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English 1301-sec8

Essay 3: Informative Comparison

Due: July 21@ Midnight (via Blackboard)

Vladimir & Viktor

Introduction

In League of Legends, players control units known as champions, each defined by their unique abilities and roles. This essay delves into the comparison of two champions: Vladimir, The Crimson Reaper, and Viktor, The Machine Herald. My points of comparison will be classes/identities, abilities, performance against other champions, and overall playstyles. By the end of the essay I hope to have made the similarities and differences clear.

Vladimir



(vladimir)

“A fiend with a thirst for mortal blood, Vladimir has influenced the affairs of Noxus since the empire's earliest days. In addition to unnaturally extending his life, his mastery of

hemomancy allows him to control the minds and bodies of others as easily...” (vladimir)

Vladimir is a bloodthirsty hemomancer who uses his own health to attack his enemies. In the beginning of the match he oppresses his opponent and as the time in the game increases, so does he. It becomes to the point where sometimes, there is nothing they can do, below are the defining characteristics of Vladimir's gameplay.

Champion Class/Identity

Base statistics		Level: 1-18	Edit
♥ Health 607 - 2477	Resource N/A		
♦ Health regen. (per 5s) 7 - 17.2	♦ Secondary Bar Crimson Rush (2)		
🛡 Armor 27 - 103.5	⚡ Attack damage 55 - 106		
◎ Magic resist. 30 - 52.1	⚡ Crit. damage 175%		
🏃 Move. speed 330	⚔ Attack range 450		
Attack speed			
Base AS 0.658	Attack windup 19.737%		
AS ratio N/A	Bonus AS 0 - 34%		
Missile speed 1600			
Unit radius			
🎮 Gameplay radius 65	SelectionMode radius 120		
🗺 Pathing radius 35	⌚ Acq. radius 600		
Special statistics			

(Vladimir/LoL)

Vladimir is a champion that can best be described as a “Ranged” “Battlemage”. A battlemage can be defined as “A short-medium ranged mage who deals a lot of sustain damage and has higher survivability than a typical mage but in exchange has very low mobility”

(Beginner's Guide Battle Mages) (Champion classes/Mage) Like all other battlemages, Vladimir, has a short range and an apparent lack of combat mobility(abilities that allow the champion to create or close the distance between it and another champion), however he can be described as being the most durable of all battlemages. with a passive ability that grants him extra health and having access to items that also grant health coupled with having abilities that heal him, it’s not hard to see why. Vladimir is typically played in the midlane but it is not uncommon to see him played toplane. In rare cases, you may also see him being played in the botlane. Also important to note is that Vladimir has a “basic attack” range of 425 units, which is extremely small for champions in the class of “Ranged”. LoWiki defines basic attack nicely as “A basic attack (also called a standard, normal, or auto attack) is the default means by which a unit deals damage. The player orders their champion to perform a basic attack when they right-click on an enemy, or when the "attack-move" command is used (default A); idle champions may also automatically chase and attack targets that venture too close to them, if the option to “auto-attack” is enabled.” **(Basic attack)**. Here is a video of what a basic attack looks like provided by the youtube channel “Skin Spotlights”

<https://youtube.com/clip/Ugkx7xMOlMPGvN2s9KkhLjdSdAjKTUjhAkHL?si=7K3s3mG6LowCH8XP> (**Marquis Vladimir Skin Spotlight - League of Legends**)

Something higher important to mention about Vladimir is that he does not have mana as a resource, as mentioned in previous essays mana is the resource which govern how many times you can use a spell, when you are out of mana, you cannot function and must return to the fountain in order to rejuvenate it. Vladimir does not have this resource, and is able to invoke his abilities inexhaustibly, making him highly oppressive in the early stages of the game.

In the early stages of the game also known as “Laning”, Vladimir sucks the blood of everyone around him. Due to his abilities and the way the champion functions, he is able to suppress the growth of his lane opponent while accelerating his own growth. This makes him a lane bully, someone who is difficult to “Lane” against. Here is a short clip by me of vladimir being oppressive during “Laning”. https://youtu.be/ju_EI2_mlyU

Later in the game, in a team’s composition, Vladimir’s role can be described as a “Carry”, someone who deals high amounts of damage and who should garner the focus of the enemy during a fight. Inside of a team-fight(which is where a party composed of more than 1 member of one team engages in combat with a party composed of more than 1 member from the enemy team) Vladimir is to be either a frontliner(someone who stands in between the enemy champions and the champions who are vulnerable on your team AKA the “Backline” to soak up damage and aggression from the enemy) or a diver/flanker(someone who bypasses the enemy frontline to quickly dispatch the enemies “Backline” or vulnerable targets)

Figure 1 and *Figure 2* visualize these concepts.

