



**FANTASTICAL CRISIS  
COMMITTEE**

**TALMUN'26**

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## 1) Letter from the Head of Academy

Dear Delegates,

With my absolute pleasure, I would like to extend a heartfelt welcome to each delegate who is participating in **the third edition of TAL Model United Nations**. As this conference's Head of the Academy, I can indicate that I am beyond agitated to witness your commitment and the talent in the matter of diplomacy that you will debate in this year's event.

This year, as we continue our academic journey in high dedication with six new committees. Some will highlight the global challenges that the people of today face everyday, while others aim to take you into worlds of pure imagination created by our imaginative team. Across this journey, I full-heartedly believe that you will find ways to overcome the tests awaiting you by utilizing your critical thinking skills.

As you step into the world of Model United Nations, I profoundly encourage you to think like diplomats and approach the agenda with creativity and resilience. Never forget that the new acquisitions you will gain during the conference will not only stay here; they will also stay with you and continue to help you during your life experiences, inspiring new generations.

Thank you all for being a part of this journey. I wish you all a delightful conference that pleases you both academically and socially. Remember that you are the ones who will make this path unforgettable for yourselves.

**Yağmur AKYURT**  
**Head of Academy**

## 2) Letter from the Under Secretary General

**Dear Delegates,**

It is an absolute honor to welcome you all to the fictional crisis committee of this conference. I believe that this committee will bring a unique view and approach to **the third edition of TALMUN**, which has been shaped by the dedication of this hardworking and passionate team.

In this committee, we will travel to a fictional land of elements to see the sins and problems that plague humanity. This fascinating topic will allow us to create an atmosphere full of creativity and wonder, making the experience truly unforgettable.

As the Crisis Team, we have worked tirelessly to ensure this committee exceeds expectations and provides a memorable journey for all participants. I am genuinely excited to dive into this adventure with you and to witness the creativity and ideas you will bring to the concept we have formed for you.

**Hüseyin Can Çetintaş**  
**Under Secretary General**



### 3) History

Ilutur's history begins with the Age of Divinity, where primordial beings called the Elder Gods roamed the cosmos. They were sacred vessels of ancient concepts that existed in opposition. Their existence was one of inherent contradictions.

This situation led to excessive conflicts that eventually wiped them out. However, the battles that destroyed them caused the creation of a new world called Ilutur.

The ancient concepts of the Elder Gods were reborn as Elements in this new world. Rains of sorrow turned into the seas as the flames of ambition, bolstered by the winds of hope, lit the soils of strength.

Then came the Age of Humanity, where fickle beings called Humans were born. They were mortals spawned from the Elements. They embraced their nature and mastered the ability to control it.

This status helped them to spread across Ilutur. They grouped in various regions and built four nations: Nerons of the West, Sholens of the East, Tekans of the Mountains, and Havans of the Skies to unite in the Elemental Council.



#### **4) Geography**

Ilutur is a land with a population of 275,000 people and a land mass of 806.000 square kilometers that is split into four regions, which were created by the eradication of gods.

Western Ilutur is formed of vast forests and large plains with a climate of mild winters and relatively hot summers. The region is suitable for agriculture and is populated by the Nerons, who are descendants of the Water God Phosen.

Central Ilutur is full of tall mountains and great valleys with a climate of snowy winters and dry summers. The region is ideal for mining and is populated by the Tekans, who are descendants of the Stone God Hamon.

Eastern Ilutur is full of arid deserts and rainless lowlands with a climate of hot and dry summers. The region isn't ideal for survival, yet it is populated by the Sholens, who are descendants of the Fire God Azur.

Hemispheric Ilutur is full of sky islands with a climate of hot summers and cold winters. The region is ideal for hunting and is populated by the Havans, who are descendants of the Air God Mathe.



## 5) Nerons

The Nerons are an ethnic group native to Western Ilutur. They are descendants of Phosen, living within the Neron Republic.

The Neron Republic is a democratic state located in Western Ilutur. It has a population of 125,000 people and a land mass of 254.000 km<sup>2</sup>.

The Neron State is a direct democracy, formalized by the constitution and led by the president. The Neron President is elected by the citizens in elections to govern the nation

The Neron capital is the City of Thalass, located in the Aphto Plain. It is the largest province in Ilutur, acting as the economic and bureaucratic hub for the Republic.

