

# League of Legends Objectives

## Turrets

Turrets are the first structure that players have to go through. Each team has 3 turrets in every lane called the Outer, Inner, and Inhibitor turrets as well as another 2 turrets protecting the Nexus called Nexus turrets. The turrets prevent players from destroying the Nexus and Inhibitors. Players cannot attack or damage a turret or inhibitor if the turret before them hasn't been destroyed. All outer turrets are fortified with Turret Plates at the beginning of the game until the 14-minute mark.

## Inhibitors

Inhibitors are non-hostile defensive structures. There is one inhibitor at each of the entrances inside both team's bases. The inhibitor is the only structure in the game that respawns (after 5 minutes upon destruction). The inhibitor prevents the Nexus from being attacked or destroyed. It also regenerates health if it is not attacked for a prolonged period of time.

## Dragons

Since the Rise of the Elements patch, Dragons have been an important objective that must be contested in the game. The first dragon spawns at the 5-minute mark. All succeeding dragons spawn 5 minutes after the previous dragon has been slain. There are four basic types of dragons called Elemental Drakes as well as the Elder Drake.

The first two dragons that spawn in the game are chosen at random but cannot be the same as the previous one. Once two dragons have been slain, the Rift will change according to the element of the third dragon that is about to spawn. From the third dragon onwards, only one type of dragon will spawn for the rest of the game until one team has slain 4 Elemental Drakes. After a team has slain 4 Elemental Drakes, the Dragon Pit will only spawn Elder Dragons for the rest of the game.

## Baron Nashor

The Baron Nashor is the biggest and most contested League of Legends objectives. Baron (or Nash in some regions) awards the team with the *Hand of Baron* which increases the Attack Damage and Ability power of all allied champions. The Baron also gives the team *Empowered Recalls* which cuts down the time need to recall by half.

## Rift Herald

The Rift Herald one of the Limited League of Legends objectives. The first Rift Herald (unofficially named Shelly) spawns at the 8-minute mark while the second Rift Herald (Shirley) spawns 6 minutes after the first one dies. The Rift Herald will not spawn after the 19:45 minute mark and if an existing one is present, it will disappear during that time. Attacking the Eye of the Herald (found in between its wings) will deal bonus damage to the Herald.