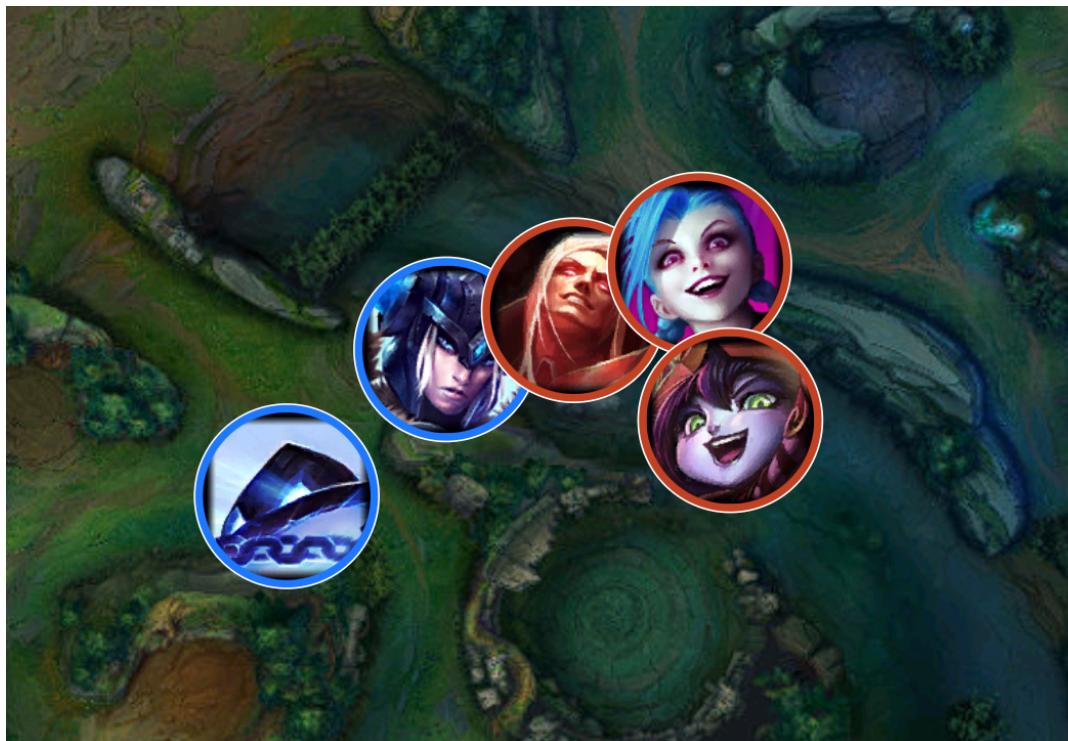


Figure 1. Vladimir as part of the frontline

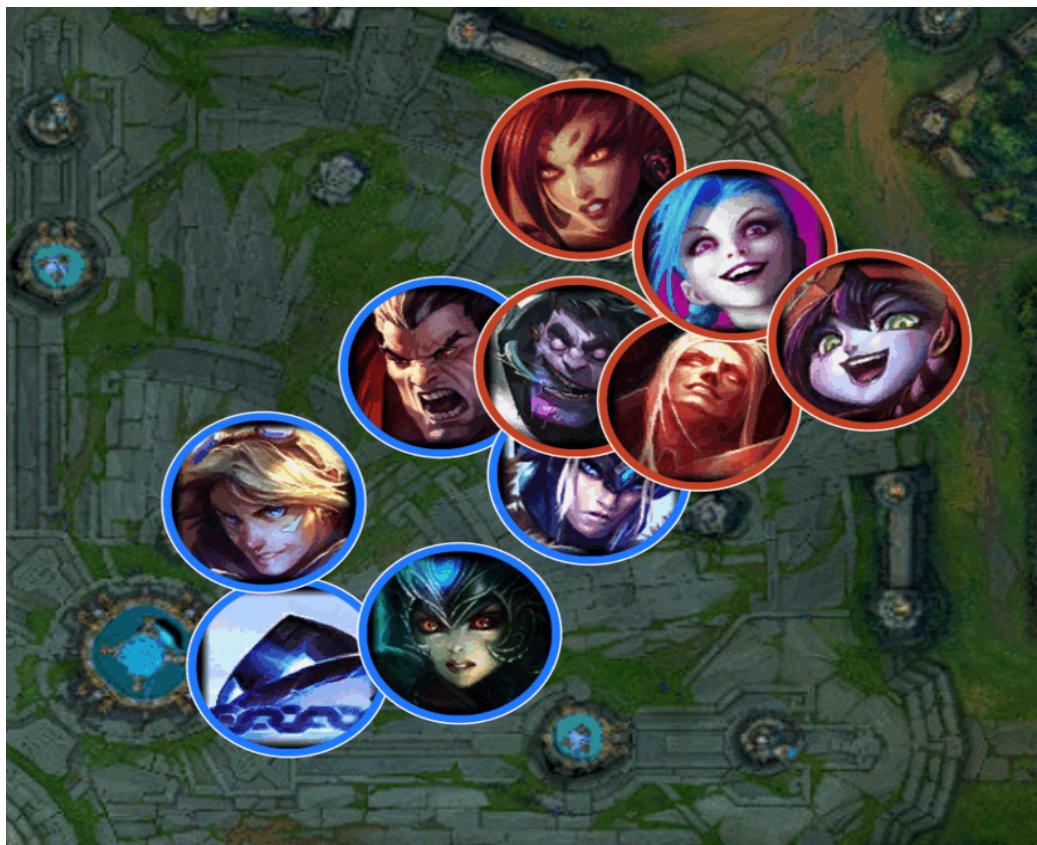


Figure 2. Vladimir as a diver

Vladimir, because of his lack of range and mobility, is susceptible to damage from long range, and so must either choose between fully being aggressive, or not fighting at all. The ability to threaten the enemy without putting yourself in danger is known as “neutral game”. Having long range spells make you great at “neutral game” *Figure 3* shows the circle of influence that Vladimir has and the circle of influence that another champion has. This figure is to help the reader visualize how one champion is able to attack without any danger to themselves while the other must position themselves in an aggressive manner to fight.

