off when he went for a swim on their date, but his feelings for her persisted — they were real! During Ben's crowning, Jane, Fairy Godmother's daughter, wants to improve her beauty, so she grabs the wand and accidentally breaks the barrier on the Isle of the Lost. Mal grabs the wand from Jane, but, choosing good over evil, gives the wand back to Fairy Godmother. This peace is short-lived as Maleficent soon crashes the ceremony, freezing everyone except Mal and her friends, who fight Maleficent. They win the battle by using magic,



and turning her from a dragon to a lizard, keeping her at bay for the rest of the series. Mal returns the wand to Fairy Godmother and unfreezes everyone, and they all celebrate.

Descendants 2

Movie two opens with Mal struggling to acclimate to her new celebrity life, as she is now the girlfriend of the new king of Auradon. She confides her issues to her friends Evie, Carlos, and Jay, and though they sympathize with her, they are all caught up in their own lives and Auradon Prep. Jay is now the captain of the Lacrosse team, Evie is excelling in their schooling but has also become the school's unofficial clothing designer, and Carlos is finding peace with his new dog. As Mal is getting fitted by Evie for the Cotillion, the school's formal dance, Evie sees Mal using her mother's spell book to help her study, but Evie does not excuse this behavior and tells her the spell book will not help her solve her problems. As time goes on, Mal continues to deal with a lot of stress and forgets she promised Ben a picnic date. Mal relies on her spell book to make all the food for the date, but while they are eating, Ben discovers Mal's reliance on magic. She finally tells him about her insecurities, but instead of feeling comfort, Mal feels ashamed and decides to return to the Isle of the Lost. When the movie cuts to the Isle of the Lost, it is seen that Uma, the daughter of Ursula, is now running it alongside Harry, the son of Captain Hook, and Gil, the son of Gaston. It is also revealed that Mal and Uma have a tumultuous relationship as Mal always had power over her. When Mal returns to the Island, she visits her hair stylist, Dizzy, who restores her signature purple hair. While there, Harry comes in to take Dizzy's earnings and learns of Mal's return, which he informs Uma about. Back at Auradon Prep, Mal's friends, Evie, Jay, Carlos, and Ben learn of Mal's departure. The four of them sneak back to the Isle only for Gil to recognize them, and inform Uma. When they find Mal, she tells them she is not leaving the Isle, as she belongs there. With Mal's friends feeling upset, Ben



confesses how much he loves Mal, but Mal rejects this, causing Ben to leave, where he is then captured by Uma. When Mal goes to confront Uma, they settle the matter through an arm wrestle, where if Mal wins, she gets Ben back, but if Uma wins, she gets Fairy Godmother's magic wand in exchange for Ben. Uma wins and orders Mal to retrieve Fairy Godmother's wand. The four of them come up with a plan to trick Uma with a fake 3D-printed wand, but their plans are overheard by Lonnie, Mulan's daughter, who blackmails them into letting her help. Back on the Isle of the Lost, Uma tells Ben about her anger that she was not chosen for Auradon Prep, and Ben, being the goodhearted person he is, invites her to Auradon, but she rejects this and decides to make her plan to break the islands barrier and free all the villain kids. Mal's group then returns and hands over the fake wand, but Uma discovers the forgery, and a battle ensues between Mal's group and Uma's pirates. The group flees back to Auradon, but Mal and Ben's relationship is still not what it used to be. However, for the others, Carlos asks Jane to the Cotillion, and Jay appoints Lonnie as the captain of the Lacrosse team. They all attend the Cotillion, but while there, Ben stuns everyone by appearing with Uma, who declares his true love and announces he will destroy their barrier on the isle. Mal notices he is under a spell, and that it can be broken with a kiss. Uma and Mal then battle each other in the ocean, but Ben intervenes, ending the fight. Mal and Ben then get back together, and she returns the spell book to Fairy Godmother. With this, Ben realizes many children on the Isle deserve a chance, and sends a formal invitation to Auradon Prep to Dizzy.

Descendants 3

Movie three opens up with Mal, Evie, Jay, and Carlos visiting the Isle of the Lost to choose four new villain kids to take to Auradon. The kids they choose are Dizzy, granddaughter of Lady Tremaine, Celia, daughter of Dr. Facilier, and Squeaky and Squirmy, the



GauchoMUN XVI Descendants

sons of Mr. Smee. On their way back from picking up the kids, Hades attempts to break through the island's barrier, but Mal stops him. The day the kids are picked up to leave for school, Ben asks Mal to be his wife and she accepts. His ex-girlfriend, Audrey is extremely jealous and her grandmother, Queen Leah, makes her feel worse by expounding on her failure to secure the family legacy. Due to this, Audrey steals the Queen's crown and Maleficent's scepter from the museum, causing her to gain magical powers, and to become a villain. Mal, feeling upset, suggests the barrier of the island be closed permanently in response. Audrey curses Mal with the scepter, and in desperation, the other villain kids go to the Isle to get Hades' ember, the only item powerful enough to break the scepter's curse. When the kids make it onto the island, Mal is freed from the curse. Celia is able to get them into Hades' lair, but Hades initially stops their efforts to steal the ember. Despite this, Hades is revealed to be Mal's absent father and gives her the ember to cure her curse, warning Mal to avoid getting it wet as it will lower its effect, especially because she is only half Hades. On their way back to Auradon, Mal is met by Uma and her friends, who only let them go when Mal falsely agrees to release all the children from the Isle. Meanwhile, in Auradon, Audrey crashes Jane's birthday party by putting a sleeping curse on everyone. Jane, however, is able to escape into the Enchanted Lake. Audrey offers to reverse the curse if Ben marries her, but he refuses, prompting Audrey to turn him into a beast while turning everyone else into stone. Mal and Uma return to Auradon and work together to find and defeat Audrey. After seeing Ben as the Beast, Carlos calms him after removing a splinter from his hand and Jane then restores him to human form with the Enchanted Lake water. Uma and Mal meet at Evie's house where Audrey traps them. They come up with a plan to combine their magic in order to reverse Audrey's spell. When all the villain kids reunite, Mal admits her plan to seal off the island permanently, causing a rift in the group, and Celia accidentally drops Hades' ember



