

# How To Train Your Dragon

## UGAMUNC 33

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**Letter from the Crisis Director**

Hello Delegates!

My name is Michelle McLeod, and I am so excited to be serving as your Crisis Director for UGAMUNC 33! I am a third-year student at the University of Georgia, majoring in International Business and Marketing with a minor in Communications. This is my third year on the UGAMUN team and my sixth year competing in Model United Nations! This will also be my third year staffing UGAMUNC, and this conference is particularly special to me because I competed in my first ever crisis committee at UGAMUNC as a junior in high school. That experience sparked my love for crisis committees, and I hope to create that same exciting, memorable experience for all of you. Outside of MUN, I love traveling, photography, exploring new places, and getting involved in different organizations around campus! The *How to Train Your Dragon* franchise has also been one of my interests, from the books to the movies and everything in between. I'm so excited to bring a world I've loved for years to life in committee, and I can't wait to see what you all bring to it!

If you have any questions, feel free to reach out to me at michelle.mcleod@uga.edu

Can't wait to see you all!

Michelle McLeod

**Letter from the Chair**

Hello Delegates!

Welcome to UGAMUNC 33! My name is Mateo Ceron and I have the pleasure of being your Chair for How to Train Your Dragon. I am from Cumming, GA and a fourth year at UGA, with a dual major in political science and international affairs. This is my third year being a part of UGAMUN and my third year staffing UGAMUNC. Outside of Model UN, I work at a law firm and am involved with the Hispanic/Latino community here at UGA, so if you have any questions about any of that or are interested, feel free to ask! Some of my hobbies include watching and playing soccer, as well as shows and movies. If you have any questions about the committee itself for me, you can direct questions to mmc13765@uga.edu. I hope you guys enjoy the weekend and are as excited to protect the archipelago as I am!

See you in committee!
Mateo

**Sensitivity Statement**

As you research these topics and prepare to attend our conference, please remember to be respectful and mindful of different cultures, traditions, religions, and more. Here at the University of Georgia, we do not tolerate any form of discrimination. As a standard, follow the Western business attire dress code, do not imitate accents when speaking, and do not bring props. Treat your fellow delegates with the utmost respect, regardless of differences in ability, age, culture and ethnicity, gender identity, national origin, race, religion, and sexual orientation. Please keep this in mind, whether it's the ideas discussed during debate or the content of your papers.

Additionally, cheating by pre-writing or other measures such as the use of AI (ChatGPT, Google Bard, Grammarly AI, etc.) will not be allowed, as it not only provides certain delegates with unfair advantages, but also takes away from the passion, personality, and effort that each delegate puts into their ideas and works. Although this is a technology committee, the use of AI to write position papers, speeches, or papers in committee is strictly forbidden.

In short, please conduct yourself in a respectful and professional manner. If instances of racism, sexism, homophobia, xenophobia, etc. ever arise during committee, please let us know so that we can handle the situation and create a safe and welcoming environment for everyone. Furthermore, if our staff determine that you have violated our code of conduct, or that you have committed any aforementioned forbidden activities such as prewriting, accent imitation, or racism, we reserve the right to disqualify you from UGAMUNC 33.

## Committee Background

### *Berk's History with Dragons*

For seven generations, the Island of Berk has been home to the Hairy Hooligan Tribe, a traditional Viking society shaped by harsh weather, steep cliffs, and generations of conflict. The Vikings of Berk have fought against dragons that regularly attack their village, destroy homes, and steal livestock. Fighting dragons has become a normal part of life, with nearly every villager expected to contribute to the island's defense.[1]

The people of Berk place great importance on strength, courage, and fighting ability. Killing a dragon is considered an important achievement and a way for young Vikings to prove themselves. Children grow up learning to fear dragons, and many eventually train under Gobber the Belch, Berk's blacksmith and dragon-training instructor. Through these lessons, young Vikings learn how to recognize different dragon species, defend themselves against attacks, and eventually kill dragons themselves.[2]

For much of Berk's history, the tribe has been led by chiefs who believe that eliminating dragons is necessary for the village's survival. Its current chief, Stoick the Vast, is no exception. A powerful and experienced warrior, Stoick has spent much of his life defending Berk and searching for the dragons' nest, hoping to end the attacks permanently. His son, Hiccup Horrendous Haddock III, however, struggles to meet the expectations placed on him. His differences make him an outsider in a society that values strength above almost everything else.

