

# LEAGUE OF LEGENDS



**CHAIR: WYATT PLAGA**

**CO-CHAIR: JOSHUA O'BRIEN**

**CRISIS DIRECTOR: ROSIE TRAN**

**MODEL UNITED NATIONS AT  
CHAPEL HILL**

**FEBRUARY 21-24, 2019**

## CRISIS DIRECTOR: ROSIE TRAN

---

Salutations Delegates,

Welcome to MUNCH XIX! My name is Rosie Tran and I am both honored and delighted to serve as your Crisis Director for the League of Legends committee. I hail from Belmont, North Carolina and am a junior, double majoring in both Political Science and Women's and Gender Studies with a minor in Conflict Management.

League of Legends is the one and only game that I play, unless you count Lego Star Wars or Lego Harry Potter as games, then I play those, too. For those who are interested, I am not ranked because I don't have the time to be that committed to the game; however, I've been playing for several years now. I main mid and prefer Lux and Ahri as my champions. I am, unfortunately, awful at playing any of the other positions.

Understanding the lore of anything I enjoy is important to me – Harry Potter, Avatar: The Last Airbender, Star Wars, etc. League of Legends is not an exception and while learning Lux's lore, I delved more into Demacia's lore and got into the entire League of Legends background. The war between Demacia and Noxus is extremely interesting to me and the stark differences between the two make it even more compelling. The invasion of Ionia is equally compelling as well. There has been "peace" in the past year, however, as you all will know, Noxians are a very militaristic and volatile people and make peace difficult. This is where all of you will come in.

As your Crisis Director, I am ecstatic to read your creative crisis arcs, watch your reactions to the crises that my team and I put together, and to hear about your different debates. As always, have fun and bring your best to the table as you all attempt to form alliances, make great strides, and betray those closest to you.

Welcome to MUNCH, welcome to Carolina, and welcome to the League of Legends! Please do not hesitate to contact me with any questions or concerns and I look forward to meeting you all.

Kindest of regards,  
Rosie Tran  
Crisis Director  
irotran@unc.edu

P.S.: Please note that for the sake of debate and crisis, there will be topics or subjects that **may diverge from canon**. If you have any concerns about this during the weekend of MUNCH, send me a message via crisis.

## CHAIR: WYATT PLAGA

---

Hello Delegates,

Hello Delegates, Welcome to the League of Legends committee! My name is Wyatt Plaga and I will have the great honor of being your chair. I grew up in Raleigh, North Carolina and am a junior, double majoring in both Philosophy and Psychology with a minor in German.

I have played League of Legends since season 2, and have enjoyed watching the lore of Runeterra develop over time. As your chair, I will serve as a mediator between all interested parties.

While the world of League of Legends is fictional, many of the skills needed to negotiate peace between the represented city-states are the same ones used by diplomats on the world stage. While I look forward to the fantastical crisis arcs that will take place, I hope to also see compromises and coalition building.

As your Chair, I look forward to interesting debates that take place in the amazing world of Runeterra. I am excited to explore the world of Runeterra with you all, and I urge you to take the time to understand the deep and complex stories that Riot has created over the years. If you have any questions in anticipation of the committee, feel free to contact me.

Kindest of Regards,  
Wyatt Plaga  
Chair  
wyatt98@unc.edu

## DEBATE

The League of Legends Committee will exist as a simulation of a peace-talk meeting. Basic parliamentary procedure will be observed, with points and motions taken by the chair to introduce various caucuses and procedures. Quorum must be established before debate can begin. All delegates have an equal vote, and the agreement of a simple majority of committee members is necessary but not always sufficient to accept a question before the committee. The chair reserves the right to unilaterally veto or refuse to consider superfluous or non-germane documents or motions.

## DOCUMENTS

There will be four different document types accepted, which can be up for consideration by the committee after they have received a qualifying number of signatures, the specific requirement to be determined in committee based on the number of members present.