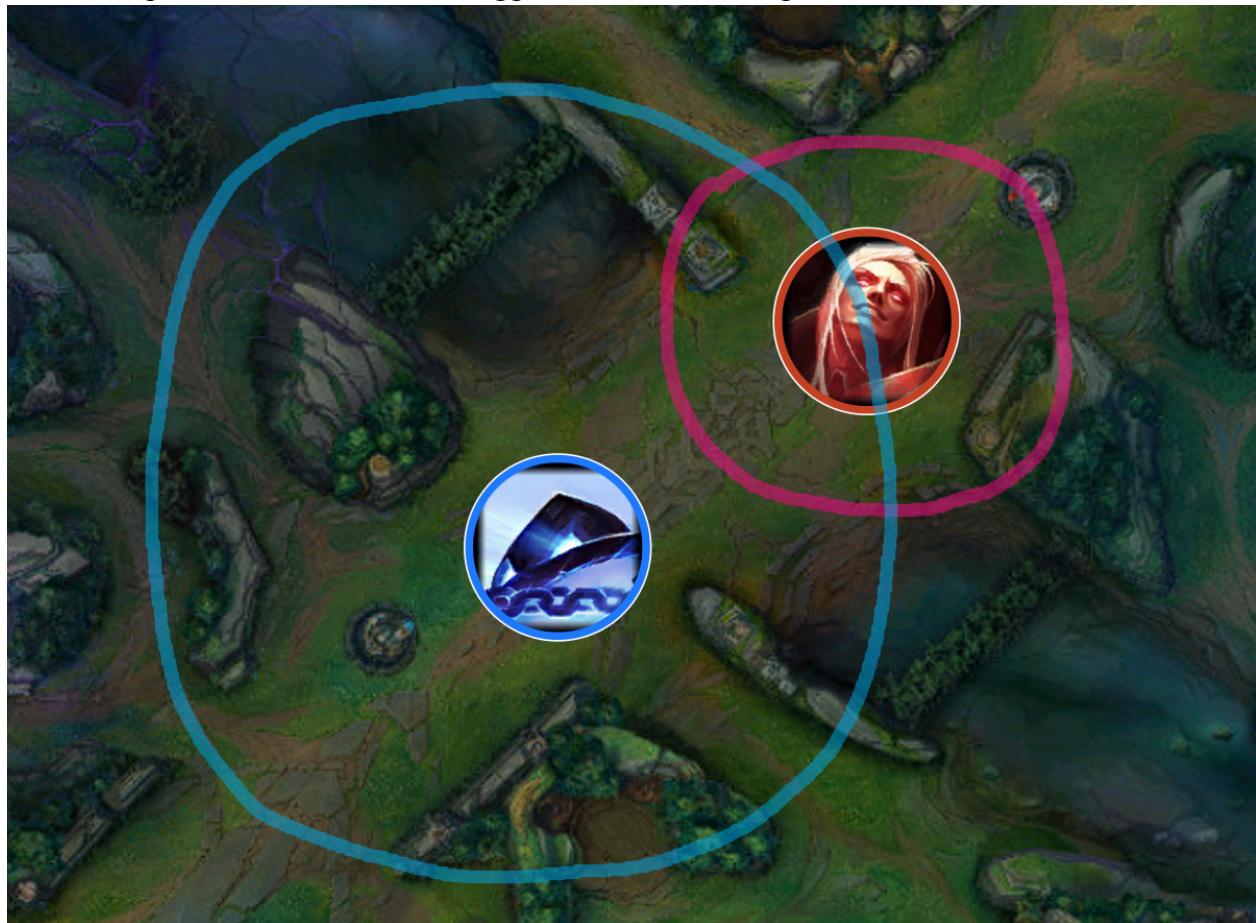


Figure 3. Vladimir's poor neutral game

Abilities

The majority of champions in league of legends have 1 “Passive” ability and 3 “Main” abilities which could have an active component and passive component, and 1 “Ultimate” ability which has a great effect but typically also has a long cooldown. Each time a champion levels up, they are granted 1 skill point which can be used to upgrade the rank of an ability, upgrading the rank of an ability makes it superior whether it’s decreasing the cooldown of the ability, increasing the potency of the ability, or increasing the duration of the abilities effect.

The abilities of a champion is the most important part of that champion, and it is what determines the class/identity and playstyle of that champion. Here are Vladimir's abilities

Passive-Crimson Pact

Crimson Pact Edit



INNATE: Vladimir gains (3.3% bonus health) as ⚡ ability power and (160% AP) as ❤️ bonus health. These two bonuses do not stack with each other.

(Vladimir/LoL)

Vladimir's passive is called "Crimson Pact". For every 1 point of ability power(a stat acquired mostly from item which enhances your abilities) Vladimir gains an additional 1.6 HP, and for every 100 bonus HP (HP which comes from places besides a champions level, such as item) Vladimir gains 3.3 ability power. (these do not interact with each other). What this passive means essentially is that vladimir will gain a lot of extra health by purchasing items with ability power in it. This is important and disincentivizes Vladimir from building items other than ones that grant Ability power.

1-Transfusion

Transfusion COOLDOWN: 9 / 7.9 / 6.8 / 5.7 / 4.6 CAST TIME: 0.25 TARGET RANGE: 600 Edit

ACTIVE: Vladimir drains blood from the target enemy, dealing magic damage and healing himself. He then generates 1 point of **Crimson Rush** over the cooldown.

MAGIC DAMAGE:
80 / 100 / 120 / 140 / 160 (+ 60% AP)

HEAL:
20 / 25 / 30 / 35 / 40 (+ 35% AP)

At 2 points of **Crimson Rush**, Vladimir surges, gaining 10% / 20% / 30% / 40% (based on level) bonus movement speed for 0.5 seconds while the **Crimson Rush** depletes over 2.5 seconds. **Crimson Rush** depletes 75% slower during **Sanguine Pool**, **Tides of Blood**, or **stasis**.

INCREASED DAMAGE:
148 / 185 / 222 / 259 / 296 (+ 111% AP)

Casting Transfusion during the surge consumes all **Crimson Rush** to deal 85% increased damage and heal Vladimir for an additional 30 – 200 (based on level) (+ 5% (+ 4% per 100 AP) of his missing health). The bonus healing is reduced to [35%] against **minions**.

(Vladimir/LoL)

Vladimir's first main ability is "Transfusion". Vladimir siphons the blood of a single target, dealing damage to them and healing himself. It is a powerful tool that can be used to heal Vladimir and damage Vladimir's enemies at same time. The ability does magic damage, and having ability power increases the abilities healing and damage. It has a range of 600 units which is quite short, even for battlemage standards. The cooldown at rank 1 is 9 seconds and is reduced to 4.6 seconds at rank 5. The cooldown is quite short, which makes it a great tool for sustained damage and healing.

"Transfusion" has a special passive component called "Crimson Rush" which can be summarized as "Every third usage of this ability will incur double the damage and increased healing based on a percentage of how much health Vladimir is missing". The damage and healing amplification from the special variant of "Transfusion" makes enemies less likely to interact with Vladimir when "Crimson Rush" is active.

2-Sanguine Pool



Sanguine Pool

COST: 15% CURRENT HEALTH **COOLDOWN:** 28 / 25 / 22 / 19 / 16 **CAST TIME:** NONE
EFFECT RADIUS:  350



ACTIVE: Vladimir sinks into a pool of blood, becoming  untargetable and  ghosted for 2 seconds. He also gains  37.5% bonus movement speed that decays exponentially over 1 second.

Enemies within the pool are dealt **magic damage** every 0.5 seconds over the duration and are  slowed by 40%. Vladimir  heals himself for 30% of the pre-mitigation damage dealt.

MAGIC DAMAGE PER TICK:  20 / 33.75 / 47.5 / 61.25 / 75
(+ 3.75% bonus health)

Vladimir cannot use basic attacks nor abilities during Sanguine Pool, but he can still move. If  Tides of Blood is charging at the time of Sanguine Pool's activation, that ability may still be recast.

