

JCC: ARCANE

CO-
UNDER SECRETARY GENERAL
Under Secretary General

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CO-
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PARENTAL ADVISORY
EXPLICIT CONTENT

YETRAİN'26

ARCANE

OPEN AGENDA

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Esteemed delegates welcome to the committee. I am Dolunay Handırlı. I will serve as your Academic Assistant. Firstly I want to say that I am happy to see you in this crisis committee. I believe that this conference and committee will be a good opportunity for everyone to express their ideas. Please read the guide until the end. Finally, I wish this committee and conference a wonderful and unforgettable experience for you.

1.Letter from the Secretary General

The Most Esteemed Participants of YETRAIN'26,

As the Secretary General of YETRAIN'26, I would like to welcome you all to the 1st edition of Ye Model United Nations Train Conference. It is an honor and pleasure to be able to present to you all what we have been preparing for months. Me, our excellent academic team and the wonderful organisation team have worked really hard to give you the best mun experience of your entire life.

We want to foster diplomatic deliberations and foster constructive solutions that will affect the nations for one and all. As a delegate your YETRAIN'26 journey begins here with our study guide that our committee secretariat worked really hard for. Your participation in this conference will improve your diplomatic debating skills and find solutions to global matters. Also apart from all the academic gains you will have a wonderful time with the chance of socializing with other people who share the same passion with you.
I hope that every participant has a exquisite time in YETRAIN'26 I can't wait to see you all!

Doruk Sapmaz
Secretary General of YETRAIN'26

2.Letter from CO Under Secretary General

Welcome to the hidden and unknown world of Runetara, inhabitants of Runetara.
I am Çağın Orkan Benzeş, and I serve as Co-Under Secretary General in your committee. First of all, I would like to thank Beren and Dozlok, and then Efe and my sister Dolunay for helping me form this committee. My only request is that you read the guide. If you have any questions, please don't hesitate to write.

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4.What is a CC Committee

A crisis cabinet is a specialized committee that replicates decision-making during a crisis. Individual delegates or members inside the Crisis Cabinet provide directives to guide their actions and responses to the crisis. Delegates use directives to propose specific courses of action, tactics, or policies to handle the situation. Depending on the committee structure, and the course of actions currently happening in the committee, these directives can take many forms, such as Individual, Joint, Committee, Intelligence, Top Secret Directive, and Press Release.

5.Directive Types and How to Write Them

Individual Directive:

When an action is within your character's authority or is achievable due to their abilities, you write personal commands To begin, there is a format for writing directives; so, you must state who is sending the directive and to whom it is being sent (from, to). Following that, whose cabinet is sending the directive, followed by the time and current date of the committee. Finally, the format of your directive and its title. That's all there is to it; this is the only format you need to know to write a directive. The only thing left is the content of your directive, and the way through which you compose it is fairly simple; You write it by answering the what, why, when, who, where, and, most crucially, how questions. You write the action you want to take by answering the WH questions and then elaborating and discussing it as much as possible to make your plan as thorough as feasible.

Also, whenever possible, employ the future tense. On paper, a directive looks like this:

From: Menelaus | Personal Directive | Date: 1192BC May 3

To: Related Authorities | Capturing Tiryns | Time: 12.34

(Spartan Cabinet)

What: I will capture Tiryns with my 5,000 men stationed on the Tiryns frontline. My soldiers will kill and destroy any enemy forces they come across, as well as any enemy military bases. Women and children in the city will not be murdered unless they attack the soldiers.
To reduce noise, the 5,000 agoge soldiers will be divided into 50 groups, with 200 soldiers per group. Each group will have a commander, and the commanders will be the best warriors among their groups. They will be well-armed with their hoplons, xiphos, and dorus (Spartan agoge soldiers' shields, spearheads, and small swords). Each group will apply the doctrine properly to face the fewest casualties. If needed, 3 soldiers from each group will bring supplies to their own group from the frontlines, and these 3 soldiers will be picked randomly from the commanders. They will use the safest route and avoid the enemy. Our men will take the safe paths suggested by our spies.
Why: Tiryns plays a crucial role in the war, and it must be captured in order to cut the enemy's supply lines.
When: Soldiers will charge at 02.00 a.m. to catch the enemy off guard.
Who: I will be operating this attack, and if I fall during the war, my right-hand man, Analus, will take over. 5,000 agoge soldiers will assault the enemy.
Where: 2,500 of my soldiers will charge from the southeast frontline, and the other 2,500 will charge from the west to capture Tiryns.
How*: Soldiers will check and control their weapons before charging. They will pray, remember how brave they are, and then honour their nation and gods by demolishing the enemy. They will not disobey their commander's orders and apply the doctrine as they say. To avoid being affected by attrition, our soldiers will study their geographical situation as well as the enemy's to use in their favour. Soldiers will use an offensive phalanx formation when I order them to charge, and they will slaughter each enemy troop they face. They will use the offensive formation until they face a larger enemy force to quickly capture as many critical areas as possible. If they face a larger enemy force, to be exact, 1.5 times larger than them,

they will quickly change to a defensive phalanx formation and wait for recruitment whilst defending themselves. Their priority will be killing the enemy rather than cutting supply lines. In mountain areas, they will use the highlands in their favour and quickly oppress the enemy to finish them. Once they reach the city, their priority will be killing the cabinet members of Tiryns. If possible, they will defenestrate them to entertain themselves. After the military bases and the city are captured, soldiers will go to the possible conflict areas to recruit other soldiers. Even though we sent spies before, our soldiers will be vigilant for any kind of trap. Their main objective is to capture the city, and for that purpose, they will sacrifice themselves without hesitation.

Joint Directive:

Directives written by more than one individual are considered joint directives. You write joint directives when you can only achieve your purpose in the directive by utilizing the authority of other cabinet members. Assume you are the commander of the army, and you want to take Warsaw. Yet you understand that conquering it without air superiority would be impossible, so you write a joint directive with the general of the air force. So it makes the “from:” part your name and the general of the air forces’ name, and instead of a personal directive you write a Joint Directive. Everything else is the same.

