



# THE FRELIJORDIAN CONFLICT

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Dear Delegates,

Hello! I hope each and every one of you is doing well in time that remains challenging and uncertain for many. My name is Pedro Coelho, and I am a current senior at Phillips Exeter Academy born and raised in Rio de Janeiro, Brasil. When I was a sophomore at PEA, I served as crisis staff at PEAMUNXI. Last year, I vice-chaired *2030: The Next Frontier*, an ECOSOC-Crisis hybrid committee on space sovereignty. In my free time, I like to read science fiction (my personal recommendation in that genre is the Foundation trilogy, by Isaac Asimov), play online games with my friends, or write and edit articles for Out-of-Town, PEA's international affairs publication. The idea for this committee was born out of the realization that the lore and worldbuilding of Runeterra, the fictional universe that the game *League of Legends* is set in, could lend itself well to the structure of a Joint Cabinet Crisis while providing a fun and refreshing Model UN experience. So without any further ado, let's get into what the committee is all about.

This committee takes place in the world of Runeterra, the setting of the multiplayer online battle arena (MOBA) *League of Legends* released in 2009 by Riot Games. Although the gameplay of *League* is not story-driven, a fundamental aspect of the game is selecting a Champion: noteworthy and unique characters that have their own lore, backstories, and specific set of abilities that the player can play as and step into the shoes of. Hence, *League of Legends* can be thought of as a character-driven game, set in a world with rich and varied lore that, with (mostly) respect and reverence, draws from real-life peoples, histories, and cultures around the world. One such example is the region this committee is set in: the **Freljord**.

A cold, harsh land, the Freljord spans much of the north of the Runeterra continent, and is home to a rich oral tradition and ancient tribes that proudly thrive in difficult



conditions. As of the present day, three main tribes with distinct ideologies fight for dominance: the Avarosans, the Winter's Claw, and the Frostguard. These will represent the different cabinets of this crisis committee, making the Freljordan conflict a Joint Cabinet Crisis. To put things in simple terms, each of the delegates will be placed into one of the three cabinets, each representing a side in the three-way civil war that ravages the Freljord. Each cabinet can be thought of as a pre-made bloc, and your fellow cabinet members are the ones you will spend most of committee debating and directive-writing with. The goal of each cabinet is to win the war and gain sovereignty over the land, although things in reality are more nuanced than that.

In committee, delegates will be each assigned a character with their own set of goals, bonds, backstory, strengths and flaws. Each character will be situated in the larger context of their cabinet (that is, their side in the civil war), and must realistically and respectfully collaborate with their allies to achieve their goals. As long as it is realistic, respectful, in-character, and agrees with the rules of the world, anything is on the table.

Although Freljord is a fictional land set in the fantasy world of Runeterra (yes, magic is a thing, but it can't fix all your problems), delegates will be challenged by many concepts present in real-life historical conflicts: military and tactical conflict, diplomacy, plotting, conflicting interests, moral dilemmas, and much more. I would also be remiss to not emphasize that the Freljord, like any region in the real world or fiction, has its own history, values, and culture--a culture which may often not conform to perspectives that many of our delegates will be accustomed to. As such, a sense of respect, desire for understanding, and a good effort in cultural competency is a must to fully enjoy all that the rich world of the



Freljord has to offer. Be eager to learn, be respectful, prepare for a fun experience, and welcome... to the Freljord.

Sincerely,

Pedro Coelho [pcoelho@exeter.edu](mailto:pcoelho@exeter.edu)



## The Freljord: Summary

### MAPS OF THE FRELJORD



*1.1: Unlabeled map of the Freljord*



*1.2: Map of the Freljord w/ Demacia to the South*



*1.3: Map of the Freljord w/ borders delineated in blue*

The Freljord is a cold, harsh and unforgiving land, spanning the Northern regions of the continent known as Runeterra. Inspired by real-life Nordic culture and mythology, it is a place where people are born warriors, who must go against all odds in order to thrive. Proud and fiercely independent, the rugged tribes of Freljord are considered barbaric by the peoples in other regions of Runeterra who do not care to understand the rich history and traditions that shaped them. Like the remainder of Runeterra, the land of Freljord is steeped in mystery and magic, which may play a significant role in the committee. But let's begin with some all-important historical context.



## **The Age of Demi-Gods**

It is said that the Freljord was created by three sibling demigods: Ornn, the ram demi-god of the forge and craftsmanship; Anivia, the phoenix demi-god of life, rebirth, and hope; and Valhir, the Volibear, the bear demi-god of strength, ferocity, and storm. In a time long ago when magic still ran freely and deeply through Runeterra, Ornn hammered out the land, with its mountains, rivers and plains; Anivia beat her mighty wings, calling hail and snow storms into being; and Volibear roared, bringing down the thunder and lightning that would resound through the land. Thus the Freljord was created, and some time later, people moved into it, multiplying and growing stronger despite the challenges they faced.

