



TORONTO MODEL UNITED NATIONS II

**ARCANE:
RED DAWN**

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Preface

Dear delegates,

My name is Jace Mu, and as the co-director of the TMUN 2024 *Arcane: Red Dawn* crisis committee, I would like to proudly extend my warmest welcome to all of you as you join us at the Sheraton Hotel this March. Whether you are a Model UN veteran or completely new to the scene, this committee will offer a unique take on the classic Crisis Committee archetype. Not only will it offer you an excellent platform for developing your public speaking skills, but it will also make for a fun, action-packed journey that will undoubtedly stay with you for years to come—that is, if Jinx doesn't blow all of us up first.

Jokes aside, the *Arcane* crisis committee was designed with the idea of reinventing the wheel in mind. Our core values are all about breaking the limits—turning Model UN into something accessible to everybody, regardless of experience level or interest in global politics. Here, you will find unique features and rules like no other committee, all the while maintaining the core essence of a crisis. Throughout the course of the debate, there will be assassinations, betrayals, alliances—but most importantly of all, there will be fun (Editor: Yeah, we got tons of that over here. But hey, aren't you getting a little off track? Stick to the script please).

Now, you may be wondering: what exactly makes *Arcane* so unique, over all the other fabulous committees offered at TMUN 2024? There are a multitude of reasons, but the one that stands out most is our introduction of **character abilities**. That's right— we gave each and every one of our roles a special ability they can use to impact the committee. More on this later in Mechanics!

Finally, as my part of the letter draws to a close, I would like to urge delegates to use the research resources we've provided at the end of this background guide to better understand your assigned character and their motives. And of course, if you have not watched *Arcane* already, go give it a watch! It will be a memorable experience, and also help you prepare for this conference. With all that being said, I look forward to seeing all of you in March, and cannot wait to reveal to you what we have in store.

This is your other co-director, Elisha Yao. As Jace has already articulated, we are very very very excited to present to you the *Arcane: Red Dawn* committee. After many late nights with our backrooms staff, we are very excited to present to you all this absolutely amazing

committee. We've made sure to include parts of the show we as fans wanted to see, and we hope your experience is as incredible as ours was making this committee reality.

It does not matter if you are a beginner delegate or an expert, nor does it matter if you get a character who is not relevant in *Arcane*. What is important, however, is how you exercise the abilities and advantages you have as a character, and how you cultivate that relevance yourself. As long as you've watched the show and have a passion for it, you are sure to do well. Advice for beginner delegates: it is certainly scary, but speaking aloud in debate can be a game changer. We are genuinely all here to support each other, so don't feel nervous about it!

When writing the storyline, our team made sure to implement lots of possibilities, some good, some red herrings, and some with consequences. While pursuing certain actions will provide you with support for future phases of the committee, others may doom you. Or, you may just miss those paths entirely. Thus, the committee has become more of an interactive *choose your story* game where the little decisions make a big impact. I've always loved volatile committees such as these and am sure these paths will make for captivating decisions in debate.

It should be noted that we as co-directors know that the storyline is, at the end of the day, guided by the delegates themselves. While our storyline has already been planned, the outcome is susceptible to switch at the smallest impact, so we invite delegates to use their characters wisely to make a difference. The storyline is specifically designed to be changed based on the actions of delegates, so it is safe to say we are expecting you to make lots of crazy decisions!

Above all, however, I'd say the most important part of MUN is simply having fun. Crisis MUN is a platform that allows for creative storytelling, the reimagining of our favourite tales, and the most satisfying conclusions. The smallest nymph can become the greatest dictator, and the most influential human can fall to the most ridiculed. We co-directors welcome your volatility. Drop the nervousness, put forward your best foot and enjoy yourself in this one-of-a-kind committee by making friends, executing crazy character arcs, and crafting creative resolutions to truly bring *Arcane* to life. Today, Piltover and Zaun are your oyster.

Sincerely,

Jace Mu & Elisha Yao

Arcane TMUN Crisis Committee 2024, Co-Directors

Committee Overview

Arcane is a popular TV show based on the hit video game, *League of Legends*. However, while the two share the same characters and locations, the lore is very much different. It is important to note that for the purpose of this committee, we will be mainly using the lore of the *Arcane* universe, not the main Runeterra one. However, for expansion reasons, the staff team also took the liberty of using *League of Legends* lore to build on top of what isn't already canon, introducing our own take on *Arcane*'s universe and how it ties into the main one. This means, for example, that characters not part of *Arcane* originally may be present, as well as the introduction of foreign nations.

In this committee, delegates will take part in a simulation and expansion of the *Arcane* cinematic universe, taking on the roles of fictional characters presented in both the show and the game. The crisis will revolve around our interpretation of what will occur in season 2, meaning the committee is set right after the finale of season 1. Delegates are expected to restrain their knowledge to that of the character they are portraying according to this timeline, and thoroughly embody their motives as well as personal interests.

This background guide seeks to provide delegates with a basic understanding of the committee, as well as niche mechanics unique to us. It will also offer a list of research resources for those who are unfamiliar with the *Arcane* or *League of Legends* universes, so that anybody can thoroughly prepare and ready themselves for the committee this coming March.

In addition, delegates should be advised that this committee contains topics relating to war, crime, violence, death, and substance abuse. If you are uncomfortable with the contents of this background guide and/or committee and cannot participate as a result, you can reach out to your co-directors at:

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Definitions

Piltover (Region)

Also known as the *City of Progress*, or “topside.” A city built along both sides of the River Pilt, Piltover carries a steampunk aesthetic with magical elements mixed in. In the long time since the city’s conception, its two halves across the river have grown more distant and unequal, the south side today becoming what is the Undercity, or **Zaun**. Following the recent discovery of **Hextech** by Jayce Talis, Piltover’s power and influence on the world has seen a meteoric rise. Citizens of Piltover are commonly referred to as Piltovans (official demonym), topsiders (undercity slang), and Pilties (derogatory).

Zaun (Region)

Also known as the *Undercity*. Located directly across from **Piltover** on the south side of the River Pilt, it exists as a much darker version of the City of Progress. While Zaun does have upper districts, it gets its Undercity name from the deep fissures where many of its people live. Unregulated, impoverished and crime-ridden, the Undercity has kept up with Piltover’s progress through their own Shimmer and Chemtech, no matter how crude, highly pollutive, and inhumane these innovations may be. Those who find themselves rejected from the upper city for one reason or another often find themselves welcomed in Zaun. Despite being plagued with danger and corruption, even here, people find a way to prosper and survive. Undercity residents are known as Zaunites (unofficial demonym), Fissure Folk (slang), and sump-rats (derogatory).