Committee Directive:

A committee directive is written when you wish to use everyone's authority or when you are about to deliver your final directive (in most cases). Delegates frequently ask me, "How are we meant to write a committee directive with the other cabinet?" But that's just a common misunderstanding. You write the committee directive with your cabinet; the formal name is "Committee Directive," but it is basically a cabinet directive. So, simply writing a Committee Directive to the "from:" part will do.

Intelligence Directive:

You write intelligence directives when you want to acquire the necessary information about you or your country/cabinet. The format is exactly the same, except for the "WH Questions" part. For example:

From: Winston Churchill Intelligence Directive Date: 1942 May 3

To: Crisis Team Our Troop Counts Time: 16.21

(The Great Britain Cabinet)

How many troops does our country have? Do we possess any nuclear weapons? How many of our military factories are assigned to manufacture infantry weapons, and what kind of weapons are they producing?

Top Secret:

Top Secret directives are those that your chair is not allowed to read. You hand over your Top Secret directive to the admin. They are written precisely the same, but you must fold your paper and write "TOP SECRET" on the back side of it. The major reason for writing a Top Secret Directive is treason, a diabolical strategy to crash one's own cabinet or to switch sides. For instance, if a person secretly kills his cabinet members and becomes the dictator, the winning condition changes and only that person wins, whereas the cabinet loses. But I don't recommend writing Top Secret Directives unless you're planning on writing a brilliant 10-page long directive, because failing to do so will backfire much worse. You will earn your cabinet's distrust, and you may die and be given an insignificant character. Furthermore, updates to the Top Secret Directives are only sent to the person who sent them, unless they directly affect the other cabinet members.

6.Procedure of the Committee

The Crisis Cabinet (CC) procedure stands as a captivating and immersive experience that transcends the boundaries of traditional committee simulations. As delegates assume the roles of influential government officials and prominent leaders, they find themselves thrust into the heart of rapidly evolving crises, where decisions carry weight and consequences are immediate. The SCC format showcases the art of crisis management, diplomacy, and collaboration, as participants grapple with fictional or historical scenarios that demand quick thinking and decisive action. Within the exclusive confines of a smaller, select committee,

delegates navigate the intricacies of international conflicts, natural disasters, political upheavals, and military interventions, unveiling the true essence of leadership and strategic decision-making.

Tour De Table:

In Model United Nations (MUN) crises committees, "tour de table" is a term used to describe a specific procedure or phase of the committee session. It is a French term that translates to "turn of the table" in English.

During a tour de table, each delegate representing a country or entity in the committee takes turns speaking and sharing their country's or entity's stance, opinions, or proposed actions on the crisis at hand. This process allows all delegates to express their views and contribute to the discussion in a structured and organized manner.

Tour de table is often used at the beginning of a crisis committee session or at crucial points during the committee's work to gauge the positions and perspectives of each delegation. It helps set the stage for further debate, collaboration, and negotiation among delegates as they work to find solutions to the crisis. In a typical tour de table, the chair or moderator of the committee will go around the room or call upon delegates in a specific order to speak. Each delegate is given a limited time (usually around 1-2 minutes) to make their statement. This process ensures that all countries or entities have an equal opportunity to be heard and participate actively in the committee's discussions.

Semi-moderated Caucus: Unlike moderated caucuses, delegates in a semi-moderated caucus are allowed to speak without the chair's permission, as long as they do not interrupt other cabinet members and treat each other with respect.

Unmoderated Caucus:

In an unmoderated caucus, delegates are free to draft any kind of paper they want to achieve their goals, and support others. The majority of the cabinet’s time should be spent on unmoderated caucuses rather than semi-moderated.

Unlike the General Assembly Committees, at a Joint Crisis Committee, the sessions proceed with Semi-Moderated caucuses and Unmoderated caucuses. The reason for that is to have a more smooth experience. Since the participants of a Joint Crisis Committee have already had a few experiences with how committees and MUN conferences proceed, semi and unmoderated caucuses are to advance the efficiency of debates, thus making crucial and quick decisions. It was mentioned earlier, but directives are the primary reason that a JCC's procedure is so unique. So later on with the sessions based on your chair’s initiative you

needn’t take one or two semi-moderated caucuses before an unmoderated caucus to write directives, directly voting for an unmoderated caucus before moderates will be allowed to continue writing directives.

On a Joint Crisis Committee, after the roll call and Tour de Table, delegates take semi-moderated caucuses to discuss future actions, strategies and plans. After determining their move, delegates write down the designated act to put into practice. There isn’t a General Speakers’ List, resolution paper, or opening speech.

Imperial Edicts and Declarations (Ancient Press Releases)

In a contemporary committee, you would be using press releases to address the general public about any actions or situations. You can use press releases for propaganda to cleanse your own image, or black propaganda to tarnish somebody else’s image. You can rally the commoner to join the army or try to break apart your opponent's military.

A press release is as its name implies, an act of publishing media. Press releases are important as a ruler is only as powerful as their flock is loyal.

Now in BCE the printing press or modern media obviously didn’t exist. Yet rulers and people in positions of power have always utilized the power of controlling and speaking to the public. This can be done through Declarations and Edicts.

Imagine a marketplace in ancient times, you’ve seen it in a lot of movies. Some guy with a fanfare trots in on a horse and plays his tune, then proceeds to read loudly off a piece of parchment addressing the people in the name of the ruler. This is basically what a declaration is. The where, when and how is of course subject to your imagination and your creativity is the limit. You may choose to deliver speeches yourself at an important ceremony, or in front of your army to boost morale or approval of some sort. You may organize a whole event just for your declaration to be read. Just be creative.

An edict on the other hand is a little different. While a declaration is a mere giving of information, something you’d just listen to, an edict is an official order. A press release might say; Come and join your military now to help us beat our foul opponents and save your motherland from invasion!

An edict will say; By the ruler’s authority, conscription has begun. Every man capable of holding a weapon must check-in for further procedure at the nearest military outpost in the next week. Citizens who fail to cooperate shall be punished.