As the presence of human beings in the Freljord became more significant, there came the age of the three sisters: Avarosa, Serylda, and Lissandra. Despite being mortal, they sought to bring order and unity to the Freljord. Faced with the sister's ambition, the demi-gods, who were still the main ruling force, were unsure how to proceed. The gentle Anivia seemed inclined to work with them, fascinated by their tribulations, while Volibear sought to destroy them for their arrogance. Ornn, meanwhile, continued to toil in the Hearth-Home, his grand forge in the caldera of a volcano, content with ignoring the trio of sisters and waiting out their short lifespans. After all, the sisters were human, and the demi-gods were eternal.

The Volibear did not heed Anivia and Ornn, and prepared his followers, the Ursine, for conflict with the sisters. But as he was about to storm into battle, he was met with none other than his brother. The ram demi-god Ornn disagreed with the Volibear's savage demeanor, and they became embroiled in a cataclysmic battle that would ravage the Freljord, a storm of fire and ash that could be seen miles away. The brothers fought to a stalemate, and



Ornn retreated, disappearing for an age, while Valhir, wounded, and having cast off his runic armor during his fight with his brother, rushed into battle against the sisters.

### **THE DEMI-GOD BROTHERS BATTLE**



In the ensuing battle against the sisters, the Volibear blinded Lissandra, but was felled by the combined might of the three and the demi-god Anivia. As gentle snowfall settled on the battlefield and the sisters found themselves victorious, the age of demi-gods came to end: Ornn had retreated, nowhere to be seen; Valhir's immense form had fallen on the battlefield; and Anivia, torn down from the heavens by her brother's thunder, returned to an icy egg, a promise of rebirth in the far future. A brief period of peace and unity in the Freljord followed, but the sister's allegiance would not last.

### **Lissandra's Betrayal**

As Lissandra had her sight stolen, she turned to dreams. As she roamed through fitful visions, she saw a great, writhing mass of shadow waiting in the far future. And with it, a



deep, cold infinity, full of danger and potential. Unbeknownst to her sisters, Lissandra struck a deal with mysterious entities of which little is known except for their names: The Watchers. They promised Lissandra power and protection from the great incoming danger she had seen, in exchange for reverence and servitude.

### LISSANDRA'S VISIONS



The Sisters convened. Both the cool and level-headed Avarosa and her steadfast sister, Serylda, bristled against the concept of subservience. They had fought hard to shape the Freljord into a strong, independent land. Lissandra attempted to calm them, begging the Watchers for more time, but this would be in vain. In the Freljord, the mighty have always had the final say: and so the sisters marched into battle, this time not as allies, but as enemies. Avarosa rallied her tribe of Avarosans, while Serylda assembled her warriors of the Winter's Claw, and as their combined forces fell upon Lissandra's fortress, a bitter confrontation known as the Battle of Howling Abyss ensued.



## The Battle of Howling Abyss

### WARDED GATEWAY TO THE HOWLING ABYSS



Not much is known of the conflict. Few warriors lived, even less remained sane, and those who did have had their stories long since lost to time. What is known is that Avarosa and Serylda died, while Lissandra went missing, and the remaining warriors who survived were changed, altered by ice magic. They were known henceforth as the Iceborn, mortals with resistance to frost and the ability to wield weapons crafted from a magical mineral known as True Ice.

The Battle at Howling Abyss marks the end of ancient Freljordanian history. As the sisters perished, the age of magic in the Freljord began to wane, and the land fell once more into chaos. Devoid of the Sisters' leadership, the fragmented tribes of Avarosans and the Winter's Claw (as well as innumerable other smaller tribes) fought for dominance in small regional scuffles.

Freljord has always been a strong tribal society steeped in rich oral history, a truth that endured through calamity. Despite the death of the sisters during the events of Howling



Abyss, their tribes remained, and held steadfast onto the hope that Avarosa and Serylda would one day reincarnate to lead the Avarosans and the Winter's Claw once more.

For the following centuries, with the major tribes splintered, their influence and strength waned. At the same time, the political dynamic of the Freljord became uneventful, with new small tribes rising under the leadership of ambitious warlords and others fading. As neighboring states such as Demacia and Noxus continued to grow in might, the Freljord, lacking in central leadership and being made up of little more than disparate tribes, stagnated in time. It seemed that the Sister's prophesied return would not come to pass. That is, until the recent births of the idealistic Ashe and the headstrong Sejuani.

## **The Sisters, Returned**

As the tale of the Freljord approaches the modern day, relevant events and stories become gradually more character-centric, and important readings should be pursued by individual delegates as they learn more about their characters they are meant to embody. In the span of the past couple decades, the Freljord experienced a shift in power, caused by two important women who rose to power while being hailed to be the reincarnations of Avarosa and Serylda, and a third, enigmatic figure who emerged as the de-facto leader of the Frostguard.