- Directives allow the committee to carry out an official, concrete action. A good directive will be concise, specific, and its purpose should be evident. A productive crisis committee can pass multiple directives during the course of a committee session, in contrast to a general assembly, which may only pass one or two large directives for the entirety of a conference.
- Press releases are statements made to media on behalf of the entire committee. When a press release is given to the media, it is understood that the entire committee has assumed the views expressed in the press release.
- Communiqués are official private correspondence on behalf of the committee to a person or an organization that exists within the simulation. The committees can also send communiqués to other individuals and organizations plausibly or definitely existing within the simulations, such as a government entity.
- Personal directives, or crisis notes, are secret, individual notes sent to the crisis room to execute a discrete action that falls within the portfolio powers of the committee member sending the note. These actions do not require committee wide approval. When notes are reviewed by the crisis staff, they may or may not be approved depending on a wide variety of potential circumstances. Like committee wide directives, crisis notes should be concise, yet detailed, and most importantly, their objective or end-goal should be apparent.

## CRISIS

The crisis staff values creativity and clarity. Remember that a crisis note should not purport to inform the crisis staff of the state of affairs or to suggest possible crises without first developing a substantial plan to execute the crisis with personal directives and the potential support of committee-wide directives; the crisis staff is omniscient and omnipotent.

Think creatively about your character's experiences and expertise when developing a crisis arc to use over the course of the weekend. **Please also remember to remain in character while writing your crisis notes; address them to someone existing in the simulation that can help your character pursue their interests, not to "Crisis".**

In return for quality crisis notes, relevant to events in committee, the crisis team will aim to return all notes in a timely manner. Bear in mind that the crisis staff will be very busy throughout the weekend in responding to notes from all of the delegates and that **fatuous or trifling notes will likely receive curt or equally fatuous responses or none at all.**

## AWARDS

Although the award determinations rest primarily with the chair and crisis director, the opinions of the co-chair and the crisis staff will be instrumental in deciding which delegates have earned awards. Awards criteria are inherently subjective; it is not based on the number of directives a committee member has passed or the amount of time he or she spends speaking during moderated caucuses. Ultimately, substantive contribution in addressing the issues facing the committee, leadership and guidance of debate, creativity and continuity in the delegate's crisis arc over the course of the conference, an evident knowledge of the background guide and, and enthusiasm for debate and the topic at hand are the criteria which will be used to judge a delegate's performance.

As a chair, my personal preference is that your speeches form a coherent message. In other words, I look down upon volunteering to speak both for and against the same directive.

# RUNETERRA



## BACKGROUND

Until only twenty years ago, Runeterra was on a collision course with disaster. As quickly as Runeterra's denizens would band together in ancient times as tribes, opposing tribes would go to war to settle their disputes. No matter the era, the preferred choice of warfare has always been magical. Armies would be enhanced or decimated by spell and rune alike. Champions made the most of magical items forged for them as they led or supported armies. Summoners – often the de facto leaders of the continent of Valoran's political forces – would unleash mighty magical powers directly against foes and their holdings with little regard for consequence. With such an abundance of raw magical power at their disposal, there was little motivation for summoners to explore more environmentally-friendly forms of warfare. Each of those wars has been colloquially referred to as the Rune Wars.

Within the last two hundred years, however, the dangers of unchecked magical warfare began to expose the fragility of Runeterra to everyone residing in Valoran. The last two Rune Wars drastically altered the geophysical landscape of Valoran, even after magical energy was focused on restoring it. Violent earthquakes and horrific magically-fueled storms made life on Valoran challenging, even before factoring in the horror of warfare on the populace. It was theorized that another unchecked Rune War would tear the world asunder.

As a direct response to the world's growing physical and political instability, Valoran's key magicians– including many powerful summoners – came to the conclusion that conflicts needed to be resolved in a controllable and systemic way. They formed an organization called the League of Legends, whose purpose was to oversee the orderly resolution of political conflict in Valoran. Housed in the Institute of War, the League would be given the authority by Valoran's political entities to govern the outcomes of the organized conflict they would administer.

