

THE WORLD OF RUNETERRA: THE STORY BEHIND LEAGUE OF LEGENDS



Deep within the mystical world of Runeterra, powerful nations, ancient creatures, and legendary heroes clash in a battle for dominance. League of Legends is more than just a game—it is a universe filled with stories of war, magic, and destiny.

The Continents of Runeterra

Runeterra is divided into many regions, each with its own history and rulers. Some of the most powerful kingdoms include:

- Demacia - A proud and noble kingdom that values honor and justice. Champions like Garen and Lux fight to protect their homeland from darkness.
- Noxus - A ruthless empire that believes in strength above all. Warriors like Darius and Katarina will stop at nothing to expand their power.
- Ionia - A peaceful land filled with monks and warriors who seek balance. However, it was invaded by Noxus, leading to heroes like Shen and Irelia rising to defend it.
- The Shadow Isles - A cursed land covered in black mist, filled with undead creatures. Champions like Thresh and Viego spread terror across Runeterra.
- Piltover & Zaun - Piltover is a city of progress and invention, while Zaun is its darker, underground twin. Characters like Jinx and Vi come from these cities, representing chaos and order.

The Conflict Between Magic and Power

Many battles in Runeterra are fought over magic. Some kingdoms, like Demacia, fear magic and seek to control it, while others, like The Freljord, embrace its ancient power. Magic has shaped history, creating powerful figures like the Iceborn of the North and the Star Guardians of the cosmos.

Famous Champions and Their Stories

- Aatrox, the Darkin Blade - Once a noble warrior, Aatrox was cursed and turned into a living weapon, seeking to destroy everything.
- Ahri, the Nine-Tailed Fox - A magical fox spirit who absorbs the life energy of others, searching for her true past.
- Ekko, the Boy Who Shattered Time - A genius from Zaun who created a device that lets him rewind time and change fate.
- Viego, the Ruined King - A king whose love for his lost wife led him to release dark magic, turning him into a ghostly ruler of the undead.

Part I: Reading Comprehension Questions

Answer the following questions based on the Runeterra text.

Multiple-Choice Questions

1. What are the two realms that make up Runeterra?
 - A. Material Realm and Spirit Realm
 - B. Physical World and Dream World
 - C. Celestial Realm and Abyssal Realm
 - D. The Voloran and Shurima Continents
2. According to the text, why did conflicts known as the Rune Wars break out in Runeterra?
 - A. People discovered powerful World Runes and fought over them.
 - B. A mighty empire tried to conquer all of Runeterra.
 - C. Magic was disappearing from the world, causing panic.
 - D. Champions from different regions started battling for glory.
3. Which statement best describes the inhabitants of Runeterra according to the text?
 - A. Many different people live there, who are both fierce and wondrous.
 - B. All the people are united peacefully under one empire.
 - C. Only magical creatures live in Runeterra; there are no ordinary humans.
 - D. Most inhabitants are weak and lack any magic or bravery.



Short-Answer Questions

Answer the following in 1-2 sentences each.

1. What are the World Runes, and what happened when they were first used in Runeterra?
2. The text calls Runeterra "a magical world unlike any other." Give one reason from the text that makes Runeterra unique compared to other worlds.



Part 2: Vocabulary Exercises

Match each word from the text with its correct definition.

Words:

1. Celestial (sə'lēstfəl)
2. Abyssal (ə'bīsəl)
3. Realm (rēlm)
4. Artifact ('ɑ:rtfɪəkt)
5. Destiny ('destənē)
6. Wondrous ('wʌndrəs)

Definitions:

- a. An object made by people, often of historical or magical importance.
- b. A kingdom or domain; a region or world with its own rule or character.
- c. Extremely impressive or magical; inspiring a sense of wonder.
- d. Relating to the sky or heavens; heavenly.
- e. The events that are fated to happen in the future; fate.
- f. Very deep or bottomless; extremely dark or evil (like an abyss).

Part 3: Discussion and Critical Thinking Questions

Think about the themes in Runeterra's lore and answer the questions below. Be ready to discuss your ideas.

1. The Rune Wars were a major conflict in Runeterra's history. What caused the Rune Wars, and what does this conflict show about why people seek power in Runeterra?
2. Magic and powerful artifacts can be used for both good and evil in Runeterra. Give an example of how someone might use magic or power in a positive way, and another example of it being used in a harmful or selfish way. What do these examples tell you about the role of power in Runeterra?
3. In the text, Runeterra "separates the celestial powers of creation from the abyssal threat of all undoing." What do you think this means for the destiny or fate of Runeterra and its people? (Hint: consider what it implies about Runeterra's role in a struggle between great cosmic forces.)