(Vladimir/LoL)

Vladimir’s second main ability is “Sanguine pool”. Vladimir sinks into a pool of blood which makes him intangible. Like “Transfusion” it is a very potent tool. It is primarily used to avoid incoming spells of enemy champions, it also heals Vladimir for each enemy afflicted by the spell. The ability does magic damage and having bonus health increases the damage and healing of the spell. It has a range of 350 units which is bordering on melee ranges. It has a cooldown of 28 seconds to 16 seconds from rank 1 to rank 5 which is extremely long for a main ability. Additionally there is a cost to using this ability, Vladimir will lose 15% of his current health when he activates this ability. “Sanguine pool” is a defensive ability that has to be used sparingly due to its long cooldown and health cost, making it a very skill expressive ability.

3-Tides of Blood

Tides of Blood COST: 2 / 4 / 6 / 8% [BASED ON CHARGE TIME] MAXIMUM HEALTH COOLDOWN: 13 / 11 / 9 / 7 / 5
 CAST TIME: NONE EFFECT RADIUS: ⚡ 600 WIDTH: ⚡ 120 SPEED: 4000

 **ACTIVE:** Vladimir ⚡ charges for up to 1.5 seconds, during which he increases *Tides of Blood*'s damage over the first second of the channel, and becomes ✨ slowed by 20% afterwards for the remaining duration. *Tides of Blood* can be recast within the duration, and does so automatically afterwards or if it is ✎ interrupted.

RECAST: Vladimir unleashes a nova of 15 blood bolts around himself that each deal magic damage to the first enemy hit, increased based on charge time up to the first second.

« **MAXIMUM MAGIC DAMAGE:** 60 / 90 / 120 / 150 / 180 (+ 6% maximum health) (+ 80% AP)

If *Tides of Blood* was charged for at least 1 second, enemies hit are also ✨ slowed for 0.5 seconds.

SLOW: 40 / 45 / 50 / 55 / 60%

Enemies can intercept multiple bolts, but can be damaged only once.

If Vladimir is below 12% of his maximum health, *Tides of Blood* will not cost any health.

(Vladimir/LoL)

Vladimir's third ability is "Tides of Blood". Vladimir charges up a sphere of condensed blood and releases it, doing damage to all those hit in a radius around himself. "Tides of Blood" is the ability that makes Vladimir a strong adversary in a teamfight. It does massive amounts of magic damage, similar to that of Transfusion's special incurrence of double damage, while being able to hit multiple targets simultaneously. This ability grows stronger with ability power and bonus health which makes it much more dangerous as Vladimir acquires items. It has a range of 600 units, the same as "Transfusion". Its cooldown from rank 1 to rank 5 is 13 seconds to 5 seconds, making it very good for sustained damage. Similar to "Sanguine Pool" it has a health cost, a cost based on 2-8% of Vladimir's maximum health amount, depending on charge duration. This ability only has a use as a damaging spell, but one must take care to remember that there is great health cost to excessive usage of this ability.

Ultimate-Hemoplague

Hemoplague COOLDOWN: 120 CAST TIME: NONE TARGET RANGE: 625 EFFECT RADIUS: ⚡ 375

 **ACTIVE:** Vladimir spreads a virulent plague at the target location that infects enemies hit for 4 seconds, increasing the damage they take from all sources by 10%.

After the duration, the infection bursts to deal magic damage to all affected targets and, after a 0.4-second delay, ✨ heal Vladimir for each infected champion, reduced by 40% for champions beyond the first.

MAGIC DAMAGE: 150 / 250 / 350 (+ 70% AP)

HEAL: 150 / 250 / 350 (+ 70% AP)

(Vladimir/LoL)

Vladimir's ultimate ability is "Hemoplague". Vladimir summons a blood plague instantly at a location and all afflicted enemies are infected. Afflicted enemies take 10% increased damage for 4 seconds, and after, they are drained of health which rejuvenates vladimir. "Hemoplague" can be thought of as an area-wide "Transfusion". The healing and damage the ability does grows with ability power. It has a range of 1000 units, making it Vladimirs, longest ability and an ability which is near the average range of other mages. "Hemoplague" has multiple uses, from offensive to defensive. It can be used to add extra damage to all your abilities to kill an enemy champion, or be used in a state of urgency when you need to replenish health while laning.

Matchups

When talking about the matchups of a champion, what we are really talking about is the interactions between two champions during "Laning". When considering the properties of a certain matchup, we are really thinking about how each champion disturbs the other champion's identity. In other words, does champion A allow champion B to execute a certain strategy, and vice versa. A great way to determine what champions Vladimir would thrive against and would suffer against, is to consider the class and abilities of the other champions.

Typically mages struggle severely against assassins, due to how mages are weaker and would like to safely make it to the later stages of the game and assassins who are very dominant because of their higher power level and aggressive tendencies. Even battlemages who are most equipped to combat an assassin still struggle, although less than other sub-classes of mages

Vladimir Is different however. Vladimir, although a battlemage, is still quite unique, and his uniqueness of being very durable combined with his ability to become intangible make him a nuisance to assassins. The class of champions that vladimir struggles against the most are mages, specifically the sub-class of battlemages and the sub-class of control mages. The range and defensive capabilities of control mages, and the range and sustain damage of battlemages negates Vladimir's Identity, as control mages will completely disallow vladimir to attack them, and battlemages will simply output more damage than vladimir during the "Laning" phase of the game. Vladimir is strong against champions who either have low range, or low damage. This would mean assassins(low range), burst mages(low damage), artillery mages(low damage)

Play style

What is play style? Play style incorporates aspects of a champion's class/identity, and abilities. Playstyle is the behavior of a champion that can be observed from many many different matches when played by various players.