The League maintained that all major political conflict would be settled through the use of specially prepared arenas strategically located throughout Valoran. Summoners representing a particular political allegiance would each call forth a champion; the champions, leading mindless minions generated by novice summoners manipulating a Nexus, would fight to achieve the objective of the arena they were in. The most common victory condition of a battle arena would be to destroy the opposing faction's nexus. These arenas are collectively referred to as the Fields of Justice.

While all major political conflicts were being funneled through the League of Legends, physical conflicts between warring political entities were not completely eliminated. For example, the strategic choice of the League to build the Institute of War directly between the constantly warring city-states of Demacia and Noxus stopped almost all direct confrontation between them, though military skirmishes continue to break out. Instead, the warlike Noxian High Command has turned its ambitions of conquest offshore. Even still, all political entities abide by the governance of the League of Legends. No wise regent would be foolish enough to rail against a vast cabal of immensely powerful magicians, summoners, and champions.

The fights in the various Fields of Justice over which the League presides are not only of great political interest to Valoran but also of great social interest. The League magically transmits the sights and sounds of the action as it unfolds to specially built arcane receivers located in key settlements throughout Valoran. Watching a fight in a Field of Justice is one of the more popular entertainment activities Valoran's denizens engage in.

# NOXUS

Noxus is a powerful empire with a fearsome reputation. To those beyond its borders, Noxus is brutal, expansionist, and threatening, yet those who look beyond its warlike exterior see an unusually inclusive society, where the strengths and talents of its people are respected and cultivated. Its people were once a fierce reaver culture until they stormed the ancient city that now lies at the heart of their empire. Under threat from all sides, they aggressively took the fight to their enemies, pushing their borders outward with every passing year. This struggle for survival has made the Noxians a deeply proud people who value strength above all, though that strength can manifest by many different means. Anyone can rise to a position of power and respect within Noxus if they display the necessary aptitude, regardless of social standing, background, homeland, or wealth.



# DEMACIA

Demacia is a strong, lawful society with a prestigious military history. It values the ideals of justice, honor, and duty highly, and its people are fiercely proud. Despite this, Demacia is largely prejudiced against magic users, doing little to defend Ionia against invasion. Demacia is a self-sufficient, agrarian society, with abundant, fertile farmland, dense forests that are logged for lumber, and mountains rich with mineral resources. It is inherently defensive and insular, partly in response to frequent attacks from barbarians, raiders and expansionist civilizations. Some suggest that the golden age of Demacia has passed and unless it is able to adapt to a changing world – something many believe it is simply incapable of doing – that its decline is inevitable. Nevertheless, Demacia remains one of the dominant powers in Valoran and boasts the most elite, well-trained army in all of Runeterra.



# IONIA

Ionia is a land of unspoiled beauty and natural magic. Its inhabitants, living in scattered settlements across this massive island continent, are a spiritual people who seek to live in harmony and balance with the world. There are many orders and sects across Ionia, each following their own (often conflicting) paths and ideals. Self-sufficient and isolationist, Ionia has remained largely neutral in the wars that have ravaged Valoran over the centuries – until it was invaded by Noxus. This brutal conflict and occupation has forced Ionia to reassess its place in the world. How it reacts and the future path Ionia will follow is as yet undetermined but will be of great importance to Runeterra.



# DEMACIAN AND NOXIAN CONFLICT

Noxian hostilities towards Demacia, and vice versa run deep. The two nations are political, military, and ideological rivals and see each other as a threat. Prior to the creation of the League of Legends, the two city-states were locked in a brutal series of on-again-off-again wars that spanned across centuries. Both powers sought an advantage over the other, but Noxus has always been the city-state willing to forego conventional morality to achieve its goals, practicing necromancy to resurrect some of their warriors such as Sion who had strangled King Jarvan I Lightshield to death before his first death. The king's demise at the hands of Sion, one of the Noxian generals, is celebrated as a national event in Noxus.

## INVASION OF IONIA

From its formation, the residents of Ionia preferred to pursue personal enlightenment instead of waging constant battles with other nations. The militaristic nation of Noxus saw their "weakness" as an opportunity. No longer in direct war with Demacia, Noxus had turned its expansionist eye towards conquering those who remained outside of the Demacians' jurisdiction. Noxian spies began to trade aggressively with the Ionians, traveling through the provinces to study its weaknesses and identify crucial targets. When the plan was formed, the forces of Noxus struck.

