



**PERTEVMUN'25 F-JCC ARCANE
WAR OF ZAUN AND PILTOVER**

**Co-Under Secretaries General
Emre Tahmaz & Elif Cemre Cüni**

Letter From the Secretary Generals:

Esteemed Delegates and Distinguished Guests,

First of all we are more than honored to welcome you all to the second annual session of PERTEVMUN, which will take place at our precious home, Pertevniyal Anatolian High School on 18th, 19th and 20th of April 2025.

Since the beginning of high school, as your Co-Secretary Generals, we have been doing literally everything together. We started doing MUNs together, we were Co-Director Generals at PERTEVMUN'24, moreover we are currently and proudly standing here as the club presidents and Co-Secretaries General. We can not thank enough to our school and our advisors, Gülşah Teacher and Yaprak Teacher for providing us the opportunity to organize this conference.

Throughout our committee preparations, we have the chance to meet with excellent MUNers and expand our knowledge. Accordingly, your USG's Tahmaz and Cemre were two of these amazing people. We simply do not know how to express our gratitude for them!!

Last but not least we could not forget our excellent organization team and their hard work. Our Co-Director Generals İnci and Yiğit have worked so hard to prepare you for the most unforgettable conference.

We know that the best is soon, see you in rewinded springs.

Yağmur Raife APAYDIN & Beyzanur ÖZSIĞINAN
Co-Secretaries General of PertevMUN'25

Letter From the Under-Secretary Generals:

Esteemed Delegates,

As the Co-USGs of the Fictional-Joint Crisis Committee, we are extremely delighted to be a part of the F-JCC: WAR OF ZAUN AND PILTOVER committee at the second annual session of PertevMUN. It is our greatest honor to welcome you all to PertevMUN25. We extend our warmest greetings to each one of you. We are quite pleased to guide you with great enthusiasm and hard work. We look forward to serving and assisting you throughout the conference.

We believe that reading and studying this study guide that we wrote and gaining information about your character will contribute to your committee experience and it will make it more delightful. We encourage you to engage in deep thinking, maintain an open mind, and embrace an enterprising spirit for a productive and enjoyable experience. We worked hard on this committee, and we would be delighted if this committee could contribute to your crisis journey. We look forward to seeing you all on April 18.

Finally we would like to thank all academic team members, we are quite delighted to serve you as CO-USGs of F-JCC. We hope that this committee will be successful and unforgettable for all of us. We will do our best for you. If you have any questions in your mind, please do not hesitate to contact us via our emails:

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Your Co-USGs

Best regards,

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1. Introduction to Arcane

Arcane is an animated television series set in the universe of *League of Legends*, created by Riot Games and produced in collaboration with Fortiche Productions. Premiering on Netflix in 2021, the series serves as a prequel to the game's lore, delving into the origins of several iconic characters while exploring themes of power, inequality, ambition, and identity.

The story takes place in the twin cities of **Piltover** and **Zaun**, two interconnected but vastly different societies. Piltover is a thriving metropolis known as the "**City of Progress**," built on innovation, trade, and scientific advancement. The upper class of Piltover enjoys wealth and stability, largely due to its technological advancements, particularly Hextech, a revolutionary fusion of magic and machinery. Meanwhile, beneath the grandeur of Piltover lies Zaun, the undercity, a place of **poverty**, **crime**, and **struggle**. Though home to brilliant minds and resourceful citizens, Zaun is plagued by pollution, lawlessness, and exploitation at the hands of the Piltover elite. The growing gap between these two societies fuels resentment and sets the stage for conflict.

The series follows key figures such as **Vi**, a fierce brawler with a troubled past; **Jinx**, a chaotic genius torn between loyalty and madness; **Jayce**, a visionary scientist shaping Piltover's future; **Viktor**, a brilliant yet desperate inventor seeking progress at any cost; and Silco, a ruthless leader with a vision for Zaun's independence. Through these characters, *Arcane* explores the struggles of power, revolution, and the blurred lines between heroism and villainy.

Acclaimed for its stunning animation, rich storytelling, and complex character development, *Arcane* has been praised as one of the most successful video game adaptations in history. With its deep world-building and emotional depth, the series captivates both fans of *League of Legends* and new audiences alike, immersing viewers in a world where science and magic intertwine, and every choice has profound consequences.