### *The Book of Dragons*

Before Vikings and dragons learned to live together, much of Berk's knowledge about dragons came from the Dragon Manual, commonly known as the Book of Dragons. The book serves as a guide to the different dragon species encountered by the tribe, documenting their appearances, abilities, weaknesses, and the dangers they pose to humans. For generations, it has been used to prepare Vikings for encounters with dragons and teach young warriors how to survive attacks.

The original manual was written by Bork the Bold, an ancestor of Gobber the Belch, who spent much of his life studying and recording information about dragons. Over time, his findings became an important resource for the tribe. The manual includes information about species such as the Gronckle, Deadly Nadder, Hideous Zippleback, and Monstrous Nightmare. However,

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[1] "Isle of Berk (Franchise)," *How to Train Your Dragon Wiki*, Fandom, https://howtotrainyourdragon.fandom.com/wiki/Isle_of_Berk_(Franchise).

[2] "Dragon Training (Franchise)," *How to Train Your Dragon Wiki*, Fandom, https://howtotrainyourdragon.fandom.com/wiki/Dragon_Training_(Franchise ).

some dragons remain poorly understood, particularly the Night Fury, an extremely rare species that few Vikings have ever seen and survived to describe.[3]

Although the Book of Dragons contains valuable information, it also reflects Berk's long history of hostility toward dragons. Its descriptions focus heavily on identifying weaknesses and defeating each species rather than understanding their behavior. This becomes especially important when riders begin their dragon training.

### *How Berk's Relationship with Dragons Changed*

During a nighttime dragon raid, Hiccup shot down a Night Fury - one of the fastest, most dangerous, and rarely seen dragons known to Berk. When he found the injured dragon, he could not bring himself to kill it. Hiccup realized that part of its tail fin had been destroyed in the crash and built a prosthetic replacement. He named the dragon Toothless, gradually earned his trust, and created a control system that allowed them to fly together. He secretly applied what Toothless taught him during his dragon-training lessons with Astrid, Fishlegs, Snotlout, Ruffnut, and Tuffnut. Astrid eventually discovered Toothless, and during a flight the dragon carries Hiccup and Astrid to the dragons' nest, where they learn that the dragons of the region were controlled by an enormous dragon known as the Red Death. It forced smaller dragons to steal food and bring it back to the nest, consuming any dragon that failed, and this was the source of the war between Berk and the dragons.[4]

When Stoick learned about the nest and Toothless, he felt betrayed, captured Toothless, and used Night Fury to guide Berk's fleet there, but Traditional viking warfare was no match for the awakened Red Death. Hiccup, Astrid, Fishlegs, Snotlout, Ruffnut, and Tuffnut released the dragons used in training and rode them into battle.

Hiccup and Toothless lured the Red Death into the air, and exploited its massive size to defeat it in an explosive battle. This victory ended Berk's age-old war, creating a society where dragons and vikings lived in harmony on Berk.[5]

### *Exploration Beyond the Isle*

Several years after the battle with the Red Death, Hiccup and the Dragon Riders discovered the Dragon Eye, an ancient device containing information about unfamiliar dragons, islands, and migration routes. To explore beyond Berk, they established a new base on Dragon's Edge, where they encountered new dragons and formed alliances with Dagur and Heather of the Berserker Tribe, Queen Mala and the Defenders of the Wing, and Atali's Wingmaidens. Their exploration also brought them into conflict with the Dragon Hunters, first led by the ruthless

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[3] "Dragon Manual," How to Train Your Dragon Wiki, Fandom, https://howtotrainyourdragon.fandom.com/wiki/Dragon_Manual

[4] "Red Death (Franchise)," How to Train Your Dragon Wiki, Fandom, https://howtotrainyourdragon.fandom.com/wiki/Red_Death_(Franchise ).