The southern provinces of Ionia were the most open to trade and were also among the wealthiest. It was there that the Noxian forces landed under the cover of night.

A tumultuous peace existed for decades between the two after King Jarvan I's death until Noxian warbands raided farmlands near Demacia's border. Entire townships were razed and hundreds of Demacians were slaughtered. Prince Jarvan IV and Garen Lightshield, a warrior in Demacia's Dauntless Vanguard, led their troops against the Noxian force. Jarvan was separated from his guards during a fight and taken as a prisoner to be paraded through the Noxian capital in chains upon arrival. During an attempted rescue led by Garen, Jarvan was able to escape. Demacia has not made any official attempts to retaliate against Noxus since Jarvan escaped, however, there are rumors that the silence is just Demacia quietly plotting their next move.

After being met with little resistance, Noxus' forces formed their first beachheads and began their invasion. While the war was heavily in the favor of the Noxian forces, the Ionians would not surrender. In response to a growing Ionian resistance, Noxus brought in mercenaries from Zaun. The mad scientists implemented unspeakable tactics, unleashing their cruel creations on non-combatant civilians. These acts of terror were what finally brought forth the full anger of the Ionians.

Bringing all its might and martial traditions to bear, the nation fought back fiercely. The turning point of the war came at the "Great Stand of the Placidium", where the Ionians forced the Noxians to stop their advance and give ground. Though they suffered high casualties, the Ionian warriors eventually brought the invaders to a stalemate, pushing them back to their power bases. Despite their losses, the forces of Noxus still hold in control of a few small coastal territories.



# STATE OF AFFAIRS

## LOSS OF FAITH

---

As was previously mentioned, the League of Legends was created to put a stop to the years and years of war fought on Runeterra. For many years, the League was successful at quelling the violence that rose between nations. Conflicts were solved through fighting on the Fields of Justice and everyone honored the results no matter the outcome. When Noxus raided the Demacian border after the League's creation, everyone brushed it off as habit, per se. This is what the relationship between Noxus and Demacia looks like; however, as the years ago by and the League becomes more established, this fighting will eventually wane into nothing between the two city-states. War will become a thing of the past, the League will be the premier method of solving all conflicts. This is what everyone resolutely believed.

Unfortunately, the Noxian invasion of Ionia negatively affected the reputation of the League in the eyes of the public. People, yordles, and creatures alike have questioned the efficacy and competence of the League in preventing conflict. Why did the League allow Noxus to invade Ionia? Why did the League not take action to hinder the bloodshed and the violence? Why did the League refuse to do anything at all once it became clear what Noxus was doing? Faith in the League has become almost non-existent in the wake of the Noxian invasion and city-states across Runeterra have been preparing their defenses in case another war breaks out. Spies have reported that there may be alliances forming behind closed doors and that mercenaries are unionizing to ensure that they will all get paid well should war be inevitable.

This council, consisting of Noxus, Ionia, and Demacia, is called forth to resolve this issue. Although the fault lies with Noxus for invading Ionia, a sovereign and independent city-state, and Noxus should be punished accordingly, there is hope that the representatives of the city-states can restore Runeterra's faith in the League of Legends by coming to a resolution that satisfies all parties while promoting the integrity of the League. If not, the League will be unable to prevent conflict in the future and another Rune War will occur, destroying life on Runeterra as we know it. No one, except for those who were invited to the council, is aware that this meeting is occurring.

## REFUGEE CRISIS

---

During the Rune Wars and the Invasion of Ionia, many beings who were either too afraid to fight or were unable to fight scattered across the continents of Valoran and Shuriman, seeking refuge in any nation or city-state that would take them in. Over the course of two decades, the refugees settled in their new locations, making it their home as they learned their new languages and culture. Children grew up in foreign lands knowing nowhere else as their home except for the place that they grew up in. Most of the refugees are from Demacia, Noxus, or Ionia.

