

League of Legends: The remake is too strong, gamers want Riot to nerf this gem

After being reworked for LoL's 2022 Pre-Season, a rune has become too powerful and needs to be rebalanced right away.

In the changes for the 2022 Pre-Season, the Deadly Pace rune has been completely reworked by Riot Games and is no longer able to gain a certain amount of attack speed after dealing damage. Instead, Deadly Pace now grants attack speed after each hit and when reaching 6 stacks, champions gain extra attack range.

For champions that rely heavily on attack speed, the new Deadly Pace will provide the ability to kite into the late game. However, the bonus attack speed is too much and makes many champions that make good use of Deadly Speed ??extremely powerful early on. Typically Vayne when she combines too well with Deadly Pace and is a fierce god in the bot lane in ranked matches.



That's why many League of Legends gamers have asked Riot to nerf this gem soon and change its mechanism to help increase the strength of the generals instead of adding a bunch of stats early. Generals that rely heavily on attack speed like Yone, Jax or Yasuo benefit too much from Deadly Pace with a bonus attack speed equivalent to 2000 gold right from level 1.



Previously, Riot Games had a similar problem with Conqueror gems when providing players with too much healing ability and too much damage. As for Deadly Pace, Riot Games should soon adjust this rune point to make League of Legends more balanced.

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