Noxus (Region)

A powerful, fearsome nation that is known for its military strength. It is a highly inclusive meritocracy, putting physical, tactical, and especially magical strength above all. Irrespective of species, wealth, social status, creed, or previous nationalities, anyone can rise to the top in Noxus if they have the strength to do so. For many in Noxus, these ideals have awarded them with much more prosperity and opportunity than anywhere else would, and for that, they are deeply loyal to the nation’s cause and ideology. When it comes to war, Noxus does not savagely pillage and plunder: it offers their opponents a chance to peacefully join its meritocracy, or be crushed into surrender. In recent years, the empire has undergone a radical

shift in political structure—many of these changes outlined in the “Proclamation of the Trifarix.” Most notably, Noxus is no longer ruled by an untouchable emperor, but governed by the *Trifarix*: a council of three representing the three Noxian Principles of Strength: Vision, Might, and Guile. The official demonym for citizens of Noxus is Noxian, while the derogatory version is Noxxers.

The Firelights

Created some time after the death of Vander, the Firelights are an undercity grassroots organization founded by Ekko with the aim of stopping Silco’s criminal enterprise and its distribution of Shimmer. Though their numbers and resources are comparatively small, they make up for it through highly coordinated guerilla attacks. They are headquartered in their *Firelight Hideout*, located deep in a maze-like abandoned sewer system of Zaun. Small living quarters have been built into the tree and along the walls of the hideout. It is a safe place for recovering Shimmer addicts and victims of the spread of Shimmer to start again.

Hextech

A powerful resource discovered by Jayce Talis. Has the potential to bloom creation, but also to destroy it. Originating from **Hextech crystals**, Jayce cultivated them and used them to create **Hexgates** with the help of fellow researcher Viktor. These gates function as teleportation devices allowing airships to travel across Runeterra in an instant, prospering Piltover as a nation and improving trade across all fronts. Some time later, the two scientists would fortify Hextech crystals into *Hextech Gemstones*, stabilized forms of the magical crystals capable of safely powering portable Hextech devices. These devices include Viktor’s *Hex Claw*, as well as the *Atlas Gauntlets* and *Mercury Hammer* used by Vi and Jayce respectively during their attack on one of Silco’s Shimmer manufacturing plants.

Hexcore

A large crystal body made up of runic etchings carved onto Hextech crystals, combined into one. Invented by Viktor, the Hexcore is said to be Hextech that can **evolve** and **learn**, taking on properties of organic life and Shimmer thanks to consuming Viktor’s blood. It is partially sentient.

Hexgates

Powered by Hextech, Hexgates serve as massive portals that teleport trade ships across the world in mere seconds, while also ensuring passenger and goods safety. This creates newfound economic routes that are both safe and efficient, effectively reducing the risk of plunder or accidents. The invention of Hexgates thanks to Jayce Talis played a major role in what allowed Piltover to prosper more than ever before.

Shimmer

A drug originally created by Singed for healing purposes. It was later perfected under the employment of Silco and turned into a product used to create supersoldiers in preparation for Zaun's war against Piltover. Shimmer causes the following symptoms in its users: a burst of energy, reduced pain, quicker wound recovery, and, in higher doses, temporarily drastic muscular growth, increased aggression, and a loss of cognition. Under Silco's rule, it quickly spread throughout Zaun as a recreational drug, but has also seen niche medical use.

Chemtech

Chemtech is a formidable undercity innovation that powers machinery through a synthesis of potent chemicals and technology. It usually takes the form of a green liquid or gas in a transparent container or tubing. Though not explicitly mentioned by name in *Arcane*, its existence was heavily suggested in the show, and will be considered canon to this committee. Some examples of Chemtech in the *Arcane* include the bomb created by Jinx that Viktor defused, and *Turbo Chemtanks*. *Turbo Chemtanks* are the fast-moving monsters deployed as security in Silco's manufacturing plants. Chemtech power their equipment—seen through the Chemtanks' green glow and the green vials on their wrists—while Shimmer is what allows the suits' wearers to move with such speed and strength. Chemtech is much easier to produce and simpler to understand, but it is much more unstable and pollutive than its Hextech counterpart as a result.

The Council of Piltover

Piltover's governing body. It is made up of 7 esteemed leaders including Mel Medarda, Jayce Talis, Bolbok, Cassandra Kiramman, Hoskel, Salo, and Shoola, plus Heimerdinger, formerly. The members of the Council work together to regulate laws and ensure peace within

the city. Cumulatively, the Council has power over Piltover's legislation, economic policy, Enforcers, and also handles the occasional high-profile court case (e.g. Trial of Jayce, patron of a Council Member).

Enforcers

The police force in Piltover. While efficient and capable, the worst of Piltover's classism comes out in their ruthless treatment of Zaunites. Enforcers have been seen equipped with casual and armoured uniforms, helmets, handguns, muskets, snares, riot gear, and air filtering masks. The Sheriff of Piltover leads the Enforcers by delegating officers' responsibilities, acting as the main source of communication between the Council of Piltover and the Enforcers, and more. Under the jurisdiction of the late Sheriff Marcus who was being paid off by Silco, the Enforcers were instructed to specifically target the Firelights, who were posing threat to the Undercity crime lord's bottom line. **Currently, the Enforcers have no Sheriff.**

Chem Barons

The Chem Barons are the business moguls of the undercity, managing Zaun's economy from atop their fancy thrones. With little to no regulations, their oligarchal power perpetuates inhumane working conditions—regularly employing children and exposing workers to hazardous materials for their bottom line. Following the explosion of Shimmer, the Chembarons are more powerful than ever, and continue to exacerbate the Shimmer crisis in Zaun. Most Chem Barons worked in conjunction with Silco before his death.

The Lanes

Home to *The Last Drop*, the Lanes is the region of Zaun that Vander used to control. Otherwise known as the *Fissures*, the Lanes was originally created due to the physical collapse of an economic route by Piltover to spout more trade in the region, causing industrial plants and facilities to fall into the Undercity and fill it with toxic fumes.

The Last Drop

The Last Drop is a bar in the Lanes originally owned by Vander. It was the home of Powder and Vi, but following Silco's rebellion, the aesthetic of the place drastically changed,

taking on a more neon-green appearance that seems to stand for shimmer. It currently serves as the base of operations for Jinx.

