

**THE MINION DOMINION: THE
DESPICABLE ME REBOOT
GAUCHOMUN XV**



Crisis

GAUCHOMUN XV

UCSB Model UN



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A Word From Secretariat

Gauchomun XV 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 XV 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 XV 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 XV, 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



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actions in committee this weekend. For more information, please visit their website:

www.bbc-indians.com.

Chair Letter

Hello esteemed delegates,

My name is Alycia Wong and I am so excited to be your chair for this awesome Despicable Me committee. In high school I met my bestest friends through Model UN and my hope is that you all foster great relationships with one another and gain a fulfilling experience at GauchomUN! Whether you are a master public speaker or a more shy first-timer we hope you all take advantage of this opportunity to learn from each other and develop your skills wherever they may be at.

When I was younger my little brother would solely play Despicable Me 2 on our TV for all hours of the day for about 200 days straight so I have a strange familiarity and fondness with the series. While we have created this extensive spy network, the interesting depth to which Minion lore goes with its five action-packed yet, arguably necessary, installments, means you are not limited to the confines of our background guide. We are curious and eager to see where your creativity takes you! Good or evil, realistic or completely absurd, we have created this committee to combine the two most important contributions of modern society: advanced weaponry and of course, minions.

I can't wait to see what you guys come up with! Good luck and have fun this weekend :)

Alycia Wong (she/her)

alyciawong@ucsb.edu

Chair, The Most Despicable Me



Co Chair Letter

Honorable Delegates,

My name is Miles Clark and I am very excited to be your co-chair for this committee. The Despicable Me series is easily the greatest work of fiction Illumination has ever created, and its impacts cannot be overstated. I still remember seeing the first Despicable Me movie with my grandma and not even being very underwhelmed. It contains iconic characters such as Gru, etc. I am sure that this committee will be better than even the best Minions movie (Minions: The Rise of Gru).

I am very interested in seeing where you guys take this story, and if you will adhere to anti-villainy or go off on your own. The Minions tend to be extremely chaotic and hedonistic, so feel free to lean into this aspect of your characters. I can't wait for the committee to begin and see what you all come up with, and I hope you guys have a lot of fun!

Miles Clark (he/him)

milesclark@ucsb.edu

Co-Chair, The Most Despicable Me



Crisis Director Letter

Honorable Delegates,

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

Over the weekend, you will take on the daunting task of locating the moon. Every character within the committee has an extensive background and important interactions with each other, and none of them are free from morally gray actions. 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 anti-villainy (or not) that tend to occur when dealing with spies. I look forward to seeing you in committee, feel free to email us with any questions that you have about the upcoming long weekend in the future!

Sincerely,

Ela Schulz (she/her)

eschulz@ucsb.edu

Crisis Director, The Most Despicable Me



Committee Information



Despicable Me

In 2010, Gru, a known supervillain with a reputation for pulling off elaborate heists, hatches a plan to steal the moon with the help of his army of Minions. In order to outdo his rival villain Vector, who has stolen the Great Pyramid of Giza, Gru needs a shrink ray to shrink and steal the moon.

To gain access to Vector's heavily guarded lair, Gru decides to adopt three orphaned sisters—Margo, Edith, and Agnes—and use them as a means to infiltrate Vector's fortress. Eventually, Gru manages to steal the moon, but he realizes that the love and bond he shares with the adopted girls are more valuable than his supervillain achievement.

In a change of heart, Gru decides to return the moon and abandon his villainous ways. He confronts Vector, rescues the girls from danger, and officially adopts Margo, Edith, and Agnes.



Despicable Me 2

One year later, Gru returns. As a former supervillain turned adoptive father, Gru is recruited by the Anti-Villain League (AVL) to help combat a new threat. A mysterious villain has stolen a dangerous serum that can turn innocent creatures into destructive monsters. The AVL, represented by agent Lucy Wilde, wants Gru's expertise in villainy to track down and stop the culprit.

Gru is tasked with going undercover in a shopping mall where the AVL suspects the villain is hiding. Gru and the Minions investigate various leads and discover that the villain responsible for the serum is El Macho, a supposedly deceased supervillain who has returned with a plan for world domination - the PX-41 serum. When injected, the PX-41 serum turns the recipient purple and turns them into an indestructible force of evil.

During the confrontation with El Macho, Gru and the Minions are injected with the PX-41 serum. Instead of turning into mindless minions, Gru and the Minions demonstrate that the serum has a different effect on those who have experienced genuine love. Gru and Lucy manage to destroy the serum and thwart El Macho's plans, who is seen riding a shark with dynamite strapped to his chest, implying that El Macho sacrifices himself to avoid imprisonment.

Despicable Me 3

In 2017, Gru, a now reformed supervillain turned adoptive father, finds that he has a long-lost twin brother named Dru. The twins, separated at birth, reunite and begin combatting Balthazar Bratt, a former child star from the '80s who becomes a supervillain after his TV show is canceled. Bratt uses his knowledge of '80s pop culture to carry out his criminal activities. His plan involves stealing the world's largest diamond and using a giant robot to wreak havoc.

