



League of Legends: Meta Complaints and Weak/Broken Champions in 2025

League of Legends is perpetually evolving, and each season brings new changes—some celebrated, others less so. As of mid-2025, here's a snapshot of the dominant meta complaints and the most commonly discussed **weak** and **broken** champions, based on recent player feedback and discussion.

Major Meta Complaints

ADC Struggles

- **Ineffectual Early Game:** ADCs (bot lane marksmen) are widely perceived as weak in the early and mid-game, often requiring three items to become relevant, while games are frequently decided before they reach that point.^[1]
- **Mage and Unconventional Picks:** Mages and other non-traditional picks (e.g., Heimerdinger, Karthus, Swain, Brand, AP Kog'Maw) are outshining traditional ADCs in high elo, reflecting a significant shift in the meta.^[1]
- **Tankier, Crowd-Control Heavy Teams:** Tanks and bruisers are thriving, especially with anti-tank item nerfs. This makes ADC survivability and impact even tougher, particularly when facing champions with high crowd control and burst.

Jungle Focus

- **Objective Play Over Ganking:** The jungle meta has shifted toward objective control, with less emphasis on aggressive ganking. This is seen as reducing early-game aggression and rewarding safe, macro-oriented playstyles.
- **Rammus Struggles:** With fewer auto-attackers dominating the meta and the prevalence of adaptive team comps, Rammus feels less impactful outside of very specific counterpicks.^[2]

Fearless Draft Impact

- **Draft Diversity:** The introduction (or increased use) of Fearless Draft in ranked play has reduced complaints about "broken meta" champions, as players have the chance to adjust and counter-pick more effectively.^[3]
- **Peaceful Solo Queue:** This change is seen as creating a more balanced and less frustrating solo queue experience, with fewer games decided by a single overpowered champion.^[3]

Overall Game Direction

- **Stability Over Excitement:** Many players feel that the game is the most balanced it has ever been, but this sometimes comes at the cost of excitement. The prevalence of “stat-check” champions and safe, consistent picks can make games feel predictable.^[2]
- **Patch Fatigue:** Frequent, but often minor, balance patches leave some players wishing for bigger shakeups to the meta, rather than iterative tweaks.

Most Broken Champions

In 2025, **broken** often refers to champions that are either oppressive in the right hands or consistently outperform their peers:

- **Bruisers and Tanks:** Champions who build tanky but also deal significant damage (e.g., Illaoi, Volibear, Rumble in URF) are cited as “next level broken” due to their combination of sustain, damage, and survivability.^[4]
- **Stat-Check Champions:** Sett remains a prime example—his lane presence and sustain make him difficult to interact with, especially for melee opponents.^[5]
- **Certain Assassins:** Despite general complaints about assassins being weak, there are always standout exceptions for players who master them.
- **Trivia:** In URF mode, which is a special case, champions like Volibear, Briar, Garen, Tristana, and Janna are highlighted for their oppressive kits when skills have no cooldowns.^[4]

Most Weak Champions

On the flip side, some champions are identified as notably weak or difficult to make work in the current meta:

- **Rammus:** With a slow clear and only truly effective into auto-attackers (who are less prevalent this season), Rammus struggles to find relevance outside specific counterpicks.^[2]
- **Samira:** Dependent on early snowballing and struggling against tanks and bruisers, she feels lackluster unless she gets ahead quickly.^[2]
- **Smolder:** His weak early game and late-game payoff are compounded by the fact that the game is often decided before he becomes powerful.^[2]
- **Talon:** In mid lane, Talon is seen as almost irrelevant unless the enemy bot lane makes mistakes.^[6]
- **Braum** and **Yuumi:** Both supports are considered extremely low-damage and, in Yuumi’s case, have been nerfed multiple times without significant improvement in viability.^[7]
- **Teemo** and **Renekton:** Although not universally agreed, these champions are sometimes cited as having poor scaling or a lack of impact in the late game.^[8]
- **AD Shaco:** Frequently mentioned as having among the worst scaling in the game.^[8]

Summary Table

Category	Example Champions/Issues	Details
Meta Complaints	ADC role, jungle focus, Fearless Draft	ADCs weak early, mages strong, tanks dominant
Broken Champions	Sett, Volibear, Illaoi, Rumble, Janna (URF)	Sustain, damage, stat-check, pick ban (URF only)
Weak Champions	Rammus, Samira, Smolder, Talon, Braum, Yuumi, AD Shaco	Bad scaling, poor matchups, low impact, nerfed

Key Takeaways

- **ADC role is under strain**, with traditional marksmen struggling and mages/flex picks thriving in bot lane. ^[1] ^[2]
- **Tanks and bruisers remain dominant**, especially with anti-tank item nerfs and a less favorable environment for assassins. ^[2]
- **The introduction of Fearless Draft has improved solo queue balance**, reducing the frustration of facing overpowered meta picks. ^[3]
- **Some champions are clearly struggling** (Rammus, Samira, Smolder, Talon, Braum, Yuumi, AD Shaco), while others remain oppressive in the right hands (Sett, Volibear, Illaoi, Rumble, Janna in URF). ^[4] ^[2]
- **The game is more balanced than ever, but lacking excitement**—high balance does not always equate to a fun experience for all players. ^[2]

If you want a deeper dive into specific champion win rates, pick/ban rates, or counterplay strategies, let me know!

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1. https://www.reddit.com/r/leagueoflegends/comments/1kbia3d/returning_to_the_game_what_is_the_meta_like_in/
2. https://www.reddit.com/r/leagueoflegends/comments/1johdta/who_is_the_worst_champion_atm/
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