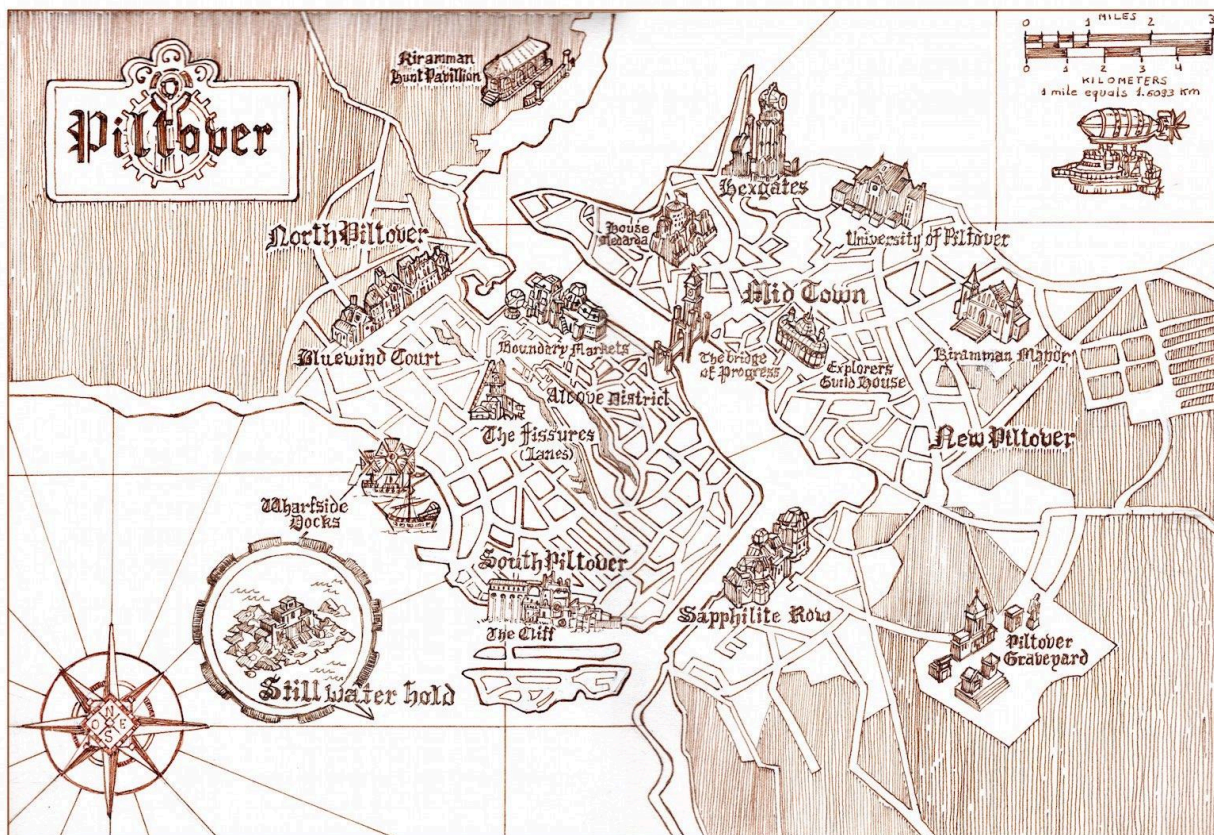
The Sumps

The lowest level of **Zaun**, where Shimmer addicts gather and all others dare not step foot. The fog that envelops most of Zaun originates from this filthy ravine, making for a dimly lit and highly toxic environment that threatens to spread to the rest of the Undercity as well. It is home to both abandoned and currently used factories.

Committee Background

This section will aim to brief delegates with the information necessary to understand the world of *Arcane: Red Dawn*, even for delegates that have not watched and do not plan on watching *Arcane* (2021) (though it is **highly highly recommended**) prior to attending TMUN. It will go more in-depth on some of the terms just described in the previous *Definitions* section, and model the many social and economic intricacies of *Arcane* that were left vague. All information provided in this section—as well as the rest of *Arcane: Red Dawn*'s background and character guides—is canon to this committee, and trumps any conflicting information found in other resources. Please see the *Contact Us* section to clarify any doubts, questions, or confusion on the world of *Arcane: Red Dawn* with members of the dias.

Arcane: Red Dawn is set in the cinematic universe of *Arcane*, in the fantasy world of *Runeterra*. It centers around the wealthy, mercantile city of Piltover and its less glamorous, exploited undercity—yet to gain its independence as the nation of Zaun. While the history of the twin cities is not described much, it was founded long ago as a “bastion of enlightenment” and an escape from the devastating violence caused by pride, hubris, and the arcane. The two cities are built on opposing sides of the river *Pilt*: the river that *Arcane*'s bridge is built over. This is where Piltover gets its name. The melting pot of *Runeterra*, the twin cities have leveraged technology as their key to a prosperous future independent of magic, attracting and fostering a talented population of thinkers and innovators. Today, no single place in *Runeterra* is more technologically developed than the City of Progress and its undercity.



A fan-made map of Piltover and its undercity based on scenes of the map in Caitlyn's room. Many of this map's points of interest will be featured in this committee's own map (See Mechanics section). Credit for this exceptional work goes to @crisurdiales on Tumblr.

There is a scarcity of information given in *Arcane* on the socio-economic system of Piltover and its undercity, so this committee will make some explicit interpretations and assumptions about the socio-economic forces underlying the conditions of Piltover and Zaun.

The twin cities are implied to have some sort of market economy, regulated by a Council of successful entrepreneurs, investors, and innovators. Market economies are largely unseen in the world of Runeterra, which is still mostly ruled by kingdoms, empires, and magical tribes. While this means this location has the most economic freedom and potential for economic mobility in all of Runeterra, it is not perfect. There still remains a caste system of Houses that play a major role in one's economic and social power. Houses can determine what innovative resources someone has access to, and even affect one's voice in judicial proceedings. For example, during Jayce's trial in *Arcane*'s second episode *Some Mysteries Are Better Left Unsolved*, his mother Ximena admits that: "As a lower house, my voice doesn't carry much

weight here.” Despite this, the presence of Houses has gone largely unquestioned by the Piltovan populace. Having never been exposed to a better economic system and still living in privileged conditions, there is little will to change the system among topside. The same cannot be said for residents of the undercity, who suffer all the inequalities of Piltover’s caste system and reap little of its economic rewards. Among these debatably second-class citizens, there have already been significant attempts at systemic change—such as the riots Vander led, which resulted in the death of Vi and Powder’s parents.

Economic concepts such as currency, demand, domestic and international trade, and investment are shown to be common knowledge among topsiders and undercity people alike. Piltover is very likely complacent with the poor living conditions of its undercity’s people due to an elitist, classist culture, coupled with serious economic incentive to maintain this system of oppression. Citizens from the undercity are often deemed dangerous, criminals, and untrustworthy. Silco’s meeting with the Chem Barons mentioned mines with inhumane working conditions (toxic air), which would have provided Piltover with a cheap source of precious metals for their inventions’ manufacturing. In addition, much of Piltover’s pollution is relegated as the undercity’s problem: toxins have rendered the air unbreathable for those not born into it, and the water has turned a poisonous yellow.

What has historically kept Zaun in line with Piltover is a political and economic system that strips Zaunites of the power to change their situation. From the state level, the twin cities’ legislative and economic policy is governed by a Council with zero undercity representation (all Piltovals), and its own Council members may or may not have a business interest in keeping the populace of Zaun poor and without a choice but to do cheap, inhumane labour. Economically, the people of Zaun are trapped in a cycle of poverty, seemingly without the means to change their financial situations: while some talented scientists like Viktor and Skye have ‘made it’ to Piltover, many others are still seen either working in factories or involved in criminal activity. This does not change the fact that Zaun itself has no opportunity for those who might not want to live on topside. If there is a hope to change and break down the systemic barriers keeping the undercity down, it will require radical action—either politically, like Silco’s proposal for independence, or violently, through Jinx’s incitement of war.

The committee takes place shortly after the end of *Arcane*, when Jinx fires her shark missile towards the Council of Piltover.