[5] "How to Train Your Dragon," Wikipedia, https://en.wikipedia.org/wiki/How_to_Train_Your_Dragon_(2010_film )

Ryker and the strategic Viggo Grimborn. Although Viggo eventually turned against the hunters and sacrificed himself to help Hiccup, a greater threat emerged through Krogan and his Dragon Flyers, who secretly served the warlord Drago Bludvist. Trader Johann was also revealed to have been a traitor who had manipulated the Riders for years while helping Krogan search for the King of Dragons. Using the Dragon Eye and its missing lenses, they discovered that the King of Dragons was a massive Bewilderbeast hidden beneath Berserker Island. Hiccup, the Riders, and their allies prevented Krogan and Johann from capturing it for Drago, leaving the archipelago temporarily safe but revealing that the hunters' campaign had been part of Drago's much larger plan to control the world's dragons.[6]

***The Dragon Eye***

The Dragon Eye was a cylindrical device that uses dragon fire to project maps, symbols, and information onto nearby surfaces. To activate it, Hiccup first needed to unlock its mechanisms using a tooth from a Snow Wraith, a rare Strike Class dragon. Once opened, the device could be powered by dragon fire, with different species producing different projections. The Dragon Eye also contains interchangeable lenses that reveal additional information, including the locations of rare dragons, hidden islands, and important resources. As Hiccup and the Riders collected more lenses, they gained access to knowledge that had been lost or hidden for generations.[7]

The discovery of the Dragon Eye played a major role in the Riders' decision to explore beyond Berk. Using the maps it revealed, they established a base on Dragon's Edge and began discovering new dragon species, forming alliances with neighboring tribes, and investigating previously unexplored islands. However, the Dragon Eye also attracted the attention of the Dragon Hunters, particularly Viggo Grimborn, who understood its potential as a tool for capturing and controlling dragons. Throughout their conflict, the Dragon Eye repeatedly changed hands, with both sides attempting to use its information to gain an advantage.

Eventually, the Dragon Eye became central to the search for the King of Dragons, a powerful Alpha dragon known as the Bewilderbeast. By combining several lenses associated with different dragon classes, the Dragon Hunters hoped to uncover its location and capture it. Hiccup and the Riders ultimately prevented this plan, but the conflict revealed how dangerous the Dragon Eye could become in the wrong hands. Hiccup and his allies made the decision to destroy both the original Dragon Eye and the replica he had constructed to prevent their knowledge from being used against dragons again.[8]

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[6] "Dragons: Race to the Edge," How to Train Your Dragon Wiki, Fandom, https://howtotrainyourdragon.fandom.com/wiki/Dragons:_Race_to_the_Edge.
[7] "Dragon Eye," How to Train Your Dragon Wiki, Fandom, https://howtotrainyourdragon.fandom.com/wiki/Dragon_Eye.
[8] "Drago Bludvist (Franchise)," How to Train Your Dragon Wiki, Fandom, https://howtotrainyourdragon.fandom.com/wiki/Drago_Bludvist_(Franchise ).

By 1014 AD, Berk had more allies, more knowledge, and more experience than it possessed in 1010 AD, but it also had more enemies. Drago knows that Alpha dragons exist, that riders can build powerful alliances with dragons, and that Berk stands in the way of his expansion. The Riders believe they have prevented the immediate capture of the King of Dragons, but they do not yet understand the size of Drago's army or the weapon he already controls.[9]

[9] "Drago Bludvist (Franchise)," *How to Train Your Dragon Wiki*, Fandom, https://howtotrainyourdragon.fandom.com/wiki/Drago_Bludvist_(Franchise ).

## The Barbaric Archipelago and Important Locations

### *Berk*

Home of the Hairy Hooligan Tribe and the center of human-dragon cooperation. Berk contains the Great Hall, Gobber's forge, dragon stables, defensive towers, farms, docks, and a growing population of trained dragons. Its strength comes from its riders and community.

### *The Cove*

The secluded basin where Hiccup first befriended Toothless. Its narrow walls and hidden entrance make it useful for private meetings, secret training, or concealing a small dragon. It also carries enormous personal importance for Hiccup and Toothless.