Gru and Dru, along with Gru's wife Lucy and their three daughters, Margo, Edith, and Agnes, join forces to stop Bratt. The team uses their skills and gadgets to outsmart Bratt's elaborate traps and overcome his giant robot. They successfully thwart Bratt's plans, preventing the diamond theft and neutralizing the threat posed by the supervillain.



AVL History

Foundation and Early Years (1950s-1960s):

In the aftermath of World War II and during the early years of the Cold War, there was a large increase in supervillain activity, and nations sought to enhance their intelligence capabilities to find supervillains before they became an issue. Recognizing the need for unified communication to prevent emerging supervillain threats, several countries clandestinely collaborated to establish the Anti-Villain League in the early 1950s.

The founding members included intelligence agencies from the United States, the United Kingdom, France, Germany, and Russia. AVL's primary mission was to counter the rise of new supervillain threats that both included and transcended national borders.

Golden Age of Espionage (1970s-1980s):

The AVL quickly evolved into a highly effective and secretive organization, drawing on the expertise of agents from diverse backgrounds. During the Cold War, AVL played a pivotal role in gathering intelligence, conducting covert operations, and preventing much supervillain activity from coming to the attention of sovereign governments and the public.

The agency's reputation for discretion and success in handling delicate international matters earned it the nickname "The Shadows" within intelligence circles. AVL's agents became legendary for their cunning, resourcefulness, and ability to navigate the complex geopolitical landscape while still effectively supporting the growth of new heroes on a global scale.

Post-Cold War Era (1990s-2000s):

With the end of the Cold War, AVL adapted to new challenges, transitioning from a focus on supervillain activity to addressing emerging new threats. The agency also expanded its membership to include representatives from former Soviet Bloc countries and other nations facing shared security concerns.

During this period, the AVL embraced cutting-edge technology, enhancing its capabilities in surveillance, cryptography, and data analysis. The agency also began to expand its work into research, apprehension, and education.



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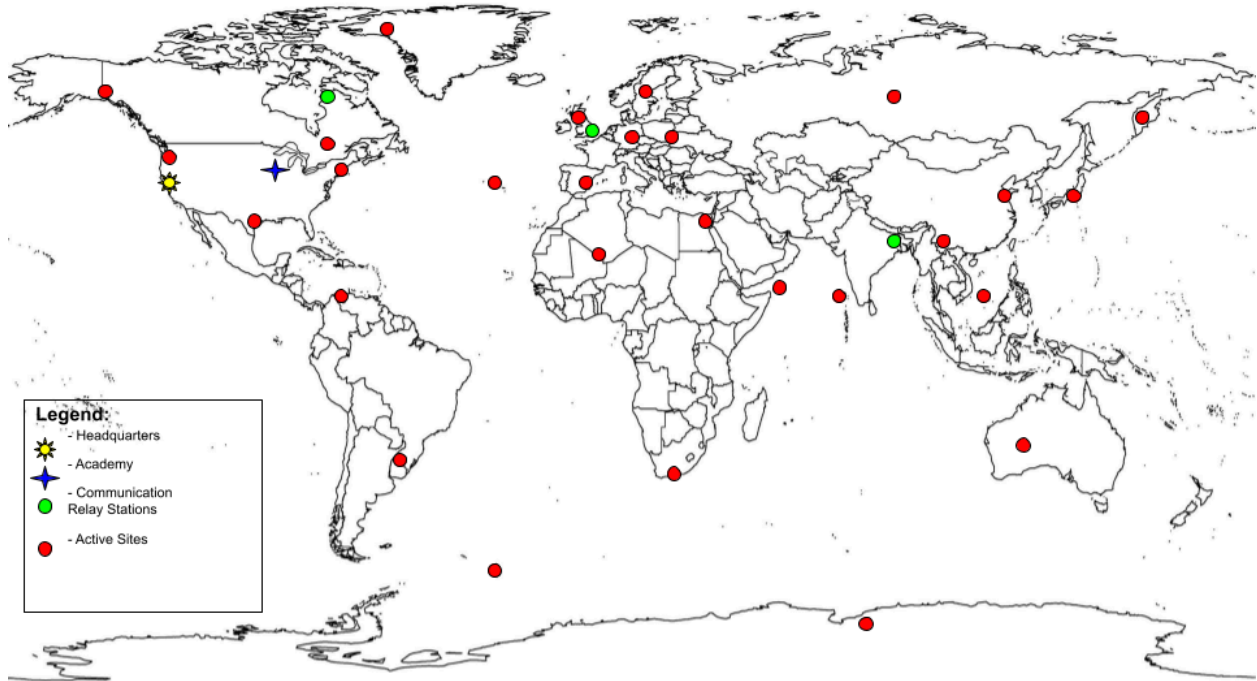
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Modern Era (2010s-Present):

In the 21st century, the AVL faces a rapidly evolving landscape of digital espionage, hybrid warfare, and threats from growing supervillain organizations. The agency continues to operate covertly, working in the shadows to safeguard global security. While many smaller supervillains have emerged during the past decade, the largest threats to global security are the supervillains that have begun to collaborate on evil activity. While unconfirmed, it is suspected that such villains have created an organization to counter the actions of the AVL, exemplifying the growing danger from new supervillains in the age of new technology.