2. History of Piltover and Zaun

Piltover and Zaun are two halves of the same city, yet they exist in stark contrast. While Piltover stands as a beacon of progress and innovation, Zaun struggles in its shadow, burdened by pollution, crime, and systemic inequality. Their intertwined history is marked by **scientific advancement, economic dependence, and deep-seated resentment** that has fueled decades of conflict.

2.1 The Rise of Piltover: The City of Progress

Piltover was founded as a **hub of trade and innovation**, positioned at the center of a crucial waterway that connected various regions. The city's wealth grew as merchants, scientists, and scholars flocked to its streets, eager to participate in its booming economy. Piltover's development was largely driven by its **universities, trade guilds, and technological breakthroughs**, which established it as the foremost center of knowledge and commerce.

A major turning point in Piltover's history was the **discovery and refinement of Hextech**, a revolutionary technology that allowed magic to be harnessed through scientific means. Spearheaded by **Jayce Talis and Viktor**, this breakthrough catapulted Piltover into an era of rapid technological expansion, strengthening its dominance over trade and security.

Governed by a **Council of influential figures**, Piltover prides itself on order, diplomacy, and meritocracy. However, beneath its polished image lies a rigid class structure that favors the wealthy and powerful, leaving little room for those from the undercity to rise within its ranks.

2.2 The Fall of Zaun: The City Below

Zaun was once an integral part of Piltover, contributing to its industrial and scientific advancements. However, as Piltover prospered, Zaun suffered. The city became a dumping ground for Piltover's industrial waste, and its people were left behind as wealth and resources concentrated in the upper city. Over time, **Zaun was literally and figuratively pushed underground**, its residents forced to live in the shadows of Piltover's success.

The rise of **Shimmer**, a powerful but highly addictive substance, changed the balance of power in Zaun. Introduced by **Silco**, a revolutionary leader with a vision of Zaunite independence, Shimmer became both a tool of empowerment and a source of destruction. While it granted superhuman abilities, it also led to addiction, mutation, and chaos within the undercity.

Zaun lacks a centralized government, instead being controlled by **crime lords, gang leaders, and influential merchants**. Despite its hardships, Zaun is home to brilliant inventors, resilient survivors, and individuals who seek freedom from Piltover's rule. Many Zaunites believe that Piltover's wealth was built on their suffering, fueling deep-seated animosity and a desire for rebellion.

2.3 The Growing Divide

The division between Piltover and Zaun is not just economic, it is **cultural, political, and ideological**. Piltover sees itself as a beacon of civilization, while Zaun sees Piltover as an oppressor. Despite their mutual dependence Piltover relies on Zaun's labor, and Zaun depends on Piltover's trade the relationship between the two cities is fraught with tension.

As both cities advance technologically, the stakes grow ever higher. **Hextech and Shimmer** have become weapons of power, and leaders on both sides must decide whether to seek peace, wage war, or forge their own path forward.

The future of Piltover and Zaun is uncertain, but one thing is clear: the balance of power is shifting, and the choices made now will determine the fate of both cities.

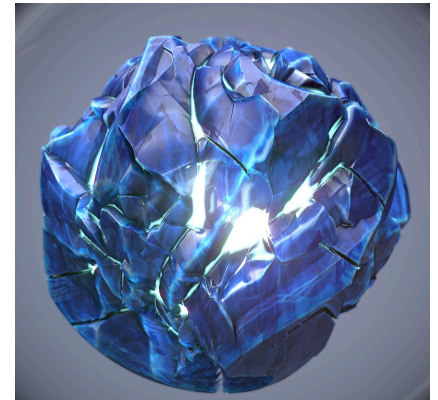


3. The Role of Hextech and Shimmer

Technological advancements have always shaped the power dynamics between Piltover and Zaun. Two of the most significant breakthroughs **Hextech and Shimmer** have transformed society in both cities, becoming both tools of progress and weapons of destruction. While Hextech represents controlled innovation and the ambition of Piltover's elite, Shimmer embodies the desperate resilience and dangerous potential of Zaun's underworld.