Think of it as a “could/should” and a “must”. Edicts are direct orders and might even be regarded as legislature. You might issue edicts to conscript members to your army, protect certain areas or properties, protect intellectual property, ban certain things or allow certain things etc. They’re basically laws in short. ,

8. Introduction Of Committee

In this committee, you’ll address the conflict between the hierarchy within Zaun’s illegal organizations and Piltover’s elegance and technology. Since this committee is a JCC, both sides will act in their own interests and do whatever it takes to achieve them. I should also note that this committee will operate in tandem with both the series and the actual League of Legends storyline. Keep in mind that once this war ends prematurely, a more challenging task will await you. In this situation, you’ll have to make quick decisions: whether to fight solely for your own fate or to act for the sake of the entire world. Every move you make and every action you take will shape your future and pave the way for a different future in the streets of Piltover and Zaun and all of this is entirely in your hands. Additionally, what I’ll ask of you is to study guide and to familiarize yourselves with the series’ plot and the backstory. To help you with this, you’ll need to develop Hextech technology for Piltover but I advise you to be careful: a few raiders from Zaun might steal it, or they might accidentally release its energy and blow your city to smithereens. Then, by using your Zaun experiments to strengthen your illicit trade and draw people to your side filling their souls with hatred for Piltover to bolster your power you can gain even more strength. But be careful: if a test subject becomes uncontrollable during the experiments, you could suddenly find yourself in danger.Have a great time, everyone!

9. The story of two different worlds

These two sides view each other as a major threat and harbor hatred toward one another; each side considers the other to be useless or exploitative, and racist sentiments between the two peoples persist as a situation that never fades from their minds.

a.Piltover

Piltover, also known as the City of Progress, is a thriving and progressive city whose power and influence are steadily growing. As Valoran’s cultural hub, the city is a place where art,

craftsmanship, commerce, and innovation go hand in hand. Its strength stems not from military might, but from the driving forces of trade and foresight. Perched atop the cliffs overlooking the Zaun region and facing the ocean, the city hosts fleets of ships that pass through massive sea gates, bringing goods from all corners of the world. The wealth generated by this has led to an unprecedented boom in the city's growth. Piltover has reinvented itself and continues to do so as a city where fortunes can be made and dreams can be lived. Thriving merchant clans are funding incredible ventures: grand artistic extravaganzas, esoteric hextech research, and architectural monuments to their power. As more and more inventors immerse themselves in the emerging world of hextech, Piltover has become a magnet for the most talented artisans from all corners of the world.An apprentice from the Kiramman Clan, named Jayce Talis, begins secretly experimenting with a way to use magic through science using hexagonal crystals after being rescued by a wizard as a child. A break-in at his workshop causes one of his hexagonal crystals to shatter and his workshop to explode, prompting the Guardians to launch an investigation into his research. The assistant to the Academy Dean seizes Jayce's work, and Jayce is arrested by the Guardians on charges of conducting unauthorized research.

Heimerdinger advises Jayce to admit his mistake and not to mention his research to the Council, warning him that magic cannot be controlled. During his trial, Jayce admits his negligence but explains the nature of his research and defends the benefits that magic could bring to Piltover if mastered. The Council condemns the use of magic and decides to exile Jayce. Ximena Talis intervenes. She convinces the Council not to exile him, but he is expelled from the Academy and placed under her supervision.

Disappointed upon learning that his mother does not believe in her vision, Jayce sets out to find someone who will believe in him. At the Academy, while Heimerdinger and Viktor are discussing Jayce's research, Heimerdinger rejects the possibility of using magic and prepares to destroy it, while Viktor is intrigued by Jayce's theory and takes one of his journals. After being rejected by the Kiramman, Jayce returns to his dilapidated workshop, where he also finds Viktor. Seeing a kindred spirit in Jayce, Viktor offers to help him stabilize the magic crystals, and the two form a partnership.

The pair quickly learn how to stabilize the hexagonal crystals, but they discover that Jayce's research is scheduled to be destroyed the following day. Jayce and Viktor sneak into the

Academy and attempt to break into Heimerdinger's laboratory. They are caught by Council Member Mel Medarda. Thanks to Jayce's persuasion, Mel Medarda gives them one more chance and distracts a patrolling guard. Inside the lab, they begin working to stabilize the hexagonal crystal, but the light emanating from the crystal's magic alerts Heimerdinger and his guards. They finally manage to stabilize the crystal, just as the guards burst into the lab and find themselves floating in the air under the spell's influence. Although Heimerdinger is not pleased, Council Member Medarda is impressed, and this breakthrough is presented to the Council. Over the next few years, the creation of Hextech Hexgates revolutionized trade and transportation in Piltover. The Ferros family amassed most of its fortune thanks to a rare crystal obtained from a creature living in the sands of a remote valley. These "first hexagonal crystals," or "first crystals," contained a power normally reserved for those born with magical abilities. Camille's great-great-aunt, Elicia, had lost an arm—and nearly her life—during one of these early expeditions. Her sacrifice was honored, and this event gave rise to an expectation reflected in the Ferros family's motto, "I will give for my family," which they still use today.

The Brackerns creatures discovered by Elicia Ferros were not an endless resource, and Camille's family had to find ways to increase their stockpile of crystals. Leveraging some secret investments in chemical technology and rune alchemy, the Ferros family introduced synthetic lower-tier crystals to the market less powerful but easier to obtain. Such power often comes with consequences, and it is said that the production of these synthetic crystals contributed significantly to the rise of Zaun Gray.