AVL Facilities



(Location of various AVL facilities, not all included, some redacted for agent safety)

Headquarters:

- Central Command Center: A highly secure and technologically advanced hub for mission coordination, data analysis, and strategic planning.
- Director's Office: The office of the agency's head, equipped with secure communication systems and a direct link to global intelligence networks.
- Briefing Rooms: Spaces for mission briefings, debriefings, and strategy discussions.
- Secure Vault: A heavily fortified facility for storing classified information, sensitive documents, and confiscated materials.



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Training Facilities:

- Obstacle Courses: Outdoor and indoor courses for physical training, agility drills, and simulated mission scenarios.
- Firing Range: Equipped with state-of-the-art firearms and simulation systems for marksmanship training.
- Combat Arenas: Controlled environments for hand-to-hand combat training and martial arts instruction.
- Simulation Rooms: Virtual reality and simulation environments for scenario-based training exercises.

Intelligence and Analysis:

- Data Analysis Center: A facility with advanced computer systems for processing and analyzing vast amounts of intelligence data.
- Cryptography Lab: A specialized space for codebreaking, encryption, and decryption activities.
- Interrogation Rooms: Secure rooms equipped for extracting information from captured subjects.

Research and Development:

- Technological Labs: Cutting-edge facilities for developing and testing espionage gadgets, surveillance tools, and advanced weaponry. This includes specialized subdivision labs on almost anything imaginable, including weapons development, bioengineering, and chemical analysis.
- Disguise Workshop: A specialized area for creating realistic disguises and identity-changing accessories.
- Cybersecurity Lab: A facility focused on developing strategies to defend against and conduct cyber operations.

Logistics and Support:

- Armory: A secure storage facility for weapons, ammunition, and tactical gear.



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- Vehicle Garage: Housing a fleet of specialized vehicles, including armored cars, motorcycles, and surveillance vans.
- Medical Center: A fully equipped medical facility for treating injuries sustained during missions.
- Supply Depot: Stockpiles of essential materials, including uniforms, communication devices, and mission-specific equipment.

Safe Houses:

- Covert Residences: Discreet and secure locations used as temporary bases for agents during undercover operations.
- Remote Outposts: Isolated facilities strategically located for surveillance and covert activities in specific regions.

Communication Facilities:

- Satellite Communication Center: An advanced facility for secure global communication and satellite operations.
- Secure Lines Room: Encrypted communication systems for classified conversations and data transmission.

Training Camps:

- Wilderness Training Area: Remote locations for survival training, wilderness navigation, and field exercises.
- Urban Infiltration Course: Simulated city environments for practicing covert operations in populated areas.

Recreation and Wellness:

- Agent Lounge: A comfortable and secure space for agents to relax, socialize, and decompress.
- Fitness Center: Equipped with gym facilities to ensure agents maintain peak physical condition.



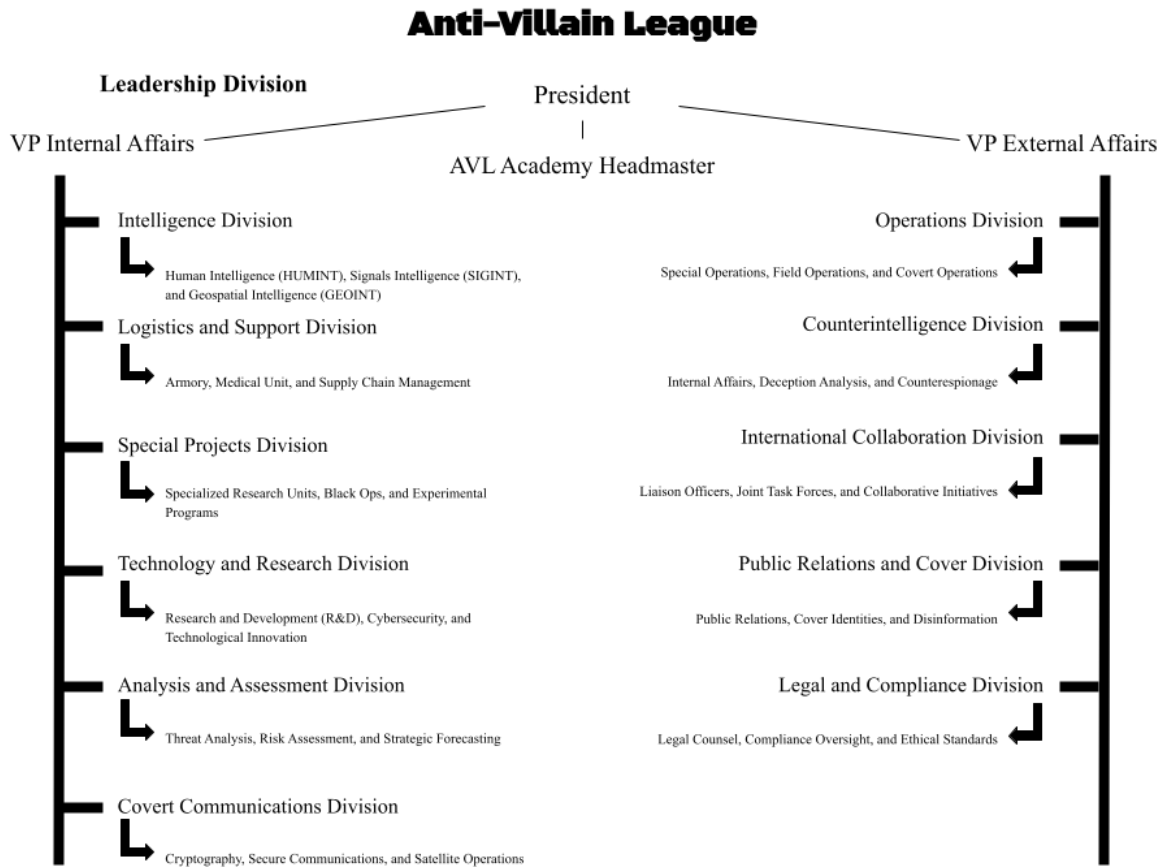
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- Recreation Room: Entertainment facilities for downtime, including games, movies, and relaxation.