3.1 Hextech: The Power of Magic and Science

Hextech is the revolutionary fusion of **magic and technology**, allowing non-magical individuals to safely harness the power of arcane energy. It was developed through the research of **Jayce Talis and Viktor**, who sought to create a stable method of utilizing magical energy for practical purposes. The discovery of **Hex Crystals**, rare and powerful artifacts capable of storing and channeling magic, became the foundation of Hextech innovation.



3.1.1 Impact on Piltover

3.1.1.1 Economic Growth:

Hextech has made Piltover an even greater center of trade and industry, attracting merchants, scientists, and investors eager to profit from its potential.

3.1.1.2 Security & Control:

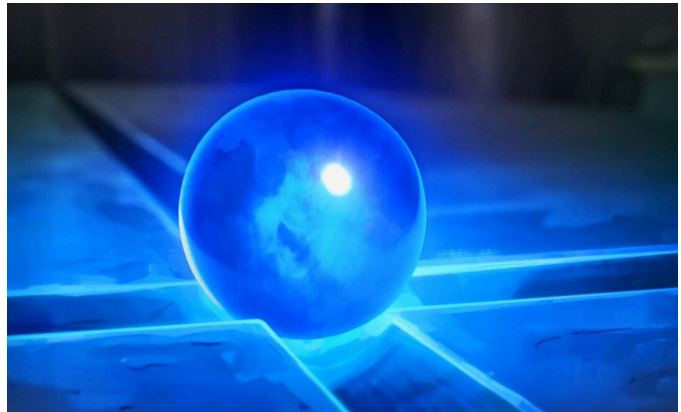
The Piltover Council views Hextech as a means of maintaining order, granting it exclusive access to this power while restricting its use outside of the upper city.

3.1.1.3 Scientific Advancement:

Piltover's brightest minds continue to refine Hextech, exploring its applications in transportation, medicine, and even weaponry.

3.1.2 Hextech Gemstone

In Arcane, Hextech gemstones are important to Piltover's technological development. Jayce Talis, with the assistance of Viktor and Heimerdinger, discovers a way to stabilize and manage the gemstone's magic, resulting in the construction of innovative devices such as the Hextech hammer, Hextech gauntlets, and even the Hexcore—a device



capable of fusing biological matter and magic. However, the strength of Hextech also carries huge risks. Silco wants to weaponize it for Zaun's independence, Viktor pushes its bounds for personal gain, and Jinx eventually utilizes it in a disastrous attack on Piltover.

Hextech gemstones represent the delicate boundary between advancement and devastation in both League of Legends and Arcane. Even while they provide unmatched technological gains, their abuse can result in chaos and destruction. Because of this duality, Hextech plays a crucial role in the struggle between Piltover and Zaun, determining the destiny of the most powerful city in Runeterra.



3.2 Shimmer: The Drug of Power

Shimmer is a potent, **chemically enhanced substance** that grants extraordinary strength, rapid healing, and heightened aggression—but at a cost. Created and distributed by **Silco and his network of Zaunite chemists**, including **Singed**, Shimmer has become both a means of survival and a source of devastation in the undercity.



3.2.1 Impact on Zaun

3.2.1.1 Empowerment & Rebellion:

Shimmer offers those in Zaun a chance to fight back against Piltover's enforcers, leveling the playing field in physical confrontations.

3.2.1.2 Exploitation & Addiction:

Many in Zaun, especially the desperate and the poor, have become dependent on Shimmer, leading to widespread addiction and physical mutations.

3.2.1.3 Scientific Experimentation:

Figures like Singed continue to refine Shimmer, pushing the boundaries of human enhancement and biological manipulation.

*While Shimmer provides a **short-term advantage**, its long-term effects are unpredictable, often leaving users unstable or permanently altered. Its influence over Zaun's society is growing, and its spread threatens to challenge Piltover's dominance.*

4. Merchants and Trade Guilds: The Keepers of Wealth

Trade is the lifeblood of Piltover, and its **merchants and guilds** wield immense influence over political decisions. Their interests lie in **economic stability, technological advancements, and monopolizing resources**, but they are not bound by loyalty to any one side.

4.1 Piltover's Trade Monopoly

Merchants have a vested interest in **controlling Hextech** and ensuring that its power remains exclusive to the city. The Council's strict regulations on Hextech trade prevent unregulated access, keeping Piltover ahead in technological advancements.