Gauchomun XVI Descendants

into the water. During this argument, Audrey takes Celia hostage and turns Mal into her dragon form. Realizing joining forces is the only way to try and defeat Audrey, Uma and Mal combine their magic to reignite the ember, successfully completing the task. The curse is lifted, and Mal and their friends reconcile. Audrey is forgiven and everyone makes amends. During these trials and tribulations, Mal tells Ben she cannot become queen unless she can help the Isle as well. Ben approves of her helping, and they replace the island's barrier with a bridge, and everyone celebrates. Movie three takes place after the events of the committee and therefore should not be referenced by delegates, however it serves as additional potentially useful information regarding the capabilities of certain characters and how certain relationships could play out.



Formation and Challenges of the United States of Auradon

Historical Context

Two decades prior to the present day, King Beast and Queen Belle unified the kingdoms into a single political entity known as the United States of Auradon. In an unprecedented move to ensure peace and security, they exiled all villains and their minions to the Isle of the Lost, a remote island surrounded by a magical forcefield designed to prevent any escape. This exile was deemed a more appropriate punishment than death, which the rulers considered overly lenient for the villains' crimes. Stripped of their magical powers, the villains were left in isolation, forming a forgotten and fractured society. Life on the Isle evolved into a harsh existence. Some villains adjusted to their new reality, while others spiraled into despair or madness. Over time, the island became a quasi-functional prison society, as observed by Prince Ben, the heir to the Auradon throne.

The Rise of Tensions Post-Coronation

Following Prince Ben's coronation, tensions on the Isle escalated. Maleficent's defeat at the hands of her daughter, Mal, caused widespread panic among the island's inhabitants, who feared retaliation from Auradon. Maleficent's diminished influence led to the collapse of order, as residents looted and destroyed property in a desperate frenzy. Only Mal's room remained untouched, as the fear of her magical prowess deterred any attempts at vandalism. In response to these events, Auradon imposed an embargo on the Isle, restricting shipments of essential goods and leading to economic struggles, including widespread unemployment among goblin workers. The creation of a digital underground network, the "Dark Net," allowed villains to coordinate schemes despite the island's restrictions.



The Anti-Heroes Club

In a rare act of foresight, Yen Sid, a renowned thinker and advocate for reform, founded the Anti-Heroes Club. This initiative sought to rehabilitate the children of villains who demonstrated potential for goodness. The club's deliberately ambiguous name was intended to disguise its true purpose, ensuring the program could operate without arousing suspicion from the villains. Through education in manners and ethics, Yen Sid prepared these youth for potential integration into Auradon, following in the footsteps of Mal, Jay, Evie, and Carlos.

The Threat of Underground Magic

Maleficent's dramatic escape unleashed dormant magic beneath the Isle, triggering the creation of sinister artifacts known as the Talismans of Evil. These included the Fruit of Venom, Golden Cobra, Ring of Envy, and the Dragon's Egg. Recognizing the threat these artifacts posed, Yen Sid collaborated with Freddie Facilier, daughter of Dr. Facilier, to alert Auradon's leadership. A team was dispatched to the Isle to recover the talismans before they fell into the hands of prominent villains, such as Jafar, the Evil Queen, or Cruella de Vil. During this mission, the team inadvertently left behind a crucial device — the remote controlling the barrier. While it was, fortunately, damaged, this incident underscored the growing urgency for Auradon to develop a long-term strategy to address potential security breaches and contain the resurgence of villainous activity.

Auradon's Current State

The United States of Auradon stands at a crossroads. The efforts to balance security and compassion have led to unintended consequences, as tensions between the Isle and Auradon grow. The emergence of underground magic and the persistence of villainous plots highlight the



Gauchomun XVI Descendants

fragility of this peace. As Auradon's leaders strive to maintain order and unity, the decisions made in the coming years will shape the future of the Kingdom and its relationship with the Isle of the Lost.



Auradon Prep School and the Isle of the Lost

Merlin Academy

Merlin Academy, later known as Auradon Preparatory School, was founded by the wizard Merlin in a kingdom that later became Auradon. It was where many students — including villains — studied, long before Auradon and the Isle of the Lost were founded. Many beloved well-known Disney characters attended as their teenage selves under Merlin’s teachings. It was soon renamed as “Auradon Prep” when Merlin stepped down and the Fairy Godmother took over as headmistress, redirecting the purpose of the school to teach the values of goodness instead of solely magic.

Auradon Prep School

“Goodness doesn’t get any better” - Auradon Prep’s Motto

Auradon Preparatory School, also known as Auradon Prep, is a boarding school institution that appears in the Descendants franchise. Founded by the former King and Queen of Auradon, Beast and Belle, it is the school where many Heroes, Villains, and their children once attended. Beast and Belle’s son, Prince Benjamin “Ben” Florian Beast, inherited the throne once he became old enough. Before it was named Auradon Prep, it was also known as Merlin Academy, and is located in Auradon City, in the Central Region of Auradon.

It was built 300 years prior to the formation of Auradon and the Isle of the Lost, and served as the castle of the Beast, which was then refurbished by King Beast so that their children could study here as the new generation of heroes and villains, children of famous Disney characters. Once established, Fairy Godmother became its first Headmistress (after Merlin stepped down).



GauchoMUN XVI Descendants

VKs (Villian Kids) were unable to attend Auradon Prep when it was founded, however they were later allowed to study there under King Ben's proclamation to give them a chance at being good, and to prove they are unlike their parents in their wicked aspects. Mal, Evie, Jay, and Carlos are an important part of this franchise, since they were the first VKs to be allowed to study at Auradon Prep.