### *Dragon's Edge*

The Riders' forward base during Race to the Edge. It includes individual huts, a clubhouse, lookout points, storage areas, defenses, and a volcano once used to conceal the Dragon Eye. Its location makes it ideal for scouting beyond Berk, but it has been attacked and infiltrated multiple times.

### *Berserker Island*

Home of Dagur, Heather, and the Berserker Tribe. The island is heavily defended and politically independent. Beneath it lies the chamber of a Bewilderbeast recognized as a King of Dragons, making the island one of the most strategically important locations in the archipelago.

### *Caldera Cay*

Home of Queen Mala and the Defenders of the Wing. The tribe treats dragons with religious reverence and protects the Eruptodon known as the Great Protector, whose feeding prevents the island's volcano from erupting. Any threat to the dragon is also a threat to the entire island.

### *Wingmaiden Island*

A protected sanctuary ruled by Atali and defended by the Wingmaidens. The tribe raises and rides Razorwhips while protecting their young from hunters. Its aerial force is disciplined and powerful, but its leaders are cautious about outsiders exploiting their dragons.

### *Vanaheim*

A remote island where dragons instinctively travel near the ends of their lives. The island holds remains from countless species and is guarded by Sentinels that identify and repel unfamiliar dragons. Vanaheim contains extraordinary biological knowledge but is also treated as sacred ground.

### *Dark Deep*

An island rich in rocks and minerals eaten by Gronckles. It is closely associated with Fishlegs and Meatlug and can provide materials for Gronckle Iron. Its mineral wealth makes it valuable for construction and weapons production.

### *The Northern Markets*

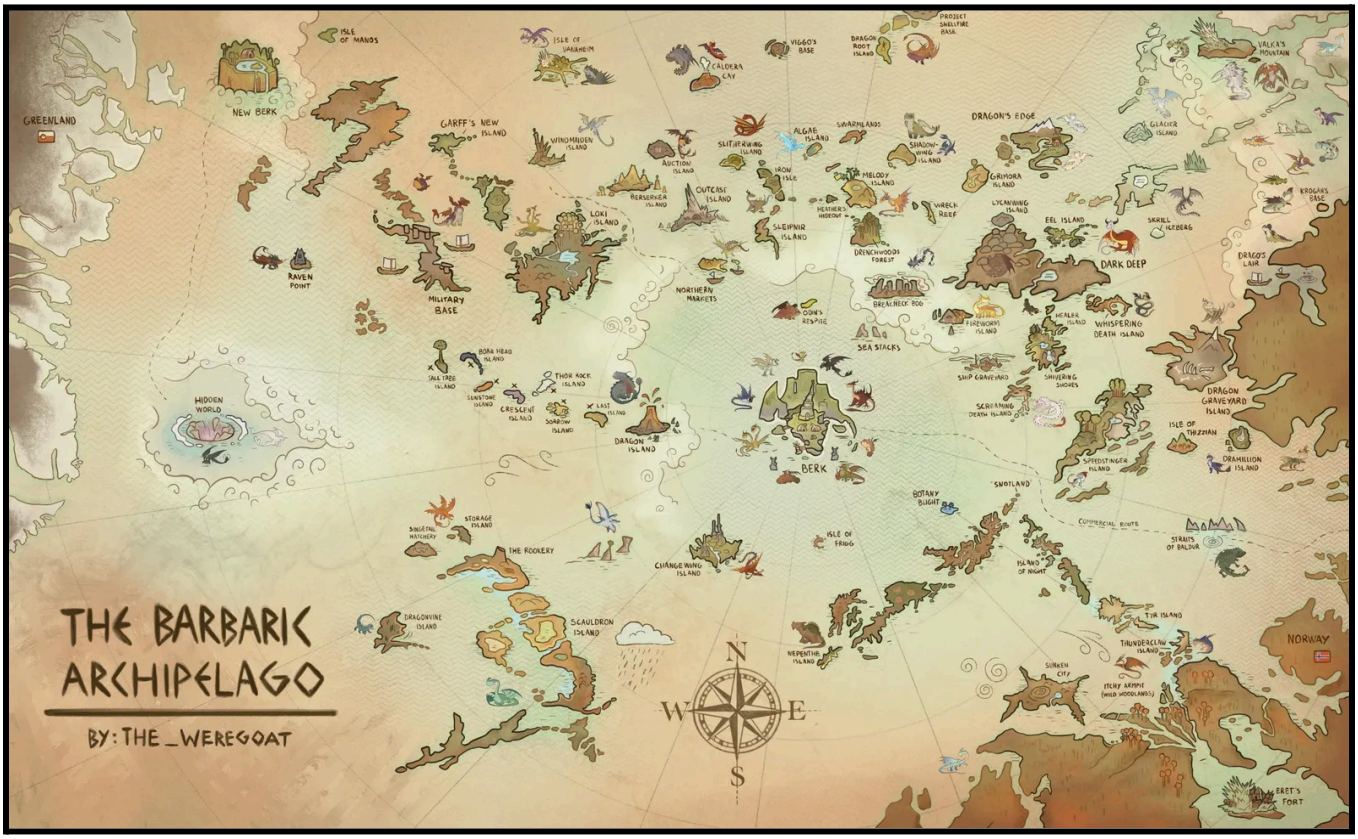
A trading center where legal merchants, smugglers, hunters, and buyers cross paths. Dragons and dragon-derived goods have been auctioned there. Information can be purchased almost as easily as supplies, making the markets useful but dangerous.