Vladimir's playstyle can change based on the circumstances of the matches, but typically in the "Laning" phase he is a bully who seeks to oppress the enemy while supplementing his own growth. Later in the game he wants to teamfight due to his overwhelming damage and survivability which eclipses most of the cast of champions. The way Vladimir would fight is he would aggressively posture towards the enemy and use all of his abilities including "Sanguine Pool" once the duration of "Sanguine Pool" is over Vladimir is very vulnerable and would typically like to evacuate the fight until his other abilities are online once again. Here is a clip of Vladimir fighting a team by himself, he appears in a blue cloak approaching the team from the

left at the timestamp 0:01 <https://youtu.be/19LnE3LlgeQ> (How to Teamfight on Vladimir (Quadra))

Viktor



(Viktor)

“The herald of a new age of technology, Viktor has devoted his life to the advancement of humankind. An idealist who seeks to lift the people of Zaun to a new level of understanding, he believes that only by embracing a glorious evolution of technology...” (Viktor)

Viktor is your typical cybernetic baron. He loves to shoot lasers and use electric attacks from a medium distance to decimate health bars. Viktor is not at full power when the game begins and must gather “hex fragments” to unlock the full capabilities of his abilities.

Champion Class/Identity

Base statistics		Level: 1-18	Edit
♥ Health 600 – 2368	💧 Mana 405 – 1170		
✿ Health regen. (per 5s) 8 – 19.05	✿ Mana regen. (per 5s) 8 – 21.6		
🛡 Armor 23 – 111.4	⚔ Attack damage 53 – 104		
ⓧ Magic resist. 30 – 52.1	⭐ Crit. damage 175%		
⚡ Move. speed 335	📡 Attack range 525		
Attack speed			
Base AS 0.658	Attack windup 18%		
AS ratio N/A	Bonus AS 0 – 35.87%		
Missile speed 2300			
Unit radius			
🕹 Gameplay radius 65	📍 Selection radius 120		
📍 Pathing radius 35	🌀 Acq. radius 525		
Special statistics			
ARAM	Nexus Blitz	One For All	URF
Ult Spellbook	Arena		
Damage Dealt -5%	Damage Received +5%		

(Viktor/LoL)

Viktor is a ranged battlemage, like other battlemages, Viktor has a lack of combat mobility, however he is arguably the battlemage with the most range, and because of that abnormality in range, it could be the case that he suffers from lower survivability or sustain

damage compared to other battlemages. Viktor is virtually exclusive to the midlane, very seldom seen toplane or botlane. Viktor has a “basic attack” range of 525 which is more within the typical interval of basic attack ranges held by a mage.

Viktor, like the majority of champions in League of Legends, must manage a resource called mana. Viktor’s abilities cost a great deal of mana in the early stages of the game, so one would have to be extra strategic in the usage of his abilities.

During the “Laning” phase of the game, Viktor is blasting the enemy with long range lasers, because of Viktors abilities, he’s not very strong in an extended brawl and would rather harass the enemy with his superior “neutral-game” while acquiring “hex fragments” in order to grow to full power. Here’s a clip of Dun, a very high ranking player “Laning” with Viktor <https://youtube.com/clip/UgkxnfzYCttNQC5lScCbUGxn2RceBTyUfonT?si=HaOTgURXY00OcQjM> (Learn Viktor If You Want To Be A Lane Bully)

Later in the game, Viktors role is exclusively as “Backline” and “Carry”. He is sensitive to damage and must use his range to attack the enemy while standing behind proper “Frontliners” He can dish out high damage either close range or long, however there is high risk to himself if he is close enough to use all of his abilities. Sometimes, if there is no “Frontliner” in a teamfight on Viktor’s team then Viktor will stand in as a Frontliner for an even greater “Carry” on his team, however situations like that are suboptimal. *Figure 4* and *Figure 5* visualize these concepts