Hoplites are the primary military force, tasked with protecting the Republic. They are formed of Hydron Soldiers, recruited from various ranks of society.

Water is the main Neron element, stemming from their connections to Phosen. Mizu is the hydrokinetic ability to control water in its various forms, viable in sailing and agriculture. Hydrons are the people who can perform Mizu.



## 6) Sholens

The Sholens are an ethnic group native to Eastern Ilutur. They are descendants of Azur, living within the Sholen Empire.

The Sholen Empire is a monarchical state, located in Eastern Ilutur. It has a population of 75,000 people and a landmass of 282,000 km<sup>2</sup>.

The Sholen state is an absolute monarchy, ruled by the Atash Dynasty. The Fire Shah is the supreme leader, who is traditionally the eldest scion. They wield great power within the Empire.

The Sholen capital is the City of Moshol, located in the Metrok Desert. It is the second largest province in Ilutur, acting as the militaristic and bureaucratic hub for the Empire.

Immortals are the primary military force, tasked with protecting the Empire. They are formed of Pyron Soldiers, specially trained from childhood.

Fire is the main sholen element, stemming from their connections to Azur. Agni is the pyrokinetic ability to control fire in its various forms, viable in combat and production. Pyrons are the people who can perform Agni.



## 7) Tekans

The Tekans are an ethnic group native to Central Ilutur. They are descendants of Hamon, living within the Tekan Kingdom.

The Tekan Kingdom is a monarchical state, located in the Iluturian Mountains. It has a population of 50,000 people and a landmass of 206,000 km<sup>2</sup>.

The Tekan state is a kraterocratic monarchy, ruled by the Teran Family. The Earth King is the supreme leader, who is traditionally the strongest scion. They wield ultimate power within the Kingdom.

The Tekan capital is the City of Bylon, located in the Meson Plateau. It is the third largest province in Ilutur, acting as the militaristic and bureaucratic hub for the Kingdom.

Amarons are the primary military force, tasked with protecting the kingdom. They are formed of Geon Soldiers, specially chosen from the strongest citizens.

Earth is the main tekan element, stemming from their connections to Hamon. Mite is the geokinetic ability to control earth in its various forms, viable in combat and mining. Geons are the people who can perform Mite.



## 8) Havans

The Havans are an ethnic group native to Hemispheric Ilutur. They are descendants of Mathe, living within the Havan Federation.

The Havan Federation is a federal state, located in the Iluturian Skies. It has a population of 25,000 people and a landmass of 64,000 km<sup>2</sup>.

The Havan state is a tribal federation ruled by the Kurultai, formed of major tribal leaders. The Air Khan is the supreme leader chosen by the Kurultai to rule the nation.

The Havans live as nomadic tribes across the Sky Islands. Their only structure is the Sacred Temple of Umai, which acts as the religious and bureaucratic hub for the Kingdom.

Janisons are the primary military force, tasked with protecting the federation. They are formed of Aeron Soldiers, chosen from the strongest of each tribe.

Air is the main havan element, stemming from their connections to Mathe. Nefe is the aerokinetic ability to control air in its various forms, viable in combat and gliding. Aérons are the people who can perform Nefe.



## 9) Council

The Elemental Council serves as the supreme diplomatic and legislative body of Ilutur, established to maintain the fragile equilibrium between the four nations.

It functions as a single-cabinet committee comprising thirty-two delegates, representing the diverse political and spiritual interests of the Nerons, Sholens, Tekans, and Havans.

The Council is convened during times of existential threat, acting as the primary forum where the elemental powers must converge to navigate the problems that plague Ilutur.

Governance within the Council is divided among eight specialized roles for the three sedentary nations, while the Havan Federation is represented by the Air Khan and the seven tribe leaders of the Kurultai.

This structure ensures that every facet of Iluturian society, from military command and economic oversight to spiritual guidance, has a voice in the collective survival of the world. The following profiles detail the individuals currently entrusted with these high seats:

**President Rain Eckhart:**

Elected to lead the 125,000 citizens from the capital of Thalas, President Eckhart is a charismatic diplomat, known for her intelligence and beauty across Ilutur, who embodies the fluid nature of Mizu. She is a pragmatic visionary who excels at adapting her political strategies to the shifting tides of the Elemental Council. While she is deeply committed to maintaining the Republic's economic dominance through agricultural trade, her primary focus remains on maintaining the Republic's direct democracy.