A few of the classes offered at Auradon Prep include:

- Basic Chivalry: an elective class taken by Carlos and Jay.
- History of Woodsmen and Pirates: a mandatory class taken by Mal, Jay, Evie and Carlos, it is taught by Tinkerbell whose voice can be heard by her students even when wearing headphones. Jay excels in this class.
- Life Skills without Magic: A class taught by Merryweather (one of the Three Good Fairies).
- Remedial Goodness 101: taught by headmistress Fairy Godmother, a class that is listed as a requirement, though it is most likely just a requirement for villains kids, seeing how Mal, Evie, Jay, and Carlos were the only students present. Some suspect this class was only made when the VKs arrived at Auradon Prep.
- Safety Rules for the Internet: One of the core requirements when registering for Auradon Prep.
- Tourney: Auradon's favorite sport, Tourney is a cross between lacrosse, hurling, soccer, and football. Tourney appears to be the sport of choice of many schools, as team members have a great deal of respect and popularity within the student body, and tournaments are well-attended, monitored, and enjoyed with a great deal of fanfare.

Auradon Prep's team, the Fighting Knights, is composed of Ben (Captain, Left/Right



Forward), Chad (Left/Right Forward), Carlos (Left/Right Defender), Jay (Center Forward), Azizm Brendan, Miguel, Tyrone, Akio, William, Li, and Emir.

- R.O.A.R (Royal Order of Auradon Regiment): Another sport class, which is a mix of parkour and fencing.

Isle of the Lost

The Isle of the Lost is one of the 19 regions of Auradon. This is the island where King Beast and Queen Belle exiled villains, even reviving villains who had died and imprisoning them there due to their heinous actions. This is also the home of many villainous children known as the Villain Kids (VKs). Maleficent was the former self-proclaimed leader of the Isle of the Lost due to her being considered the evilest of the villains there.

Because of the villains that live there, there was a magical dome barrier placed around the Isle to keep the residents inside, which causes the inhabitants to lose access to the internet and their magic. This barrier was created by the Fairy Godmother using her wand. Even though magic is restricted, it is still somewhat accessible to certain people, such as Maleficent and her daughter Mal, who are able to form some type of magic to change their appearance, such as their eyes turning green.

The Isle of the Lost is a slum area with poorly constructed houses with few amenities and stores, causing the residents to resort to stealing from one another. Residents started to see the Isle of the Lost as the “Isle of the Leftovers,” due to the fact that they got whatever items were no longer needed or wanted by the people of Auradon.

After Mal, Jay, Evie and Carlos turned good and saved Auradon from Maleficent, they moved away from the Isle permanently, but still kept contact with the Villain Kids they were close to.



Some popular locations in the Isle of the Lost include:

- *Bargain Castle*: formerly a proper castle, which has now fallen into a shabby, broken down form. It serves as a shop that sells used enchanter robes and pointed hats. The top floor serves as a home to Maleficent and Mal. After Maleficent's defeat, the place was ransacked by practically everyone on the island, leaving only Mal's room alone; as she was the one who defeated her mother, making the inhabitants fearful of angering her.
- *Castle-Across-the-Way*: The Evil Queen's castle, having been sent to the island, serves as home to her and Evie. For a decade, it served as a prison to both Evil Queen and Evie after Maleficent said they were banished for simply not inviting Mal's to Evie's 6th birthday party. When the Evil Queen went missing, Yen Sid and the Anti-Heros club turned one of the castle basements into their meeting room.
- *Core Four's Hideout*: A place where Mal, Evie, Jay, and Carlos spent their time away from their parents, using it as a secret lair. The inside resembles a messy apartment with the walls graffitied. To keep out unwanted visitors, the VKs set up the entrance to open when a sign that reads "Beware of flying rocks" is hit by a rock.
- *Dragon Hall*: Dragon Hall is the primary school and is located in a repurposed tomb. Various villains teach there such as Coach Gaston, Professor Gothel, Lady Tremaine, and Madam Mim, all there to teach the students how to be wicked and to wreak havoc better than the previous Villains, if the barrier ever falls. It is run by Headmaster Dr. Facilier, with the only staff member of Auradon origin being Yen Sid, who was sent there by King Beast.



Auradon Governance, Economy, Security, and Culture

The Auradon Times

The Auradon Times is a kingdom-wide news outlet that publishes weekly newspapers and news reports every other day. Everyone is free to send information and submissions that the committee will look over and approve. People can be featured anonymously or publicly, and can give a segment on television if the script is approved beforehand. To be featured anonymously, the committee will still know your identity, but it won't be revealed to the public. Voices will be digitally altered to sound unrecognizable.

The Museum and the Padlock

After the creation of Auradon, Fairy Godmother and the rulers in charge decided to put all magical artifacts in the Auradon museum. The Museum used to hold Maleficent's staff, Fairy Godmother's wand, Evil Queen's magic mirror, Mal's spell book, Sleeping Beauty's Spindle, Beast's mirror, Tinker Bell's pixie dust, the map to Genie's lamp, the magic carpet, Cinderella's glass slippers, Mama Odie's wand, and many other Disney artifacts. The artifacts in the collection can be checked on the school's database since it is still public information.

Auradon's Regime and Government System

The Kings and Queens of the United States of Auradon still maintain power over the nation's subordinate kingdoms and peoples. For example, Cinderella and King Charming rule their own kingdom, while Aurora and King Philip rule their own separate kingdom. They are free to create kingdom laws that follow Auradon's federal laws and constitution. They are also allowed their own armies as long as they don't threaten the central rule of Auradon. Kingdoms



are allowed to secede if they wish, but must sign peace treaties promising to never wage war against Auradon or its constituent kingdoms.

Auradon runs as a royal parliamentary system, which ensures representation to the many kingdoms within its territory. King Ben rules Auradon through hereditary succession but has the same amount of power as a Prime Minister does. The Cabinet and many of the leaders of branches of government are other significant members of royal families. If laws and regulations need to be made or altered, votes need to happen during committee and pass in order to be implemented.