Present Issues

Piltover and Zaun's Relations

As of now, Piltover and Zaun stand at a divide. Despite previous attempts for reconciliation, the explosion caused by Jinx's missile is expected to destroy all previous efforts for positive relations. As we recover from the explosion, the Piltover-Zaun relationship will have turned sour once more. Especially now, independence for Zaun cannot be given due to the open animosity between Piltovans and Zaunites. Independence could result in an undermining of Piltover's council, violence, and even a coup. In the past, violent riots and general discrimination of foreign citizens has been common. These have resulted in the injury of citizens, thus creating a humanitarian crisis as well. It is important to reestablish good terms not just for the sake of the two cities, but for the citizens and their safeties too.

Delegates are advised to work on peacekeeping efforts between the two nations to restrengthen their bond. Small efforts of support such as pro-city media and providing aid to one another can eventually transition into peace-talks. Strong precedence should be placed on the citizens and improving the relationship between individuals of both sides, not just the overall mood.

Questions to consider:

- What is causing the animosity between Piltovans and Zaunites?
- What are some other support efforts that can be used to improve relations?
- What are some prevention tactics for riots and other forms of violence?

Shimmer Regulation

For years, the Shimmer industry headed by Silco has continued to have strong control over Zaun. Some Zaunites teeter on the brink of homelessness and have severe skin, cardiovascular, respiratory, and endocrine issues as a result of withdrawal, as well as physical mutation and mutilation. These Zaunites live exiled in the Sumps around Zaun's slums, living in fear, famine and pain. Over the course of Jinx and Vi's journeys to reunite, the industry has become even more powerful. More Zaunites than ever populate the Sumps and Shimmer has found its way into even the safest communities in Zaun.

Another issue in terms of Shimmer regulation is the means by which Shimmer is produced. Many Zaunites are forced into labor in horrible working conditions, most being children. Not only is the prolonged exposure to Shimmer unhealthy for their bodies, but the means by which they work is dangerous too. Now that Silco is dead, Jinx seems to be next in line to inherit the industry he has built. Enraged by the course of events with her sister and surrogate father, her next actions will be volatile and unpredictable. If nothing is done, a new crisis will take place: the Shimmer crisis.

Delegates should aim to discuss and provide solutions involving Shimmer regulation in Zaun. Further support should be provided to those living in poor conditions in the Sumps, communities which are beginning to be infiltrated by Shimmer, and those who are forced to work in Shimmer factories. Also, education about the effects of Shimmer is encouraged in both Piltover and Zaun.

Questions to consider:

- How will Shimmer regulation affect Jinx or the relationship between Piltover and Zaunites?
- Is there a way to reverse the effects of shimmer?
- What groups are most vulnerable to Shimmer addiction, and what are some prevention efforts that can be introduced to protect them?

The Hexcore

Viktor's ingenious invention, the Hexcore, seemed at first to be an incredible step forward in the journey to improving physiology and human suffering through Hextech. Over time and repeated experimentation, however, the Hexcore has become more active, self-aware, and threatening. There are rumors that the Hexcore has even gone so far as to cause loss of life; one unnamed lab assistant who worked very close to the Hexcore has recently gone missing. Due to more pressing matters such as the explosion at the Council, the Hexcore has been left unchecked. This also means that it is prone to thievery as no one is watching over it. While the Hexcore does seem to be dangerous, however, it has shown amazing results such as reactions to biological matter. It is a double-edged sword.

Delegates should discuss the safety of and security around the Hexcore to determine whether it is better to use it or destroy it entirely (or, perhaps, some in-between strategy instead.)

Questions to consider:

- Is the potential helpfulness of the Hexcore more or less important than the danger it presents?
- What security measures exist over the Hexcore and should more be put in place?
- Could other forms of Hextech be used to stabilize the Hexcore?

Jinx

Jinx has held a reputation of spontaneity, cunning, and, above all, insanity. Her inventions have been known to cause extreme casualties and she seems to run amok without consideration for innocent civilians. As a result, the general consensus of both Piltovers and Zaunites is that Jinx is to be feared or, at least, respected. With the explosion in Piltover, it is almost certain that Jinx may soon go on a rampage of her own, potentially harming more innocents or further worsening relations between Piltover and Zaun. But who is Jinx really? Is there more to her than the crazy caricature she seems to be, or is there no salvaging the remnants of her sanity? And if so, what does that mean for Piltover and Zaun?

Delegates should look to minimise Jinx's destruction in the wake of the explosion.

Questions to consider:

- How difficult will it be to communicate with Jinx effectively?
- What is Jinx's relationship with other delegates, and how can these relationships be used to contact Jinx?
- Is Powder dead?

Mechanics

Abilities

One mechanic of this committee is the abilities. An ability has been made specifically for each character matching their personality or canon capabilities. When you arrive on the first day of debate, a card will be placed at your seat with your ability and the number of uses written on it. Delegates are allowed to share their ability with other delegates, but are advised to do so wisely. You are **prohibited** from looking at the ability cards of other delegates without their permission.

Two forms of abilities exist: **public** and **private** abilities. **Public** abilities will be used in full view of all other delegates, meaning once used, the ability will be exposed. To use a public ability, raise your placard and *stand* so the chair knows what you wish to do and will prioritise your action over other motions. It is prohibited to use a public ability while a delegate is speaking. If in an unmoderated caucus, simply approach the chair and notify them and the ability will be employed. If an ability directly clashes with the schedule in place (e.g. it is used in the middle of a moderated caucus), the current schedule in place will either continue to the end or be cancelled in favour of the ability, as per the chair's discretion.

Private abilities work differently than public ones because they are hidden from view. To use one, please send an **ability directive**: use the example format below. (The format does not have to be exactly like this. Just be clear that you are sending in an ability directive, the name of the ability, and who or what it will be used on if applicable.)

Ability Directive

Backrooms, I use my ability, [name of ability] [on x (if applicable)].

Regards, [Character Name]

Backrooms will send a note back to you letting you know your action has been received and accepted.

Abilities will have a certain number of uses tailored to the strength of the skill. Please note that abilities have been distributed strategically and evenly to each delegate to ensure fairness.

Map

Featured in this committee will be a physical, interactive map of Piltover and Zaun. The map will contain points of interest within the cities, and display the locations of all characters and NPCs through physical tokens. Delegates are permitted to observe this map at any time during an unmoderated caucus, but **are prohibited from making any changes to the map during this time**. The only way to change the map is through private directives and/or through passed resolution papers, though the final effect of these actions is up to crisis staff to decide.

Faction Emails

With citizenship in each faction comes intimate knowledge of their arsenal, population, and more. In order to communicate this information to each delegate privately, emails will be sent out after character assignments. Please keep an eye on your inbox and spam to ensure you receive this email and review it before the conference. The information provided can be shared with other delegates, but do so at your own risk. Note that delegates of the same faction will have the same information. Please contact the crisis team if you are unable to find or have not received your faction email.