4.2 Zaun's Underground Economy

Some merchants operate in **both Piltover and Zaun**, profiting from illicit trade, smuggling Hextech components, or supplying Shimmer to Piltover's elite in secret.

4.3 Shimmer's Commercialization

As Shimmer's effects become more widely known, there is growing pressure to exploit it **for military, medical, or industrial use** either as a banned substance or a regulated product.

5. Scientists and Innovators

Both Piltover and Zaun are home to brilliant minds whose research shapes the future of technology. However, **scientists are not a unified force; some** work for the betterment of society, while others pursue knowledge at any cost.

5.1 Hextech Research

Figures like **Jayce and Viktor** seek to refine Hextech's capabilities. Some scientists support responsible development, while others see its weaponization as inevitable.

5.2 Shimmer Experiments

Singed and his followers view Shimmer as more than just a drug; it is a means of pushing the limits of human biology. Experiments on living subjects could lead to **super-soldiers, monstrous creations, or irreversible mutations**.

5.3 Independent Inventors

Not all scientists answer to Piltover's Council or Zaun's factions. Some may act as wild cards, creating **unpredictable technologies** that disrupt the power dynamic.

6. The Noble Houses of Piltover: Wealth, Influence, and Innovation

Piltover is governed not only by its **Council** but also by the powerful **trade houses and aristocratic families** who control industries, research, and commerce. These noble houses act as **both allies and rivals**, constantly maneuvering for greater economic and political power.

7. The Chem-Barons of Zaun: Lords of the Undercity

While Piltover's noble houses rule through **wealth and politics**, Zaun's **Chem-Barons** rule through **fear and power**. These brutal crime lords control different sectors of Zaun's black market, labor industries, and Shimmer production, ensuring that Piltover remains dependent on the undercity's resources.

7.1 Who Are the Chem-Barons?

The Chem-Barons are a **loose alliance of crime bosses, industrialists, and warlords** who control different aspects of Zaun's economy and security. While they occasionally work together, they are also known to fight among themselves for dominance.

The Piltover Cabinet

Jayce Talis: Jayce Talis is a brilliant inventor who, along with his friend Viktor, made the first great discoveries in the field of hextech. Celebrated across Piltover, he tries to live up to his reputation as "the Man of Progress," but often struggles with the expectations placed upon him. Because of this, Jayce has begun to see the ways in which his invention has furthered the division between Piltover and Zaun, and armed with his hextech hammer, he stands ready to defend tomorrow.



Mel Medarda: Mel Medarda is the presumed heir of the Medarda family, once one of the most powerful in **Noxus**. In appearance she is a graceful aristocrat, but beneath the surface lies a skilled politician who makes it her business to know everything about everyone she meets. After her mother Ambessa Medarda banished her from Noxus she found her true self in the City of Piltover.

Viktor: Viktor was born to a poor family in the fissures below Zaun, where the air was polluted and toxic. Because of this environment, Viktor was ailed with a rare illness that poisoned him over the course of his life, and he developed a limp that forced him to walk around with a cane. This made it difficult for him to play with the other children, but despite his solitude and physical weakness, the young boy was brilliant and inventive, with a mind that flourished on the days he spent alone. While playing by the waters of the Sump, Viktor would come upon

