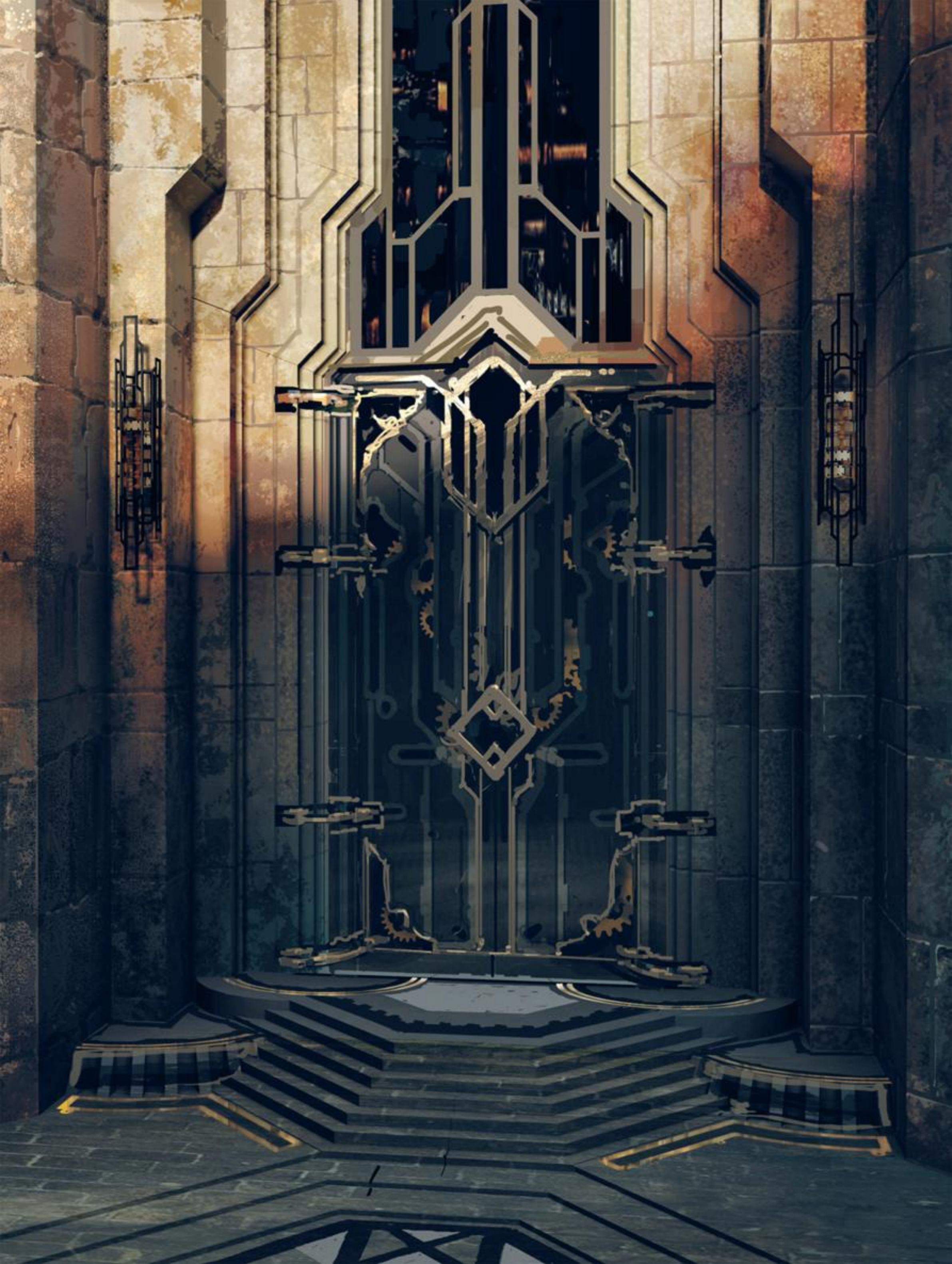


LEAGUE OF LEGENDS

REALMS OF RUNETERRA

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LEAGUE OF LEGENDS



LEAGUE OF LEGENDS

REALMS OF RUNETERRA



VORACIOUS
LITTLE, BROWN AND COMPANY
NEW YORK BOSTON LONDON

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TO RIOTERS

It is an honor to be surrounded daily by folks with such a deep dedication to excellence. The passion, patience, and perseverance that runs in the lifeblood of Riot is what has made this world (and this book) possible.

If we can dream it, we can do it. Thank you for saying, "Yes, and…" every day.

TO PLAYERS

Although this book may focus on the fictional world of League of Legends, know that all of you are at the center of our universe.

Thank you.

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INTRODUCTION

To friends, old and new… Welcome.

For some, this may be your first encounter with the League of Legends universe. For others who have wandered with us over the years, opening this book may be just the yordle portal you've been searching for.

At the time of writing, it has been just over four years since I began my own travels through the realms of Runeterra. The stories I've been a part of have let me surf the sands of Shurima, chase augmented criminals through the corroded back alleys of Zaun, and solve the mysterious death of an elder master in Ionia.

When I joined Riot Games, I was told that, within the world of League of Legends, there is something for everyone. At first I was doubtful a fictional setting could be that robust—but as I started to become more familiar with it all, I realized there really was no limit to the characters we could meet, or the stories we could tell.

Now and always, Runeterra is for all of us.

Today, you might be a Noxian warmason, claiming new territory for the empire's expansion, while I might be a treasure hunter seeking mystical relics on the haunted shores of the Shadow Isles. Tomorrow, perhaps we can both be young recruits in the Demacian military, taking our oaths to join the ranks of the Dauntless Vanguard? Or maybe we'll just celebrate as Freljordian warriors, and toast "a good day" under a brilliant, celestial aurora? No matter where our curiosity takes us, I know there will always be something new to discover.