In recent years, due to economic issues in certain areas, there has been a rise in xenophobia. As a result, those who settled in their new homes are becoming scapegoats for politicians to blame for the failing economy. Violence against these immigrant families is on the rise as they are categorized and dehumanized as the "other". The former citizens of Demacia, Noxus, and Ionia are now searching for a way back to the places where their families first migrated from, however, it is proving to be difficult. They fear separation and death by fellow citizens who are hostile each day and many lack the necessary resources to suddenly move their entire livelihoods.

It is with hope that the council congregating will be able to provide a comprehensive plan that will better the lives of these people. Despite the fact that the refugees left and no longer reside in their home state, it is the duty of every government to help and protect their people. This can be done by either appealing towards the governments that are using these refugees as scapegoats, or providing sanctuary for them in some sort.

# ENVIRONMENTAL CONSEQUENCES?

The last two Rune Wars drastically altered the geophysical landscape of Valoran, even after magical energy was focused on restoring it. Violent earthquakes and horrific magically-fueled storms made life on Valoran challenging, even before factoring in the horror of warfare on the populace. Despite the creation of the

League, whose purpose is to prevent complete annihilation of Runeterra through solving all conflicts between city-states, there is still trouble. Researchers from the city of Piltover found that in the last ten years, children that were conceived and born within a 10,000 mile radius of any former battleground have birth defects ranging from substantial brain damage to stunted growth. Fertility rates have greatly decreased and people are worried that the population isn't growing as it should. These researchers have also found that agriculture does not grow the same and has become something rather deadly to consume in these areas.

Other researchers contest these findings, stating that it is something much more malicious than just the leftover magical energy at hand. Several of those researchers have gone missing. A body was found weeks prior, but the information was not given to the public. Spies from both Noxus and Demacia who were sent to look into this have not come back. All attempts at contact have been unsuccessful. This council is tasked with investigating what is occurring, as it is primarily people within their territories that are being affected. The map below outlines where major battlegrounds once stood. Once the real reason is found, the representatives must make a decision on what actions should be taken next.



# DEMACIAN CHAMPIONS

## GAREN CROWNGUARD

### THE MIGHT OF DEMACIA

---

A proud and noble warrior, Garen fights as one of the Dauntless Vanguard. He is popular among his fellows and respected well enough by his enemies—not least as a scion of the prestigious Crownguard family, entrusted with defending Demacia and its ideals. Clad in magic-resistant armor and bearing a mighty broadsword, Garen stands ready to confront mages and sorcerers on the field of battle, in a veritable whirlwind of righteous steel.



## LUX CROWNGUARD

### THE LADY OF LUMINOSITY

---

Luxanna Crownguard hails from Demacia, an insular realm where magical abilities are viewed with fear and suspicion. Able to bend light to her will, she grew up dreading discovery and exile and was forced to keep her power secret, in order to preserve her family's noble status. Nonetheless, Lux's optimism and resilience have led her to embrace her unique talents, and she now covertly wields them in service of her homeland.



## XIN ZHAO

### THE SENESCHAL OF DEMACIA

---

Xin Zhao is a resolute warrior loyal to the ruling Lightshield dynasty. Whenever Jarvan III, the king of Demacia, delivers one of his rallying speeches from the glinting marble balcony atop the royal palace, Xin Zhao is at his side. Coined the Seneschal of Demacia, Xin Zhao is the personal steward of the Lightshield dynasty. Once condemned to the fighting pits of Noxus, he survived countless gladiatorial bouts, but after being freed by Demacian forces, he swore his life and allegiance to these brave liberators. Armed with his favored three-talon spear, Xin Zhao now fights for his adopted kingdom, audaciously challenging any foe, no matter the odds.



## SHYVANA

### THE HALF-DRAGON

---

Shyvana is a creature with the magic of a rune shard burning within her heart. Though she often appears humanoid, she can take her true form as a fearsome dragon, incinerating her foes with fiery breath. Having saved the life of the crown prince Jarvan IV, Shyvana now serves uneasily in his royal guard, struggling to find acceptance among the suspicious people of Demacia.