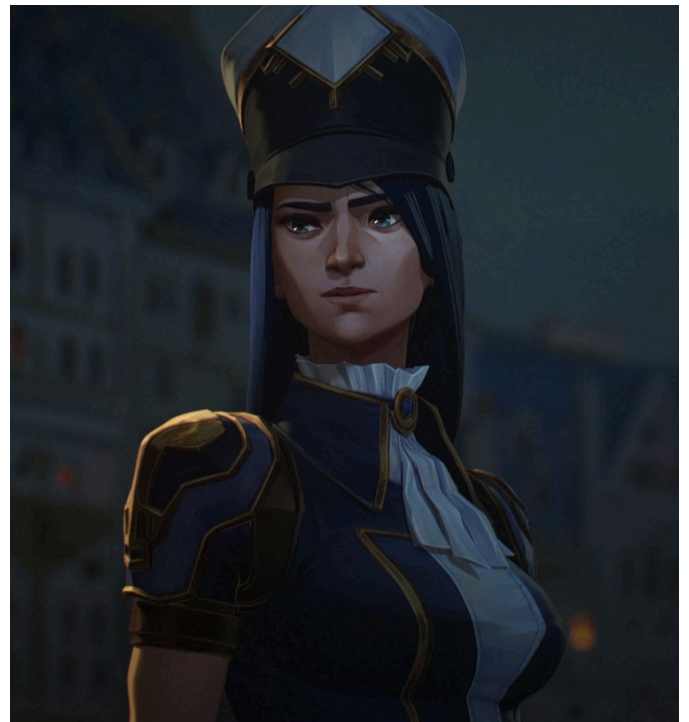


the laboratory of a *doctor* who had been disgraced from his colleagues, which was one of his formative experiences into the realm of science. Years later, Viktor's brilliant mind would earn him the attention of the revered professor and Council member Cecil B. Heimerdinger, who enrolled Viktor into the prestigious Piltover Academy as a student and later hired him as an assistant to cultivate his genius.



Heimerdinger: The eccentric **Professor Cecil B. Heimerdinger** is one of the most innovative and esteemed inventors the world has ever known. As the longest serving member of the Council of Piltover, he saw the best and the worst of the city's unending desire for progress. Nonetheless, this brilliant scientist and teacher will always remain dedicated to using his unconventional devices to improve the lives of others.

Caitlyn Kiramman: Renowned as its finest peacekeeper, **Caitlyn Kiramman** is also Piltover's best shot at ridding the city of its elusive criminal elements. She is often paired with Vi, acting as a cool counterpoint to her partner's more impetuous nature. She is the daughter of Counsellor Cassandra Kirramman and the heir of House Kirramman. After rejecting the offer that came from her best friend Jayce Talis, she presumed her life as an enforcer.





Vi (Violet): Violet, better known as Vi, is a Zaunite vigilante, Jinx's older sister, and one of the two main protagonists of the animated series Arcane. She is a hotheaded and fearless young woman who excels at boxing and likes to solve her problems with her fists. Some rumours say that she is dead but, she is still looking for her Sister in the Lanes as she promised to her, but little does she know her sister is not the same person as it was like neither she is...

I grew up knowing I'm less than them. That my place is down there. I want Powder to have more than that and I'm willing to fight for it!"

Vi to Vander, S1 Episode 2

Elora: Member of the House Mederda and trusted servant of Counsellor Mederda. Mel assigned Elora to acquire information on a number of matters. Even though not much is known about Elora's early life it's a known fact that she was the one who discovered the **Golden Boy Jayce Talis** who came from a family of renowned toolmakers and was favored by Heimerdinger. Intrigued, Mel used the information Elora had given her to save Jayce from banishment during the trial and later helped get his research approved.



Camille Ferros: Weaponized to operate outside the boundaries of the law, Camille is the Principal Intelligencer of Clan Ferros, an elegant and elite agent who ensures the Piltover machine and its Zaunite underbelly runs smoothly. Adaptable and precise, she views sloppy technique as an embarrassment that must be put

to order. With a mind as sharp as the blades she bears, Camille's pursuit of superiority through hextech body augmentation has made many wonder if she is now more machine than woman.

Bolbok: Irius Bolbok, At some point during his life, Bolbok obtained a seat on the Council of Piltover. He also developed a fear of the arcane, as his entire race was apparently almost annihilated by magic.



Salo: Allira Salo was a Piltovan aristocrat and a member of the Piltover Council. Salo was born and raised into one of Piltover's ruling houses. At some point during his life, he would inherit his family's position on the Council of Piltover.

The Zaun Cabinet

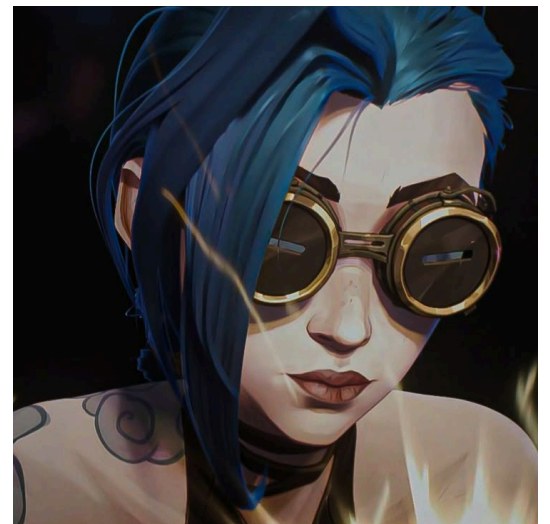
Silco – Silco is the main antagonist of *Arcane* and the leader of Zaun's rebellion against Piltover. Once a close friend of Vander, he was betrayed and nearly drowned, which left his face permanently scarred. His deep hatred for Piltover fuels his ambition to establish Zaun as an independent nation. Despite his ruthless and manipulative nature, Silco shows a softer side toward Jinx, whom he adopts as a daughter. He nurtures her chaotic tendencies, reinforcing her transformation into a feared criminal. However, his love for Jinx ultimately leads to his downfall, as she kills him in a moment of emotional conflict.