Research Guide

In any research for this committee, it is important for delegates not to be confused by differences between the lore of *Arcane* and *League of Legends* (LoL). As mentioned earlier in the Committee Overview, the universe of *Arcane* **is effectively separate** from that of *League of Legends*, drawing on LoL's existing lore with a degree of creative liberty to piece together its own novel storyline. It functions similarly to how the *Marvel Cinematic Universe* takes its characters, villains, and stories from the *Marvel* comics, but makes changes in adopting its stories to the big screen. *Arcane*'s Piltover and Zaun, as well as characters from those regions, are vastly different to their counterparts in *League of Legends* lore. Major characters such as Caitlyn, Ekko, and Jinx have wholly different stories and even personalities between their *Arcane* and *League of Legends* versions. For this reason, **please tread carefully** when using *League of Legends* lore resources regarding:

- Piltover & Zaun
- Characters featured in *Arcane*
- Piltover or Zaunite technology, magic, or other intricacies related to the two regions such as Hextech, Chemtech, etc.

League of Legends lore resources include [the official League of Legends universe website](#), the *League of Legends* Fandom Wiki (unless it is specifically covering *Arcane* lore), the *Realms of Runeterra* book, and any other sources not explicitly about *Arcane*.

This is not to entirely discount the value of information from LoL sources. Some characters not featured in *Arcane* have been adapted from the LoL universe into this committee. In adapting these LoL characters to *Arcane: Red Dawn*, some have had significant changes made to their backstories to fit into the universe of *Arcane*. For these “adapted” characters, delegates should still consult LoL lore resources for research, but **always consider information from background and character guides as canon to *Arcane: Red Dawn*, and disregard conflicting information found elsewhere**. Here are a handful of high quality, freely accessible online resources that should be sufficient.

1. Arcane

With nine ~45 minute episodes, *Arcane* (TV Series) is **the** primary source to learn about the world of *Arcane: Red Dawn*. All information provided in the show is canon, useful, and applicable to this committee—in fact, it is a major source used in writing this background guide. The only downside to *Arcane* is its suggestive themes including violence, death, drug abuse, and mental trauma. Viewer discretion is advised.

2. League of Legends (LoL) Fandom Wiki

The [League of Legends Fandom Wiki](#) is the biggest secondary source of information on *League of Legends* lore. Its greatest use is its concise, generally high-quality summaries of official lore, but sometimes has articles that reuse content already existing on the League of Legends Universe Website. For delegates looking to review material on *Arcane* without having to rewatch it, the *League of Legends Fandom Wiki* has adept articles detailing the characters and episodes of *Arcane*. Delegates should **avoid** the “Arcane Fandom Wiki”, which is separate from the *League of Legends Fandom Wiki*, and lacking in its article detail. All this being said, delegates should not forget that this is a Wiki website, so the site’s articles may be modified by unqualified individuals. If there is any confusion from a potentially compromised, outdated, or incorrect Wiki article, delegates are more than welcome to contact the staff for lore inquiries.

3. League of Legends Universe Website

This website is the official source for all *League of Legends* lore, but **not for Arcane lore**. Recall that *Arcane* is essentially a spin-off of existing *League of Legends* lore, and the majority of lore between the two universes is quite different. The [League of Legends Universe Website](#) should be primarily used to learn about Noxus and its characters, as well as the LoL characters adapted into this committee. Additionally, the website features an [interactive map of Runeterra](#). Once again, please do not use any information regarding Piltover and Zaun from the map, as this is not *Arcane*’s version of Piltover and Zaun, and is therefore inaccurate to this committee.

To conclude, the lore of *League of Legends* and *Arcane* effectively exist in two separate universes, and delegates should be wary of these major differences when researching the whereabouts of this committee. **Delegates should always consider information provided in *Arcane* and in this committee's guides over any information found elsewhere.** If there is any confusion or hesitance about the lore of this committee, please contact the crisis team as listed below. We promise we don't bite!

Contact Us

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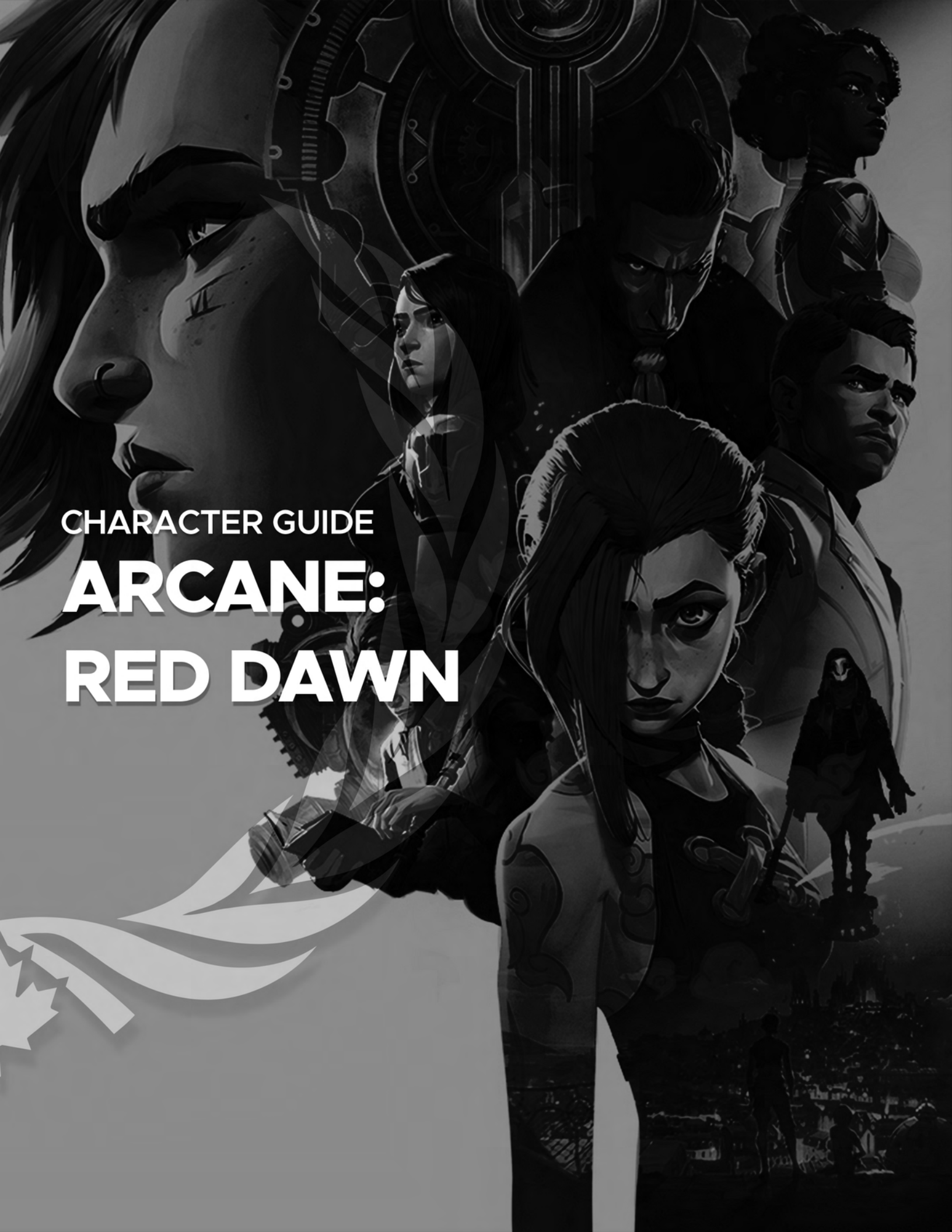
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CHARACTER GUIDE

ARCANE: RED DAWN

INTRODUCTION

Characters are the driving force behind the story of *Arcane*—and this is no different for *Arcane: Red Dawn*. This guide is only a briefing on all the characters present in this committee, and should not be the sole resource for delegates to learn about their own characters. Further research should be done via the resources listed in the Research Guide section of the Background Guide.