Trade and Economy

There is no farmable land on the Isle of the Lost. All food and produce come to the Isle from Auradon trade ships. Sometimes trade ships take a while to get to the Isle, meaning produce is rarely fresh. Additionally, powerful villains or those associated with groups usually get the first pick of Auradon shipments. Those with less power on the Isle are left to fend for scraps, or starve. Auradon manages large mines for minerals and materials on the island. The mines hold abundant silver and gold which they trade with other kingdoms for profit.

All products for the United States of Auradon are manufactured on the Isle. Auradon ships raw materials to the Isle for cheaper manufacturing and production. There are multiple assembly line factories on the Isle where everyday items and consumer goods are crafted. Workers are usually minor villains who get paid low wages for their labor. Workers in the factory are overseen by low-status Auradon citizens who have committed petty crimes.

Workers in Auradon are typically exploited, so most of the villains who live there choose to get what they need through stealing and connections, rather than through earning pitiful wages while working under brutal conditions. Many of them also tear apart buildings and public



infrastructure to get materials and build items on their own. Trading is also a major form of economic activity in the Isle. People trade items, services, or information to obtain things they need.

Military and Weaponry

Auradon has a vast military of highly trained fighters. They are led and trained by Mulan and Li Shang in a rural area in the inner regions of the Kingdom away from the shore. Military enlistment is not required, and there is no draft in Auradon, as there haven't been wars in decades. Military weaponry is tame and limited to guns, grenades, swords, shields, and spears. The military exists as a safety precaution due to the general lack of conflict.

Weapons are rarely used in Auradon outside of military or sporting purposes. Auradon Prep Students are allowed to take elective classes in archery, fencing, sword fighting, and gun shooting. All the weapons available to students are held in the school's secured facility. Only students who are trained and taking classes can access their school weapons using their school ID. They are only accessible during class hours, and the school's security vault is shut down should unauthorized students attempt to gain access to the armory.

Weapons are prohibited in the Isle, but villains still find ways to obtain them, regardless, they either craft them or find ways to get them smuggled onto the Isle. Ship workers get paid off with goods or services in order to aid high-status villains in their weapon-smuggling efforts.



Auradon Children: Mal, Evie, Jay, and Carlos

Initial Dynamics between Mal and Evie

Mal and Evie's relationship began as a relationship between rivals, shaped by their parents' competing ambitions to dominate the Isle of the Lost. Maleficent, the self-proclaimed leader of the Isle, and the Evil Queen, a commanding presence in her own right, fostered this rivalry as both sought control over their surroundings. However, a pivotal event — a race to retrieve Maleficent's scepter — became a turning point. Through this shared adventure, Mal and Evie discovered common ground and forged a close friendship, marking the start of a relationship that would evolve over time. Upon arriving together at Auradon Prep, Mal and Evie transitioned from childhood rivals to loyal allies. Their friendship is first introduced in "Rotten to the Core," where they embrace their shared identity as daughters of villains. Tasked by their parents to retrieve the Fairy Godmother's wand, the duo initially worked as partners in crime. At Auradon Prep, they shared a dorm room, which further strengthened their bond. Mal's assertiveness and tendency to take the lead — occasionally even bossing Evie around — paralleled Audrey's treatment of her friends. Yet, unlike Audrey's group, Mal and Evie's friendship was rooted in mutual respect and understanding, allowing them to maintain a strong and supportive dynamic despite their differences.

As they adjusted to life in Auradon, Mal and Evie became each other's emotional anchors. When Ben asked Mal out on a date, Evie used her fashion expertise to help Mal prepare, designing her outfit and doing her makeup. In moments of vulnerability, such as when Mal contemplated breaking Ben's love spell, Evie offered comfort and reassurance. Similarly, Mal supported Evie during her heartbreak over Chad's betrayal. When Chad abandoned Evie to



pursue Audrey, Mal reminded her that her value was not defined by a prince, contrasting the traditional fairy-tale expectations embodied by Audrey. These moments showcased the depth of their friendship and their commitment to uplifting one another.

Mal and Evie's friendship played a central role in their shared journey toward redemption. Evie's creativity shone when she designed Mal's dress for Ben's coronation, symbolizing her dedication to their bond. Together with Jay and Carlos, they confronted their pasts and defeated Maleficent, cementing their place in Auradon as reformed individuals. Their partnership extended beyond battles and formal events. They supported each other in everyday challenges, helping one another navigate the complexities of living in a society that once viewed them with suspicion. Over time, Mal and Evie's relationship grew into one of sisterhood. Their bond transcended their shared history as daughters of villains, becoming a testament to loyalty, trust, and personal growth. They often spent time together outside of their larger friend group, demonstrating their unique connection.

The Friendship Between Carlos and Jay

Carlos and Jay's friendship blossoms from their shared beginnings as children of villains on the Isle of the Lost. Early on, they are shown engaging in mischief alongside Mal and Evie, vandalizing various locations around the Isle. Their bond takes shape as they are summoned by Maleficent and informed of their new assignment: attending Auradon Prep — a concept that initially horrifies them. Their journey begins with a limousine ride through the barrier to Auradon. Upon arrival, the two showcase their lively dynamic when they squabble over a scarf while stepping out of the limo. Carlos, startled by the sight of a Beast statue, humorously jumps into Jay's arms, further highlighting their playful camaraderie. Carlos and Jay quickly adapt to their new surroundings, forging a strong bond as roommates. They bond over their shared love of



video games and their introduction to Tourney, a competitive Auradon sport. While Jay's natural athleticism, honed through years of thieving, makes him an immediate star, he insists that Carlos join the team as well. This act of loyalty underscores Jay's belief in teamwork and his support for Carlos. Together, their combined efforts lead the team to victory, cementing their place in Auradon society.