The first, Ashe, is a young Iceborn woman, an idealist who brought her tribe back from the brink of extermination and wields an ancient, True Ice bow that once belonged to Avarosa. Through her calm and level-headed demeanor and relentless desire to unite the Freljordanian tribes and teach them peace, she is hailed by many as Avarosa's reincarnation. As the leader of the Avarosans, she has united many tribes under her faction through the promise of better times and level-headed diplomacy. Those under her leadership tend to be



progressives who seek to bring peace to the Freljord, even if it means overturning old tradition.

### ASHE



The second, Sejuani, is also Iceborn, and is prophesied to be the reincarnation of Serylda. Riding a mighty Freljordan druvask and wielding a maul of True Ice, she is harsh and unforgiving like the Freljord itself. Sejuani insists that peace is an illusion, and falling prey to it would be to dishonor the traditions of those before her and would weaken the Freljord to subjugation by external powers. Headstrong, she leads the Winter's Claw, unflinchingly honoring tradition and embodying the fury of the Freljord more than anyone under her leadership. More often than not, she unites tribes under her faction through tactical leadership and military might. Tribes under her command tend to be conservatives who honor tradition and insist that Freljord must remain strong by adhering to and reclaiming the old ways.



## SEJUANI



The third, emerged from a long period of hiding, claims to be none other than Lissandra herself, the last surviving member of the original trio of three sisters. A sorceress with the power of prophecy and wielding the might of black ice, she leads the Frostguard, a coalition of tribes and monstrous beings alike who often follow her with cult-like devotion. Her motives remain a mystery, but one of her main goals seems to be pitting Ashe and Sejuani against each other, fueling the flames of conflict, and securing ever-growing stores of True Ice for herself.



## LISSANDRA



### **Present Situation:**

This section contains information on the ‘inciting incident’ of the committee, the crisis which delegates will be thrust into and expected to resolve.

In the midst of the burgeoning civil war between the Avarosans, the Winter’s Claw, and the Frostguard, a new vein of True Ice larger than any found to date has been discovered in the region of Lokfar. As a reminder, True Ice is a mineral with mystical properties, a glowing ice that never melts. In the right hands, it can be forged into powerful weapons that can be wielded by Iceborn. Although character-specific goals may vary, the objective of each cabinet is to secure the vein for their own forces, as it could prove decisive in establishing dominion over the Freljord. Apart from the characters directly involved in the Freljordan conflict, representatives from foreign states such as Demacia have also been sent with a mission to aid specific tribes--their goal is to serve as aides, while also bringing to fruition the goals of their own superiors (more details listed under Characters and Further Research).



## **Cabinet Data:**

This section contains some general information about the powers held by each cabinet, and how each tribe matches up to the other when it comes to military, infrastructure, etc. Delegates are encouraged to use the information in this section to play to their strengths and cover their weaknesses, consider with whom to forge allegiances, and to explore different places that committee could go in.

### **AVAROSANS**

The Avarosans are at an advantage in terms of sheer number of tribes and people under their alliance. Due to residing in the warmer regions of the Freljord, they have access to more stable allegiances and consistent food supplies. Their military might is notable, although not quite as much as the Winter's Claw; rather, their true strength lies in diplomacy.

### **WINTER'S CLAW**

The Winter's Claw, on the other hand, dominate in terms of sheer military and tactical prowess. Although they do not have as many tribes allied to them, their ranks are filled with trained warriors, with a much smaller proportion of civilians--this is a double-edged sword, as the absence of farmers to tend to fields means their food supplies are less stable than the Avarosans. In addition, the fact that their forces are bonded together by the strict following of tradition and the promise of battle means that Sejuani's alliance with the tribes under her control has to be carefully managed, and Sejuani must employ an iron fist to keep them under her command.



## FROSTGUARD

The Frostguard are the most enigmatic. Their military forces are the smallest in number, but they are firmly rooted in the Frostguard Citadel which provides them with a geographical advantage and good defense against attacks. Their bonds are nigh-unbreakable, as most of Lissandra's allies follow her with cult-like devotion. And most importantly, due to their network of spies and Lissandra's magical foresight, they have access to the highest amount of information, and boast the greatest tactical cunning.

### **Characters, Portfolio Powers, and Further Research:**

This section contains a list with all main characters in committee, brief summaries about them and their goals, as well as links to character-specific research that delegates will be required to do for (and only for) the character they are assigned. Delegates are free to explore and do any additional research regarding other characters, places, and the broader Runeterra universe, but must keep in mind that in committee, the decisions made by delegates cannot be based on information that their characters would not know (i.e.: the delegate playing Ashe would not know the personal details of Lissandra or Udyr's life stories).

For each of the links posted, read the entire page *and* explore the additional material found in the Read More section (i.e.: for the delegate that is assigned Ashe, read the whole page, then read "Frost Archer" and all four editions of "Warmother"). Although the initial readings, character summaries, further reading, and additional materials in the Read More section may seem like a lot, reading it all should take on average one hour and no more than two for any given character.