AVL Divisions



Leadership Division:

- Responsibilities: Working to oversee all other divisions, assign responsibilities, and triage threats. This division is the highest level of security within the AVL and is limited to a small number of people to keep top-secret information confidential. This division runs the AVL and the AVL Academy.
- Subdivisions: None.



Intelligence Division:

- Responsibilities: Gathering and analyzing intelligence, monitoring global events, assessing threats, and providing actionable information to support decision-making.
- Subdivisions: Human Intelligence (HUMINT), Signals Intelligence (SIGINT), and Geospatial Intelligence (GEOINT).

Operations Division:

- Responsibilities: Planning and executing covert operations, including infiltrations, extractions, and field missions.
- Subdivisions: Special Operations, Field Operations, and Covert Operations.

Technology and Research Division:

- Responsibilities: Developing, maintaining, and researching cutting-edge technology, surveillance tools, and espionage gadgets. Assesses the danger level of objects brought in by agents.
- Subdivisions: Research and Development (R&D), Cybersecurity, and Technological Innovation.

Counterintelligence Division:

- Responsibilities: Identifying and countering threats from foreign intelligence agencies, double agents, and moles.
- Subdivisions: Internal Affairs, Deception Analysis, and Counterespionage.

Analysis and Assessment Division:

- Responsibilities: Evaluating collected intelligence, providing strategic assessments, and predicting potential threats.
- Subdivisions: Threat Analysis, Risk Assessment, and Strategic Forecasting.



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Covert Communications Division:

- Responsibilities: Managing secure communication systems, encryption, and maintaining operational secrecy.
- Subdivisions: Cryptography, Secure Communications, and Satellite Operations.

Logistics and Support Division:

- Responsibilities: Providing logistical support for missions, managing equipment, transportation, and medical services.
- Subdivisions: Armory, Medical Unit, and Supply Chain Management.

Legal and Compliance Division:

- Responsibilities: Ensuring that agency operations comply with local and international laws, managing legal aspects of covert activities, and covering up any infractions made by agents in the line of duty.
- Subdivisions: Legal Counsel, Compliance Oversight, and Ethical Standards.

Public Relations and Cover Division:

- Responsibilities: Managing the agency's public image, creating cover stories, and implementing disinformation campaigns.
- Subdivisions: Public Relations, Cover Identities, and Disinformation.

Special Projects Division:

- Responsibilities: Handling unique and high-risk projects that require specialized expertise and unconventional approaches.
- Subdivisions: Specialized Research Units, Black Ops, and Experimental Programs.

International Collaboration Division:

- Responsibilities: Coordinating with other intelligence agencies from around the world, fostering international partnerships.
- Subdivisions: Liaison Officers, Joint Task Forces, and Collaborative Initiatives.



Master
the
Shadows,
Shape
the
Future

Mission Statement:

The Anti-Villain League Academy is dedicated to cultivating the world's most elite and skilled covert operatives. Its mission is to equip agents with the knowledge, skills, and cutting-edge technology necessary to navigate the intricate world of espionage and safeguard global security.

Facilities:

- **State-of-the-Art Training Grounds:** The Academy boasts a sprawling training facility, complete with obstacle courses, combat arenas, and simulated urban environments to prepare agents for any mission scenario.
- **Advanced Technological Labs:** The institute is equipped with cutting-edge laboratories where agents can develop and test the latest gadgets, surveillance tools, and disguise techniques.
- **Infiltration Simulators:** IEI's advanced simulations allow agents to practice infiltration and extraction in various environments, from high-tech corporate offices to ancient castles.