This book is meant to serve as a friend and guide as you navigate the wilds of Runeterra. More than just a collection of art and stories, this is the beginning of an exploration into civilizations and cultures touched by fantasy—this is a shared dream made real. Imagination really is the best story-toy-tool-game in the proverbial box, and it is my sincere hope that this glimpse into the world contained within these pages sparks your imagination as much as it has mine.

Wishing you magic and adventure on the journey ahead,

—Ariel "Thermal Kitten" Lawrence
Head of Narrative, Riot Games

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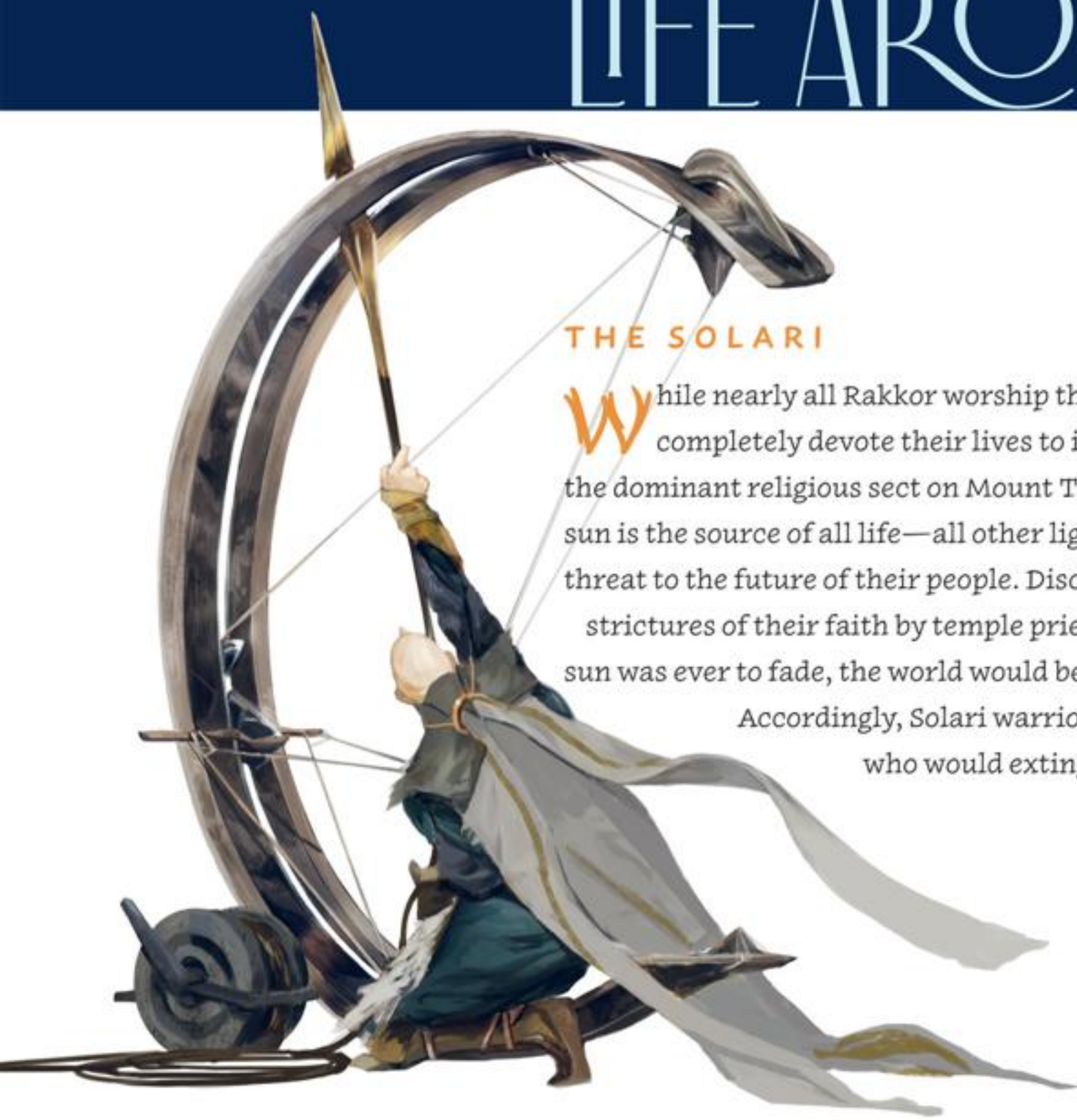
GON

To better understand Runeterra, one might start with Targon, where legends of the world's creation often begin.

Like any place of myth, it is a beacon to dreamers, pilgrims, and seekers of truth and enlightenment, such as the hardy tribes of the Rakkor who call the mountains home. Mount Targon itself is the mightiest peak in Runeterra—a towering pinnacle of twisted, sun-baked rock that seems to reach ever upward toward the stars.

For millennia, mortals have been drawn to climb Mount Targon, even though they cannot always explain why, and the ascent is known to be all but impossible.

LIFE AROUND THE



THE SOLARI

While nearly all Rakkor worship the sun, those who completely devote their lives to it are known as the Solari. As the dominant religious sect on Mount Targon, the Solari believe the sun is the source of all life—all other light sources are false, and a threat to the future of their people. Disciples are guided in the strictures of their faith by temple priests, who preach that if the sun was ever to fade, the world would be swallowed by darkness. Accordingly, Solari warriors stand ready to fight any who would extinguish its holy light.