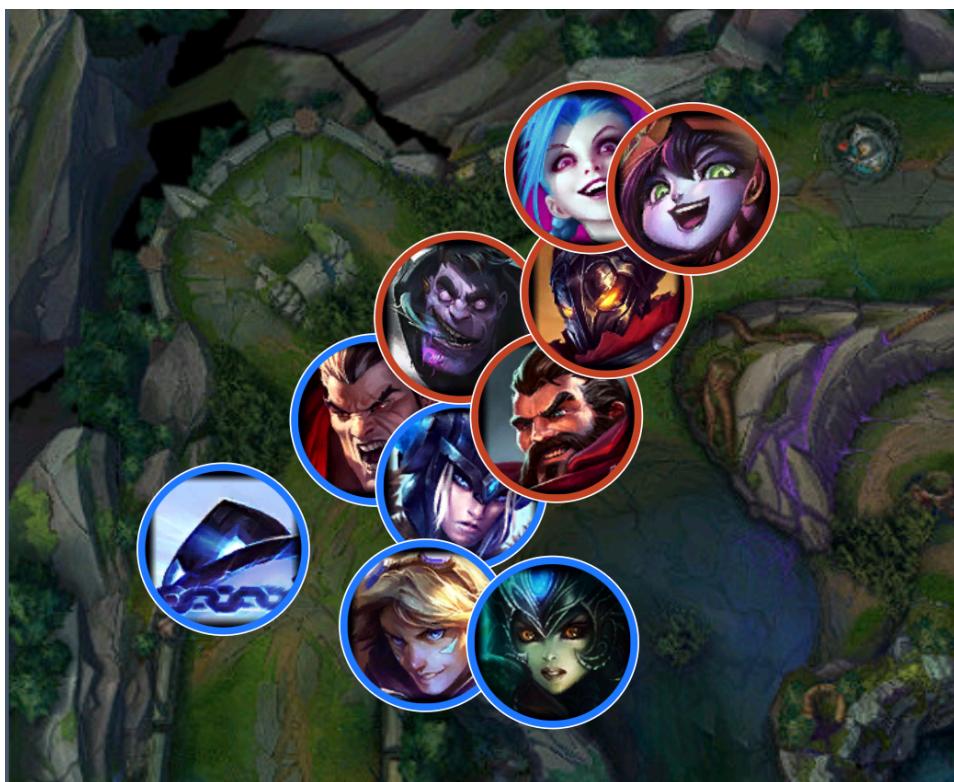


Figure 4. Viktor as the role of backline

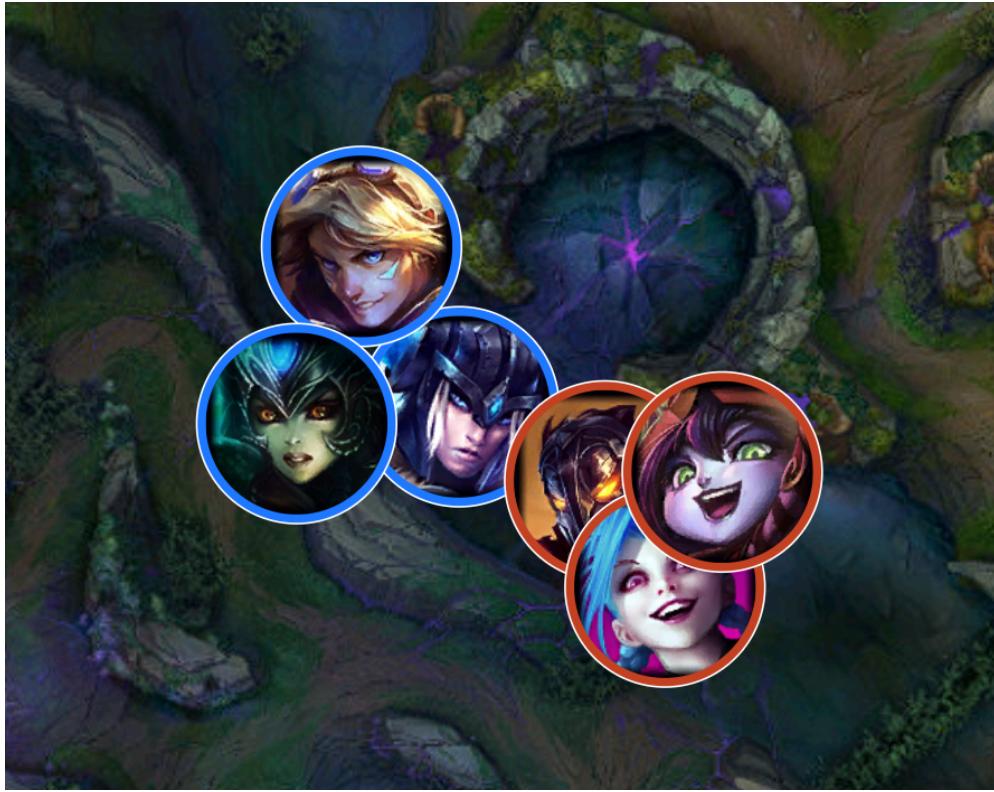


Figure 5 Viktor with the role of Quasi-Frontliner

Abilities

Viktor as a mage can be summarized as offering high amounts of damage, but low amount of team utility, meaning that he doesn't support the team in other ways, such as healing or shielding allies, giving them meaningful bonuses such as damage amplification or speed, or inhibiting the movement of the enemy. Here are Viktor's abilities in more detail.

Passive-Glorious Evolution

Glorious Evolution Edit

 **INNATE:** **Viktor** can augment each of his basic abilities at the cost of 100 *Hex Fragments*, which he gains from killing enemies:

- Minions and monsters generate 1 *Hex Fragment*.
- Siege minions, super minions, and epic monsters generate 5 *Hex Fragments*.
- Enemy champion takedowns generate 25 *Hex Fragments*.

 *Chaos Storm* becomes augmented once all of **Viktor's** basic abilities have been augmented.

(Viktor/LoL)

Viktor's passive is "Glorious Evolution". Viktor collects hex fragments from killing minions, monsters, and champions, each giving him a different amount. At 100 hex fragments he is able to augment one of his main abilities, which grants that ability a bonus effect. He is able to do this for all of his main abilities, and once his main abilities have all been augmented, his ultimate ability is automatically augmented at no extra cost. What this passive does is allows Viktor to grow stronger along a metric unavailable to most other champions, making him a potent threat in the later stages of the game

1-Siphon Power

Edit
Siphon Power COST: 45 / 50 / 55 / 60 / 65 MANA COOLDOWN: 9 / 8 / 7 / 6 / 5 CAST TIME: 0.25
 TARGET RANGE: 600 SPEED: 2000



ACTIVE: Viktor throws a device at the target enemy that deals magic damage. He also grants himself a shield for 27 – 105 (based on level) (+ 18% AP) for 2.5 seconds and gains Discharge for 3.5 seconds.

MAGIC DAMAGE:
60 / 75 / 90 / 105 / 120 (+ 40% AP)

DISCHARGE: Viktor's next basic attack is empowered to become non-projectile and deal modified magic damage.

MODIFIED MAGIC DAMAGE:
20 / 45 / 70 / 95 / 120 (+ 100% AD) (+ 60% AP)

AUGMENT: TURBOCHARGE: After the device hits, Viktor gains 30% bonus movement speed for 2.5 seconds and the shield's strength is increased by 60%.

TOTAL MAGIC DAMAGE:
80 / 120 / 160 / 200 / 240 (+ 100% AD) (+ 100% AP)

(Viktor/LoL)

Viktor's first main ability is "Siphon Power", Viktor throws a boomerang at a single target, dealing damage to them and granting Viktor a shield for a short duration, his next "basic attack" then becomes enhanced to do bonus damage. "Siphon Power" is a strong tool especially in the early levels of "Laning". Its high damage output and shielding make fighting the enemy at level 1 favorable due to them probably having a weaker ability. The ability does magic damage, and having ability power will increase its damage and shielding. It has a range of 600 units. The cooldown at rank 1 is 9 seconds which is reduced to 5 seconds at rank 5. It cost 45 mana at rank 1 and 65 mana at rank 5.

When "Siphon power" is augmented it grants bonus movement speed (how fast the champion moves) and increases the shield amount by a significant margin. This augment improves the fighting capabilities of Viktor greatly. It allows him to pursue targets and maintain his distance against threats. Although not as great as an assassin's tool for mobility, Viktor's "Siphon Power" is still an awesome in its ability to mobilize Viktor

The low cooldown, high damage output, shielding, and relatively low mana cost all contribute to the ability's perceived utility inside of close quarters combat, and although not Viktor's most utilized or signature ability, is still definitely his bread and butter.

2-Gravity Field

Gravity Field COST: 65 MANA COOLDOWN: 17 / 16 / 15 / 14 / 13 CAST TIME: 0.25 TARGET RANGE: 800 Edit

ACTIVE: Viktor deploys a gravity field at the target location for 4 seconds. After a 0.75-second delay, it activates to slow enemies within, persisting for 0.25 seconds after leaving the area or generating 3 stacks.