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- **Underground Command Center:** The nerve center of IEI, this highly secure command center is equipped with advanced communication systems, data analysis hubs, and real-time intelligence feeds.
- **Research Facility:** The Academy hosts a number of different research divisions in order to teach students the art of combatting bioengineering, astronomy, chemistry, and other subdivisions to train students for AVL research facilities.

All facilities are equipped with live feeds to AVL headquarters and rapid communication modules in order to allow almost entirely intertwined systems and instant communication between the academy and headquarters.

Curriculum:

- **Covert Operations:** Agents undergo rigorous training in covert operations, including intelligence gathering, sabotage, and stealth maneuvers.
- **Advanced Combat Techniques:** Hand-to-hand combat, marksmanship, and martial arts training are integral components to ensure agents can handle any physical threat.
- **Cryptology and Codebreaking:** Agents learn the art of encryption, decryption, and codebreaking to decipher hidden messages and secure communications.
- **Cultural and Linguistic Studies:** Proficiency in multiple languages and cultural awareness are emphasized to help agents blend seamlessly into diverse environments.
- **Interpersonal Skills:** The AVL places great importance on social intelligence, negotiation tactics, and psychological manipulation to navigate complex human interactions.
- **Villainy:** Agents learn the art of villainy in order to understand the way that the mind of a villain works, and the best way to combat their tactics. The curriculum also covers a number of different types of villain strategies and backgrounds to educate agents on combating the most dangerous of adversaries.
- **Villain History:** In order to understand the best way to combat villains, young agents must learn the past actions and strategies of major villains. They learn the combat, tactics, and background of famous villains from the past 500 years, and the way that they were taken down.



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- STEM: Students in any of the research or cyber divisions are supplemented with a STEM curriculum to ease their understanding of research topics and adaption to the AVL research environment.

Admission:

Entry into the AVL Academy is by invitation only, and potential recruits are identified through a rigorous global selection process. Exceptional individuals with a combination of intelligence, physical prowess, and adaptability are chosen to undergo transformative training at the AVL Academy.



Current Issues

The Lunar Vanishing Act:

Overview:

In a bizarre turn of events, astronomers and space agencies around the world have discovered that the moon has mysteriously disappeared from the night sky. The sudden absence of Earth's natural satellite has caused widespread panic and raised concerns among scientists, governments, and the general public. The AVL has confirmed that the moon is absent from its normal astrologically plotted position and its orbit has completely disappeared. The AVL also believes that previously stolen vials of PX-41, the compound used to turn creatures into evil rampaging purple monsters, and several engineering compound robberies may be tied to the event.

Key Details:

Timeline of Events:

- Initial reports of the moon disappearing started circulating approximately two weeks ago. NASA has confirmed the absence through telescopic observations and satellite data as well as AVL scientists from the space exploration division and students within AVL Academy's School of STEM.

Scientific Perplexity:

- The disappearance of the moon has baffled scientists, as there is no apparent explanation within the bounds of known astrophysics. AVL's researchers believe it may have been linked to a similar device used to steal the moon over a decade ago by former supervillain turned Professor of Villanry Felonious Gru.

Global Impact:

- The most immediate and noticeable impact is on Earth's tides. The moon's gravitational pull is a major factor in creating tides and without the moon, the tides have become much more disruptive and unpredictable, as they are now primarily influenced by the sun. This



is affecting coastal ecosystems, including marine life and tidal habitats as well as many coastal cities as tides are rising and many are at risk of flood or complete submersion within weeks.

- The moon plays a crucial role in stabilizing Earth's axial tilt. Without the moon's gravitational influence, the axial tilt is becoming wildly variable, leading to increased climate instability. Researchers say this will quickly begin to result in more extreme seasonal variations and weather patterns, only exacerbating already existing issues.
- The moon's disappearance has completely eliminated lunar cycles. Many organisms, especially those in the natural world, rely on lunar cues for various behaviors, such as reproduction and migration. The disruption of these cycles is already having noticeable ecological consequences on wildlife across the world.

Social and Cultural Repercussions:

- Societies around the world are experiencing heightened anxiety and fear due to the sudden change in the night sky, affecting cultural practices, traditions, and folklore associated with the moon. Many groups have already begun to protest governments for lack of response to the crisis, leading to further instability in many regions.

Current Suspects:

In the past decade, several formidable villains have come onto the scene after the absorption of Gru Enterprises into AVL and the apprehension of Vector and El Macho, previously leaders of villain activity worldwide.

Dr. Victor Vortex:

Dr. Viktor Vortex is a highly intelligent and enigmatic villain known for his expertise in advanced technology and his ruthless pursuit of power. Dr. Vortex's early life is shrouded in mystery, with conflicting reports about his education and early career. Some sources suggest a background in theoretical physics, others describe work with electrical engineering and biotechnology.