Unfortunately, some characters in this committee are without the benefit of having robust online resources with information that is canon to this committee. These are characters that, **for this committee**, either had their lore *adapted* in order to fit into the universe of *Arcane*, or had their backstories entirely created by the crisis team. This means their external lore resources are either **not entirely canon** to *Arcane: Red Dawn*, or nonexistent at all. The following are characters whose backstories have been changed or uniquely created for this committee:

Camille Ferros
Corina Veraza
Renata Glasc
Scar
Scratch
Zeri
Cassiopeia

Delegates assigned or looking to learn more about these characters have an extra burden to better understand them. Online resources are still useful to grasp a character's personality and capabilities, but may provide conflicting information. **In any case, information from this Character Guide is considered canon over any conflicting information found elsewhere.** Should there be any lore confusions, consultation with members of the crisis team (see the Contact Us section of the background guide) is very much welcomed.

Please note that the characters have been split into four factions. Delegates are not required to work with those in their factions, but you will be seated with your faction for the duration of the committee. These factions are Piltover, Zaun, the Firelights, and Noxus.

PILTOVER





CAITLYN KIRAMMAN



“You know what else reflects on the council? It’s citizens living on the streets. Being poisoned. Having to choose between a kingpin who wants to exploit them, and a government that doesn’t give a shit.”

Excellent shot, sharp detective, and bystander at the frontier of the intra-city conflict—Caitlyn has become everything she is in spite of her sheltered and privileged upbringing as the daughter of Cassandra Kiramman. With empathy for and a personal stake in the undercity’s people, she acts as a persistent force against the elitist injustices riddled throughout the twin cities—even if it takes travelling to the depths of Zaun and back to do so. In the days leading up to *Arcane: Red Dawn*, as a primary witness to Jinx’s council bombing, Caitlyn has borne a crushing emotional toll. Having had the chance to put an end to Jinx right then and there, her hesitation stopped her from preventing the chaos now tearing Piltover and its undercity apart. How she reflects upon this hesitation—whether she forgives Jinx, seeks revenge, or something else entirely—will be a key motivator behind her actions moving forward. As a Kiramman and possibly Piltover’s Finest enforcer, Caitlyn additionally has the opportunity to fill the now empty position of the acting *Sheriff of Piltover*, which would give her command over and the chance to rewrite the identity of Piltover’s enforcers.

Caitlyn has no history with Corina Veraza in this committee.



CAMILLE FERROS



“For family, I will give.”

The elite and elegant shadow agent of House Ferros, Camille works outside the boundaries of the law for the benefit of her family. Originally sent to spy the streets of Zaun to prevent illegal exports, her objective appears to be a Piltovan reflection of the Firelights. However, their motives greatly contrast, and rather than protecting Zaun, Camille’s interests lie only with House Ferros. The highly Ferros-favoured deals made with undercity businesses that brought her family its current wealth were made and enforced only through Camille’s... *decisive persuasion skills*. Unfortunately, her role was abruptly decommissioned after contracting a slow-acting terminal disease following her prolonged stays in the Undercity. Now, with many members of the Piltover Council dead or heavily injured, the powerful but not ruling House Ferros has sent Camille as a representative in these critical times. Her goal is to maintain the honor and power of her family—and is willing to do anything to achieve that.



JAYCE TALIS



“What makes this the City of Progress is that we keep trying until we get it right.”

Hearththrob and “Golden Boy” Jayce Talis went from being expelled from a top academy to inventing revolutionary Hextech and becoming a council member. He strives to make the world a better place by relieving suffering and improving quality of life for those in poverty. But after raiding child-labor sites, causing violent protests, and creating casualties left and right in his quest for justice, he wonders if the ends justify the means. Jayce’s incredible charisma has made the public very fond of him, and together with Viktor, he is one of the world’s most knowledgeable individuals in terms of Hextech—and also possesses a deadly proficiency with his *Mercury Hammer* that you wouldn’t quite expect from a socialite. At the end of the day, all he wants is to do the right thing... if he can figure out just what that means.



MEL MEDARDA



“Perhaps the time has come to explore a more... radical solution.”

The once peaceful and prosperous Piltover now lies on the brink of war. How could her beautiful city come to this? Mel’s goal has always been to lead a strong nation of happy citizens and as little suffering as possible to prove herself. In the wake of the explosion, she faces a new predicament: choosing to bring about a peaceful solution that will undoubtedly delay change, or choose the more aggressive path and risk even more destruction. Furthermore, her complicated relationship with her mother begs the question of what Noxus’ involvement will be in the coming days. Mel has incredible political connections and is the richest person in the city, but will that be enough when she has both Piltover and Noxus on her shoulders?



VI



“One dead kid? There’s hundreds more where he came from, thanks to Silco and thanks to people like you who stuck their heads in the dirt.”

The older sister of Powder, Vi is a hotheaded and fearless brawler who prefers to let her fists do the talking in difficult situations. She has a soft spot for Jinx despite the crimes the younger sister had committed, and wishes for nothing more than to be reunited with her. Despite her deep hatred for Piltover after its enforcers murdered her parents in cold-blood, she has gradually come to understand the upper city’s perspective as she continues to spend time with Caitlyn Kiramman. Vi is incredibly capable in self-defense—especially in boxing—and that skill has transferred into her masterful usage of the *Atlas Gauntlets* in fights. For Vi, all is well if she reconciles with her sister... though it grows more uncertain by the day whether she can still reach her.

ZAUN





CORINA VERAZA



“Like a flower, Zaun will bloom.”

Corina is an ambitious and manipulative Chembaron with a desire to become an object of envy by both Piltover’s ruling houses and the other warring Chembarons alike. She is the archnemesis of Piltovan sheriff Caitlyn Kiramman, the latter of which has been attempting to track down Corina for a long time to no avail. She is known for her love towards botanics; her current masterpiece is a volatile flower that feeds on Zaun’s chemical-filled fog. A firm believer of the motto, “might makes right”, she seeks strength and control over Zaun’s market.

Corina Veraza has no history with Caitlyn in this committee.



RENATA GLASC



“Wealth writes the laws that governments enforce.”

