

CPSSMUN XII



ARCANE: ZAUN

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CONTENT DISCLAIMER

It is important to note that this background guide is based on the fictional world of Runeterra and video game *League of Legends*. The imaginative elements that make this narrative possible are solely intended to emphasize the structure and goals of this committee. In consequence of this, this background guide will explore sensitive topics including substance abuse, violence, and weapons. These topics serve the purpose of enhancing this committee's direction and engage with delegates in formal debate. These ideas exist in this background guide for the overall success of the committee, and the actions and doings in this committee should by no means be replicated in real-world conduct.

EQUITY CONCERNS

Bullying and discrimination are unwelcomed practices at CPSSMUN. All attendees of CPSSMUN XII will be made safe, welcomed, and appreciated, thanks to the efforts of our teacher supervisor and the Secretariat team. In the event that any CPSSMUN Staff, Secretariat, or Delegate acts inappropriate, or invokes uncomfortability, please contact our Equity Officer at cpssmunequity@gmail.com. This can be done at any time leading up to, during, or after the conference.

DIRECTOR'S LETTER

Dear delegates,

Welcome to Arcane: Piltover vs. Zaun! With pressing matters all around, it is up to you to resolve them as quickly as possible. Our names are Suhaani Sharma and Aamaira Lumb, and we welcome you to the realm of Arcane. We cannot wait to see how you handle the chaos that this committee brings, especially as this is a JCC.

Piltover and Zaun have always been two divided nations, with Piltover being the ideal city and Zaun being the underdog. Civilians residing in these two nations often have different viewpoints, making it hard for them to see eye-to-eye.

If this is your first time checking out the world of Arcane, do not fret. Your directors have worked hard on ensuring that this committee is beginner-friendly yet still thrilling. There are many twists and turns that are going to come along in this committee, which we can't wait for you to combat! Based on lore-accurate depictions of Arcane, this committee encourages a tactical approach, so make sure you have all the information necessary!

Now delegates, it is time. Will you rise to the occasion, or crumble under pressure? The decision is in your hands.

Any and all questions can be emailed to cpssmun@gmail.com, and we will get back to you as soon as possible. Do not hesitate to contact us as we will be open to answering questions to ensure this is the best experience possible! Best of luck!

Suhaani Sharma (She/her) and Aamaira Lumb (She/her)

Directors of Arcane: Piltover vs. Zaun

BACKGROUND INFORMATION

Arcane is set in the divided city of Piltover and Zaun, where the rich thrive above and the poor struggle below. Rising tensions over technology and power threaten to spark an all-out war between the two. Arcane is a world full of conflict that is rooted in decades of political inequality, economic dependence and technological difference. Though both sides are neighbouring lands, the two cities are socially and ideologically worlds apart. Piltover, often known to be the “City of Progress,” is a “utopian” civilization built on innovation, trade, and the evolutionary power of Hextech, a magical technology that allows humans to use *The Arcane* energy relatively safely. It is ruled by a powerful council and populated by elites who thrive on order, regulation, and control.

Beneath Piltover lies Zaun, an undercity shaped by pollution, poverty, and resistance. Its citizens are resourceful and innovative, many becoming inventors, chem-punks, smugglers, and revolutionaries, who have created their own chaotic inventions through chemtech and illegal experimentation. Zaun lacks leadership for the Zaunites to look up to, creating major conflict where rival groups and ideologies compete for control. Though once united as a single city, Piltover's wealth has come at the expense of Zaun and all that live in that region, and tensions have escalated over generations.

Large-scale protests and violence have historically broken out in Zaun due to problems such as industrial exploitation, dangerous working conditions, and political undermining, most notably during the Zaunite riots. Zaunite culture is firmly anchored in resistance, which continues to be a distinctive characteristic of the group. Many Zaunites see the current tensions as just the most recent phase in their long-running fight for recognition and self-determination, despite Piltover's successful suppression of earlier revolutions by a strategic combination of military intervention, strategic diplomacy, and economic power. Terrifying threats await Zaun's authority, and with the seat of leadership being one that can still be fought for, it is important to address these concerns with agility, ensuring not to aggravate Piltover's Council and your “allies” further.