Skills and Abilities:



- **Technological Genius:** Dr. Vortex possesses an unparalleled understanding of advanced technology, specializing in robotics, artificial intelligence, and quantum mechanics.
- **Strategic Mind:** Known for his cunning and strategic thinking, Dr. Vortex is a master tactician, capable of planning elaborate schemes to achieve his goals.
- **Martial Arts Proficiency:** Despite his primarily intellectual pursuits, Dr. Vortex is adept in hand-to-hand combat, likely stemming from his infamous side hobby of underground boxing rings.

Criminal Activities:

- **Weapons Development:** Dr. Vortex has been linked to the creation of highly destructive weapons, ranging from energy-based devices to robotic AI bugs designed for espionage, assassinations, and hacking.
- **Corporate Espionage:** He has infiltrated and manipulated various multinational corporations, stealing technological secrets and intellectual property to advance his own agenda.

Current Status:

Dr. Viktor Vortex remains at large, with his whereabouts unknown. The AVL is on high alert, recognizing the imminent threat he poses to global security. His latest activities suggest a grandiose plan that could have far-reaching consequences if not thwarted in time.

Caution Level:

High. Dr. Vortex is considered extremely dangerous and should be approached with caution. His unpredictability, technological prowess, and disregard for morality make him a formidable adversary. Agents are advised to communicate frequently with AVL leadership and are cautioned not to engage alone.

Lady Seraphina "Venom Viper" Veridian

Lady Seraphina Veridian, also known by her villainous alias "Venom Viper," is a cunning and elusive figure with a mysterious background. Born into a wealthy family, Lady Veridian's early life was marked by privilege and access to the finest education. Her curiosity with the darker aspects of power and a twisted sense of justice led her down a path of criminality.

Skills and Abilities:



- **Toxicology Expertise:** Lady Veridian is a master of poisons and toxins, utilizing her knowledge to create deadly concoctions that can incapacitate her adversaries.
- **Martial Arts Proficiency:** Trained in various martial arts disciplines, Lady Veridian is a formidable hand-to-hand combatant, capable of holding her own against multiple opponents.
- **Manipulative Charm:** Her charisma and manipulative skills allow Lady Veridian to easily infiltrate social circles, gaining the trust of influential figures while concealing her true intentions.

Criminal Activities:

- **Political Sabotage:** Lady Veridian has orchestrated numerous acts of political espionage and sabotage, targeting rival governments to undermine their success and bolster her own interests.
- **Blackmail and Extortion:** Known for her ability to gather compromising information, Lady Veridian frequently employs blackmail and extortion to bend individuals to her will.
- **Clandestine Assassinations:** She has been linked to discreet assassinations, often using her poisoned weapons to eliminate targets without leaving a trace.

Current Status:

Lady Seraphina "Venom Viper" Veridian is currently at large, with the AVL cyberwarfare division and biological research division actively following her activities. Her whereabouts remain unknown, and her criminal activities pose a significant threat to corporate and political stability.

Caution Level:

Extreme. Lady Veridian is a highly dangerous and unpredictable adversary. Agents are advised to exercise caution and collaborate with any trusted sources to gain access to information useful in apprehending her and dismantling her extensive criminal network. Her skills in manipulation and combat make her a formidable foe who must be approached with the utmost diligence.



Shakespeare:

The elusive figure known by the moniker "Shakespeare" is a mysterious and highly creative criminal mastermind. Little is known about the individual behind the alias, as the true identity remains concealed beneath a web of deception and carefully crafted misdirection. Shakespeare's appearance is an enigma, as reports and eyewitness accounts vary. Witnesses describe a chameleon-like ability to blend into different personas, suggesting a mastery of disguise. The only consistent detail is the presence of a distinctive silver coin with a theatrical mask motif left at the scenes of the crimes.

Skills and Abilities:

- **Master of Disguise:** Shakespeare possesses an unparalleled ability to assume various identities, making it challenging for authorities to discern the true nature of the individual.
- **Strategic Brilliance:** Exhibiting a keen intellect and a deep understanding of human psychology, Shakespeare orchestrates intricate schemes that confound investigators.
- **Rhetorical Proficiency:** Fluent in the art of persuasive language, Shakespeare communicates through cryptic messages and taunts, leaving behind literary clues and riddles that baffle those attempting to decode his intentions.

Criminal Activities:

- **Art Heists and Forgeries:** Shakespeare is notorious for orchestrating elaborate heists targeting rare and valuable works of art, often replacing them with expertly crafted forgeries.
- **Kidnappings with Dramatic Twists:** The villain's abductions are characterized by a theatricality reminiscent of Shakespearean tragedies, leaving behind cryptic messages and staged scenes.
- **Financial Manipulation:** Shakespeare has been linked to complex financial schemes, manipulating markets and institutions to further personal gain.

Current Status:

Shakespeare's current whereabouts remain unknown, and efforts to unmask the true identity of this elusive figure have proven futile. The criminal's ability to vanish into the



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shadows, coupled with a penchant for anonymity, has made apprehension a daunting challenge for the AVL.