The field applies a stack to enemies within every 0.5 seconds, stacking up to 3 times. The third stack consumes them all to knock down and stun the target for 1.5 seconds. The target then becomes immune to Gravity Field's effects, occurring once per cast.

AUGMENT: MAGNETIZE: Viktor's other abilities, excluding Chaos Storm's persistent damage, slow enemies hit by 20% for 1 second.

(Viktor/LoL)

Viktor's second ability is "Gravity Field". Viktor lays out a field which slows enemies in it, if they stand in it for a period of time they are completely crippled and unable to move for a short duration. "Gravity Field" is a zone controlling ability which pressures enemies to take a certain path around it lest they want to be disabled. This ability is primarily a defensive spell, though it can be used offensively to close off the escape of enemies. It does not do any damage, and does not become stronger when you acquire stats. It has a placement range of 800 units but has an area of effect of around 300-400 units. It has a cooldown of 17 seconds at rank 1 and a cooldown of 13 seconds at rank 5 which is a bit long for a spell. It also has a cost of 65 mana at all ranks, but since this is an ability seldom used, the cost of it is quite irrelevant.

When "Gravity Field" is augmented, it gains an effect which allows Viktor's two other main abilities to slow everything that is hit by them for 1 second. It is definitively Viktor's least impactful augmentation due to providing less than "Siphon Power" and "Death Ray"

Judging this ability is a very, very difficult task. Unintuitively, the power of this ability mainly stems in not using it. By holding onto the ability, you deter enemies from playing overly aggressive, this is especially useful against assassins. Once the ability goes on cooldown however, you are extremely vulnerable during that duration where you don't have it. This is an important spell for Viktor

3-Death Ray

The screenshot shows the Ability Editor interface for Viktor's "Death Ray". The ability is listed with the following details:

- COST:** 70 / 80 / 90 / 100 / 110 MANA
- COOLDOWN:** 12 / 11 / 10 / 9 / 8
- CAST TIME:** NONE
- TARGET RANGE:** 550
- RANGE:** 500
- EFFECT RADIUS:** 500
- WIDTH:** 90
- SPEED:** 1050 / 1500

ACTIVE: Viktor fires an energy beam along the target path that deals magic damage to enemies hit and briefly grants sight of the area.

MAGIC DAMAGE: 70 / 110 / 150 / 190 / 230 (+ 50% AP)

AUGMENT: AFTERSHOCK: The path explodes along the beam's wake after 1 second, dealing magic damage to enemies hit.

MAGIC DAMAGE: 20 / 50 / 80 / 110 / 140 (+ 80% AP)

(Viktor/LoL)

Viktor's third ability is "Death Ray". Viktor emits a laser along a path that damages everything around it. Viktor's "Death Ray" provides Viktor with some of the best "neutral-game" tools in the game, with its long range, impossible to dodge, and very high damage characteristics, it is an ability that provides the enemy with little counterplay. The ability does magic damage and buying ability power increases the abilities damage substantially. It has a range of 1050 units which is absurd for its damage output and unavoidability. It has a cooldown of 12 seconds at rank 1 and 8 seconds at rank 5. Although the cooldown is still a bit long for an ability that is supposed to supplement damage, it makes up for that with its enormous potential of damage(when augmented). Its power could be compared to many champions' ultimate ability. It has a mana cost of 70 at rank 1 and 110 at rank 5. This ability devours mana. Consider that at level 5(not rank 5) Viktor has a base mana pool of 500. You couldn't even use this ability 7 times without going completely dry. Because of that, you must make sure that each usage of "Death Ray" is a worthwhile one.

When "Death Ray" is augmented, after a short delay of using it, spouts of magical energy erupt from the ground damaging enemies in its wake. This is arguably Viktor's most important augment as it grants him a strategic advantage during the "Laning" phase and also increases the amount of damage he deals to enemy champions.

"Death Ray" is Viktors most defining ability and is the ability that shapes his identity more than anything else. Because most of the power budget of this champion is in his "Death Ray" his play style revolves around the usage of this ability.

Ultimate-Chaos Storm

Chaos Storm COST: 100 MANA COOLDOWN: 120 / 100 / 80 CAST TIME: 0.25 TARGET RANGE: 700 Edit
EFFECT RADIUS: 350 / 700 SPEED: 200 / 300 / 250 / 375

ACTION: Viktor conjures an arcane singularity at the target location, dealing magic damage to enemies within the area and disrupting their channelled abilities.

The singularity then remains active for 6.5 seconds, dealing magic damage to enemies within it every second and granting sight of the area. The singularity targets the nearest champion hit by its initial damage and will follow them, moving faster based on its proximity to Viktor.

Chaos Storm can be recast at any time while the singularity is active.

RECAST: Viktor directs the singularity to the target location or enemy champion.

AUGMENT: PERFECT STORM: The singularity moves 25% faster.

Chaos Storm's recast can be used while affected by cast-inhibiting crowd control.

(Viktor/LoL)

Viktor's ultimate ability is "Chaos Storm". Viktor conjures a field of energy, periodically damaging all those within it. Viktor is able to control the field and move it around once summoned, allowing him another way to control the paths of his enemies. "Chaos Storm" is a very powerful ability for Viktor which only deals damage. Similarly to "Gravity Field" he can either use this defensively or offensively, although it is primarily used as an offensive damaging nuke. This ability does magic damage, and ability power increases that damage. It has a casting range of 700 units, however it can be moved to any distance once summoned, the caveat is that the speed at which the storm moves is dependent on how close it is to Viktor, so at a certain range it becomes very slow. It has a cooldown of 120 seconds at rank 1 and 80 seconds at rank 3, although cooldown isn't a particularly important stat of ultimate abilities. It has a mana cost of 100, which again is not relevant for ultimate abilities.

When "Chaos Storm" is augmented automatically by acquiring the augments for all main abilities, it gains an effect which allows the storm to move 25% faster, which is substantial but rather unnoticeable. "Chaos Storm" is an ability with a potential for an obscene amount of damage, much more than even Viktor's "Death Ray"

Matchups

Viktor is a battlemage with superior “Neutral-game” but also capable in close quarters combat. Viktor’s survivability is questionable and damage output is inferior to that of assassins. Due to the nature of order in which Viktor ranks-up his abilities, he tends to struggle against champions with more sustained damage than him, and due to his lack of mobility, also struggles against mobile champions and champions that outrange him.