#### Initial readings:

<https://leagueoflegends.fandom.com/wiki/Freljord>, master page that features general information about characters, history, geography, and culture of the Freljord



[https://universe.leagueoflegends.com/en\\_US/region/freljord/](https://universe.leagueoflegends.com/en_US/region/freljord/), contains some great art that should help delegates conceptualize different locations and characters

[https://universe.leagueoflegends.com/en\\_US/story/tales-of-ornn/](https://universe.leagueoflegends.com/en_US/story/tales-of-ornn/), a collection of short stories, and other Freljordan myths and legends

## AVAROSANS

### **Ashe, the Frost Archer, Warmother of the Avarosans**

Ashe was born to Grena, the warmother of a small Avarosan tribe in the Northern Freljord. Her birth was hailed as a good omen, for she was Iceborn. Soon after Ashe's birth, Grena began to search for the Throne of Avarosa, a supposed hoard of items that would return their people to greatness. Due to an unnecessary raid on another tribe's lands, Grena was killed, but Ashe continued the search for the Throne in order to avenge her mother. The search seemed fruitless, until as if by chance, she stumbled upon a Gulfrost, an ancient cairn containing a True Ice bow thought to have belonged to Avarosa. Bow in hand, Ashe returned to her tribe, fueled with newfound determination to change the Freljord, and under her leadership the Avarosans grew at a dramatic rate, with Ashe, thought to be the reincarnation of Avarosa herself, at the helm. As leader of the Avarosans, Ashe has the final say in actions taken by her tribe as a whole, although other members of the Avarosan cabinet may take actions without necessarily informing her first. More so than other leaders, she places a large amount of trust in her followers, especially Tryndamere, her partner. Ashe is idealistic and seeks to fulfil the dream of a peaceful Freljord, but is not naive, and understands that in order to get there, difficult decisions may have to be made.

Required reading: <https://leagueoflegends.fandom.com/wiki/Ashe>

### **Tryndamere the Undying, Ashe's Bloodsworn**

Tryndamere was born to a small raider tribe somewhere in the Freljord, becoming known for his legendary stamina and dueling prowess as he grew older and fought alongside them. With him by their side, his people were unmatched, and his tribe grew in strength until a fateful



encounter with a towering, demonic figure. For the first time in his life, Tryndamere met his match, and was swatted away like an insect while his fellow warriors fell to the demon's blade, one by one. Broken and battered, he and the few remnants of his tribe encountered the Avarosans soon after, and Ashe, impressed by his strength and potential, proposed a political union that would strengthen both of their forces. Tryndamere accepted, and since then has been allied to the Avarosans, and is one of many among them that truly admire Ashe for her leadership and believe that she is the reincarnation of Avarosa. As Ashe's Bloodsworn and second in command, Tryndamere is loyal to Ashe and deeply admires her, but still holds considerable power of his own within the Avarosan cabinet.

Required reading: <https://leagueoflegends.fandom.com/wiki/Tryndamere>

### **Braum**, the Hero of the Freljord

Braum, since early childhood, was larger than his peers--but his family, coming from a long line of goat herders, taught him never to use his strength to bully others, and instead to protect. As he continued to grow, it became clear that he was Iceborn, but even among the Iceborn his resilience to the frost was legendary. He became a local hero, saving people from the elements and beasts, until he realized it was time for him to travel. Word of his mighty feats spread far and wide, including his acquisition of his legendary Ram-Shield, an enchanted vault-door made of True Ice. More recently, his travels led him to the pilgrimage site of Raketstake in the southern Freljord, where Ashe and her Avarosans adopted him informally into their tribe. Braum does not hold any strict allegiance to the Avarosans, for he believes in brotherhood and sisterhood between all in the Freljord, but agrees with their message of peace, and so remains by their side as a protector. Although he does not command any warriors, he is regarded highly unanimously by all in the Freljord, and naturally commands respect.

Required reading: <https://leagueoflegends.fandom.com/wiki/Braum>



## **Nunu (and Willump), the Boy and His Yeti**

Nunu was born into the Notai, a tribe of peaceful Freljordan nomads known for their storytelling. When a raider attack on his caravan separated him and his mother, he was taken in by the Frostguard, and was even questioned by Lissandra, who sought information regarding a monster who killed all who sought its power. For Nunu, nothing came to mind, until one day he realized...Lissandra wanted to know about the yeti. He remembered his mother's songs. Long ago, a noble, powerful race presided over the Freljord frosted mountains, but they were gone now. If only Nunu could find one, he thought, then maybe the yeti would help him find his mother. The boy set out, and sooner rather than later, came into the possession of a magical gem, and befriended a yeti whom he called Willump. Together, Nunu and Willump traveled across the Freljord in a wild, fun-filled romp, searching for Nunu's mother together. Most recently, they came upon the Avarosans. As soon as Ashe set her eyes on Nunu and his yeti friend, she recalled the legends of old, and took him in, promising to help him find his mother in exchange for his help fulfilling her dream of a peaceful Freljord. Nunu agreed, and has been with them ever since. Most in the Freljord, even from an age as young as Nunu, are familiar with death as an inevitable hardship all must face, some sooner than others. But Nunu is different. He seeks to help Ashe resolve the Freljordan conflict without shedding blood--after all, if everyone could just get together, things would be much better, wouldn't they?