## JARVAN LIGHTSHIELD IV

### THE EXEMPLAR OF DEMACIA

---

Prince Jarvan, scion of the Lightshield dynasty, is heir apparent to the throne of Demacia. Raised to be a paragon of his nation's greatest virtues, he is forced to balance the heavy expectations placed upon him with his own desire to fight on the front lines. Jarvan inspires his troops with his fearsome courage and selfless determination, raising his family's colors high and revealing his true strength as a future leader of his people.



## QUINN

### DEMACIA'S WING

---

Quinn is an elite ranger-knight of Demacia, who undertakes dangerous missions deep in enemy territory. She and her legendary eagle, Valor, share an unbreakable bond, and their foes are often slain before they realize they are fighting not one, but two of the kingdom's greatest heroes. Nimble and acrobatic when required, Quinn takes aim with her crossbow while Valor marks their elusive targets from above, making them a deadly pair on the battlefield.



## KAYLE

### THE JUDICATOR

---

A great hero and the strongest among her kind, Kayle is an angelic warrior dedicated to purging those beyond redemption. After conflict divided her people, she took up her enchanted armor and flaming sword in the name of order, disowning her very flesh and blood in the process. When Kayle descends upon the field of battle, her justice is swift—for none can escape the light of divine and righteous fury.



## FIORA LAURENT

### THE GRAND DUELIST

---

The most feared duellist in all Valoran, Fiora is as renowned for her brusque manner and cunning mind as she is for the speed of her blue steel rapier. Born to House Laurent in the Kingdom of Demacia, Fiora took control of the family from her father in the wake of a scandal that nearly destroyed them. House Laurent's reputation was sundered, but Fiora bends her every effort to restore her family's honor and return them to their rightful place among the great and good of Demacia.



## GALIO

### THE COLOSSUS

---

Outside the gleaming city of Demacia, the stone colossus Galio keeps vigilant watch. Built as a bulwark against enemy mages, he often stands motionless for decades until the presence of powerful magic stirs him to life. Once activated, Galio makes the most of his time, savoring the thrill of a fight and the rare honor of defending his countrymen. But his triumphs are always bittersweet, for the magic he destroys is also his source of re-animation, and each victory leaves him dormant once again.



# NOXIAN CHAMPIONS

## DARIUS

### THE HAND OF NOXUS

---

There is no greater symbol of Noxian might than Darius, the nation's most feared and battle-hardened leader. Rising from humble origins to become the Hand of Noxus, he cleaves through the empire's enemies—many of them Noxians themselves. Knowing that he never doubts his cause is just, and never hesitates once his axe is raised, those who stand against the commander of the Trifarian Legion can expect no mercy.



## KATARINA DU COUTEAU

### THE SINISTER BLADE

---

Decisive in judgment and lethal in combat, Katarina is a Noxian assassin of the highest caliber. Eldest daughter to the legendary General Du Couteau, she made her talents known with swift kills against unsuspecting enemies. Her fiery ambition has driven her to pursue heavily guarded targets, even at the risk of endangering her allies—but no matter the mission, Katarina will not hesitate to execute her duty amid a whirlwind of serrated daggers.



## TALON DU COUTEAU

### THE BLADE'S SHADOW

---

Talon is the knife in the darkness, a merciless killer able to strike without warning and escape before any alarm is raised. He carved out a dangerous reputation on the brutal streets of Noxus, where he was forced to fight, kill, and steal to survive. Adopted by the notorious Du Couteau family, he now plies his deadly trade at the empire's command, assassinating enemy leaders, captains, and heroes... as well as any Noxian foolish enough to earn the scorn of their masters.



## RIVEN

### THE EXILE

---

Once a leader in the war hosts of Noxus, Riven is an expatriate in a land she previously tried to conquer. She rose through the ranks on the strength of her conviction and her brutal efficiency, and was rewarded with a legendary runic blade—however, on the Ionian front, Riven's faith in her homeland was tested and ultimately broken. Having severed all ties to the empire, she now wanders with her shattered sword, seeking atonement for a past she cannot forgive.