As Zaun’s wealthiest Chembaron, Renata is a business mastermind selling Chemtech weaponry, cosmetics, and prosthetics. Before long, she took Zaun by storm and rose to the position of a Chembaron, silencing the opposition with her wealth and control in the market. Her influence, in the name of Glasc Industries, quickly expanded, entering Piltover as well. Now, almost every fashionable Piltoveran owns a Glasc Industries Chemtech product, but her ambitions don’t rest there. She’s always aimed to take Piltover’s financial power for herself, and control the trade of the entire world. Sooner or later, those who join Renata’s side will be rewarded handsomely. And those who don’t will be convinced otherwise, or suffer the consequences.



SEVIKA



“I see you never learned patience.”

Originally Silco’s right-hand woman, Sevika is a Zaunite criminal who harbors a strong dislike for Piltover. Her left arm was once blown up by Jinx, and Sevika resents the girl even after she was taken in by Silco. She is someone who does not accept weakness or failure, and is seen as a competent, strong, and well-respected leader in the Undercity. The arm she wields, powered by Shimmer, is incredibly strong, and she is exceptional in hand-to-hand combat. She is loyal to her own beliefs, and will join hands with anyone with the same wish as her: to bring Zaun independence and fight back against the oppression of Piltover.



SINGED

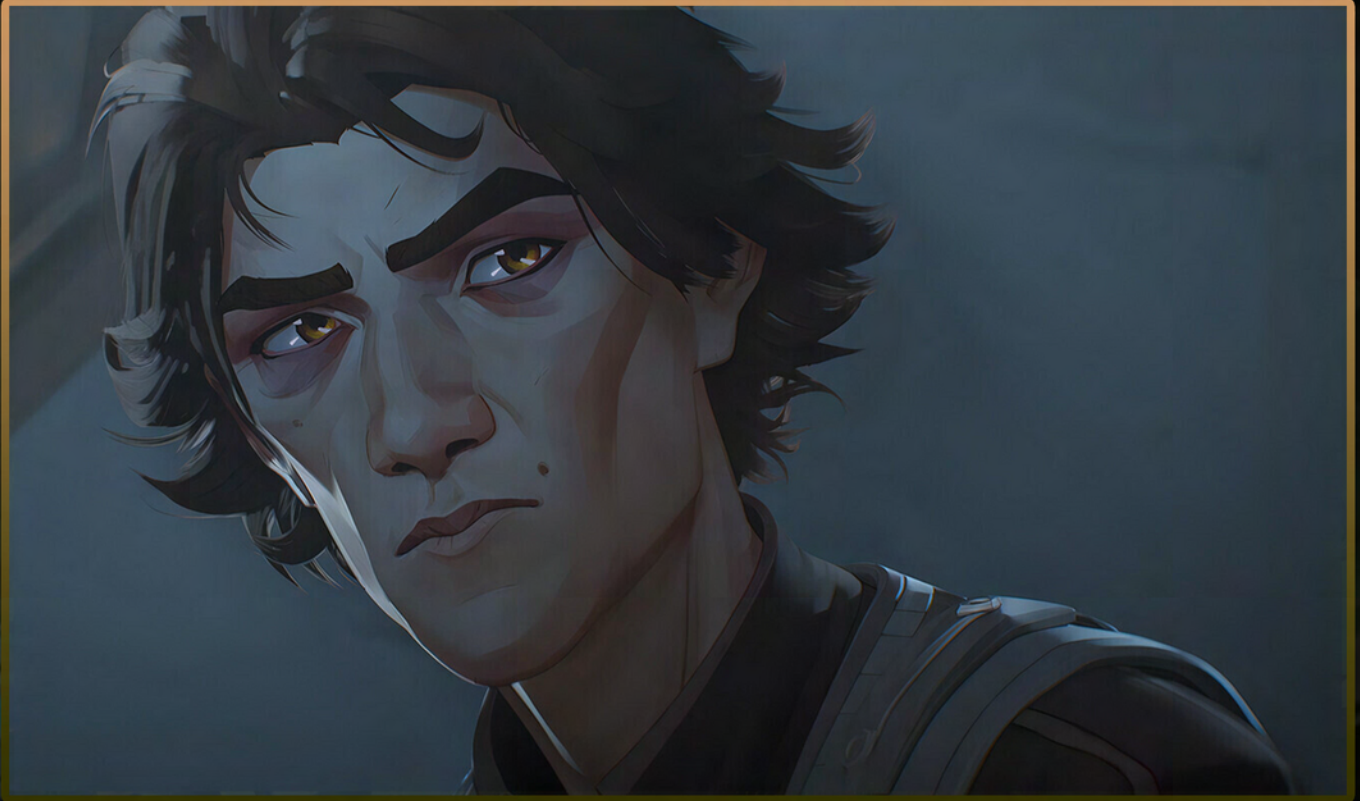


“Nature has made us intolerant to change, but fortunately, we have the capacity to change our nature.”

Singed appears to be a Zaunite scientist with a lack of compassion, but he actually holds good intentions deep down. Although his actions are sociopathic and he is known for being the creator of the Undercity drug, Shimmer, he has a soft spot for his late daughter and shows compassion towards Silco’s relationship to Jinx. During his early life, he once collaborated with Heimerdinger as partners, but the professor disapproved of his unethical methods and the two soon parted ways. From there, Singed moved to Zaun, where he continued his experiments and met young Viktor. The young boy, however, was horrified by Singed’s ruthless actions and also left. Currently, he appears to be experimenting with some sort of wolfish creature. Singed has extensive knowledge in science, and wishes to continue his scientific explorations, ethical or not.



VIKTOR



“In the pursuit of ‘great’, we failed to do good. We have to make it right.”

An ambitious inventor and co-creator of Hextech, Viktor currently works as the partner of Jayce Talis. Originating from a poor family in Zaun, he became a researcher in the hopes of bettering lives. However, his work was hindered by the discovery of a terminal illness within his body, and has thus been augmenting himself with Hextech and a special Shimmer variant provided by Singed in an attempt to improve his prognosis. Despite a falling out at one point, Viktor and Jayce now share a common goal of Zaun independence. Viktor is strongly opposed to the idea of using Hextech weaponry, especially in a conflict against the Undercity. Ultimately, he will do anything to avoid the use of Hextech to take lives. Anything.

THE FIRELIGHTS





EKKO



“It’s not how much time you have. It’s how you use it.”

Establisher of the Firelights, Ekko “The Boy Savior” has a strong sense of justice, morality, and resolve. The Zaunites he leads, wronged by Silco, work to establish equality for all citizens, both Piltoveran and Zaunite, as opposed to the unfair dynamic that exists today. He is particularly deft at riding the Drop Boards the Firelights crafted, though they are more efficient in the Fissures than in Piltover because the blades were made specifically for Zaun’s air. His talents in diplomacy also make him a valuable asset in terms of laying the foundations for peace. Ekko’s goal is to work alongside Scar, Zeri, Scratch, and the other Firelights to repair the ties between Piltover and Zaun and free the Zaunites from oppression with as little bloodshed as possible.



HEIMERDINGER



“I believe, if we set aside our greed and arrogance, we can be one again.”