Caution Level:

High. Shakespeare's unpredictable nature, combined with an intellectual approach to crime, poses a significant threat. The AVL academy's professors have collaborated extensively to pool resources and expertise in deciphering the literary puzzles left behind by this cunning adversary.



Questions to Consider

- Who has stolen the moon?
- How will characters use the AVL's extensive resources and their own abilities to collaborate and find the villain responsible for the missing moon?
- How will the AVL address growing global issues after the disappearance of the moon and mitigate the problems while they work on locating and replacing the moon?
- How will delegates fine and replace the moon in a timely manner, before the global impacts have caused irreparable harm to Earth?



Characters

Felonious Gru:

In the past decade, Gru has been admitted, first unofficially, then officially, to the AVL. Given his past work as a supervillain, his expertise is useful in training recruits in Villanry. Gru is currently a Level 1 Leadership Division Agent for the AVL, working frequently on high-profile targets, and teaches in the Villanry Department at AVL Academy. He has specialized in villain strategy and tactics throughout the past 100 years and was promoted to Headmaster of the Academy last year.

Victor Perkins (Vector):

Victor Perkins, formerly known by his supervillain persona “Vector” was released from exile on the moon in 2017. After his exile, he expressed interest in rehabilitation, and since his return, has been a loyal member of the AVL. He has been through all four years of AVL Academy training, and is now a Level 2 Agent for the AVL, working in the Operations Divisions of the AVL. He is currently working an undercover operation in the Netherlands.

Agnes Gru:

The youngest of her sisters, Agnes quickly became interested in the sciences, specifically in bioengineering and weapons development. She is currently a level 2 researcher in the Technology and Research Department of the AVL, and specializes in the use of bioengineered animals in villanry and the modifications made upon them. She is an advocate for animals on an international scale, and in the public eye, she is a specialist on the humane treatment of animals in the medical industry. Agnes has quickly proven her intelligence, and at only 16, is the youngest researcher in the organization.



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Margo Gru:

Like her sisters, Margo followed in the footsteps of her father and post-high school, went directly to the AVL Academy for training. She works in the Legal and Compliance Division as a level 2 agent and is one of the best-educated people in the organization on how to circumvent the international legal code. She consults on any number of legal issues, as one of AVL's most trusted agents, she is frequently called in on high-profile cases to avoid international authorities and evade the law.

Edith Gru:

Edith went directly to the AVL Academy after High School and went directly into the Convert Operations program. Given her background as the daughter of a supervillain, she was quickly created a fake dossier by the AVL special programs division and sent deep undercover after her graduation. She is on a special assignment in Slovakia to spy on the supervillain who has taken the role of Prime Minister and is causing evil within the country. Edith has infiltrated as a high-level secretary for the Prime Minister and has been relaying information from deep cover for about a year. The rest of her dossier is classified given the top-secret nature of her assignment.

Lucy Wilde:

Lucy Wilde was an agent of AVL for ten years prior to her assignment to El Macho and has quickly risen in the ranks. In the past decade, she has risen from level 2 agent in the intelligence division to the Vice-President of Internal Affairs in the Leadership Division of AVL. She is responsible for finding and assigning threats to different divisions of the AVL and coordinating efforts to address the aforementioned issues.

Balthazar Bratt:

Balthazar Bratt is a prisoner of AVL, but has been brought in as a consultant due to his tactics while practicing evil as of 8 years ago. His strategy was to cause mayhem and chaos, a



strategy directly paralleled by the cunning actions taken to steal the moon. The AVL believes that his tactics could be used by the AVL to combat the very serious and strategic nature of the villain. Bratt, while still serving another 10 years of his sentence, has been allowed a small degree of freedom and 2 years off his sentence in exchange for helping the AVL with this issue. He is currently at Blacklist Status within the AVL, meaning that no information beyond what is absolutely necessary has been shared with him for this project.

Dr. Joseph Albert Nefario:

Dr. Nefario transferred to the AVL with Gru due to his close allegiance and trust. His main specialty is his research into weapons and weapons development, so his transference to the AVL Weapons Development Lab as a Level 2 Researcher in the Technology and Research Division was no surprise. He has continued to research new weapons technology and begun collaboration with the Chemistry Lab and Cybersecurity Subdivision have brought forth some of the newest weapons, their use for apprehending high-level targets has proven his worth time and time again. Nefario's work in deconstructing and repurposing confiscated weapons has also been incredibly useful for the AVL.

Dru Gru:

Given his tendency to follow in his twin brother's footsteps, Dru Gru followed his brother Felonious to the AVL. He also showed proficiency in teaching and went to work at the AVL Academy, began teaching Cultural and Linguistic Studies, and is in line to be the next head of the department. Dru has special skills in adapting to foreign environments and has extensive knowledge in personality development for undercover operations. He has been brought in for the current situation because of his expertise and is a Level 2 consultant.

