



The Lore of Valoran

Rule Book

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Overview

League of Legends: The Lore of Valoran is a board game based on the background story of the MOBA game - League of Legends. This board will focus more on the story behind the champions and try to give players a better understanding of the Lore of Valoran.

Introduction

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.

Object of the Game

League of Legends: The Lore of Valoran is a board game of questing and battle for two players. Each player takes on the role of one of four champions (Katarina, Darius, Lux and Garen) from two different camps – Demacia and Noxus -adventuring in Valoran. During their travels, these champions will recruit allies by accomplishing quests or wining battles to acquire Legend Points.

The team with 5 or more team members and 30 Legend Points will be qualified to join the League of Legends and win the game.

Component List

- This Rulebook
- 1 Game Map
- 2 Combat boards
- 2 Champion Figures (use D4 to represent)
- 17 Champion Cards
- 17 Quest Cards
- 30 Discovery Cards
- 2 D6s
- 2 D12s
- 8 more D6s to display health in Combat

Active Turn

1. **Choose a quest:**
Draw a Quest Card if you have less than 2 unfinished quests. Players can choose to discard any of the quest cards at this phase.
2. **Move:**
Roll a D6, then move up to that number of spaces in any direction. Players can choose to move or not but cannot stop on their way.
3. **Encounter:**
If the player encounters his/her opponent on the way, s/he will automatically start a challenge for combat.
4. **Discover:**
Roll a D10, then draw a Discovery Card according to that number.
5. **Completing Quest:**
Follow instructions to finish quests or combat.

Game Board



This map represents the land of Valoran where the champions adventure throughout the game. Many quests require a character to travel to a particular named space. Different colors distinguish different regions. The champions' positions are also marked in the map.

Discovery Card

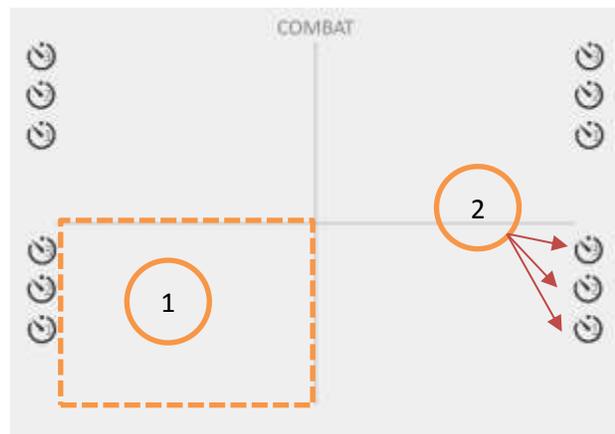
Roll a D12, then draw a Discovery Card according to that number.

Point	Discovery Card	Details
1	none	
2-4	Melee Minion	
5-7	Caster Minion	
8	Flash	 Flash Allow one champion to teleport to an empty position or exchange positions with another champion/creature.

9	Heal	 Heal Restore 1 Health to all allied champions.
10	Smite	 Smite Kill a creature.
11	Barrier	 Barrier Shields your champion for 1 damage for 1 round.
12	Teemo's Mushroom	 Deal 1 damage to everyone in your team.

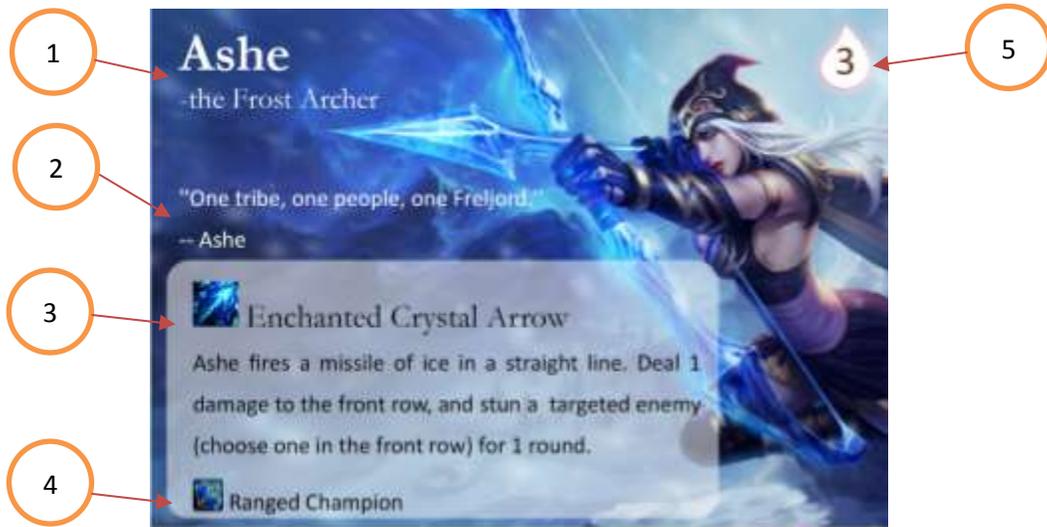
Combat

1. Players on both sides choose 1 to 3 champions and/or one more creature/s to combat and place them in two rows.
 - Melee champions can only attack the enemies in front row unless the front row is empty.
 - Ranged Champions can attack enemies in any place.
2. Players roll a d6 to decide who goes first.
3. In each turn, player can choose one champion to take one of the following actions (The starting player cannot use ability in his/her first round):
 - Attack an enemy in range to deal 1 damage;
 - Use ability (A champion's ability can be used only once in one combat);
 - Put one character to an empty space or exchange two character's positions.
4. Use skills on Discovery Cards won't cost a turn.
5. The combat ends when all the champions on one side die or one player surrenders.
 - If a player loses a combat, s/he will be sent back to the starting point of the map.
 - If a player loses a combat against another player, s/he will lose 5 Legend Points and the winner will gain 5 more.



- ① Space to place Champion or Creatures.
- ② Space to place a health display D6. 3 "clocks" will help players to keep track of cooldowns of each champion.

Champion Card



- ① Champion's Name
- ② Quote
- ③ Ability name and description
- ④ Attack Range
- ⑤ Health

Quest Card

Each player begins the turn by drawing one quest card if s/he has less than 2 unfinished quests. Some quests require a champion to travel to a specific space to finish the quest, some quests require a champion to deal damage or defeat an enemy champion. By completing quests, a champion recruits new allies and acquires the Legend Points needed to eventually win the game.

- The deck faces players with Cards' back sides before they draw. The container will cover the reward part so players won't see it before they draw it.
- Some quests require more than one steps to accomplish. Each step will take one turn.
- Some quests have constrains (for example, only Demcia), if the player draw a Quest Card which is beyond his/her accomplish range, s/he have one chance to redo this step.
- If a quest is completed, discard the Quest Card and gather your rewards.
- If a quest is failed, put the Quest Card back to the deck.



- Front:
- ① Quest Name
 - ② Background story
 - ③ Quest description

- Back:
- ④ Reward
(Blocked by container when players draw the quest cards)