At the heart of the current crisis is Hextech, a once-promising breakthrough for this utopian city and the use of magic that has now turned into a weapon that could lead to the

destruction of the world. Piltover wants to hold onto its newly discovered power, especially if Zaun develops rival technology, so they try to maintain their newfound leadership. Meanwhile, Zaunite leaders saw Piltover's dominance as a form of colonialism that robbed them of their independence and the ability to govern Zaun as they saw fit. This conflict could turn into an all-out war if a powerful new Hextech weapon is discovered and ends up in the wrong hands.

Other issues worsen the situation: ecosystems and public health are being negatively impacted by pollution that is spreading into Piltover as a result of Zaun's unregulated industrial activity. Both cities use spies and operatives to sabotage each other's operations, and spying and attempted sabotage are widespread. Internal conflicts between rebels and councillors within Zaun make it difficult to present a united front. In Piltover, political infighting between council members and law enforcers weakens their grip on control.

Neutral players such as the Firelights, Vi, and Jinx further complicate the picture. At important times, their unpredictable actions can change the balance of power, creating chances for both diplomacy and destruction.

This JCC will explore a tipping point in the Piltover-Zaun conflict: Will Hextech spark all-out war or force a reluctant peace? Can Zaun rise from the shadows without collapsing into chaos? And will Piltover adapt to the change or fall by holding on to the past?

ZAUN

Zaun is a city of contradiction; Innovative yet unstable, close-knit yet fractured, powerful yet oppressed. Located in the undergrounds of Piltover, Zaun was once part of the same Metropolis, but diverged as Piltover rose to prosperity. While Piltover polished its image as a utopia of progress, Zaun became its industrial dumping ground, filled with a toxic gas that suffocates the undercity. It has become home to the impoverished, the outcast, and the ambitious who were excluded from Piltover's gilded heights.

For decades, Zaun has suffered under Piltover's dominance. They have experienced environmental deterioration, financial abuse, and political oppression. Zaun's technological underground thrives in secrecy, fueled by desperation and a hunger for freedom.

Zaun has no centralized government. Instead, it is loosely held together by a mix of powerful figures and gang affiliations. Silco, a revolutionary leader and criminal mastermind, seeks Zaun's full independence through violent means and the development of a mysterious substance, also seen as a potent and dangerous enhancement drug. In contrast, Vander, a former fighter turned community protector and championed diplomacy, believes in maintaining peace with Piltover, striving to protect Zaun's people without resorting to violence. Figures like Ekko lead "The Fireflies", a group of Rebels fighting against Silco's rule, while Singed and other rogue scientists pursue unregulated experiments to push Zaun's technological capabilities further.

ZAUN MAP



TOPICS OF DISCUSSION

TOPIC #1: THE WEAPONS GAMBLE

Zaun is home to a handful of creative people, capable of cultivating even the most advanced technological weaponry. However, it seems that the news of a new unnamed Zaunite rebel group, consisting of chemtech engineers and rogue scientists, have harvested a special energy source that is now being weaponized. Rumour also has it that these weapons may very as well be Hextech powered, capable of equalizing the playing field with Piltover's military force, and maybe even giving Zaun the edge up.

There are a few caveats though; the weaponry is mostly unstable, bringing about another layer of disorder that cannot be calculated, one that could prove either harmful, or beneficial. Because this technology is so similar to Hextech, it is expected that this is exactly what Zaun needs to either uproot Piltover, or gain clearer independence from Piltover.

This good news has not only been circulating in Zaun, however. Word has it an informant from Zaun has been secretly leaking this information to Piltover. Furthermore, Piltoverians might be ready to use Hextech against the Zaunite population, even if this were to inadvertently or intentionally increase tensions between the neighbouring cities.

Delegates, it is up to you to come up with a plan to handle this situation. Use your tools well, as even one step in the wrong direction can bring about fatal consequences.

GUIDING QUESTIONS

1. What are the benefits and consequences of harnessing this mysterious power further, and how will you go about locating the source? - How can Zaun confirm that this weaponry is created by a trustworthy source, one that will not sabotage fellow Zaunites?

2. If Piltover's military advances in military-grade Hextech development, how can Zaun react appropriately?
3. What can be done to manage the information that this unknown spy is leaking, and how can this spy be lured out?