By the time of Descendants 2, Carlos and Jay's friendship has grown deeper and more supportive. Jay, now the captain of R.O.A.R. (a sport blending parkour and fencing), includes Carlos on the team, showcasing their evolving dynamic as teammates. Their camaraderie is evident as they laugh together and share advice. In a lighthearted moment, Carlos seeks Jay's guidance, and Jay jokingly tells him, "All you gotta do... is look like me!" The humor and warmth of this interaction reflect their easy-going relationship. Their teamwork is further emphasized when the duo works together on a replica of Fairy Godmother's Wand in their dorm. They showcase their creativity and resourcefulness as they craft elaborate stories to outwit Chad and Doug, demonstrating their strong partnership and quick thinking.

Adjusting to Auradon Life

Once the children get to Auradon, the four villain kids meet Prince Ben and his girlfriend Audrey. They attempt to steal the wand from the museum but fail due to security measures. Forced to take classes and socialize at Auradon Prep School, the villain kids realize that Auradon is not what they imagined it to be. Jay is recruited into the Tourney team. Carlos gets over his fear of dogs when he meets and befriends the school's dog Dude. Evie originally acts dumb to try to get Prince Chad (son of Cinderella) to fall in love with her, but is encouraged by Doug (son of Dopey) to be herself instead. Mal gets popular by using her magic to change people's appearances. Fairy Godmother's daughter Jane is specifically insistent about wanting to change



her appearance, rebelling against her mother's beliefs that magic should not be used for such selfish purposes.

The Royal Cotillion

As Auradon prepares for the Royal Cotillion, Mal struggles with her new role as Lady of the Court, longing for the freedom of her life on the Isle. After a fight with Ben over her use of magic, she returns to the Isle, where Uma, resentful of the VKs' departure, plots revenge with her friends Harry and Gil. When Ben follows Mal to the Isle, he is captured by Uma, who demands Fairy Godmother's wand in exchange for his release. The VKs devise a plan involving a fake wand and escape with Ben after a tense confrontation. Back in Auradon, the Cotillion takes a shocking turn when Ben introduces Uma as his true love, though Mal discovers he is under a spell and breaks it with true love's kiss. Uma transforms herself into an octopus, while Mal transforms into a dragon, and the two prepare for battle. Ben, however, intervenes, and offers Uma a chance to stay in Auradon. She declines and disappears into the ocean. Mal and Ben reconcile, Mal relinquishes her spellbook, and Evie ensures more Isle kids, including Dizzy, can attend Auradon Prep. The Cotillion ends with dancing, but Uma promises the story isn't over.



Uma and Harry Hook's Pirate Crew

Uma's pirate crew was assembled by Uma and Harry Hook, with Gil as the first official recruit. Over time, they were joined by others, including Gonzo, Bonny Jonas, and Desiree, forming a formidable group. The crew's primary mission in the novel was to locate King Triton's Trident, a powerful artifact they believed would elevate their status and secure their revenge against Auradon. Despite their efforts, Mal and her friends successfully retrieve the trident before Uma, leaving Uma, Harry, Gil, and the rest of the crew to bide their time and plan their next move for vengeance.

The pirates later make a bold entrance during the energetic musical number "What's My Name", where Uma, Harry, Gil, and the rest of the crew confidently declare their dominance on the Isle. This performance reflects their unity, ambition, and rebellious spirit. The crew plays a pivotal role in the plot by aiding in the kidnapping of Ben, holding him captive on their ship, the *Lost Revenge*. They remain loyal to Uma as she negotiates with Mal for Ben's release, using the situation to assert their power and threaten Auradon.

During the climactic battle aboard the *Lost Revenge*, the pirates clash with Mal, Evie, Jay, Carlos, and Lonnie. The crew's collective efforts and allegiance to Uma are evident as they fiercely engage in combat. Although the battle ultimately ends in Uma's retreat, the crew's loyalty and determination underscore their critical role in Uma's plans for revenge.

Harry Hook

Harry Hook's story begins during a race hosted by Captain Hook, where the prize was the ship *Lost Revenge*. Harry joined forces with Uma, who convinced him to become her first mate as part of her new pirate crew. Together, they set sail on a mission to retrieve King Triton's



trident and ultimately seek revenge against Mal and her friends.

Harry's first on-screen appearance occurs in the bustling market of the Isle of the Lost, where he heads to Ursula's Fish and Chips, the crew's hideout. As he watches a news segment showcasing Mal's luxurious life in Auradon, Harry witnesses Uma's growing jealousy. This moment leads to a defiant performance of "What's My Name," with Harry at Uma's side. Later, Harry is tasked with escorting Gil, Gaston's son, out of the chip shop after he upsets Uma. His mischievous and threatening nature is further showcased when he confronts Mal upon her return to the Isle. After stealing her money at Dizzy's salon, Harry attempts to provoke Mal but is confidently rebuffed. She nonchalantly places chewing gum on his hook, a moment highlighting the dynamic tension between the two.

Capturing Ben

Harry plays a significant role in the crew's capture of Ben, using the situation to taunt Mal and her friends. During a heated exchange in the chip shop, Harry's impatience and aggressive tendencies surface as he suggests harming Ben, though Uma keeps him in check. His volatile personality contrasts with Uma's calculated demeanor, adding depth to their dynamic as captain and first mate. The climax of Harry's involvement comes during the song "It's Goin' Down," where he confronts Mal and her team aboard the *Lost Revenge*. Harry threatens to harm Ben if the Fairy Godmother's wand is not handed over, but is repeatedly told to stand down by Uma. When the crew realizes the wand is fake, a chaotic battle ensues. Harry engages in a fierce fight with Jay, who eventually seizes Harry's iconic hook, and tosses it into the sea. Without hesitation, Harry dives after it, shocking his fellow pirates. As the conflict unfolds, Harry calls out for Uma's assistance, demonstrating his reliance on her leadership. Soaked and defeated, Harry stands by as Uma vows to reclaim her power, chanting "What's my name" in defiance.



