



League of Legends Balance Problems in 2025: A Summary of Current Complaints

Players have voiced a wide range of balance concerns in League of Legends throughout 2025, extending across champion design, itemization, roles, and overall gameplay feel. While the sheer scale and complexity of League's roster means balance will never be "perfect," some issues have resonated especially strongly within the community this year.

Champion-Specific Balance Issues

- **Sett:** Often cited as a "stat-check" champ, Sett's ability to dominate lanes and force opponents out of the wave has drawn significant criticism—especially from top lane mains. Players argue that the problem is less about his win rate (which is within reasonable bounds) and more about the frustrating, **non-interactive** experience he creates for opponents, making laning against him feel miserable for 10–15 minutes.^[1]
- **Yone:** Despite his popularity, Yone has struggled due to **weak itemization options** and inconsistent power spikes. Adjustments to items like Blade of the Ruined King and lacking Zeal item value have left him statistically among the lowest-performing champions, frustrating Yone mains.^[2]
- **Kalista:** She remains problematic in pro play, with Riot opting to nerf her base stats rather than addressing the core mechanics that make her oppressive at high levels.^[3]
- **Kled:** A recent balance change aimed to buff him, but players argue that his low win rate is due to players adjusting to his new playstyle rather than him being truly weak, leading to concerns about hasty or misplaced buffs.^[4]
- **Nilah:** Nerfs intended to rein her in have sometimes backfired, with some in the community arguing that compensation buffs and ineffectual changes have failed to address her core issues, leading to repeated tuning cycles that feel unsatisfying.^[4]
- **Gwen:** A mini-rework left some players feeling her playstyle and power were negatively impacted, with the complaint that champions sometimes get changed for the sake of change rather than addressing real balance or enjoyment issues.^[1]

General Gameplay and Meta Concerns

- **Bruisers vs. Assassins:** The **lethality** meta is widely perceived as underwhelming, with bruisers building for health, damage, and CDR often outputting as much or more damage than assassins building full lethality and armor penetration. This has made the game feel less rewarding for players who enjoy squishy, high-risk, high-reward assassin playstyles.^[2]

- **Tank Meta:** Tanks have continued to dominate top lane, especially after item nerfs that reduced overall damage, making them even harder to kill. This has been compounded by **nerfs to anti-tank items**, making life especially hard for ADCs and other damage dealers who rely on items like Lord Dominik’s Regards, Bork, and Mortal Reminder.^[5]
- **ADC Role Struggles:** The bot lane meta has seen a major shift, with **mag**es and **non-traditional picks** like Heimerdinger, Karthus, Hecarim, Swain, Brand, and Kog’Maw (sometimes built AP) outperforming traditional marksmen. Of the top seven “ADCs” in Master+, only two are actual marksmen, highlighting the extent of the role’s problems.^[5]
- **Comeback Mechanics:** There’s a sense that **bounty systems and durability changes** have led to excessive swinginess in games, making early leads feel less meaningful and sometimes frustrating for aggressive or snowball-oriented players.^[2]
- **Unfun vs. Unbalanced:** Players are increasingly pointing out that **even when the game is statistically “balanced,” it can still feel unfun**. Some champs are balanced on paper but create **uninteractive** or **anti-fun** laning and teamfight experiences. This has led to calls for Riot to focus on **ability design and player experience**—not just win rate tweaks.^{[1] [2]}

Itemization and Systems

- **Item Changes: Blade of the Ruined King and Zeal items** have been repeatedly mentioned as underwhelming for certain champions, limiting build diversity and forcing players into less satisfying playstyles.^[2]
- **Tower Damage and Scaling:** Increased tower damage and system tweaks have made it harder for assassins and early-game champions to close out games before scaling champions take over.^[2]
- **Lack of Counterplay:** Some champions and items lack clear counterplay, making certain matchups feel hopeless and reducing skill expression.

Community Frustrations

- **Patch Cycle Fatigue:** Some players feel Riot’s **patch cadence**—adjusting champions every two weeks—leads to a kind of “whack-a-mole” balance, where the same champs are buffed and nerfed repeatedly without addressing root causes.^[4]
- **Boredom with “Too Balanced” Game:** Ironically, some players feel the game has become **too balanced**, with every champ hovering near a similar win rate, but at the cost of excitement, volatility, and the fun of “broken” metas. This has led to a sense that the game is “safe” but less memorable or thrilling.^[2]

Summary Table: 2025 League Balance Complaints

Area	Specific Complaint	Community Sentiment
Champion Design	Sett, Yone, Kalista, Kled, Nilah, Gwen, others	Stat-check champs, unfun laning, repeated tweaks, pro vs. solo queue disparity

Area	Specific Complaint	Community Sentiment
Gameplay/Meta	Bruisers outperform assassins, tank meta, ADC struggle	Role dissatisfaction, meta rigidity, lack of counterplay
Itemization	Bork, Zeal items, anti-tank items weak	Build diversity hurt, forced into suboptimal choices
Systems	Bounties, durability, tower damage	Comeback mechanics too strong, assassins feel useless
Patch Experience	Frequent, minor adjustments	Fatigue, lack of meaningful shakeups

Outlook

League of Legends in 2025 is, by most accounts, **more balanced than ever** in terms of raw statistics—no champion is dominant for long, and win rates cluster tightly around 50%. However, the community's experience is more nuanced: **balance does not always equal fun**. Players are frustrated by champions who are balanced but feel oppressive to play against, by roles that lack agency or identity, and by item systems that don't offer enough meaningful choices.

Riot's stated focus for 2025—**"fun over fair, change over inertia"**—suggests a desire to shake up the formula, but so far, the dominant feedback is that the game is **stable, perhaps to a fault**, and that true innovation in champion design and core systems may be needed to revitalize player excitement.^[6]

If you'd like a deeper dive into any specific champion, role, or system, let me know—I can provide more targeted analysis based on the latest patch notes and community discussions.



1. https://www.reddit.com/r/leagueoflegends/comments/1l226vx/now_i_see_why_league_lasted_so_long_league_has/
2. https://www.reddit.com/r/leagueoflegends/comments/1lexqt0/the_game_is_too_balanced/
3. https://www.reddit.com/r/leagueoflegends/comments/1l2nbeo/pbe_datamine_2025_june_3_champion_balance_changes/
4. https://www.reddit.com/r/leagueoflegends/comments/1m6nx56/pbe_datamine_2025_july_22_champion_balance_changes/
5. https://www.reddit.com/r/leagueoflegends/comments/1hkrahm/how_is_the_game_gonna_be_in_2025_iv_e_been_having/
6. https://www.reddit.com/r/leagueoflegends/comments/1egivsh/what_are_your_predictions_for_2025_based_on_riots/