TOPIC 2: OPPORTUNITY WITHIN THE SMOKE

It seems that the toxic gases of Zaun are acting up again, and this time they have manifested themselves into the lower districts of Piltover. Though civilians of Zaun are used to the fumes created by the gas, the same cannot be said for Piltover's citizens. These gases, filled with byproducts from maniacal testing with unknown substances and chemtech engineering, have contaminated the air supply and water reserves in Piltover, leading to a major public health crisis in Piltover.

Another unexpected side effect of the gas in Piltover has been the alteration to many Hex-powered machinery, such as key transport systems displaying erratic and unstable behaviours. This has compelled the Piltover council to label the lower districts as temporarily inhabitable, and it seems Piltover's citizens are all in a divide about how to act further, giving Zaunites a crucial moment to capitalize on this.

While this all seems beneficial for Zaun, the gas is slowly, steadily increasing in concentration at the Piltover/Zaun border, entailing trade will be affected. With fewer buyers, and the potential risk of the gases leaking back into Zaun, the need for choice is imminent for Zaun: isolation or cooperation. Should the city attempt to assist Piltover in containing the gas and addressing the root cause of the pollution, or should it use this opportunity to monopolize the gas, or potentially weaponize it? That decision is left up to you delegates...

GUIDING QUESTIONS

1. Should Zaun cooperate with Piltover's scientists and council members to resolve the gas leak, despite political risk and potential backlash?
2. If Zaun provided aid to Piltover, would it give Zaun leverage to take over Poltovan facilities, or give Piltover opportunities to restrict Zaun further?
3. What countermeasures will have to be set in place in case the gases reach deeper into the streets of Zaun?
4. What are possible outcomes if Zaun weaponizes the gas leak and takes advantage of it?

TOPIC 3: A SUBSTANCE SCANDAL

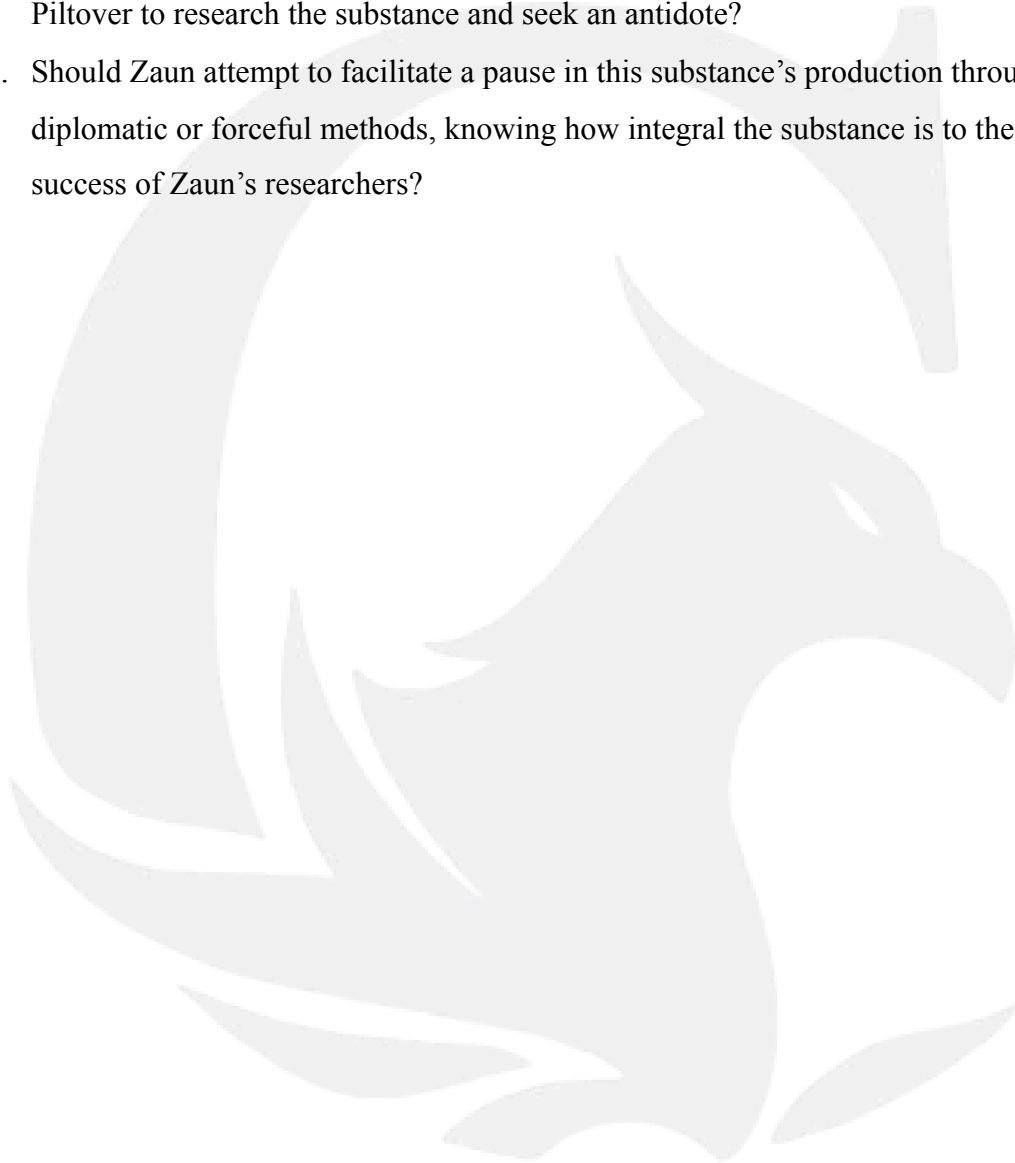
A mysterious substance, also known as a notorious enhancement drug that bears monstrous side effects, has managed to escape its home's borders and into Piltover. Some official Piltovan figure, likely an aide, merchant heir, or enforcer, was recently afflicted by said substance-induced psychosis and has since been hospitalized. Substance-induced psychosis can happen due to overdose of this mysterious substance, combined by side effects such as mental instability, reduced life expectancy, or hallucination. Incidents with Piltover where this substance was the root cause have never ended well, yet somehow it managed to cross borders and come into contact with an important figure from Piltover. This begs the question, was this an accidental addiction revealed to the public, or is someone in Zaun pulling strings?