Required reading :<https://leagueoflegends.fandom.com/wiki/Nunu>

## **Garen, the Might of Demacia**

Garen Crownguard, along with his sister Lux, were not born in the Freljord, but rather in the neighboring lands of Demacia into the prestigious Crownguard family, who had served the royal line for generations. As a high-ranking officer in the Demacian military, his latest assignment has been to venture into the cold lands of the Freljord and join forces with the Avarosans under Ashe, with the primary goal of executing Sylas, a Demacian rebel leading an uprising against the crown whose last move is thought to have been forming an alliance with the rival faction of the Winter's Claw. Due to Demacia being an anti-mage state (more



information on Demacia, Lux, and Garen's story below), him and his sister have little interest in obtaining stores of True Ice for themselves, although a possible secondary goal for him might be to undermine the Avarosans in order to prepare the Freljord for Demacian conquest. Out of everyone in the Avarosan cabinet, Garen perhaps has the least power, as he is not an official member of the tribe and rather simply a temporary ally. That being said, he does command a sizable detachment of elite Demacian warriors who serve him faithfully, and as a representative of Demacia, can use his position to apply considerable bargaining power.

Required reading: <https://leagueoflegends.fandom.com/wiki/Garen>

### **Lux**, the Lady of Luminosity

Luxanna Crownguard (or Lux, as she prefers to be called) was given the mission to join her brother in venturing into the Freljord to deal with Syllas. Although their duties are the same, their motivations differ. Garen, from a young age, was heaped with attention and praise, being carefully nurtured until he grew into his current position as a model Demacian general and champion. Lux, on the other hand, was born with the power to bend light to her will in Demacia, a state that culturally abhorred magic and systematically oppressed those who could use it. Having to hide her powers so that her family's status was preserved, Lux has always felt like an outcast, and coming to the Freljord--a region where those who can use magic are revered and seen with respect--has made her realize that there is more to the world than the walls of the capital within which she grew up. She has had a complicated past relationship with Syllas, so she might try and resort to alternate methods of apprehending him, rather than outright execution.

Required reading: <https://leagueoflegends.fandom.com/wiki/Lux>



## FROSTGUARD

### **Lissandra, Ice Witch, Leader of the Frostguard**

Lissandra's position is perhaps the most delicate in committee, so delegates who are assigned her can expect a fun challenge! As the leader of the Frostguard, she has the final say in what her forces do, and the amount of control she holds over her subjects is even larger than either Ashe or Sejuani; most who follow her do so out of fear and respect. Lissandra, being one of the original three sisters, is a sorceress who has lived for millenia. As such, in order to embody her to her full potential it is imperative that the delegate who plays her has a good knowledge of Freljordian stories and legends. Eons ago, when Lissandra began to commune with the Watchers, she did so in order to gain greater power and knowledge and dominion over the Freljord. Having her sight stolen by Volibear, she had no choice but to roam in visions and dreams, leading to her being seduced by the Watchers' promise of power. Such was their temptation that she even went to war with her sisters, Avarosa and Serylda, but at the climax of the Battle of Howling Abyss, the Watchers descended upon the Freljord, and she realized her folly: if she did not stop the Watchers now, they would bring an end to the world. Given no other choice and filled with regret, she had no choice but to sacrifice her two sisters in order to seal the Watchers and entomb them deep within the Abyss within a grave of True Ice, preventing the end of the world and marking the end of the age of the three sisters. Since then, Lissandra's main goal has been to amass power and hoard True Ice, all in order to keep the Watchers sealed, delaying the day when the ice that seals them finally melts and they are released. Ashe and Sejuani represent obstacles to her plans, so Lissandra's secondary goal is to eliminate them so she can once more establish hegemony over the Freljord and keep stores of True Ice to herself, so they may be used to strengthen the Watchers' prison. As the leader of the Cult to the Three Sisters, she holds considerable pull not only within her faction but within others as well. She holds no particular connection to her underlings, such as Trundle, and rather only sees them as pawns to further her ultimate goal.

Required reading: <https://leagueoflegends.fandom.com/wiki/Lissandra>



## Vedmah **Ingrid**

A Vedmah is a title that exists across tribes and factions, and generally refers to any warrior who also possesses the power of divination through magical means, such as an oracle or a seer. Lissandra has many Vedmah within her forces, but Vedmah Ingrid specifically is her second-in-command, serving as a warmother who leads most of Lissandra's warriors into battle. Foresight can manifest in many different ways, but in Ingrid's case, she receives premonitions of the future in dreams, and as such is the only one (except for Lissandra) who has foreseen Freljord's end at the hands of the Watchers. Due to this, she is Lissandra's most trusted official, and Ingrid follows her leader with devotion, as she understands the pain and difficulty of her mission.