Hades' influence

Hades, the primary antagonist of Disney's 1997 animated feature film *Hercules*, is the Greek god of the Underworld. He is the younger brother of Zeus, making him the uncle of Hercules. Known for his sarcastic wit and fiery temper, Hades' disdain for his position as ruler of the Underworld fuels his ambition to overthrow Zeus and take control of Mount Olympus.

On the day of Hercules' birth, Hades sarcastically congratulated Zeus while masking his resentment. After returning to the Underworld, Hades consulted the Fates, who revealed a prophecy that foretold his success in overthrowing Zeus — on the condition that Hercules did not interfere. To eliminate this threat, Hades sent his minions, Pain and Panic, to turn Hercules mortal, and kill him. However, their plan failed when Hercules retained his strength, and survived.

Over the years, Hades plotted to defeat Hercules by exploiting his weaknesses. He then threatened Hercules' wife, Megara, and manipulated Hercules into relinquishing his strength in exchange for Megara's safety. Hades used this opportunity to release the Titans and wage war on Olympus. However, Hercules regained his strength after Megara's injury nullified their deal. In the film's climax, Hercules rescued Megara's soul from the River Styx, an act of true heroism that restored his godhood. Hercules ultimately defeated Hades by punching him into the river, where he was dragged to the bottom.

After Beast united the Kingdoms to form Auradon, Hades was imprisoned on the Isle of the Lost alongside other villains due to his criminal history. During his time on the Isle, Hades had a tumultuous relationship with Maleficent, resulting in the birth of their daughter, Mal. However, their partnership eventually ended, and Hades left due to irreconcilable differences.



GauchoMUN XVI Descendants

Despite his confinement, Hades maintained his sharp wit and manipulative nature, which played a pivotal role when he appeared in the *Descendants* franchise. His connection to Mal and his past as a god made him a complex figure in both the Auradon and Isle of the Lost narratives.



Current Issues

The Beam Crash

Five days after the Royal Cotillion, a meteor fell from the sky and crashed over the barrier of the Isle of the Lost. The meteor shattered and created a large beam of light that shot through the atmosphere. This incident drew attention all over the world and became known as the Beam Crash. The meteor is from a far away galaxy. Upon further inspection by astronomers, they conclude that there are dozens of meteors just like this one hundreds of light years away.

After the crash of the meteor, Fairy Godmother and the royals decided to transfer all items to a maximum security storage facility called the Padlock to ensure the items don't fall into the wrong hands. The Padlock is deep underwater and guarded by immortal magical suits of armor. There are barriers around each item that can only be disabled by the main control panel in Auradon Prep's basement. Only one item can leave the facility at a time or else the entire facility floods. No one has complete control of the Padlock as it is designed to ensure the safety of everyone, even if Fairy Godmother gets possessed.

Meteor Shards

When the meteor shattered, it scattered one hundred shards of magical particles around the region, mostly concentrated around the edges of the Isle, outside the barrier. Some particles managed to seep through the barrier and land on the Isle itself. Some particles shot far into the United States of Auradon. Most of the particles fell deep into the sea. The shards emit a faint blue glow and are all diamond-shaped, three inches long, and one inch thick. The shards glow



brighter when they come near other shards. Average metal detectors will detect them, but there are not yet any specific devices that can tell them apart from other metals.

Fairy Godmother found a shard and conducted some research on it. She realized that the shards could be used to enchant items and enhance their effectiveness. An enchanted fishing pole could haul larger fish, an enchanted sword could do more damage, and an enchanted shield was more durable. However, one shard could only provide one enhancement. For example, a single shard could only make a shield either more durable *or* lighter, not both. An item can be enhanced by three shards max. If more than three shards are used, the shard disappears and the object remains as it was. From empowering weapons to imbuing objects with spells of protection or transformation, the meteor shards have become the most sought-after resources in the Disney *Descendants* universe. While the shards offer immense potential, they also carry a grave threat: their power is unstable and potentially destructive in the wrong hands. Recognizing their danger, the rulers of Auradon have taken it upon themselves to safeguard the shards, ensuring they do not fall into the hands of the villains exiled to the Isle of the Lost.

The Meteor's Impact on Auradon and the Isle

The meteor struck Auradon's Forbidden Mountains, a secluded area far from the kingdom's heart but close enough to spark widespread alarm. Upon investigation, Fairy Godmother and Merlin discovered the shards' enchanting properties. However, they also noted that prolonged exposure to the shards' energy could corrupt even the purest hearts, making the shards a double-edged sword. To address the crisis, King Ben of Auradon convened the Royal Council, which included the rulers of neighboring kingdoms, to create a strategy for collecting and securing the shards. Using a combination of magical barriers and enchanted vaults, shards were stored in locations guarded by some of the most powerful heroes of the realm. On the Isle



of the Lost, news of the meteor's magical properties ignited hope among the villains, who saw the shards as a means to break free from their imprisonment and reclaim their power. The villains' leaders, including Maleficent and Uma, began plotting ways to breach Auradon's defenses, even from their secluded island.

Auradon's Measures to Protect the Shards

The rulers of Auradon, wary of the chaos the shards could unleash, established stringent measures to secure them:

1. *Enchanted Vaults*: Each shard is stored in a heavily guarded vault reinforced with magical spells. Only specific royal bloodlines can access the vaults, ensuring villains cannot infiltrate them.
2. *Shard Guardians*: Trusted allies, including descendants of heroes like Hercules, Elsa, and Rapunzel, were appointed as Guardians to watch over the shards. These individuals underwent rigorous magical training to resist the shards' corruptive influence.
3. *Anti-Magic Fields*: Certain regions of Auradon were enhanced with anti-magic fields to neutralize the shards' energy, preventing unauthorized use or theft.