Information gathered from some spies suggest that the subject showed no prior signs of substance abuse, and had never purchased contraband before, causing Piltover's officers to suspect that this incident was a plan executed through an adulterated product or targeted dosage. As this is an addictive substance, oftentimes its biotechnological use in war is overlooked, however its arrival into Piltover's borders brings about many consequences to Zaun; just this substance's sample could lead to Piltover harvesting some if not all of its power, and it could potentially backfire on Zaun entirely.

Disputes among the streets of Zaun have sparked up due to the panic instilled amongst Zaunite hearts. The mysterious substance has been used as a combat tool to defend against enforcers, and for Zaunite scientists to fend for themselves amongst the brute strength of Zaun's top fighters. Chemtech experts are worried about their labs being raided, criminals are finding ways to prepare for battle, but the real question is, how did it get there, and who's next? Will Zaunites allow chaos to proceed in Piltover knowing that their precious substance will be the target of scrutiny by Piltovan forces, or will the substance and its intricacies be yielded to Piltover in search of peace between the two cities?

GUIDING QUESTIONS

1. Was this an isolated case of addiction or a targeted act of aggression by Zaunese smugglers, or double agents?
2. Is it possible to remove this substance from the afflicted person, not allowing Piltover to research the substance and seek an antidote?
3. Should Zaun attempt to facilitate a pause in this substance's production through diplomatic or forceful methods, knowing how integral the substance is to the success of Zaun's researchers?



CHARACTER LIST

VANDER



Vander once had the authority over Zaun almost entirely, he served as the Undercity's protector, establishing a truce with a previous Sheriff to ensure the safety of those on the top side and bottom side. Putting behind his rocky past, he was able to keep Piltover and Zaun at a stalemate, single handedly bringing stability to both factions. This was until he had been mortally wounded, causing him to fall from leadership as the protector of Zaun and staying in hiding. Once a leader, but now forced to watch his city crumble under his nose, Vander is trapped within his mind. Now, he has come out of his hiding to see the world Silco has built over the years, and Vander is ready to cooperate, or hide away to keep attention away from himself.