## Frostpriest **Darian**

Frostpriests are low-ranking members of Lissandra's religion, the Cult to the Three Sisters. Darian, specifically, is a high-ranking warrior within Lissandra's forces who has grown up with the Frostguard. The ability to detect lies, heal, and act as a spy for Lissandra has made Darian a valuable asset in the past, and his allegiance remains entirely with his superiors. He commands his own small detachment of spies and as such within the committee is expected to act as the head of surveillance activities for the Frostguard. Despite being the lowest-ranked within the Frostguard cabinet, this gives the delegate playing Darian unprecedented power to shape the committee.

## **Trundle**, King of the Frost Trolls

Trundle is not human, and rather a troll--a race of beings blessed with greater strength, speed, and fast regeneration. Due to their resilience, they are naturally suited to the harsh lands of the Freljord. Trundle was more astute than his peers, and for that he was cast away and left for dead--but Lissandra rescued, informing him that he was Iceborn and granting him a club named Boneshiver crafted of True Ice. Weapon in hand, he returned to his tribes and subjugated other trolls, becoming their king and leading them into battle. Trundle is allied with Lissandra, but only because he sees the allegiance as a means to an end, the end being dominion over the entirety of the Freljord with him as king.



Required reading: <https://leagueoflegends.fandom.com/wiki/Trundle>

### **Brand, Flame Incarnate**

Brand was once known as Kegan Rodhe, a tribesman of the Freljord born in Rygann's Reach and ostracized due to his parentage, for his father was an enemy reaver. When his mother gave in to illness, the bitter young man fled his village and met Ryze, a mysterious wandering mage whose mission was to find and collect the World Runes--fragments of ancient magic that could spell Runeterra's unmaking. Ryze and Kegan traveled together, master and apprentice, until one day Kegan attempted to seize a Rune for himself. The raw magic was immediately unleashed, and Kegan's soul was burned away, leaving only as a fiery revenant of bitterness and revenge. Thus, Brand was created. Ryze barely escaped, and for centuries since then, Brand has lived an existence of rage and anarchy, sometimes causing devastation, and other times slumbering for years until the magic of another nearby World Rune would raise him...should he find one, there would be few in Runeterra with the power to stop him. Due to Ryze's recent return to the Freljord and alliance with the Winter's Claw, Brand has reawakened from a long slumber and has formed a tenuous treaty with Lissandra in order to take revenge on his former master, whom he blames for his loss of humanity, and to obtain the magic in Ryze's possession.

Required reading: <https://leagueoflegends.fandom.com/wiki/Brand>

### WINTER'S CLAW

#### **Sejuani, Warmother of the Winter's Claw**

Sejuani, much like Ashe and Lissandra, is the leader of her own cabinet and as such holds more power than others when it comes to structural matters. People respect her experience and more often than not follow her word due to her previous accomplishments in leadership and in battle. Her mother, Kalkia, was the Iceborn commander-in-chief (in Freljordanian culture, warmother) of the Winter's Claw, but she abandoned her duty as leader of the tribe and her political marriage in order to chase her own dreams. As such, Sejuani was raised by Heljan,



her grandmother, who--burdened with also leading the tribe--experienced little affection from. Kalkia's departure was a blow to the tribe, which fell into decline, so Sejuani was taken in as a ward by Grena, the then-Warmother of the Winter's Claw sister tribe, the Avarosans. Due to this, Ashe and Sejuani developed a childhood friendship that would remain lifelong, that is, until their tribes began to fight again. After Grena questioned Heljan's treatment of Sejuani, the Winter's Claw cut all ties with the Avarosans, but this only led them further into ruin. Not even Kalkia's eventual return to her position of Warmother could re-strengthen the tribe. Sejuani, infuriated by how far they had fallen, challenged her own mother to a duel for the leadership of the tribe in an inconceivable move. In the struggle, Kalkia was killed by Frostpriests. Sejuani, now in command of the tribe as Warmother, proved to be an outstanding military leader, bringing them back to their former glory in the span of only a few years by attacking and absorbing nearby tribes into her horde of followers. What's more, by directly defying the Frostguard and their Frostpriests, who worshipped the Three Sisters, she rallied support of outcast shamans, spiritwalkers, Iceborn, Stormborn, and other unrepentant worshippers of old gods from all across the Freljord. Her goal now is to cast down the coalition of tribes spearheaded by her old friend, Ashe, whom she believes to have dishonored their friendship, Freljordan tradition, and above all, Grena's legacy, and regain control over the Freljord.