The Villains' Growing Threat

On the Isle, the meteor's arrival reinvigorated the villains' determination to escape. Maleficent and Hades, aware of the shards' enchanting power, began rallying the villains into factions. Rumors spread of underground operations involving spies and secret maps plotting to locate and retrieve the shards. Uma, backed by her pirate crew and allies, began experimenting



with ways to harness shard energy remotely. The villains also capitalized on descendants of the original villains, tempting them with promises of power in exchange for loyalty.

International Implications

The shards' existence and the escalating tension between Auradon and the Isle pose significant global challenges:

- *Security Concerns*: Neighboring kingdoms fear the possibility of shard-enhanced artifacts being used in wars or rebellions.
- *Moral Dilemmas*: Some question whether it is ethical for Auradon to hoard the shards, potentially denying the villains a chance at redemption.
- *Environmental Impact*: The meteor's collision left scars on the land, and some shards continue to emanate unstable energy, affecting nearby ecosystems



Key Questions to Consider

1. How can Auradon balance the protection of the shards with the need for fairness and equity for those on the Isle of the Lost?
2. Should shard-enhanced technology or magic be regulated internationally? If so, how?
3. What measures can be implemented to prevent future catastrophes involving celestial phenomena?
4. How can the villains on the Isle of the Lost be deterred from seeking the shards without exacerbating tensions?
5. How will the villains, princes, and princesses ally with each other after decades of conflict?



Characters

Aurora, the Sleeping Beauty:

Aurora was cursed by Maleficent as a child; once she turned 16, she was destined to prick her finger on a spinning wheel and immediately enter a coma. To protect her, she was raised in secrecy and under an alias throughout her childhood. Before her 16th birthday, she meets Prince Philip. Upon the fulfillment of her curse putting her in a coma, the love between her and Prince Philip wakes her up. Aurora enters the royal family, and has a child with the prince. Her connections to the Three Good Fairies mean that few would dare cross her, as they used their magical powers to keep her hidden for her childhood.

Evil Queen:

The Evil Queen ruled her kingdom with an iron fist. Her conniving personality and ability to transform at will allowed her to make her way to the top of her kingdom's hierarchy. Placing immense value in beauty and charm, she became jealous of her stepdaughter Snow White, culminating in her plan to murder Ms. White. The Evil Queen forms an alliance with Maleficent, Jafar, and Cruella De Vil to steal the Fairy God Mother's wand. Her hunger for power leads her to manipulate her daughter, granting her a rendition of the Magic Mirror in order to search for the wand.

Uma, Daughter of Ursula:

Uma, Ursula's daughter, holds the reins to the rundown "Isle of the Lost." She can manipulate the oceans around her through her mother Ursula's necklace. Her jealousy and anger



towards those that live in Auradon leads her to try to break the barrier separating their two worlds in order to grant the villains their freedom. Uma hates that her rival, Mal, was selected by Prince Ben to go to Auradon over her. She takes revenge by giving Ben a love potion, and fighting Mal in the water in the form of an octopus.

Harry Hook, Son of Captain Hook:

Captain Hook's son, Harry Hook, took after his old man. He not only lives on the sea, but is more than willing to plunder and pillage for personal gain. Harry Hook's fencing ability serves him wonders as he can dispatch opposing ship's crews with ease. He worked with Uma to fight for the villains' freedom, with his signature hook at his side. His agility and strength come in very useful when his crew fights the Villain Kids, but he is ultimately thwarted after his hook is thrown into the ocean.

Dr. Facilier:

Dr. Facilier achieved notoriety after he turned Prince Naveen into a frog. He makes a deal with spirits "on the other side" in order to keep Prince Naveen away from his wife-to-be, Tiana. Once the talisman he had used to communicate with the dead was destroyed, he was dragged into the world of the spirits he had controlled. Dr. Facilier is motivated only by riches, ignoring his children, Freddie and Celia. His abilities in divination, spell casting, and potion brewing allowed him to become a formidable opponent in any fight.



Jafar:

Jafar was originally the Grand Vizier of Agrabah, but he wanted more. To do so, he took advantage of the morally-pure Aladdin, who gave him access to a Magic Lamp, and seeded his wish to marry Princess Jasmine. Aladdin foiled this plan, leading to Jafar's imprisonment in the lamp for many years. These manipulation abilities, and his control over the Genie's lamp, were once his greatest strengths, but they also spelled his downfall. Eventually landing in the Isle of the Lost, he worked with Maleficent, The Evil Queen, and Cruella De Vil to create an escape plan for the trapped villains.

Lady Tremaine, the Evil Stepmother:

Lady Tremaine, biological mother to Anastasia and Drizella, and stepmother to Cinderella, treated Cinderella as a servant for her upbringing. Wanting the best for her two daughters (and the worst for Cinderella), she tried to wed her daughters to Prince Charming. Once it was revealed that the prince was not interested in her biological daughters, she tried to sabotage Cinderella by smashing her glass slipper. Her strong will and love for her biological daughters blinded her and led her down the avenue of neglect until she was forcibly imprisoned on the Isle of the Lost.

Mal, Daughter of Maleficent:

Mal is as clever as she is mischievous. With her iconic purple hair and magical talents, she's a natural leader among the Villain Kids (VKs). Despite her sharp tongue and love for causing trouble, Mal struggles with her conflicting desires to live up to her Mother's evil



ambitions, or to chart her own path, potentially even a path of goodness. With a knack for spells (especially love spells — Prince Ben might know a thing or two about that), Mal's role in this crisis is unpredictable. Will she lean into her villainous roots, or fight for something greater? Mal's spellbook is a treasure trove of magical spells that can influence events and people around her. Her role in the Kingdom is one of leadership among the VKs, often acting as their spokesperson and negotiator with Auradon's royalty.

Evie, Daughter of the Evil Queen:

Evie is the fashion forward, mirror obsessed genius of the VKs. While her mother taught her to focus on outer beauty, Evie has discovered that her intelligence (and knack for chemistry) is just as valuable. She's loyal to her friends, and is often the voice of reason, though she's not above a little scheming if it means achieving her goals. With her magic mirror in hand, which can reveal secrets and provide strategic insight, she is a powerful character. Her role in the Kingdom is as an advisor and planner, often crafting solutions or strategies to address challenges.