### *Hunter Territory*

The Dragon Hunters operate through ships, temporary camps, forts, and hidden supply routes rather than a single capital. Their mobility allows them to abandon a base and reappear elsewhere. Former hunter facilities may still contain cages, weapons, records, or prisoners.

### *Open Sea and Uncharted Islands*

Much of the archipelago remains unmapped. Storms, sea dragons, reefs, fog, and long distances complicate travel. Uncharted territory may hide new dragon colonies, enemy fleets, neutral tribes, or resources capable of changing the balance of power.



**Starting Scenario**

The Dragon Riders believed the battle beneath Berserker Island had ended the struggle over the King of Dragons, but they were wrong. Dragon colonies are disappearing, merchant ships are vanishing, and entire islands have been attacked. Rumors plague the archipelago that Drago Bludvist has returned with a massive army of trappers, soldiers, and warships. He intends to find an Alpha dragon, use its power to control the dragons of the archipelago, and force the surrounding tribes to submit to him.

The Year is 1015 AD. This committee has been called to an emergency summit on Berk before Drago's fleet may reach the island. Leaders, riders, hunters, traders, and independent tribes must decide whether to cooperate before Drago reaches the archipelago - even as old betrayals and rivalries threaten the summit from within.

***Questions to Consider***

- Can the tribes create a united defense without surrendering their independence to Berk?
- Can Drago be negotiated with, or would negotiation only give him more time to attack?
- Should the Dragon Eye be reconstructed for intelligence, hidden, or destroyed permanently?
- How can the committee protect the Bewilderbeast without attempting to control it?
- Can former Dragon Hunters provide useful assistance, and what safeguards would prevent another betrayal?
- Who is the Dragon Thief, and why has this person remained hidden from Berk?