**Vice-President Julian Vane:**

As the deputy head of state, Julian Vane manages the Republic's complex infrastructure and the vital irrigation systems of the Aphto Plain. Unlike the President, he prioritizes ambitious expansion over stability and protocol. He views himself as the Republic's anchor, ensuring that the idealistic democratic process remains grounded in logistical reality.

**Head of the Hoplites General Kaelen Tide:**

General Tide leads the Hoplites, a citizen-soldier force of Hydrons recruited from across Neron society. He is a stern traditionalist who has mastered the combat applications of Mizu to defend the Republic's borders. Deeply suspicious of the Sholen Empire's militarism, he constantly advocates for a stronger defense to ensure the Republic can "drown" any external threats.

**Head of the Treasury Marina Glass:**

Marina Glass is a shrewd economist responsible for managing the wealth generated by Neron maritime trade and agriculture. Based in the economic hub of Thalassia, she views every council session as a transaction and has little patience for spiritual or ideological debates. She is an icy, efficient negotiator who believes that coin is the only true source of power in Ilutur.

**Head of Justice Silas Reed:**

The guardian of the Neron constitution, Silas Reed, ensures the Republic's direct democracy remains free from corruption. He is a literalist with an unyielding sense of moral clarity, viewing the law as a filter that keeps the social order clear. While he is highly respected for his integrity, his rigid adherence to legal text often makes him appear detached from the common citizenry.

**Head of the Church Abbot Lyra of the Depths:**

Abbot Lyra is the spiritual guide for the Nerons, interpreting the "rains of sorrow" as a sacred source of life and purification. She is an enigmatic leader who sees the mastery of Mizu as a divine gift from the god Phosen rather than just a tool for labor. Her serene and metaphorical way of speaking often puts her at odds with her more pragmatic cabinet colleagues.

### **Head of Internal Affairs Soren Blue:**

Soren Blue manages the social welfare of the Republic and acts as the bridge between the Thalassite elite and rural Hydron farmers. He is a popular figure with a "common touch," skilled at maintaining domestic stability across the vast Neron forests and plains. Beneath his friendly exterior, he is a savvy political operator, expert at managing public opinion.

### **Head of Foreign Affairs Ambassador Nyx:**

Ambassador Nyx is the Republic's voice in the Elemental Council, specializing in "fluid diplomacy" to navigate international tensions. She is a master of linguistics and manipulation, often appearing to yield in arguments while subtly steering outcomes toward Nerons interests. Mysterious and elusive, she views other nations as currents to be harnessed for the Republic's benefit.

### **Fire Shah Jān Atash**

As the eldest scion of the Atash Dynasty, Shah Jān wields absolute power over the 75,000 citizens of the Empire. He is a formidable Pyron who views the element of fire as a symbol of divine right and imperial ambition. His personality is intense and authoritative; he demands absolute loyalty and is known for a "scorched earth" approach to both domestic dissent and international diplomacy.

### **Grand Vizier Zarthos:**

Zarthos is the Shah's primary advisor and the administrative architect of the Empire's bureaucratic hub in Moshol. He is a cold, calculating strategist who manages the day-to-day operations of the state with ruthless efficiency. While the Shah provides the heat of leadership, Zarthos provides the focus, ensuring that the Atash Dynasty's will is executed without question across the rainless lowlands.

### **Head of the Immortals Commander Bahram:**

Bahram leads the Immortals, an elite force of Pyron soldiers who have been specially trained in the art of Agni since childhood. He is a man of few words and iron discipline, viewing the military as the Empire's most essential tool for survival in the arid East. His loyalty to the Shah is fanatical, and he believes that only through strength and the purifying flame can Ilutur be unified.

### **Head of the Treasury Soraya:**

Soraya manages the Empire's economy, which is heavily focused on militaristic production and desert-based industry. She is a sharp and ambitious official who treats the nation's gold with the same reverence the priests treat the sacred flame. Her personality is abrasive and competitive; she is constantly looking for ways to exploit the trade needs of other nations to fill the Sholen vaults.

### **Head of Justice, High Justice Kaveh:**

Kaveh is the supreme arbiter of the Shah's law, where the word of the monarch is the only absolute. He is a stern traditionalist who believes that order must be maintained through fear and decisive punishment. To Kaveh, justice is not about fairness, but about the preservation of the Imperial hierarchy and the elimination of any "flicker" of rebellion before it becomes a blaze.