SILCO



Silco, the brains behind Zaun's current day operations, is a cunning man who strives for the independence of Zaun from Piltover. By forcing Vander out of authority over Zaun, Silco shot up to the top with his promises of Zaun's independence, increasing his following even further. Silco bears many responsibilities; leader of Zaun and the chem-barons, as well as the new adoptive father to Jinx after an incident 7 years ago. His relationship with Jinx keeps himself in check, and thus is able to lead Zaun with the menacing energy that he exudes.

SINGED



Corin Reveck is an experimental scientist who single handedly is behind the creation of a dangerous substance. He was a scientist at Piltover's Academy, but after his research had been deemed too potent, he was kicked out of the academy promptly. His philosophies on sacrifice rewarding progress clashed with many Poltovans, including his former peer Heimerdinger, causing him to be isolated from the whole world. He continues his experiments, ready to sacrifice whoever and whatever to understand evolution.

EKKO



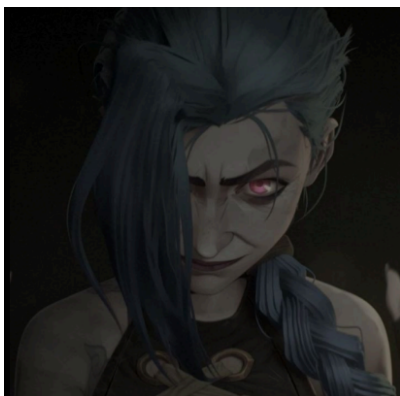
Ekko, left to survive on his own after his adoptive father's death and his friend disappeared, made a name for himself by surviving in the Zaun and fighting against Silco's reign as a member of the Firelights. The Firelights are a rebel group formed to push back against Silco's control of Zaun, using revolutionary tactics and advanced hoverboard technology to protect their people and stop the spread of a highly dangerous drug. Ekko houses Zaunites in the Firelight Sanctuary, giving refuge to many while protecting them from the troubles of the Zaun. He once was an innocent and playful child, but as time has passed he has become a more reserved, mature person, focusing more on protecting those in Zaun who cannot protect themselves, safeguarding them from adversaries from within Zaun and outside of it.

VIKTOR



Viktor is an inventor, working alongside Jayce Talis to create the Hextech. This however came at the cost of him studying the Hexcore and becoming one with it, leaving Piltover to cure those in Zaun who are affected by the diseases found in the Undercity. Viktor is a courageous man who empathizes with those who are dealt with a bad hand, especially those who were born with physical disabilities like him. Now that he is cured of his disability, he seeks to cure the world of these impurities and imperfections independently.

JINX



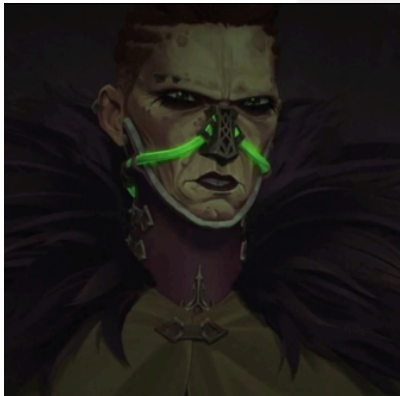
After becoming the face of Zaun and being the driving force against Piltover, the rebellious Jinx brings chaos to the Undercity and Piltover. After being separated from her sister. Powder had no choice but to look up to Silco as her father figure, being raised by him. Witnessing the death of her family at a young age gave her serious abandonment issues, and losing her family again later in her life is what shaped the Jinx that Piltover and Zaun had; unstable, unpredictable, and explosive. Though she doesn't use the mysterious substance herself, Jinx despises how it warped her city under Silco's rule, fueling her hatred for both Piltover and Zaun's leaders who let it spread.