Sevika – Sevika is one of Silco's most loyal enforcers, acting as his right-hand woman. She originally sided with Vander but switched allegiances when she saw Vander's reluctance to fight for Zaun's independence. She is a fearsome fighter, enhanced by a mechanical arm powered by Shimmer, making her a deadly opponent. She frequently clashes with Vi, serving as a major obstacle in Vi's quest to reunite with Jinx. Despite her loyalty to Silco, she begins to question his leadership near the end of the series but remains dedicated to his vision of Zaun.

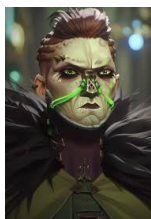
Jinx (Powder) – Jinx, formerly known as Powder, is the tragic and unstable younger sister of Vi. As a child, she was eager to prove herself but was often overshadowed by her older sister. After a devastating accident caused by her own invention leads to Vander's death, she is abandoned by Vi and taken in by Silco. Under his guidance, she transforms into Jinx, an unhinged, highly skilled criminal who specializes in explosives and chaos. She struggles with deep emotional trauma, constantly torn between her past identity (Powder) and her present persona (Jinx). Her instability reaches its peak when she is forced to choose between Vi and Silco, ultimately killing Silco and embracing her new self entirely.



Singed – A brilliant but unethical scientist who conducts dangerous experiments. Singed is a brilliant but morally bankrupt scientist who plays a key role in the development of Shimmer, the drug that enhances strength but has devastating side effects. A former Piltovian scientist, he was exiled due to his unethical experiments and found refuge in Zaun. He

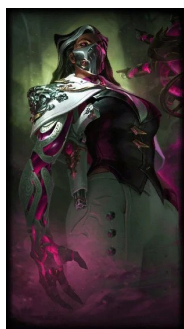
conducts horrific experiments, including one that likely transforms Vander into Warwick. He is seen preserving a mysterious girl, hinting at a possible connection to the *League of Legends* champion Orianna. Singed operates from the shadows, his work shaping the world of Zaun in terrifying ways.

Finn – A Finn is a chem-baron and one of Silco's biggest rivals within Zaun's underworld. Unlike Silco, he is less strategic and more arrogant, believing himself to be a superior leader. He constantly challenges Silco's rule and seeks to gain power for himself. His ambitions, however, prove to be his downfall, as Sevika eliminates him when he attempts to betray Silco. His death reinforces the brutal reality of power struggles within Zaun's criminal hierarchy. He attempts to challenge Silco's authority but ultimately fails.



Renni – Renni is a minor character in *Arcane*, associated with Zaun's black-market dealings. Though little is known about her, she plays a role in the underground economy that fuels the city's criminal enterprises. She represents the many unseen figures who contribute to Zaun's thriving but dangerous society.

Smeech & Chross – They do not play major roles in the main storyline, they are part of the broader network of people who help maintain the city's underworld economy and technology. These characters have very little known about them, but they appear to be part of the criminal or industrial network in Zaun.



Renata Glasc – Renata Glasc is a powerful chem-baroness in *League of Legends*, though she does not appear in *Arcane*. Unlike other crime lords, she does not rely on brute force but rather on economic influence and mind-controlling technology. She supplies advanced chemtech to both Piltover and Zaun, always ensuring she profits regardless of who wins their conflicts. Her abilities in *LoL* revolve around manipulating enemies and empowering allies, making her a dangerous and strategic force in the game.

Margot is not a well-known character in *Arcane* or *LoL*, so it's unclear if she has a significant role.