Viktor is strictly weak to assassins, and artillery mages while fairing decently to battlemages, and absolutely decimating burst mages and control mages. Assassins have superior damage in close combat, and are usually durable enough to endure Viktor’s harassment with “Death Ray”, along with their very high mobility, are able to close the gap between themselves and Viktor. Artillery mages are on the opposite extreme compared to assassins, they are slow, immobile champions, but in exchange have a much higher range, this allows them to have a much better “neutral-game” than viktor, and this fact is crippling. An artillery mage will whittle down a Vitkor, without receiving any damage Battlemages, although usually having inferior “Neutral-game” make up for it with better sustain damage. However, in a perfect world, Viktor shouldn’t really lose to any battlemage, due to them having less range and no mobility, and since they are less durable than assassins, are more susceptible to Viktor’s harass from “Death Ray”. Burst mages and Control mages both suffer from similar things, which is low range and low sustain damage, they are generally even less durable, less than battle mages, and because they have no mobility have a hard time positioning themselves aggressively against Viktor. What artillery mages do to Viktor, Viktor does to burst and control mages.

Playstyle

The best way to think about Viktor’s playstyle during “Laning” is to imagine a man who stands tall, lifting his arms high and raising his voice in a threatening manner when faced with a bear on a cold winter’s night. Viktor keeps at a range, killing minions to gather “hex fragments” while sending “Death Ray”’s to his opponent. He shoots the laser not because he has the threat of killing you, but because he needs to whittle you down so you feel less inclined to pounce on him. Viktor will cast “Death Ray” at every opportunity. This defensive aggression allows him to have a safe “Laning” experience against matchups he struggles in. In a favorable matchup however, he can be described as a predator. Viktor will barrage the enemy champion with “Death Ray”’s all the same, however under a certain threshold Viktor will also assume a more aggressive posture and move in to harass with his “Siphon Power” as well, perhaps leading to a champion kill or to the enemy champion forfeiting resources such as experience and gold, to recover their HP at their base’s fountain.

Later in the game Viktor is best described as a “Backline Carry”. Who’s main job is to obliterate the health of anyone in his range, prioritizing enemy “Carries” and is someone who garners the attention of the enemy. Because of Viktors nature, as the game progresses into its later stages he becomes very powerful and is able to dispatch many types of champions, most notably the “Fragile Carry” class of marksmen and mages. It is most optimal for Viktor to be paired with a “Frontliner” to protect him as he is very susceptible to danger and will fall to an assassin or an enemy “Frontliner”. Here is a short clip of Viktors gameplay inside of a hectic “Teamfight” <https://youtu.be/lPyJn5R3lag> (Viktor Teamfight)

Comparison

There is a lot of information that I've covered so I will dedicate this section of the essay to compiling the similarities and differences of the champions in an easy to process manner.

Similarities

Both are immobile during “Laning”
Both deal exclusively magic damage
Both are incentivized to acquire ability power
Both become very strong as the game time goes on AKA “Scaling” well
Both are “Carries” and are characterized by their ability to output high amounts of damage
Both are strong against burst mages
Both have abilities which slow | “Sanguine Pool” “Tides of Blood” “Gravity Field”
Both have very similar ranges and cooldowns | “Transfusion” “Siphon Power”
Both have a single target sustain damage tool. | “Transfusion” “Siphon Power”
Both have an AOE(area of effect, meaning that it affects multiple targets at once) main ability which provides great damage. | “Tides of Blood” “Death Ray”
Both have a defensive spell which is not primarily used for damage | “Sanguine Pool” “Gravity Field”
Both have an AOE ultimate ability | “Hemoplague” “Chaos Storm”

Differences

Vladimir is played midlane, toplane, and botlane, while Viktor is exclusively a midlaner
Vladimir is a champion without a secondary resource to manage, while Viktor has mana and must manage it well
Vladimir is aggressive during laning to oppress his opponent, while Viktor is aggressive during laning to suppress his opponent
Vladimir has exuberant healing, while Viktor has lackluster shielding
Vladimir has an undeniably weak neutral-game, while Viktor’s neutral game is his strong point
Vladimir typically postures aggressively during “Laning” and at other times, while Viktor is best when played defensive
Vladimir becomes unnaturally durable, while Viktor maintains normal amounts of durability.
Vladimir is entirely immobile, while Viktor gains access to small amounts of mobility from an augmented “Siphon Power”
Vladimir has an ability which makes him intangible, while Viktor has an AOE slow and cripple
Vladimir’s play style is dynamic depending on the stage of the game, while Viktor’s play style of sitting back and shooting lasers is static

Vladimir is self reliant and can act as a frontliner or a diver, while Viktor is primarily locked to being a backline carry and needs the auxiliary of a frontline

Vladimir is very weak to battlemages and control mages, while Viktor is very weak to assassins and artillery mages

Vladimir is strong against assassins, and artillery mages, while Viktor is strong against control mages

Conclusion

The intricate dynamics of Vladimir and Viktor reveal a fascinating juxtaposition of power, strategy, and gameplay mechanics. Vladimir embodies the relentless aggressor who thrives on oppressing his opponents through high damage and unparalleled survivability. His ability to utilize his health as a resource, coupled with his powerful healing and defensive spells, allows him to dominate in close combat and transition fluidly between roles as a frontliner or diver when engaged in teamfights. In contrast, Viktor excels in ranged harassment and zone control. His reliance on mana and augments supplements a more strategic and methodical approach to gameplay. Viktor's strength lies in his superior range and damage potential, making him quite a threat in the backline, capable of decimating enemies from a distance.

The contrasting playstyles of Vladimir and Viktor highlight the diversity and complexity between different champions, even champions in the same class. Vladimir's dynamic approach, evolving from an oppressive laner to a durable team fight carry, contrasts sharply with Viktor's static play style of maintaining range and maximizing damage through "Death Ray" and their differing strengths and weaknesses against various champion types further also contribute to their differences

Although this essay was a comparison of Vladimir and Viktor, In the next and final essay, I will reveal to you why one of the champions is better than the other. I will take into consideration everything discussed here and also provide a new statistical perspective, and prove my case.

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