**Character Dossier**

- **Hiccup Haddock III -** Hiccup is the heir to Berk, and leader of the Dragon Riders. One of the archipelago's experts on dragons and an inventive strategy, Hiccup has repeatedly relied on unconventional technology, diplomacy, and his bond with his Night Fury, Toothless. As a Dragon rider, Hiccup possesses extraordinary aerial skills and reconnaissance capabilities, while his inventions give him considerable influence over Berk's developing dragon-based defenses. His relationships extend far beyond Berk, including the Berserkers, Defenders of the Wing, Wingmaidens, and numerous independent dragon riders.
- **Astrid Hofferson -** Astrid is one of the most disciplined warriors among Berk's Dragon Riders. Astrid is always willing to prioritize preparation, security, and decisive military action when lives are threatened. Her dragon is Stormfly, a Deadly Nadder, and she is also an incredibly experienced aerial combatant that has participated in nearly every major operation undertaken by the Riders. Astrid is also highly observant and difficult to deceive, making her valuable in counterintelligence and investigations.
- **Fishlegs Ingerman -** Fishlegs is the Dragon Riders' foremost scholar. He possesses an encyclopedic knowledge of dragon species, behavior, habitats, abilities, and weaknesses. His research makes him particularly valuable when encountering unfamiliar dragons or needs to determine how different species might respond to a threat. Alongside his Gronckle, Meatlug, Fishlegs can experiment with dragon-related materials and has previously discovered unusual properties of substances such as Gronckle Iron.
- **Snotlout Jorgenson -** Snotlout is an aggressive, competitive Dragon Rider whose confidence frequently exceeds his judgment. Rising his Monstrous Nightmare Hookfang, he has considerable combat experience and tends to favor direct attacks over Hiccup's more complicated diplomatic strategies. Snotlout desperately wants recognition as a capable warrior and leader, particularly from his father, Spitelout, and may seize opportunities to prove himself independently.
- **Ruffnut Thorston -** Ruffnut is one half of Berk's infamous Thorston twins, and shares the Hideous Zippleback: Barf and Belch with her brother, Tuffnut. She prefers to ride on Barf, the side of the dragon head that breathes poisonous flammable gas. She is unpredictable, fearless, and frequently underestimated. Ruffnut is comfortable creating distractions, infiltrating hostile territory, manipulating people, and exploiting situations that more disciplined Riders would never consider. She can be remarkably perceptive in chaos.
- **Tuffnut Thorston -** Tuffnut is Ruffnut's twin, co-rider of Barf and Belch, and a self-appointed philosopher, strategist, and expert on subjects that he frequently invents himself. He prefers to ride on Belch, the side of the dragon head that ignites the flammable. His ideas range from genuinely creative to catastrophically impractical. Tuffnut is comfortable with explosives, improvised traps, unconventional reconnaissance,

and plans that no rational military commander would approve. His unpredictability can make him difficult for enemies to anticipate and equally difficult for allies to control.

- **Stoick the Vast -** Stoick is the Chief of Berk, father of Hiccup, and one of the archipelago's most respected Viking leaders. After spending much of his life fighting dragons, Stoick ultimately accepted Hiccup's vision of coexistence and now oversees a village whose security and economy are increasingly intertwined with them. He commands Berk's warriors, ships, defenses, and considerable political authority, giving him resources far beyond those available to the younger Riders. Nevertheless, Stoick remains a traditional Viking at heart and is far more willing than Hiccup to answer an immediate military threat with overwhelming force. His greatest priority will always be protecting Berk.
- **Gobber the Belch -** Gobber is Berk's blacksmith, a veteran of decades of dragon warfare, and one of Stoick's closest friends and advisers. His forge is central to the production and repair of weapons, armor, tools, riding equipment, and other infrastructure necessary to keep Berk functioning. Having fought dragons before eventually learning to live alongside them, Gobber understands both the old and new Berk better than almost anyone. His practical experience makes him valuable when ambitious plans need to be turned into equipment that actually works.
- **Spitelout Jorgenson -** Spitelout is a veteran Berkian warrior, father of Snotlout, and a strong representative of Berk's traditional martial culture. He values toughness, discipline, reputation, and decisive displays of strength, expectations he has imposed heavily upon his son. While Spitelout has adapted to Berk's alliance with dragons, he is less committed than Hiccup to the idea that diplomacy should always be attempted before force.
- **Gothi -** Gothi is Berk's healer, elder, and spiritual authority, communicating primarily through gestures and drawings rather than speech. Her knowledge encompasses medicine, Viking traditions, historical practices, dragon-related illnesses, and remedies unknown to most of Berk's younger inhabitants. Even powerful warriors and chiefs tend to respect her judgments. She can organize medical responses to attacks, investigate unusual illnesses or poisons, and draw upon traditions that predate Hiccup's generation.
- **Gustav Larson -** Gustav is the young and enthusiastic rider of the Monstrous Nightmare Fanghook who desperately wants to be regarded as a true Dragon Rider. He idolizes Hiccup's original team and frequently attempts to imitate their adventures, sometimes without understanding the danger involved. Gustav's enthusiasm makes him brave, mobile, and willing to accept missions that more experienced Riders might consider reckless. At the same time, his desire to prove himself can make him vulnerable to manipulation or tempt him into acting without authorization.
- **Bucket -** Bucket is an eccentric but fiercely loyal citizen of Berk whose unusual behavior hides considerable experience with the village and its people. Unlike the Dragon Riders and chiefs, Bucket operates primarily among ordinary Berkians, fishermen,