Required reading: <https://leagueoflegends.fandom.com/wiki/Sejuani> (only issues #3 and #4 of Warmother are featured under the 'Read More' section for Sejuani, as those are the only two issues she is featured in, but the delegate playing Sejuani should feel free to read the rest of the series for context)

### **Udyr, the Spirit Walker**

In the Freljord, there are those who are born with a strong connection to spirits. These are known as spiritwalkers, and serve among many different tribes, offering their abilities and wisdom in exchange for a place where they may live. Even among them, Udyr's gift was apparent. He could feel the raw emotions of nearby creatures, and so was taken in by the Winter's Claw at an early age, destined to become a great spiritwalker. But his gift proved to be a blessing and a curse, as the constant thoughts and emotions of other beings flooding his mind overwhelmed him, and he wished for nothing but a moment of solitude. One day, his



tribe was attacked by the Frostguard, who slaughtered indiscriminately, being careful to eliminate anyone with a hint of spirit magic. As Udyr unleashed his fury, a burst of force emerged from him, causing an avalanche that left few survivors. The Winter's Claw abandoned him, fearing his destructive power, and from then he lived in isolation until he was approached by a stern monk who had traveled far from foreign lands. This monk was Lee Sin, and the two formed a quick bond as each sought the other's wisdom. Udyr allowed the monk to take him to his homeland of Ionia, where Udyr assisted in defending Lee Sin's monastery, the Hirana, from a Noxian invasion. Emboldened by their knowledge of the spirits, Udyr stayed and trained with the Hirana, learning how to calm his turbulent mind. But he could not deny the call of his homeland, and thus Udyr returned to the Winter's Claw and now serves as Sejuani's advisor. Although others in the tribe approach him wearily, he is held in high standing, and many turn to him for his wisdom and knowledge of the more esoteric aspects of the Freljord.

Required reading: <https://leagueoflegends.fandom.com/wiki/Udyr>

### **Olaf, the Berserker**

Olaf holds special standing in this committee for being the only character in all the cabinets that hails from the region of Lokfar, where the new cache of True Ice has been found. Therefore, the delegate that plays Olaf should leverage their familiarity with Lokfar's traditions, terrain and history in order to ensure their cabinet's success. The coastal peninsula of Lokfar is one of the Freljord's most brutal places, home to the most dangerous and warlike tribes, and where the most shameful fate is to grow old and frail and forgotten, rather than fight in battle. Once, as Olaf bragged of his achievements in battle to the rest of his warband, an elder warrior grew annoyed at him and suggested he read Olaf's fortune in an attempt to calm him. Olaf laughed and tossed the bones, eager to read of his great and glorious death in battle. But the bones only spoke instead of a long life and quiet, peaceful passing. Enraged, he set out to find an honorable death by fighting the strongest foes he could; his journey soon led him to the Winter's Claw, whom he challenged all by himself. Sejuani was amused by this, but granted him no mercy and pitted her forces against him. As he fought and bested scores of warriors, he soon came to battle Sejuani herself. Their legendary combat rocked the glaciers, but they fought to a standstill. And as they stood in a deadlock, Sejuani looked Olaf in the



eyes and promised him: if he were to fight alongside the Winter's Claw, he would receive his glorious end. Olaf is now allied to Sejuani and her warriors, with his main goal being to seek out the strongest foes among enemy forces and duel them in a battle to go down in legend.

Required reading: <https://leagueoflegends.fandom.com/wiki/Olaf> (note: the reading under the section 'Read More' for Olaf is notably longer than other readings)

### **Scarmother Vryna**

Vryna holds the title of Scarmother, indicating the leader of a clan within the Winter's Claw. Her father died when she was young, leaving her to learn how to hunt, fight, and survive the Freljord from her mother alongside her sisters. In her teenage years, the Storm Crows, a rival clan, attacked her encampment. In this attack, she lost her mother and sisters, leaving her without family and with a newfound understanding of the rule of the Freljord: only the mighty prevail. As she grew older and continued to participate in more hunts and battles, gaining more experience and the scars to prove it with each one, she was elevated to the title of Scarmother. Her goal in committee is to lead her forces within the Winter's Claw and continue to prove what the harsh Freljord has made clear throughout the ages: might is right, and only the strong can thrive.

Required reading: <https://leagueoflegends.fandom.com/wiki/Vryna>

### **Sylas, the Unshackled**

Born with magical ability into the lower quarters of Dregbourne, Sylas was doomed to hardship from the beginning, for in Demacia, mages are automatically branded outcasts and oppressed. He was turned over to the mageseekers as a child, and was used by them for his ability to sense magic in order to root out those with magical power hiding among the citizenry. Doing this job, Sylas discovered that magic was much more common in Demacia than the ruling class would have the people think; he detected glimmers of magic even among the wealthy and prominent, many of which were the largest decriers of mages. This was when



he began to learn of the hypocrisy of Demacia. A couple years later, he turned against the mageseekers when they attempted to arrest a child, and killed three of them in a freak accident. Thrown into prison for life, he spent fifteen years dreaming of his escape, until one day he began to form a close and unusual bond with Lux after she started to visit him. Once it was discovered by Lux's family, the powerful Crownguards, that she was visiting Syllas, his public execution was arranged. But he escaped, freeing himself and becoming a symbol for the persecuted and downtrodden in Demacia. Now a revolutionary, Syllas has banded with a group of outcast mages in Demacia and made his way to the Freljord, seeking ancient magic with which to finally topple the kingdom that betrayed him and his kind. After discovering that Garen and Lux allied themselves with Ashe and the Avarosans with orders to seek out and eliminate him, Syllas banded with the Winter's Claw, inserting himself in the Freljordan conflict and gaining much-needed allies and protection. His goal in committee is to either elude Garen and Lux, or face them, as getting rid of them will deal a strong blow against Demacia while freeing him to continue his search for ancient magic.