### **Head of the Church, Shaykh Ignis**

As the spiritual leader of the Sholens, Shaykh Ignis preaches the divinity of the Fire God Azur and the superiority of the Atash bloodline. He is a charismatic zealot who uses the religious hub of Moshol to stoke the fires of nationalism among the populace. He views the other elements as lesser or "extinguishing" forces that must be dominated by the eternal flame.

### **Head of Internal Affairs, Warden Rostam:**

Rostam is responsible for maintaining order and security within the borders of the Empire's 282,000 km<sup>2</sup> territory. He oversees a vast network of informants and ensures that the population remains productive despite the harsh, arid climate. He is a paranoid and vigilant man who views every citizen as a potential threat to the stability of the Atash Dynasty.

### **Head of Foreign Affairs, Emissary Farah:**

Farah is the Sholen Empire's representative in the Elemental Council, known for her aggressive and uncompromising negotiation style. She uses the reputation of the Immortals as a constant shadow over her diplomatic talks, often resorting to intimidation to achieve the Shah's goals. Her personality is predatory and sharp, always seeking the "weakest spark" in her opponents' arguments to exploit.

### **Earth King Neal the Bold:**

Neal rules the 50,000 citizens from the capital of Tekan, having secured his throne through the traditional displays of geokinetic strength required by a kraterocratic society. He is a stoic, immovable leader who views the Meson Plateau as an impenetrable fortress and prioritizes the survival of the Geon people above all else. His personality is defined by a heavy, grounding presence that commands respect through sheer force of will.

### **Chancellor Golem:**

As the administrative backbone of the Kingdom, Chancellor Golem manages the complex logistics of subterranean infrastructure and mountain life. He is a practical and gruff official who values efficiency and structural integrity, often viewing political problems as architectural flaws to be corrected. He serves as the King's strategic weight, ensuring that royal decrees are translated into the hard reality of Tekan's rugged landscape.

### **Head of the Amarons General Petra:**

General Petra commands the Amarons, an elite force of Geon soldiers chosen for their immense strength and mastery of Mite. She is a disciplined warrior who believes that the best defense is a literal mountain of resistance, often reshaping the battlefield with her geokinetic abilities. Fiercely protective of her troops, she fully embraces the philosophy that only the strongest are fit to guard the Kingdom's borders.

### **Head of the Treasury Flint:**

Flint oversees the Tekan economy, which is built on the vast mineral and metal extraction from the great valleys. He is as hard and unyielding as the ores he manages, possessing a sharp eye for value and a complete lack of sentimentality in trade negotiations. His primary goal is maintaining Tekan's economic self-sufficiency, ensuring the mountains never have to rely on the "fickle" trade of the lowlands.

### **Head of the Justice Magistrate Basalt:**

The arbiter of Tekan tradition, Magistrate Basalt, enforces a legal system where strength and merit are the ultimate judges. He is a firm believer in the natural hierarchy and ensures that all disputes are settled according to the ancient customs of the Geon people. While his judgments are often perceived as harsh by outsiders, he views his role as maintaining the foundational bedrock of the Kingdom's social order.

### **Head of the Church Baru Stoneheart:**

As the spiritual conduit to the Stone God Hamon, Stoneheart leads the Geons in ancient rituals that honor the world's physical foundation. He views the element of Earth as the most sacred remnant of the Elder Gods and preaches that the Tekans are the guardians of Ilutur's core. His contemplative and grounding personality provides a necessary spiritual balance to the more aggressive impulses of the kraterocratic government.

### **Head of Internal Affairs Overseer Quartz:**

Overseer Quartz is responsible for the domestic stability of the 50,000 citizens and the safety of the mining colonies spread across 211,000 km<sup>2</sup>. He is a hands-on leader who is intimately familiar with the dangers of mountain living and the labor-intensive nature of Geon society. He is a vigilant protector of internal order, ensuring the population remains as resilient and enduring as the stone they live upon.

### **Head of Foreign Affairs Herald Slate:**

Herald Slate represents the Kingdom in the Elemental Council with a defensive and uncompromising diplomatic style. Known for being "unmovable" in debates, he rarely makes concessions and views international relations as a series of sieges to be weathered. He frequently uses the Kingdom's monopoly on rare minerals as leverage, ensuring that any alliance is built on a foundation that solely benefits Tekan.