laborers, and sailors, giving him access to information that may never reach the council chamber. He can help mobilize civilians, gather rumors, assist local defenses, and support operations requiring knowledge of Berk itself

- **Mulch -** Mulch is a practical Berkian farmer and fisherman whose responsibilities place him close to the village's food supply and civilian economy. While others focus on dragons and warfare, Mulch understands that Berk cannot survive a prolonged conflict without fish, crops, livestock, transportation, and functioning supply routes. His relationships with fishermen and laborers allow him to organize resources and identify shortages before they become catastrophic. Mulch can also provide boats, local manpower, and knowledge of surrounding waters for missions that do not require Berk's formal military.
- **Phlegma the Fierce -** Phlegma is a veteran Berkian whose influence is rooted less in elite politics than in the day-to-day functioning of the village. She can organize civilians, coordinate emergency labor, assist evacuation efforts, and help reinforce Berk's defenses during attacks. Her familiarity with ordinary villagers makes her particularly valuable when leadership needs widespread cooperation rather than another group of armed Riders. Phlegma is accustomed to the dangers of life on Berk and is unlikely to panic when conditions deteriorate.
- **Dagur the Deranged -** Dagur is Chief of the Berserker Tribe, rider of the Triple Stryke Sleuther, and one of the most unpredictable political figures in the archipelago. Once a dangerous enemy of Hiccup and the Dragon Riders, Dagur's experiences have gradually transformed him into an unconventional ally. He commands Berserker warriors, ships, territory, and resources independent of Berk, giving him considerable military power of his own. Dagur remains impulsive, emotional, and extremely comfortable with violence, meaning his version of "helping" may be considerably more destructive than Hiccup intended.
- **Heather -** Heather is Dagur's sister, an experienced warrior, spy, and rider of the Razorwhip Windshear. Her complicated history has forced her to operate among numerous competing factions, giving her experience with deception, infiltration, and intelligence gathering that few Riders can match. Heather maintains relationships with both the Berserkers and Hiccup's Dragon Riders while understanding the tactics used by Dragon Hunters. Windshear also gives her a formidable advantage in aerial combat and covert operations.
- **Queen Mala -** Mala is the ruler of the Defenders of the Wing, an isolated tribe whose culture regards dragons as sacred beings deserving protection and reverence. As queen, Mala possesses political authority over her people, their warriors, and their strategically important island. Her alliance with Hiccup emerged only after he proved that the Dragon Riders genuinely sought coexistence rather than domination. Mala therefore has little tolerance for dragon hunters, traffickers, or leaders who view dragons merely as military resources.