However, the Piltover depicted in the series is different. The Piltover shown in the Arcane universe has a quite different origin and urban layout. The Sun Gates do not exist; instead, the city's most distinctive feature and the focal point of Piltover's commercial dominance is the Hexagonal Gates. The canal connecting the eastern and western seas has a more natural curve rather than being a completely artificial, straight path running through the original landmass. The city extends from north to south rather than occupying space primarily on the eastern side of the canal. While the fissures in Zaun cover a large portion of the canal's eastern side (under the Sun Gates) in the main canon, here they are scattered only along the city's southern side. Although Piltover is smaller in scale compared to the main canon, its buildings retain the same distinctive visual aesthetic. Arcane 2021 profile icon

Progress Bridge: One of the main bridges connecting the city's northern and southern sections. It is the primary site where numerous underground uprisings occurred and a bombing attack took place. Curse: A curse that led to the deaths of many security personnel during city-wide quarantine periods.
Fissures: Located in the southern sections of the city, these fissures represent the entirety of Zaun's underground city.
Hexgates: One of the most important locations in Piltover. Built according to Viktor and Jayce's plans, this massive, retractable tower is a hextech device used to teleport people, vehicles, and cargo to any desired location across Runeterra. It determines its route using a rotating globe of Runeterra at the top of the tower. Hexite batteries must be replaced for each jump. Due to its height, it can only be used by airships.
Piltover University: Located in Central Piltover, near the Hexgates, the university is also the main venue where most Clan Council meetings are held.
Stillwater Prison: A prison located on an island just outside the eastern part of the city. It houses many criminals captured in Piltover and Zaun. The fortress is at least 40 stories tall and features single-occupancy cells. Inmates are also assigned tasks such as roof cleaning, and time is set aside for mandatory exercise. Somehow, inmates are able to get tattoos and piercings while inside.

b. Zaun

Zaun, which gives the impression of an underground settlement, is actually a vast, sprawling subcity that stretches through the deep canyons and valleys beneath Piltover. Sunlight barely reaches Zaun; what little light does reach the city passes through a filter of smoke seeping from rusted pipes that stretch like a spider's web, then reflects off the soot-stained windows of its factory-like buildings before finally reaching the ground. Once a single entity, Zaun and Piltover are now two distinct yet equally interdependent societies. Although Zaun is condemned to exist in an endless, hazy twilight, it continues to advance every day thanks to its energetic people and rich culture. As it develops by benefiting from Piltover's prosperity, it resembles a dark reflection of the city above. Many of the goods arriving in Piltover eventually find their way into Zaun's black markets, and hextech inventors, weary of Piltover's scrutiny, are delighted to find that Zaun welcomes their dangerous research with open arms. Many of Zaun's districts are plagued by toxic pollution and teeming with danger

due to its unregulated industry, where all manner of unstable technologies are developed without oversight. In the city's lower neighborhoods, wherever you look, you'll see stagnant streams filled with toxic waste; yet the people of Zaun find a way to live and thrive even in these places. Unfettered development of volatile technologies and reckless industry has rendered whole swathes of Zaun polluted and dangerous. Streams of toxic runoff stagnate in the city's lower reaches, but even here people find a way to exist and prosper.

the legendZaun is a polluted underground city located beneath Piltover; these two cities, once united, are now separate, symbiotic cultures. Marginalized inventors often find that their unconventional research is welcomed in Zaun, but unchecked industry has rendered much of the city highly toxic. It is a place both fueled and ravaged by unchecked industry, commercial interests, and out-of-control magic. Pollution from countless factories and laboratories constantly seeps into the environment. The city's urban heart is frequently choked by smoke that blocks the morning sun and dulls the pastel hues of the sky. Visitors have dubbed the sky "Zaun Gray" and described gazing at it as akin to witnessing the onset of a cosmic malaise. Just as Zaun's surface is polluted, its underground levels are equally dire. All of Zaun's wastewater converges in its sewers, forming toxic and mysterious mixtures. Still, thanks to a thriving black market, chemical technology, and mechanical enhancements, the people of Zaun continue to find ways to live in relative prosperity.

Years after a failed uprising, the bartender Vander Vander maintains a fragile peace between the underground city and Piltover. During a heist in Piltover, Vi, Toz, Mylo, and Claggor break into Jayce Talis's workshop and steal several of his experimental hexagonal crystals. One of the crystals shatters, blowing up the workshop and drawing the guards' attention. After fleeing to Zaun, they are captured by a gang led by Silco. The destruction of the workshop prompts the guards to launch an investigation into the underground city, causing tensions to escalate.

The Sheriff approaches Vander. Grayson is offered the chance to anonymously report the perpetrators of the heist, but Vander refuses. Silco learns that Vander's children are responsible for the heist and sees an opportunity to get rid of Vander. He lures the guard into a trap. Marcus summons Marcus to a meeting and bribes him to bring Vander to him. After reflecting on the failed heist, Vi decides to take responsibility and prepares to turn herself in. Vander finds out and steps in her place. As the guards arrest Vander, Silco and

Shimmer—enhanced outlaws—kill all the guards except Marcus, and Vander is taken hostage.

Vi watches the events unfold and flees back to the Last Drop. As Vi, Claggor, and Mylo prepare to rescue Vander, Powder is told to stay behind. Determined to prove he's not weak, Powder decides to come along anyway, armed with traps he made himself and hex crystals. The trio enters Silco's warehouse and attempts to rescue Vander, but they realize it's a trap. Vi puts on Vander's old iron gauntlets and distracts Silco's forces while Claggor and Mylo rescue Vander. Although they defeat most of Silco's forces, Vi is quickly overpowered by a Shimmer-enhanced outlaw, and the group locks themselves in a room. Powder watches from outside and detonates a monkey bomb powered by a hex crystal. The bomb explodes, setting off the Shimmer in the factory and killing Claggor and Mylo.

Silco's forces regroup after the explosion, and Vander fights them, but he still cannot overcome the bandit empowered by Shimmer. He is stabbed by Silco and thrown into the fire. Vander manages to find some undamaged Shimmer and consumes it. Empowered by the drug's strength, Vander defeats the bandit and takes Vi to safety. Vander eventually succumbs to his wounds and dies. As Vi mourns his death, Powder appears and reveals that he was the one who set off the bomb. Enraged, Vi yells at him and leaves to calm down. Believing he has been abandoned, Powder weeps as Silco approaches. Vi sees this and tries to save him before he is knocked unconscious by Marcus. Vi is taken to Piltover and imprisoned in Stillwater Prison, while Silco takes Powder under his wing and seizes control of the underground city.

10.Places in Zaun and Piltover

This area, the most important in Zaun and Piltover, was the epicenter of a massive man-made geological disaster that submerged much of old Zaun. Today, it is home to the colossal towers rising toward Piltover, a proud testament to Zaun's resolve to survive. One of these buildings is the College of Technological Sciences. The Sun Gates are built atop the Abyss.