### **Air Khan Bayhan:**

Elected by the Kurultai to lead the Federation's 25,000 citizens, Bayhan is a visionary who seeks to maintain the independence of the Sky Islands. He is a master of the "Nefe" ability, using the winds not just for flight but as a means of sensing the shifting political atmosphere of Ilutur. His personality is lofty and contemplative, yet he possesses the sudden, decisive energy of a gale when his people's nomadic way of life is threatened.

### **Northern Wind Tribe Leader Temujin:**

As the leader of the fiercest warrior tribe, Temujin oversees the Janisons, the Federation's elite Aeron soldiers. He is a rugged, battle-hardened commander who believes that the Havans' best defense is their mobility and the height of their islands. His personality is blunt and stormy; he has little patience for the slow-moving bureaucracies of the Nerons or Sholens, preferring to resolve disputes through swift and overwhelming displays of aerokinetic power.

### **Whispering Gale Tribe Leader Sora:**

Sora leads the tribe responsible for scouting and internal communication across the 64,000 km<sup>2</sup> of Havan territory. She is an expert in using "Nefe" for long-distance gliding and stealth, serving as the Federation's "eyes in the sky." Her personality is observant and quiet, making her a master of gathering intelligence without ever being detected. She views information as a current that, if properly steered, can change the course of history.

### **High Peak Tribe Leader Zephyr:**

Zephyr is the master of nomadic logistics, determining the seasonal migration routes between the Sky Islands to ensure sustainable hunting and foraging. He is a pragmatic leader with a deep understanding of the Iluturian atmosphere and the celestial patterns that guide his people. His personality is patient and enduring, often acting as a stabilizing force within the Kurultai when debates between the more aggressive tribe leaders become turbulent.

### **Sacred Cloud Tribe Leader Buluth**

As the guardian of the Sacred Temple of Umai, Buluth is the primary spiritual voice for the Havan people and their connection to the God Mathe. She interprets the "Nefe" not as a weapon, but as a sacred breath that connects all living things in Ilutur. Her personality is ethereal and deeply spiritual, and she often advocates for the protection of the world's natural balance over the material gains sought by the other three nations.

### **Storm Tribe Leader Gale:**

Gale leads the tribe focused on weather manipulation and the defensive use of atmospheric pressure to protect the Sky Islands from invaders. He is a volatile and passionate leader who views the element of Air as the most powerful and unpredictable force in existence. In council meetings, Gale is known for his intense rhetoric and his willingness to use the threat of devastating storms to ensure the Federation's demands are met.

### **Silver Sky Tribe Leader Breeze:**

Breeze manages the exchange of rare high-altitude resources and avian goods with the lowland nations. She is a savvy and lighthearted negotiator who believes that trade is the best way to prevent the "stagnant" wars of the past. Her personality is charming and social, allowing her to move effortlessly between different cultures, though she is always careful to ensure that the Federation's nomadic freedom is never traded away for gold.

### **Horizon Tribe Leader Aura:**

Aura is the Federation's primary diplomatic envoy to the Elemental Council, specializing in long-range communication and international relations. She is a master of "reading the winds" of diplomacy, capable of identifying shifts in alliances before they even manifest. Her personality is adventurous and open-minded, though she remains fiercely loyal to the Kurultai, ensuring that the voice of the Sky Islands is heard with clarity and authority.

## 10) Calendar

The Iluturian Calendar dates from the After Rebirth (A.R.) epoch, marking the era following the destruction of the Elder Gods and the creation of Ilutur.

A standard year is 365 days, divided into four Great Cycles—Phosen, Azur, Hamon, and Mathe—which serve as the elemental seasons. Each cycle lasts 91 days and reflects the environmental conditions of its respective region.

The Iluturian year is divided into twelve moons, with three months dedicated to each elemental cycle. These months track the natural and economic rhythms of the four nations:

**Cycle of Phosen:** Mistmoon, Flowmoon, and Tidemoon.

**Cycle of Azur:** Embermoon, Blazemoon, and Ashmoon.

**Cycle of Hamon:** Bedrockmoon, Ironmoon, and Quarzmoon.

**Cycle of Mathe:** Breezemoon, Galemoon, and Skymoon.

Each moon consists of exactly thirty days, ensuring a standardized passage of time across the diverse territories of the Western Plains, Metrok Desert, Iluturian Mountains, and Sky Islands.