## SWAIN

### THE NOXIAN GRAND GENERAL

---

Jericho Swain is the visionary ruler of Noxus, an expansionist nation that reveres only strength. Though he was cast down and crippled in the Ionian wars, his left arm severed, he seized control of the empire with ruthless determination... and a new, demonic hand. Now, Swain commands from the front lines, marching against a coming darkness that only he can see— in glimpses gathered by shadowy ravens from the corpses all around him. In a swirl of sacrifice and secrets, the greatest secret of all is that the true enemy lies within.

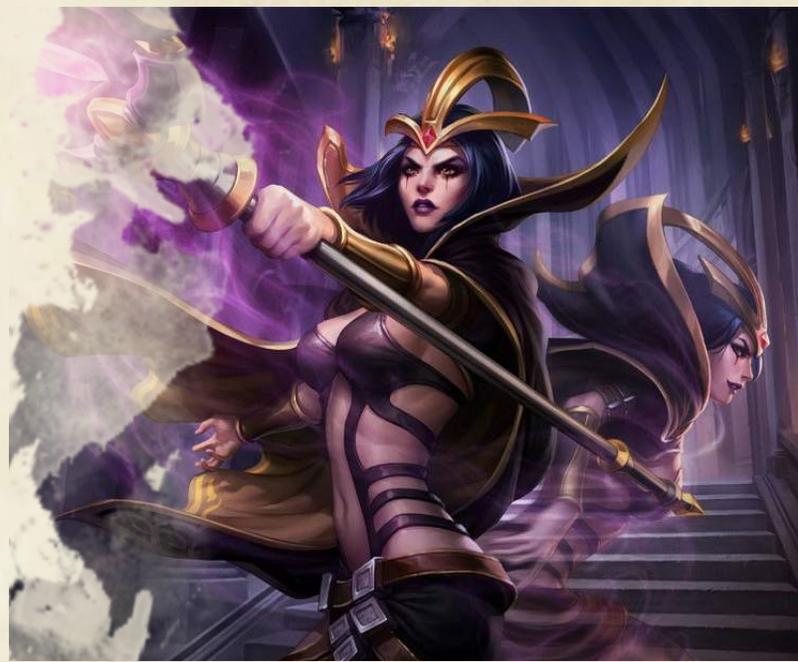


## LEBLANC

### THE DECEIVER

---

Mysterious even to other members of the Black Rose cabal, a secret society organization, LeBlanc is but one of many names for a pale woman who has manipulated people and events since the earliest days of Noxus. Using her magic to mirror herself, the sorceress can appear to anyone, anywhere, and even be in many places at once. Always plotting just out of sight, LeBlanc's true motives are as inscrutable as her shifting identity.



# VLADIMIR

## THE CRIMSON REAPER

---

A fiend with a thirst for mortal blood, Vladimir has influenced the affairs of Noxus since the empire's earliest days. In addition to unnaturally extending his life, his mastery of hemomancy allows him to control the minds and bodies of others as easily as his own. In the flamboyant salons of the Noxian aristocracy, this has enabled him to build a fanatical cult of personality around himself—while in the lowest back alleys, it allows him to bleed his enemies dry.



# IONIAN CHAMPIONS

## XAN IRELIA

### THE BLADE DANCER

---

The Noxian occupation of Ionia produced many heroes, none more unlikely than young Irelia of Navori. Trained in the ancient dances of her province, she adopted her art for war, using the graceful and carefully practiced movements to levitate a host of deadly blades. After proving herself as a fighter, she was thrust into the role of resistance leader and figurehead, and to this day remains dedicated to the preservation of her homeland.



## KARMA

### THE ENLIGHTENED ONE

---

No mortal exemplifies the spiritual traditions of Ionia more than Karma. She is the living embodiment of an ancient soul reincarnated countless times, carrying all her accumulated memories into each new life, and blessed with power that few can comprehend. She has done her best to guide her people in recent times of crisis, though she knows that peace and harmony may come only at a considerable cost—both to her and to the land she holds most dear.