Border Markets: At the levels where the border between Zaun and Piltover becomes blurred, thriving markets and Trade Halls can be found. The Border Markets are the city's most

cosmopolitan districts; here, people from all walks of life and social strata gather to buy and sell goods.
The First Gathering of the Magnificently Evolved: The Church, located at the southern end of the Border Markets, is the main site where the Magnificently Evolved both from Piltover and Exploration Level Zaun come to worship the Gray Lady. It is also a place where the disenfranchised seek refuge and the disabled come in search of technological marvels.
The Sun Gates: The construction of these massive gateways one of Piltover's most significant landmarks transformed Piltover into a commercial hub between Valoran and Shurima. They were named the "Sun Gates" to honor the region's Shuriman heritage. They were built to meet the city's needs, but unfortunately, an accident during construction caused large sections of Zaun to sink into the sea. In Piltover, Progress Day marks the anniversary of the day the Sun Gates first opened, allowing trade to flow freely through the city and bringing unimaginable wealth to its leaders. In Zaun, however, it is a day to commemorate those lost in the geological upheaval that created the east-west passage and left entire regions submerged. This enabled the Noxian Empire to expand rapidly along the coast, but Piltover demands truly exorbitant fees for the passage of all military assets.
Docks: Located at the lower end of the Sun Gates, Piltover's docks are always bustling; every day, ships from all major ports pass through the Sun Gates.

An entertainment and commercial district located above the mezzanine level. The upper sections of Zaun lie side by side with the lower districts of Piltover, but due to their distinct architectural styles, the two can never be confused. This is where Zaun's wealthy shop, dine, and trade goods and materials brought up from below; Piltover residents, meanwhile, come here to have a good time on a budget.

Border Markets: At the levels where the boundary between Zaun and Piltover blurs, thriving markets and Trade Halls can be found. The Border Markets are the city's most cosmopolitan districts; here, people from all walks of life and social strata gather to buy and sell goods.
The First Gathering of the Magnificently Evolved: The Church, located at the southern end of the Border Markets in Piltover, is the main site where the worshippers of the Magnificently Evolved from both Piltover and Zaun come to pay homage to their goddess, the Gray Lady. It is also a place where the disenfranchised seek refuge and the disabled come in search of technological miracles.

College of Technological Refinement: The College of Technological Refinement's great tower rises proudly from the vast canyon that separates North and South Piltover; it is anchored to the upper cliffs by swaying suspension bridges and thick iron cables that vibrate like musical strings when harsh winds blow in from the ocean. It is the city's most renowned educational institution and, as one might expect, an ideal location for technology maturation research.
Pump Station: Facilities located in Piltover that house the pumps and equipment used to transport clean air from Piltover to Zaun via channels and ventilation shafts.
Skylight Commercial: A marketplace along the waterfront where locals browse galleries, meet up with friends, grab a bite to eat, or go to see one of the theater troupes touring the underground city with satirical performances. The atmosphere is warm and welcoming, making it the perfect place to enjoy everything Zaun has to offer.

A level of Zaun located just below the Promenade, the hypothetical border between Piltover and Zaun. Deep within Zaun, middlemen, merchants, smugglers, and revelers gather in commercial hubs and workshops carved into the cliff face. A thriving hub of cosmopolitan shopping arcades, dinner clubs, concert halls, entertainment venues, and "anything-goes" clubs, this area is one of the city's most populous neighborhoods. This is where Zaun Gray spends most of his time. Zaunites who live here claim that much of the work that keeps the city running takes place on this level. This is where Viktor Viktor was born.

Development Halls: Facilities where Zaunites can be equipped with various enhancements for different purposes.
Breathing Stations: Facilities where people can escape the gray air, even if just for a moment, to breathe cleaner air. Breathing tubes transport cleaner air to polluted areas.
Bridgewaltz: Located on one of Entresol's lower levels, the Bridgewaltz market draws crowds of both Zaunites and Piltovans eager to experience everything that makes the underground city so wonderful. Every night, you can find the best music, food, and handmade chemical technology products here.
Chemical Technology Veins: Cracks in the bedrock that serve as the source of compounds used in chemical technology.
Cultivair: Large, isolated greenhouses specifically designed for growing trees and plants. Zaun's wealthiest citizens protect these as symbols of their power and as sources of clean air. Bioluminescent algae and night-blooming flowers are cultivated in these facilities.

Deli: A type of store which also exists in real life that sells deli meats, cheeses, and various salads, as well as unusual or exotic prepared foods.
Drop Street: A street leading to a rattling hexagonal hydraulic drop station on the Entresol level. The drop station connects Drop Street on the Entresol level to a street of the same name on the Piltover level. The descent station has a cabin with an iron-framed, lattice-patterned grille and operates later into the night than other descent stations in Piltover. It's a quiet and secluded route for joggers.
Emberflit Street: A narrow, fog-shrouded corridor. Location: Viktor's home.
Viktor's Laboratory: The primary research center of Viktor, the city's infamous robotic and cybernetic inventor. It was recently raided by Jayce after Jayce stole a Brackern crystal from Viktor to use in his experiments.

The deepest layers of Zaun where the gray-filtered light cannot reach, and the environment becomes gloomy, increasingly chaotic, and dimly lit are overflowing with pipes and discarded items. Most of the working class lives here or just above. The depths of Zaun are among the city's most destitute yet vibrant neighborhoods. The source of Zaun Gray lies here, rising from foul-smelling waterways or seeping out through worn-out gratings. Thick chemical fumes envelop the streets between crowded, abandoned industrial buildings. Almost everything in this place which has been built and rebuilt upon itself countless times serves the chemical technology industry (or its workers) in some way. Sump Works and Sector 90TZ within it are just one of many such places in Zaun. It was here that Twitch was spotted after mutating.