Marlena Gru:

Marlena Gru has extensive expertise in raising two different supervillains from a young age. Given her affiliation with the Gru twins, she expressed interest in working with the AVL



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about 10 years ago. Since that time, she has been hired by the Academy in their Combat Techniques Department as a Drill Instructor. Her classes are well known for teaching a variety of hand-to-hand combat methods, close-range weapons use, marksmanship, and defensive techniques.

Silas Ramsbottom:

Mr. Ramsbottom is the former president of the AVL. He retired from the position 10 years ago and has been brought back to consult on the Lunar Vanishing Act due to his 25 years of experience as President. Before he took over as President of the AVL, he specialized in Cybersecurity and hacking within the Technology and Research Division of the League.

Valerie da Vinci:

President da Vinci is the current President of the AVL. Despite being an antagonist, 10 years ago after her exposure as a villain, she admitted wrongdoing and after her arrest proved her affiliation with the US Government's CIA undercover program. While her claims were processing Lucy Wilde took over as interim president, but after Da Vinci's claim was affirmed by the Department, her position was reinstated. Her security clearance was also reinstated and she has been running the AVL as President with no issues for the past decade.

Foyd Eaglesan:

Floyd Eaglesan is the owner of the wig store, Eagle Hair Club, in the Paradise Mall. After his encounter with Agent Wilde approximately a decade ago, she noticed his talent and had him recruited to the AVL. His job is comprised of working in the Public Relations and Cover Division in the Cover Identities subdivision. He specializes in disguising agents for undercover operations and is well known for his work in both wigs and makeup. Eaglesan is a Level 2 Fashion Designer for the AVL and he is frequently called into guest lecture for the AVL Academy.



Kevin the Minion:

Like many of his compatriots, Kevin followed his boss Gru to the AVL. Kevin quickly showed promise in a variety of departments, and after a 9-year stint in the Counterintelligence division, specifically Internal Affairs, he was promoted to Vice President of External Affairs for the AVL. He frequently works within the Leadership Division of the AVL, communicating with other agencies and dealing with external issues before they become a problem for the AVL.

Stuart the Minion:

Stuart was recruited to the AVL about 5 years ago, after taking a break from the industry with his minor Olympic surfing career. Given his background, he was placed in the Filed Operations subdivision of the Operations Division and usually works on shorter high-security missions. While he does not go undercover for more than a month, his athleticism and quick wit make him a perfect fit for heists, extractions, sabotage, and shorter black ops missions. Stuart is in line to be the head of the Field Operations Department.

Bob the Minion:

Bob is a Level 2 Consultant for the AVL, and works with his former boss in the AVL Academy teaching Villian History. Previously just a passion, Bob's knowledge of villain history throughout the last 500 years, makes him one of the most educated professors in the Academy, and he is well known for his laid-back demeanor. Bob works for the Academy part-time, the rest of his work is focused in the Analysis and Assessment Division of the AVL, where he works as a Level 2 Agent in Strategic Forecasting.

Dave the Minion:

Dave is another level 2 Agent within the AVL. His work with jellies and jams under Gru's leadership sparked his interest in the sciences and he is one of the AVL's top chemists. He works in the Technology and Research Division, but his skill set is so diverse that he frequently moves between subdivisions based on where his expertise is needed. Dave's most impressive



project has been working on investigating and experimenting with PX-41 after the fall of El Macho and the confiscation of the substance by the AVL.

Tim the Minion:

Tim is another Professor at the Academy, specializing in Battle Analytics and strategic preparation. He teaches courses on Battle Analytics, Combat and Anatomy, and Cybersecurity in the Real World. Tim's expertise makes him a valuable asset, and he often consults with the AVL on high-security cases. His background in villain cybersecurity also makes him a high-profile target, and he has been the victim of multiple hacking attempts to try to ascertain the extent of his knowledge of supervillain security defenses.

Phil the Minion:

Phil, previously a level 2 agent in the Risk Assessment subdivision of the Analysis and Assessment Division, is well known for his ability to read people. His uncanny ability to understand the workings of the mind quickly had him moved to the AVL Academy to teach Psychology, Psychoanalysis, and Behavioral Analysis. Due to this talent, he was also moved to the Admissions Board of the Academy, where he works on applicant interviews. He is also called in to consult on a number of supervillain actions and help create profiles for the AVL.

Jerry the Minion:

Jerry the Minion specializes in the Convert Communications Department of the AVL. He is the head of the department and works to ensure that all communication within the AVL and external to the AVL is not monitored or stopped by any malicious entities. He also ensures that all Satellite Operations are taken care of in a non-intrusive and timely manner and that the satellite secondary codes are updated and reinforced to prevent hacking or criminal activity.

Mark the Minion:

Mark is one of the AVL's brightest agents. He is known internationally for his talent in cybersecurity, but his passion lies in coordinating international efforts to prevent villainous



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activity. He leads the International Collaboration Division and routinely travels across the world to meet with other countries, agencies, and leaders to thwart villain activity. Mark's work is entirely top secret, only shared with a select few, to protect the safety of the agencies, the deployed agents, and himself.



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