## LEE SIN

### THE BLIND MONK

---

A master of Ionia's ancient martial arts, Lee Sin is a principled fighter who channels the essence of the dragon spirit to face any challenge. Though he lost his sight many years ago, the warrior-monk has devoted his life to protecting his homeland against any who would dare upset its sacred balance. Enemies who underestimate his meditative demeanor will endure his fabled burning fists and blazing roundhouse kicks.



## MASTER YI

### THE WUJU BLADESMAN

---

Master Yi has tempered his body and sharpened his mind, so that thought and action have become almost as one. Though he chooses to enter into violence only as a last resort, the grace and speed of his blade ensures resolution is always swift. As one of the last living practitioners of the Ionian art of Wuju, Yi has devoted his life to continuing the legacy of his people—scrutinizing potential new disciples with the Seven Lenses of Insight to identify the most worthy among them.



## OTHER CHAMPIONS

### BARD

#### THE WANDERING CARETAKER

---

A traveler from beyond the Stars, Bard is an agent of serendipity who fights to maintain a balance where life can endure the indifference of chaos. Many Runeterrans sing songs that ponder his extraordinary nature, yet they all agree that the cosmic vagabond is drawn to artifacts of great magical power. Surrounded by a jubilant choir of helpful spirit meeps, it is impossible to mistake his actions as malevolent, as Bard always serves the greater good... in his own odd way.



# TERMS

Note: Some of the terms used below have not been mentioned before in the background guide but may be used by other delegates who have a firmer grasp on League Lore during the conference. If you are not familiar with League of Legends, I highly recommend that you read through the League of Legends Wikia or [universe.leagueoflegends.com](http://universe.leagueoflegends.com) to be able to keep up during debate.

You do not **need** to know the following information, but it may be useful.

**Bandle City** is home of the yordles. No one knows for certain where it is located but they do know that it is a place of unfettered magic. Non-yordles who have ventured to Bandle City tell tales of heightened sensations where food and drink intoxicates the senses for years and sunlight is eternally golden. However, no one knows how true these tales are for no two tale-tellers ever seem to agree on what they actually saw.

**Bilgewater** is a haven for smugglers, marauders, and the unscrupulous, where fortunes are made and ambitions are shattered in the blink of an eye. It is a port city like no other nestled in the Blue Flame Isles archipelago. A **champion** is the player-controlled character in League of Legends, each possessing unique abilities and attributes.

**Freljord** is a harsh and unforgiving land where a three-way civil war is currently taking place. It is located in the far north of Valoran, bordering Demacia and Noxus.

**Mount Targon** is the mightiest peak in Runeterra, a towering peak of sun-baked rock amid a range of summits unmatched in scale anywhere else in the world.

**Piltover**, also known as the City of Progress, is a thriving, progressive city whose power and influence is on the rise. It is Valoran's cultural center, situated on the cliffs above the district of Zaun and overlooking the ocean. It is located on an isthmus between Valoran and Shurima.

**Runeterra** (*meaning magic earth*) is an oblate spheroid planet and the fictional world where most of the lore of League of Legends takes place.

**Shurima** was once a thriving empire that spanned a vast desert but now is nothing but ruins. Although the people have gathered into scattered tribes across the continent of Shuriman, the tribes are stirred by whispers from the heart of the desert where the former capital sat: the city of Shurima has risen.

Shurima is also the name of the southern continent of Runeterra where the most predominant nation was Shurima, from which it gained its name.

A **summoner** is the real-life player that controls the champion they have selected.

**Valoran** is the northern continent of Runeterra where almost all nations and factions of Runeterra are based.

**Void** is a manifestation of the unknowable nothingness that lies beyond. It is a force of insatiable hunger, waiting through the eons until its masters, the mysterious Watchers, mark the final time of undoing.

**Zaun** is a large, undercity district, lying in the deep canyons and valleys threading **Piltover**. Zaun and Piltover were once united, but are now separate, yet symbiotic societies. Though it exists in perpetual smogged twilight, Zaun thrives, its people vibrant and its culture rich. Piltover's wealth has allowed Zaun to develop in tandem; a dark mirror of the city above