Bonscutt Pumping Station: A facility containing pumps and equipment used to remove wastewater from the Mezzanine level and transport it deeper into Zaun. It is located just below the Mezzanine level, near a stop on the Rising Howl.
Excavation Prison: A prison mine deep within Zaun, featuring hellish conditions where chemical compounds are produced. The prison was once... Urgot's prison.
Factory Forest: An area where numerous factories are clustered closely together. Sump pools are chemical waste storage tanks found in the Factory Forest. They are located somewhere below the Mezzanine level and above the Sump.
Old Hunger: An iconic mechanized clock tower in Old Zaun, featuring exposed gears; its base lies at the heart of the Swamp. It rises far above the Piltover levels and has not shown

the correct time for years. It is a popular spot for Zaun children and is considered the “heart of Old Zaun.”

Priggs Industries: Priggs Industries is a warehouse and factory complex that was exposed for hiding slave labor camps, damaging the company’s reputation. Graves was one of the prisoners who escaped from “The Closet,” one of the company’s tightly controlled torture chambers.

Shantytowns: The Zaun shantytowns are among Valoran’s most densely populated and polluted areas. Large pipes filled with industrial waste run around the buildings. Most of the residents are workers employed in Zaun’s factories. The Memorial Wall is a place where shantytown residents pay their respects to those they have lost.

Black Streets: Located near the Sumps, this area is a marketplace in the heart of Zaun, where merchants and thieves do business amid colorful markets. Everything is sold, and everything is stolen. The area is particularly known for its polluted air.

Commercia Fantastica: A marketplace that primarily sells gear-toy sets. It is likely located in the Black Streets.

House of Hope Orphanage: Situated somewhere in a shantytown between the Factory Forest and the Swamps, this dilapidated orphanage carved into the cave-filled cliffs of Zaun is dedicated to the welfare of the many orphans left in the wake of the catastrophe that leveled Zaun.

Zaun Sewers: Zaun’s sewers are where all of the city’s toxic waste is collected and discharged into the sea. Many creatures, such as rats, live in this underground area. Some creatures have mutated due to the toxic waste, for example... Twitch.

Zaun’s Shelter for the Irreparably Troubled: The Zaun Shelter was run by “Doctor” Edmundo. “Doctor” Edmundo had been abandoned at a very young age. It is no longer in operation because Mundo “cured” everyone there using his own methods namely, murder.

11. Piltover Technology

a.Hextech Technology

Hextech technology began with a scientist studying crystals, and then some people realized that these crystals could generate a lot of energy and convert it into materials. The people of Piltover aimed to help their community with these structures. Initially, hextech portals

developed as pressure-powered gloves for mining, but it's important to note that this wasn't just any technology; it was a perfect scientific invention combining magic and craftsmanship. For example, Jayce strengthened the electrical system of his hammer, allowing for harder blows, and in another mode, it became a hammer for long-range aiming. Then Vi, who normally used her gloves to create pressure-powered pulses for mining, started using them for combat. Caitlyn then used this technology to increase the power and range of her rifle. And Heimerdinger, who was normally against anything that didn't combine magic and technology, eventually saw for himself that it could be used for good and became beneficial. He even participated in the development of hextech himself. I would also like to add that hextech... The weapons had cube batteries to maintain their energy balance; if any damage occurred, the hextech energies would release a massive amount of energy, creating a dangerous explosion.

12. Mythic Stories about Zaun

They think only losers live in Zaun.

Of course, they don't admit it openly; they pat us on the back with fake smiles, saying that without Zaun, Piltover would never have reached its current state. Those hardworking people! That great commerce! That chemical technology that everyone in Piltover constantly buys, despite their denials! They say Zaun is of paramount importance to Piltover culture.

-İt's all a lie. Of course.

They see Zaun as a place for fools. It's for people who aren't smart enough to deserve Piltover's golden towers.

-People like me.

I had to sell glitter for months to be able to apply for an apprenticeship with the Holloran Clan. I devoured every old book I could find about geared machines. I crafted a prototype bracelet to help people with broken wrists or arthritis. In short, I did everything I could to qualify for an apprenticeship in Piltover. I had even made it to the final stage of the selection process: I was to meet Boswell Holloran face-to-face.

They had told me it would be just a formality. A way of officially accepting me into the family.

He entered the room, glanced at my grey-covered clothes, and let out a muffled, joyless laugh. He said, “I’m sorry, son; but well-rats have no business here.”

He didn’t even pause for a moment.

And here I am again. In Zaun. Another fool.

Again, face to face with the grey that covers the streets. Most days, a deep breath is rare enough not to completely choke you with coughs. Today is one of those days known as the Grey Curtain. With each breath, you’re suffocating again. You feel like your chest is tightening. You can barely see beyond your fingertips. I want to escape; but I know there’s nowhere to escape. The grey seems to surround me, crushing me, squeezing me.

At times like these, I pray to Janna.

Although not everyone in Zaun believed she was real, my mother always had complete faith in her. A blue bird had appeared by her window the day I was born, and my mother wholeheartedly believed it was Janna, that she had come to tell me I would be alright.

Of course, that wasn't true. Because in the end, I didn't get alright at all. A few years ago, my mother died while working as a well scrap collector, and with the few gears she left me, I tried to educate myself. Then, you know: I couldn't make friends. I was often beaten up. The boy I liked didn't like me back. I tried to learn things and get to Piltover. I failed. I thought Janna had forgotten me.

But I still keep the necklace my mother gave me: a wooden carving depicting the blue bird she saw. Just for times like these.

These days, I'm too lazy to find a bench, so I sit on the ground, and I take out the blue bird necklace I always keep hidden under my shirt and talk to Janna.

Not out loud, of course; I don't want people to think I'm some crazy person high on chemicals. But I still talk to her.

Not that I want anything from her. I just tell her how my day went, then how the previous day went, and how much I fear I'll always remain worthless, and how I'll die at the bottom of the well like my mother, achieving nothing, and how sometimes I wish I could escape to a place where I could breathe and not live with such fear, and how much I hate myself for constantly wanting to cry despite my situation being so much better than others, and how sometimes I want to throw myself into the chemical ponds of the well, sinking to the bottom next to my mother, filling my lungs with liquid, and finally ending everything. I tell Janna I hope she's okay. Wherever she is, I hope she's happy.