- **Gruffnut Thorston -** Gruffnut is the older cousin of Ruffnut and Tuffnut and possesses many of the Thorston family's eccentricities with considerably fewer of their loyalties. A talented liar and impersonator, Gruffnut is comfortable manipulating relatives, strangers, and entire communities when doing so benefits him. His resemblance to Tuffnut has previously allowed him to exploit mistaken identity, making him particularly useful for infiltration and deception.
- **Atali -** Atali is the leader of the Wingmaidens, an all-female warrior society dedicated to protecting Razorwhips and their young from exploitation. Her people possess a unique relationship with Razorwhips and considerable experience fighting the hunters who seek to capture them. Atali can mobilize Wingmaiden warriors and Razorwhip riders for aerial operations, rescue missions, and the defense of vulnerable dragon populations. She is cautious about outsiders and will judge proposals according to their consequences for dragons rather than their political convenience.
- **Minden -** Minden is a young Wingmaiden warrior eager to prove that she is capable of greater responsibility. Although loyal to Atali and the Wingmaidens, she can become frustrated when caution prevents her from acting against an obvious threat. Minden is a skilled fighter familiar with Razorwhips and the Wingmaidens' methods of protecting dragons from hunters. Her ambition gives her the initiative necessary for independent missions, but it may also lead her to take risks that Atali would reject. As the crisis develops, Minden may attempt to establish herself as more than simply one of Atali's followers.
- **Viggo Grimborn -** Viggo is the former leader of the Dragon Hunters and perhaps Hiccup's most intellectually dangerous opponent. Unlike hunters who rely primarily on force, Viggo approaches conflict as a strategic game, studying his opponents until he can anticipate how they will respond. His extensive experience commanding the Dragon Hunters gives him knowledge of their bases, trade networks, tactics, personnel, and methods of capturing dragons. Viggo has also spent considerable time studying Hiccup specifically, making him unusually capable of identifying weaknesses in the young Rider's plans.
- **Ryker Grimborn -** Ryker is Viggo's older brother and a veteran commander within the Dragon Hunter organization. Where Viggo prefers manipulation and long-term strategy, Ryker favors intimidation, direct attacks, and overwhelming physical force. He possesses extensive experience capturing dragons and commanding hunter ships and troops in large-scale operations. Ryker's brutality can make him effective when subtlety is unnecessary, but his impatience frequently puts him at odds with more calculating leaders.
- **Krogan -** Krogan is a ruthless Dragon Hunter whose operations ultimately serve the interests of Drago Bludvist. Unlike independent hunters motivated primarily by profit, Krogan participates in a much larger effort to capture powerful dragons for military purposes. He is an experienced commander, capable dragon trapper, and skilled aerial

combatant with knowledge of hunter bases and operations across the archipelago. Most importantly, Krogan may possess information about Drago's expanding plans, and this makes him extremely valuable to anyone trying to understand the threat developing beyond Berk.

- **Johann -** Johann presents himself as a friendly traveling merchant whose ships carry goods, stories, and information between distant islands throughout the archipelago. His commercial network gives him access to ports and communities that warriors and chiefs cannot easily enter, allowing him to gather intelligence while appearing entirely harmless. Beneath that cheerful persona, Johann is calculating, patient, and capable of concealing his true loyalties for years.
- **Savage -** Savage is an experienced mercenary and former Outcast who has spent years operating among some of the archipelago's least respectable factions. He understands pirates, raiders, hunters, smugglers, and criminals in ways that Berk's more honorable leaders generally do not. Savage can recruit fighters outside traditional political structures and navigate black markets or illicit networks unavailable to chiefs and diplomats. His experience also makes him useful for sabotage, intimidation, and operations where plausible deniability matters.
- **Eret, Son of Eret -** Eret is a skilled dragon trapper whose crew captures dragons for Drago Bludvist's expanding army. His experience gives him detailed knowledge of trapping techniques, hunter ships, dragon trafficking routes, and the methods Drago uses to acquire new creatures. Unlike Drago's most fanatical followers, Eret is pragmatic and motivated heavily by survival. He understands how dangerous his employer is and therefore has good reason to cooperate with Drago - but also good reason to look for an escape if circumstances change. Eret's crew and ships make him a potentially useful maritime asset, while his knowledge could expose vulnerabilities in Drago's operations.
- **Oswald the Agreeable** - Former Chief of the Berserker Tribe and father of Dagur and Heather. Oswald disappeared years ago while searching the archipelago for information about dragons, leaving behind research, maps, and knowledge that could prove valuable as new threats emerge. Unlike Dagur, Oswald is thoughtful and diplomatic, preferring exploration and negotiation over unnecessary violence. His experience as a chief gives him political influence, while his years of travel provide knowledge of remote islands, hidden routes, and dragon populations unfamiliar to most of Berk.
- **Alvin the Treacherous** - Former chief of the Outcasts and one of Stoick's longtime rivals. Alvin is an experienced Viking commander who understands raiding, deception, and the politics of tribes outside Berk. He has commanded his own warriors and ships and is willing to use methods that Hiccup and the Dragon Riders may consider dishonorable. His knowledge of hostile factions and willingness to take risks could make him valuable against a larger threat.