Carlos, Son of Cruella de Vil:

Carlos is the tech savvy, dog loving underdog of the VKs. Raised to fear dogs by his mom, Carlos has since befriended Dude, a dog at Auradon Prep. He's inventive, resourceful, and a little awkward, but his loyalty to his friends runs deep. Carlos might not be the most outspoken, but his knack for technology could be a game changer in this crisis, especially if he decides to hack into Auradon Prep's systems. Carlos's technical expertise and access to gadgets enable him



to manipulate systems or provide surveillance. His role in the Kingdom is as a behind-the-scenes problem solver, ensuring the VKs have a technological edge.

Jay, Son of Jafar

The smooth talking and athletic VK Jay is known for his thieving skills and charming demeanor. Raised by Jafar to value power and possessions, Jay often struggles to think beyond himself. However his time in Auradon has shown him the value of teamwork and trust. In this crisis Jay might be tempted to swipe a certain magical artifact (say, Fairy Godmother's wand), or leverage his charisma to broker alliances. Jay's agility and ability to acquire hard-to-get items makes him invaluable in situations requiring stealth.

Audrey, Daughter of Aurora and Prince Phillip:

Audrey is the picture perfect princess with a sharp tongue and a penchant for drama. Audrey's role in this crisis could go either way. Will she take the high road, or will she stir up trouble and try to reclaim her "rightful" place as Auradon's queen? Audrey's influence over the other Auradon kids, thanks to her royal lineage and social status, is something she will definitely want to use. Her role in the Kingdom is as a power broker, capable of rallying support or spreading dissent.

Doug, Son of Dopey:

Doug is the shy and unassuming son of Dopey — but don't let his quiet demeanor fool you. He's incredibly skilled in music and organization, often acting as the glue that holds the



Auradon kids together during times of chaos. Doug's unique resource is his encyclopedic knowledge of the Kingdom's history and protocols, which can provide invaluable insights during crises. His role in the Kingdom is as a dependable problem-solver who ensures that even the smallest details are not overlooked.

Chad Charming, Son of Prince Charming and Cinderella:

Chad is the quintessential golden boy, or at least he tries to be. While he is dashing and charismatic, he is also arrogant and tends to rely on his good looks and family name to get by. Chad's unique resource is his widespread influence among the Auradon Prep students, thanks to his royal lineage and knack for persuasion. His role in the Kingdom is as a social leader who can rally for support or cause distractions, depending on what serves his interests.

Lonnie, Daughter of Mulan and Shang:

Lonnie is a fierce and determined warrior who combines the wisdom of her mother, Mulan, with the discipline of her father, Shang. She is a natural leader who values fairness and teamwork above all else. Lonnie's combat skills and strategic mind make her an invaluable ally in any high-stakes situation. Her role in the Kingdom is as a defender of justice and a symbol of honor, often stepping in to mediate conflicts.

Jane, Daughter of Fairy Godmother:

Jane is the kind-hearted but insecure daughter of Fairy Godmother. Though she often doubts her abilities, Jane is a talented magic user in her own right and has an innate



GauchoMUN XVI Descendants

understanding of Auradon's magical artifacts. Jane's unique resource is her budding magical powers, as well as her access to the secrets of her mother's spellbook. Her role in the kingdom is as a guardian of Auradon's magical legacy, often stepping in to assist in maintaining the balance of power.



Works Cited

"Auradon Prep." Descendants Wiki,

descendants.fandom.com/wiki/Auradon_Prep#:~:text=Belle%27s%20Book%20Club-,History,giving%20the%20role%20to%20Uma. Accessed 27 Jan. 2025.

"Auradon Prep." Disney Wiki, disney.fandom.com/wiki/Auradon_Prep. Accessed 27 Jan. 2025.

"Ben." Descendants Wiki, descendants.fandom.com/wiki/Ben. Accessed 27 Jan. 2025.

"Carlos and Jay." Descendants Wiki, descendants.fandom.com/wiki/Carlos_and_Jay. Accessed 27 Jan. 2025.

Descendants 2. Kenny Ortega. Disney Enterprises. 2017.

"Descendants 2." Disney Wiki, disney.fandom.com/wiki/Descendants_2. Accessed 27 Jan. 2025.

Descendants 3. Kenny Ortega. Disney Enterprises. 2019.

"Descendants." Disney Wiki, disney.fandom.com/wiki/Descendants#Plot. Accessed 27 Jan. 2025.

Descendants. Kenny Ortega. Disney Enterprises. 2015.

"Harry Hook." Descendants Wiki, descendants.fandom.com/wiki/Harry_Hook. Accessed 27 Jan. 2025.

"Isle of the Lost." Descendants Wiki, descendants.fandom.com/wiki/Isle_of_the_Lost. Accessed 27 Jan. 2025.

"Magical Objects." Disney Wiki,

disney.fandom.com/wiki/Category:Magical_Objects?from=Love+Potion. Accessed 27 Jan. 2025.



GauchoMUN XVI Descendants

"Mal and Evie." Descendants Wiki, descendants.fandom.com/wiki/Mal_and_Evie. Accessed 27 Jan. 2025.

"Maleficent." Descendants Wiki, descendants.fandom.com/wiki/Maleficent. Accessed 27 Jan. 2025.

"Merlin Academy." Descendants Wiki, descendants.fandom.com/wiki/Merlin_Academy. Accessed 27 Jan. 2025.

"Tourney." Descendants Wiki, descendants.fandom.com/wiki/Tourney. Accessed 27 Jan. 2025.

"Uma's Pirate Crew." Villains Wiki, villains.fandom.com/wiki/Uma%27s_Pirate_Crew. Accessed 27 Jan. 2025.