Just then, a small breeze caresses my cheek. I can feel it, though it's very light. Soon it starts hitting my face more and more. The whistling of the wind intensifies and blows my jacket up. I feel like I'm in the middle of a whirlpool.

The grey fog swirls around me; the wind, seemingly blowing from all directions, sweeps it upwards. As the fog slowly dissipates, I see other people passing by on the mezzanine watching.

The wind stops.The grey fog clears.I can breathe.

Not with small, cautious sighs, but with deep breaths, filling my lungs with cool, fresh air. Since the grey fog no longer envelops everything, the sun shining over the towers of Piltover reaches all the way to Zaun.

I can see the people of Piltover above; they are looking down at us. Because the grey fog is no longer around, they can see us from their high bridges and balconies. I don't think they're very happy about it. None of them want to be reminded of the misery they live in; a few pairs of furrowed brows catch my eye.

And then I see him again: Boswell Holloran. He has a cake in his hand, looking down at me again. There's an expression of disgust on his face, just like before.

I was so preoccupied with looking at his arrogant face that I didn't notice the person behind me until he came and put his hand on my shoulder.

"It's alright," he said, and without turning around, I know who he is.
He squeezes my shoulder, then kneels down and wraps his arms around my chest.

“Everything will be alright,” he says.

His hair falls onto my shoulders. His scent is like the air after a long rain.

“Everything may not be alright right now. You may not be alright for a while. That’s okay. But one day, you will be happy, even if you don’t know exactly when, why, or how,” he says. My face is warm and wet; I don’t know when I started crying, but I feel relieved. It’s as if the clouds have suddenly dispersed. As I hold his arms, he hugs me back, telling me again and again that everything will be alright. That he’s here for me, that everything will be better.

I don’t know how long he holds me; but shortly after, I see everyone on the mezzanine of Zaun and on the balconies of Piltover above looking at me.

Before I can say anything, he asks, “Don’t think about them. Just take care of yourself. Can you do that for me?”

I try to speak; But all I can do is nod my head.

“Thank you,” he says, and plants a kiss on my wet cheek. Then he squeezes me one last time, quickly.

He rises and flies away from me. For the first time in my life, I see him clearly; a tall, ethereal being, whom I would have thought a figment of my imagination if he hadn’t touched me. I notice his long, pointed ears. His feet that don’t touch the ground. His hair, which flies even though there’s no wind blowing now. His eyes are so blue that even looking at them sends shivers down my spine.

But he smiles, winks, and says, “You shouldn’t miss what’s about to happen.”

A very strong wind begins to blow. So fast that I have to cover my eyes with my hands. When I open my eyes again, I see that it's gone; but the wind continues to blow. It's heading towards Piltover and its inhabitants, who are watching what's happening with their mouths agape.

As its speed and intensity increase, it begins to whistle. The people of Piltover try to scatter for protection, but it's too late; the wind hits them with all its might, whipping their clothes and scattering their hair. Then Boswell Holloran is thrown from his balcony, screaming.

Just when it seems certain he will hit the ground and die, another wind blows towards him, visibly slowing his fall. As if it were directing his descent. Though if you looked at him, you wouldn't think so. Although he falls with the speed of a drifting leaf, he continues to scream the whole way. Truly shrill. Truly disgraceful.

As he falls, his clothes fly and hit his face; until she was suspended in mid-air above a puddle.

“I…” she tried to begin, but the wind completely vanished, and she fell into the puddle on her hips, completely ruining what I thought were her very expensive clothes. Splashing water everywhere like an angry child, she let out another high-pitched scream, a mixture of shock, pain, and rage. She kept slipping and falling as she tried to get up. To be honest, I think she looked like a complete idiot.

And I couldn’t help but laugh.

İf YOU DONT KNOW THİS STORY NOW YOU LEARN İT THİS İS ZAUN STORY ABOUT JANNA…
SHE GAVE LİFE FOR ZAUN SOME AİR AND HOPE…
SOME PEOPLE STİLL SAY THEY’VE SEEN JANNA ON THE STREETS AND THİS THEİR HOPE.

b.JANNA

The Fury of the Storm

Since ancient times, there have always been those who have sought solace in the wind. From sailors yearning for fair weather to the oppressed who have pinned their hopes on the winds of change, many mortals have placed their trust in the breezes and winds that sweep across Runeterra.

Interestingly, the wind sometimes answered these prayers. Sailors might see a bright blue bird just before a swell that beautifully filled their sails. Some insisted they heard a whistling sound in the air before a storm, as if warning them. As reports of these omens spread, the blue bird began to appear more frequently. Some even swore they had seen the bird transform into a woman. This mysterious young woman, with pointed ears and long hair, was said to hover above the water and direct the wind with a wave of her staff.

Believers named this wind spirit, which appeared when it was most needed, Jan'ahrem, meaning "protector" in the ancient Shuriman language. Over time, this name shortened to "Janna."

The spirit's name spread throughout the coasts of the continent of Shurima. Its most fervent believers were the seafaring people of Oshra Va'Zaun. Calm seas were necessary for merchant ships to enter and leave the city's harbor. Janna had bestowed such favors upon the city's people that statues were erected and altars built in its name. This reverence continued even after the Shuriman Empire surrounded the city... but only for a time.

When the Emperor issued a decree forbidding the worship of "false gods," Janna's statues were destroyed. But despite the rise of worshippers of the Ascended divine warriors, many still secretly prayed to Janna. How could the divine warriors protect the ships from the storm? These mortals began to practice their faith in smaller, more personal ways, wearing amulets bearing a blue bird in honor of Janna.

Meanwhile, Janna continued to help the vulnerable who called upon her, managing to remain steadfast and stable in a region constantly in turmoil. History buffs will surely appreciate the irony that the only constant was the "winds of change" itself.

When the glorious Shurima Empire crumbled, its once lush lands were reduced to desert by the war waged by the remaining Ascended. But Janna protected and preserved the city now known as Zaun.