SEVIKA



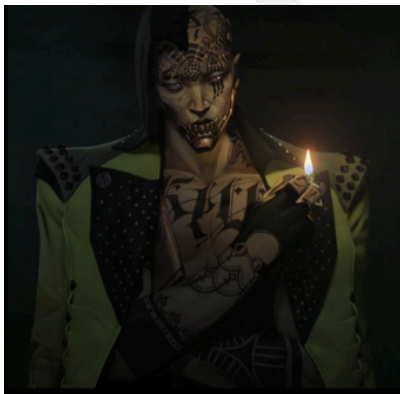
Sevika is a loyal servant of Silco's, one who has been by his side from the beginning. While her loyalty to him has been tested several times, she continues to dedicate herself to Silco and his works. As his right hand man, she is the one who does most of his dirty work, but also the one who he comes to for advice and reasoning. She alone holds little power amongst the chem-barons, but her strength and leadership strikes fear amongst those around her. Beyond Silco, Sevika is defined by her survival instincts and practicality. she respects strength, finds idealists annoying, and values order in Zaun, even if it is achieved violently. Because of her hardened nature, she is skeptical of idealistic ideas and favors practical options that ensure both Zaun's stability and her own survival.

RENNI



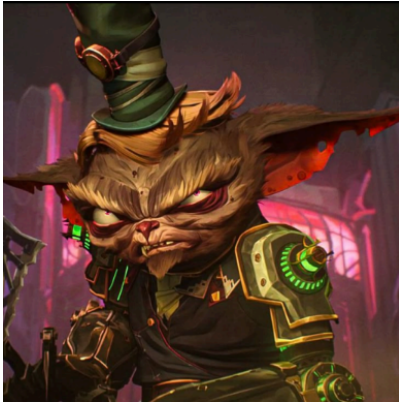
Renni is a chem-baron, one of the powerful crime lords of Zaun who control the mysterious substance's production and much of the Undercity's economy. That involves herself in experimenting on Zaunite children that her minions abduct from the streets of Zaun. This need for experimentation causes her to be cash driven, leading to her son becoming employed at Silco's drug factories in an attempt to get more money. Her standing as a chem-baron, though strong, does not surpass that of Silco's: this does not wear off on her, however it is something that her fellow baron Finn has approached her about several times.

FINN



Finn is a selfish man, desiring only to regain status to himself as the "Crime Lord of the Lanes" in the Undercity. With Silco in charge, he has always been a bit overshadowed, however he does not let this affect his ambitions, seeking out like-minded people and hiring them to support his cause even further. In the Undercity, one cannot sustain a strong foundation with the manipulation of others, and the Chem-Baron Finn knows this all too well. When it comes to Piltover, Finn views the city not in hatred but as an opportunity, seeing its wealth and technology as a resource to take advantage of, trade with, or undermine. He is willing to do whatever it takes, as long as it benefits him and helps him rise to power.

SMEECH



Businessman, but mostly criminal, Smeech is somehow who likes to get jobs done, and hates discrimination. While he himself is not fond of Piltover, his business is heavily reliant on Piltover-Zaun trading, explaining his correspondence with Piltover in many circumstances that the average Zaunite would not. Regardless, his sheer contempt for Topside, and his goal to continue gaining standing in Zaun, has gotten him a seat amongst the chem-barons. He continues to do shady work in order to increase his assets, while threatening those around him of the consequences that come with non-compliance.

RENATA GLASC



Renata Glasc, a master in alchemy, rose from nothing to build the economic empire that she now reigns above. While she is not in Zaun frequently, being a chem-baron that is not allied with the others makes her stand out amongst Zaunite entrepreneurs. Renata Glasc avoids violence, and would rather resort to manipulation, tying her desires and her client's interests into a single thread, forcibly creating situations of indebtedness for her high-class clients. Taking advantage of tragedies is her expertise, and after returning from a long business trip, Renata Glasc is ready to have some fun.

BENZO



Benzo is Vander's right-hand man, traditionally agreeing with his viewpoints but still upholding respect among fellow Zaunites. He was once a mentor to Ekko but a father figure to many others, becoming a valuable community member. His wise and grounded personality allows him to act as the moral compass in Zaun, vouching for balance over chaos. Through operating a pawn shop, he is able to get in on confidential information to ensure peace within the undercity. His principles are passed on to the younger generation; the idea of protecting Zaun rather than destroying it under the guise of power.

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