Required reading: <https://leagueoflegends.fandom.com/wiki/Syllas>

### **Brokvar Ironfist**

Brokvar Ironfist is an Iceborn warrior fighting for the Winter's Claw under Scarmother Vrynn's command. As her champion and partner for more than a decade, Brokvar is dependable, living to fight and doing it well. Due to being Iceborn, he has the power to wield weapons of True Ice--the broadsword Winter's Wail, a legendary weapon among the Winter's Claw with a shard of True Ice embedded in its hilt, is currently in his possession. As a dependable and pragmatic natural-born leader and warrior, Ironfist is the epitome of the traditional Freljordan values that the Winter's Claw stand for. But if Brokvar had a flaw, it would be his superstition, seeing portents in anything and everything, and treating shamans and seers with even more reverence than the average Freljordan would. More recently, Brokvar encountered a stranger roaming the Freljord who introduced himself as Syllas after a short scuffle where both men fought on equal footing. His goal during committee is to continue to support and assist Sejuani, Vrynn, and other tribespeople of the Winter's Claw in their affairs while keeping an eye on Syllas, whom he is still wary of after their fight.



Required reading: [https://leagueoflegends.fandom.com/wiki/The\\_Shackles\\_of\\_Belief](https://leagueoflegends.fandom.com/wiki/The_Shackles_of_Belief)

## **Ryze, the Rune Mage**

Ryze's story is long and fraught with struggle. Almost a thousand years old, Ryze has roamed Runeterra all this time tirelessly searching for World Runes--fragments of ancient magic said to have once created the world, and which have the power to destroy them should they fall into the wrong hands. In his youth, he first witnessed the power of the Runes when a nation that now occupies the territories of Noxus used them against a rival kingdom. The destruction was so widespread that the conflicts came to be known as the Rune Wars, their legend enduring long after the names of the warring nations were lost to time. During the wars, Ryze saw many good people fall prey to the power and temptation of the Runes, including Tyrus, his old master, and much later, Kegan Rodhe, his apprentice. Even after the nations destroyed each other with the power of the runes, Ryze knew that as long as they remained unsecured, Runeterra would be in danger. So his travels have now brought him to the Freljord, where he has sensed the pull of ancient magic and is searching for what could be the source. Ryze is unique in committee in that, despite being currently hosted by the Winter's Claw, he has little to no interest in the Freljordanian conflict--having lived through the ages, Ryze knows that his mission is much larger than any single war. In the past few months, Ryze has assisted Sejuani and her tribespeople in exchange for their assistance in his search for the runes, but his goal is still single mindedly to find and secure them, no matter the cost.

Required reading: <https://leagueoflegends.fandom.com/wiki/Ryze>



## **Problems at Hand:**

This section contains some issues that characters and cabinets are expected to work around or at least consider during the course of the committee.

- The Freljord has been splintered for centuries, and only recently have the three main tribes reassembled their forces again under the leadership of Ashe, Sejuani and Lissandra. Therefore, it still remains fractured, and as such is less resistant to foreign incursions, which may happen during the course of the committee.
- Each cabinet is composed of characters that have their own ambitions that may not align with the cabinet's overarching goal.
- The region of Lokfar is located in the far West of the Freljord and does not belong to any tribe. In addition, much of it remains uncharted, so securing the cache of True Ice may pose unexpected challenges.
- Although it has waned over time, the Freljord is a land that remains steeped in ancient magic. The more thorough your character's knowledge of tradition and lore, the greater the probability of your plans succeeding, but unexpected things may still happen.

## **Questions to Consider:**

- How can you best balance your own character's goals and motivations with that of your cabinet?
- How can your character, and more generally your cabinet, balance belligerence with diplomacy?



- How should the Avarosans best convince the Winter's Claw to join them and adopt a more peaceful lifestyle while casting tradition aside? Is a diplomatic solution possible?
- How should the Winter's Claw go about showing the Avarosans that might is right, and that tradition is important? If all else fails, should they resort to diplomacy?
- The Frostguard are located in the nigh-impenetrable Frostguard Citadel, and therefore their inner workings are unknown to the other tribes. What are Lissandra's end goals?
- How can the Frostguard best divide the other two tribes in order to prevail?
- How can each cabinet guarantee that they obtain the stores of True Ice located in Lokfar?
- How can your character best serve your cabinet by applying their knowledge of Freljordian tradition?
- How should foreign aides best go about aiding the cabinet they have been assigned to, while keeping in mind their own and their nation's interests?

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