Centuries passed, and Janna witnessed the rise of Zaun's ambition. The city was still a vibrant and prosperous trading port, but its inhabitants had their sights set much higher. They dreamed of building a canal across the isthmus on which they lived, connecting Valoran with the seas surrounding Shurima. The city devoted considerable effort, money, and time to this construction project. As mortal dreams were filled with mortal ambitions, prayers to Janna diminished.

But the canal excavation had displaced the foundations of much of Zaun. The looming catastrophe struck one day, and entire neighborhoods along the Pilt River collapsed, sinking below the level of the western sea. Thousands found themselves struggling for survival amidst the opposing currents.

Facing death, these unfortunate people began to pray for salvation. They called upon their ancient protector, Janna.

Although the city's mortals seemed to have forgotten Janna, the spirit of the wind rushed to their aid without hesitation. At the moment of her embodiment, a violent wind swept through the city. The seemingly impossible wind held back the floodwaters, and people fled from the submerged ruins of their homes. The suffocating smoke from the fires of destruction was dispersed by the fierce winds. While Janna saved many that day, thousands still perished. But all who survived witnessed Janna's benevolence. The city's people would never forget their savior.

Even today, after the founding of Piltover and amidst the modern hardships of Zaun, Janna's followers show their reverence for the wind by wearing medallions with blue birds. Janna, too, protects the humble and the meek, despite all that is happening. Whether the people of

Zaun are struggling to breathe the poisonous fumes of the Zaun Grey, or facing the ruthlessness of the Alchemy Barons or other dangers, they know that Janna will not abandon them.

13.The welfare Gap

There are several things that fuel war, one of which is a poverty gap. In two regions, some people are suffering from hunger, poverty, and drug addiction, while the other community abandons them to death, treating them as if they are not even human. This poverty gap is what initiates the conflict. Returning to our topic, Zaun and Piltover lived with this division: in Piltover, researchers, trade, and politics were highly valued, and all the people strived for their city, always ready to help their people and advance their country. But in Zaun, things weren't like that. Children were dying of hunger, there were many different kinds of people harassing the streets, and people with different mindsets were trying to live together. Some of the situations that raised tensions stemmed from a few people from Zaun going to Piltover to steal. The people of Zaun harbored great hatred, while the people of Piltover still ignored them. All they did was arm themselves, increase city security, and deploy their soldiers in a way that terrorized Zaun territory. But some of the big Zaun mafia figures were not happy with this situation. They were planning to further enrage their own men and gradually damage the Piltover lands, with prominent figures such as Silco Urgot at the forefront.

14.Prohibited experiments in Zaun

Shimmer is a potent, corrosive, technoturgical, serum-like substance with a wide range of uses. It is popular among the rebellious youth of Zaun and has been distributed as a street drug in the past. In the Arcane universe, Shimmer was created by Singed from a type of glowing purple flower he found in the Zaun caves, as part of his attempts to find a way to heal his daughter Orianna, who was in a coma and suffering from a terminal illness. The first known test subject was his Waverider pet, Rio. After several years of work, the medicine was finally made available for use during his time at Silco. Shimmer was initially designed as a healing medicine. However, under Silco's rule, it was used to create an army of superhuman soldiers as part of a plan to wage war against Piltover and eventually force the Topsiders to grant Zaun independence. After Vander's death, Silco began selling Shimmer as a street drug to finance his illegal ventures. One of the first known human test subjects of Shimmer was

Deckard, one of Silco's young thugs. Deckard used the drug at least three times, and eventually died when Vander, in desperation, also took the drug and tried to kill Vi, brutally strangling her. After Silco spread Shimmer on the streets, the substance became a popular recreational drug in the underworld, especially among Zaun's notorious characters. It also led to an addiction epidemic in Zaun; many Zaunians were forced to live in misery, becoming deformed, desperate addicts. On the other hand, the profits Silco made from Shimmer production allowed its high-ranking subordinates, especially the malevolent chemical barons, to amass vast wealth and power over the people of Zaun. Due to Shimmer's extremely negative effects on the inhabitants of the underworld, Ekko and his rebel guerrilla gang, the Firelights, made it their mission to completely eradicate the drug from Zaun as part of their plan to dismantle Silco's criminal empire. Later, Jayce and Vi, accompanied by a small team of executioners, raided one of Silco's Shimmer factories and successfully destroyed it.

Believing Zaun had no chance in a war against Topside, Jayce attempted to negotiate a peace treaty with Silco, offering to finally grant the underground city its independence. In return, one of Jayce's demands was that Silco completely shut down all remaining Shimmer factories. However, due to Silco's demise, this agreement did not materialize, and Shimmer production continues to this day.

15.Insurgent structures in Zaun

These rebellious factions were not only interested in harming Piltover, but also in causing damage in Zaun; they wanted their own rule and more power. If they gained this power, the structure in Zaun would be completely destroyed, and everyone would begin to hate each other intensely. While some were killing others, others would always be willing to wear down and destroy in order to gain more. If this happened, the structure in Zaun would be completely destroyed, and everyone would begin to hate each other intensely. This situation, which could not be controlled, was the greatest danger. Urgot was preparing for a great rebellion, which resulted in his capture. But only his thoughts, those of his childhood in Zaun and Noxus, when he returned to Zaun, were saved and prosperity increased. His plan was only to continue hoping for development through savagery, blood, and death, so that the lands of Zaun and Piltover would not experience greater problems, but what you do will always be at a very good time...

16.A hidden danger in Piltover. ,

I don't even have the strength to write this, I can only tell you that there's a man in Piltover who's very involved with hextech and magic, and after an accidental mistake, he started to change. He wanted to live a completely different life, to help people, to put himself in a god-like position, but nobody knew about it. He was only spoken to once or twice in human form, and attempts were made to correct his psychology. POWERFUL RUNETERA WARRIOR, PAY ATTENTION DURING THE COMMITTEE AND BE READY FOR DIFFERENT ATTACKS THAT MAY COME AT ANY MOMENT. YOU MAY EVEN HAVE TO FIGHT AS ONE FORCE AGAINST TWO CITIES...
I can't write any more after this, it would give me too much away. I wish you all good luck in advance...

(an unknown letter…)

17.Bibliography

League of Legends history and Arcane