

League of Legends: For Beginners

Preface.

There's a lot to League of Legends. It'll take time but we'll start with the roles and objectives of each. There are five roles in a standard Summoner's Rift League match, **5v5**. Summoner's Rift is divided into three lanes and a jungle. A top laner, a middle laner, a bottom, a support (who accompanies the bottom laner), and a jungler.

I'm going to go in reverse explaining the roles.



Roles.

Jungler:

A jungler starts in the jungle and is arguably the most crucial role to the game. While clearing the NPC monster camps inside the jungle; the jungler is to pay attention to the lanes and attack (or gank) the lanes accordingly to secure some advantage over the opposing laners. Jungling takes a long time to get used to and it isn't for everyone. (Jungling Champions: Kha'Zix, Amumu, Udyr, Kayn, Viego, Xin Zhao, etc.)

Summoner Spells: Smite / Flash

Bottom Lane:

Bottom lane is split up into two sections: the ADC, attack damage carry, and Support. The ADC are usually the player who carries the team while the rest of the team will try to ensure their survival. They tend to be auto attack focused champions that are all about positioning and dealing the maximum amount of damage. (ADC Champions: Jinx, Jhin, Ashe, Lucian, Vayne, Kai'sa, etc.)

Summoner Spells: Heal (or Barrier) / Flash

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This is furthered by having a support in the lane, supports are more varied from several different styles. Tanks that engage and hold enemies down with crowd control, enchanters who focus on supporting and utility (might that be healing or buffs), or kill lanes that have mages or bruisers from other lanes solely focused on killing the laners to get max gold profits. (Support Champions: Braum, Leona, Nautilus, Pyke, Soraka, Janna, Brand, Swain, etc.)

Summoner Spells: Exhaust (or Ignite) / Flash

Mid Lane:

And into the mid lane, we have a bit more variety. Where the ADCs tend to stick to the bottom (with some small exceptions, ahem, Corki) - mid is dominated by mages and slayers. High damage carries that depending on skill matchups, can single handedly change the game. Mages range from burst damage, artillery, and battlemages.

They tend to be skillshot dependent and rely on mana management. (Mage Mid Champions: Syndra, Lux, Xerath, Malzahar, etc.)

Summoner Spells: Ignite (or Teleport) / Flash

Slayers are the opposite end of mid lane, they are melee ranged carries that will delete your health in a blink of an eye. (Slayer Mid Champions: Yasuo, Zed, Akali, Yone, Qiyana, etc.)

Summoner Spells: Ignite / Flash

Top Lane:

The reason this lane is last is because it is the neglected, solo lane. Top lane tends to be one of two things, a stalemate where nothing happens for 20 minutes or one side wins and ends up at the other team's base before 20 minutes. Top lane tends to be the bruisers, juggernauts, and big burly armor tank types. It has some exceptions with some ranged champions like Quinn, Jayce, or *Teemo*. Usually a pure skill match up. Top used to be where I spent a lot of my time as a Nasus one-trick. (Top Champions: Darius, Garen, Gnar, Gwen, Quinn, Jayce, Teemo, Nasus, Jax, etc.)

Summoner Spells: Teleport (or Ignite) / Flash (or Ghost)

Don't worry about trying to remember all 150+ champs immediately. Now that the roles are done, I would say to find a champion that interests you from the entire roster - might that be appearance or how their kit works. And play that one for a while, if you like that role and how they play, recommendations expand to some others. Example, say you like Jinx and her high speed frequent attack damage, we could look to Lucian or Twitch as similar champions.

Champions & Kits:

Each champion has 4* abilities and a passive.

Passive, Q, W, E, R (Ultimate).

Their passive tends to be core to their game play style.

While their QWE are basic abilities that tend to work off one another.

*Some of them have more built into their main four abilities.

[Champions - League of Legends](#) (For all the 150+ champions)

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What's the Objective?

Destroy the enemy Nexus. If we look at that image above again, the Nexus is the giant crystal object in the back of each team's base. We push through towers and minion waves through and destroy the towers, getting to the Nexus and winning.

Some Other Things to Note:

Items. This should be much easier now that the Mythic Item revamp happened so recommendations are much easier to find and build. Getting used to what to get first / when to go back to buy items will come naturally.

Summoner Spells. Each player has 2 summoner spells that serve different purposes and each role tends to favor individual spells.

Heal, Ghost, Barrier, Exhaust, Clarity, Flash, Teleport, Smite, Cleanse, Ignite.

The Drakes and Baron. On that map, in the rivers on each side, there's a cove. On the top side, there's a purple circle. Before 20 minutes, a monster known as Rift Herald will spawn there. It is a tower shover and is used to get an early game advantage. Baron will spawn there after 20 minutes and grants a massive temporary team buff, very important.

But the Drakes are important throughout the entire game. Each of the 6 different Drake types grant a permanent buff that stacks with one another.

Infernal Drake: Buff to Damage

Cloud Drake: Buff to Ultimate Cooldown

Ocean Drake: Buff to Health Regen

Mountain Drake: Buff to Armor and Magic Resistance

Hextech Drake: Gain a buff to Ability Haste and Attack Speed

Chemtech Drake: Gain a buff, based on missing health, to Attack Speed.

Getting 4 Drakes will grant a Dragon Soul that does one of those things plus more. Like Infernal Drake grants a damage effect on each attack.

Some Miscellaneous Closing Notes:

Minion waves and last hitting for money.

As top, mid, or ADC; the focus in the early game is to get money in most cases. Focusing on last hitting minions and getting the gold to buy items before your enemy laner. Or alternatively just kill the enemy laner.

Last hitting minions is crucial to keep up or keep ahead. Supports buy an item that generates gold passively since they will not be getting that full amount from killing minions. Each Support class has their own item, it tends to be recommended if you choose to try one.

Towers have a radius around them that will deal damage if you aggro to it, noticing the lazer is on you and dealing damage, back out to allow something else to get aggro.

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