Ever since his expulsion from the Council of Piltover, Heimerdinger has wandered the streets of Zaun looking for ways to help its citizens, only to be met with disdain, indifference, and animosity. That was, until he encountered a wounded Ekko and joined his Firelight cause. He finds himself aghast and upset, yet accepting of Jinx’s violence, knowing that Piltover’s new values only catalyze the progression of conflict. As a scientist and a man of great age, he has witnessed conflict multiple times and has accumulated both extensive scientific knowledge and positive public opinion. Heimerdinger only wishes that the conflict between Piltover and Zaun will cease, and that peace can be brought about through diplomatic means.



SCAR



“We win together or we die together. There is no in between.”

Avastayan from the faraway, overseas lands of Ionia, Scar’s intimidating looks and unique background make him quite conspicuous among the Firelights, especially as Ekko’s right-hand man. As a result, other Zaunites, particularly those favouring Silco, have been less than kind to him. While he is kind, Scar has a harsh dislike for Silco’s supporters and, by extension, Jinx’s supporters as well. Scar’s strength lies in short-range weapons, which he can maneuver so well that he can draw blood from even the most heavily-armoured enemies. His only wish is for acceptance of his vastayan race and equality across the Zaunites.



SCRATCH



“Show me your soul!”

Ever since her parents were murdered and her leg was taken by Enforcers, Scratch, otherwise known as The Zaun Diva, has pledged herself to Zaunite independence. While expressing her views through song and holding concerts for the Firelight children, she fights alongside the Firelights to tackle Chem-Barons and defeat Silco. Still, in her heart, she has yearned for the day when she gets to confront Piltover’s law enforcement. Scratch’s prosthetic leg provides extreme speed, agility, and strength without sacrificing durability. Despite her wild and striking manner, she is intensely passionate about defending Zaun and making the Enforcers pay for what they did to her and her family.



ZERI



“You know what? We might die here. Let’s make sure we go out swinging.”

The upbeat and aloof Zeri joined the Firelights two years ago when they got her family out of a sticky situation with Silco’s people. Ever since then, she has been dedicated to their cause (though she often tends to make decisions without considering the consequences) and is disturbingly keen on using violence when doing so. She has often tagged along on some of their Shimmer raids, and has come to feel disgusted by the vast amount of it being spread in Zaun. Zeri’s fast-acting electric magic gives her a strong advantage in fights, but it gets drained easily and its strength depends on her mood at the time. She wants to support the Firelights in their cause while also helping to rid the streets of Shimmer and make Zaun safer for her community.

NOXUS





AMBESSA MEDARDA



“I would set the world ablaze to protect **our family.”**

The tenacious, battle-scarred matriarch of the Noxian Medarda Clan and fierce mother of Mel, Ambessa Medarda arrived in Piltover with strong intent in acquiring Hextech to defend her warhost and family. After the murder of her son Kino at the hands of a man more powerful than her, Ambessa’s lineage and clan are under existential threat. Backed by decades of conflict experience, the stateswoman holds a firm perspective on the crisis at hand: let the war unfold, then use her military and diplomatic experience to navigate through it. In her eyes, the Piltover Council also lacks the means necessary to keep the undercity under control. While her loyalty to Noxus is no less than the other Noxian ambassadors arriving in Piltover, Ambessa’s first priority is granting her clan access to Hextech weaponry in the hopes of defending itself against the forces that killed Kino.



CASSIOPEIA DU COUTEAU



“Every problem is an opportunity.”

The younger, more peaceful daughter of General Du Couteau, Cassiopeia was trained by her mother in the diplomatic arts: charisma, negotiation, and persuasion, among other valuable skills. Her current mission is to recover and return powerful ancient relics from Shurima—the desert continent that lies to the south of Noxus. While her efforts have been a resounding success, the journey hasn’t exactly been smooth sailing. The straits between Shurima and Noxus are infested with gigantic, aggressive sea monsters that threaten to swallow her vessels whole, and as a result, the cost of protecting her shipments with the Noxian navy and contracted sailors from *Bilgewater* has made her mission a resource-intensive affair. Establishing safe passage between Noxus and Piltover would guarantee the secure, less expensive transport of the Shuriman relics, and lay the foundation for future commercial activity between the two. Should Noxus help to stabilize the current crisis, Cassiopeia’s proposition would hold more water in Piltovan politics, and perhaps peace might be established.

*Bilgewater refers to a port city in the islands located in the sea east of Piltover and Zaun. Its sailors have grown accustomed to sailing and hunting the sea monsters in its surrounding waters for hefty rewards. **Cassiopeia is not a humanoid snake in Arcane: Red Dawn, and will not turn into one.***



DARIUS



“Mine is the hand of Noxus.”

If there was one living man to epitomize the form, philosophy, fortitude, and folk of Noxus, it may as well be Darius. A burly, battle-hardened warrior, he rose from a childhood fighting for mere survival to becoming a decorated warlord and member of the Trifarix—the highest governing body in all of Noxus. There, he embodies the Noxian symbol of Might, commanding the Trifarix Legion: an army of the most decorated and loyal soldiers Noxus has to offer. His life is one that has fit perfectly in line with the Noxian ideals of meritocracy through strength, and with his title as the Hand of Noxus, he is sworn in turn to dedicate his life to the ideals that brought him where he is today. Darius is fiercely loyal to Noxus and what it stands for—even supporting Swain’s coup on the last Noxian emperor in favour of a new, truer vision of Noxus that better embodies what the nation stood for. Visiting the esteemed City of Progress for his first time, the question remains: How will Darius—through his unshakeable Noxian worldview and the military interests of the nation—evaluate the conflict at hand, and what will he do about it?



KATARINA DU COUTEAU



“Violence solves everything.”

Scion of the Noxian General Du Couteau, Katarina was raised all her life to be a weapon of precision and speed. Having once failed her father and empire, she has since dedicated herself to redemption, using her talents to expand the Noxian empire under the orders of Grand General Swain. For an assassin, stealth was imperative. But for a killer, it didn't matter if all your targets were dead. Katarina wasn't afraid to bask in the spotlight—in fact, she enjoyed it. No longer the little footsoldier of her father, Katarina could care less about rules. All she needed was a target to make disappear—and she'd get it done, her way.



SWAIN



“You can sit on a throne, but that doesn't make you a ruler. It only means you have an arse.”

Noxus would not be where it is today without the Noxian Grand General, Jericho Swain. His coup of the mad, aging Emperor Boram Darkwill revolutionized the political structure of the nation, and gave rise to the modern Noxian ideology of indiscriminate meritocracy. With the support of General Darius, Swain put an end to Noxus's era of ruling emperors, and established the Trifarix: a three-person council, each member to represent a core Noxian principle and keep one another in check. He would represent Vision, enacting further political changes to realize his meritocratic vision of empire. A man of extraordinary cognition, he wields in his amputated left arm the power of the ancient demon of secrets, *Raum*—whom he outsmarted to gain control over. It was this power that allowed him to slay Darkwill, and today gives him literal vision over all of Noxus. Swain has the ability to spy through the eyes and ears of ravens summoned by *Raum*, and their strength only grows with every secret they learn of. This demonic power, however, is one secret that Swain will do anything to ensure **remains concealed**.

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