

# Weapons: Swapped with Q. Up to 2.

**Standard Melee:** Xerxes is considered Melee and starts off with his baton. The middle upgrade will technically deal less damage than the final, but you can still choose to forgo the final upgrade if you are uninterested in the magic damage autos, or not upgrade your melee combat at all in favor of casting and ranged capabilities.

- **Tier 1: Baton: 100% AD.** Unmodified damage.
- **Tier 2: Wrench: 120% AD.** Bonus damage against turrets.
  - **Bonus Damage: 10/12/14/16/18% + (1% per 100 Bonus HP).**
- **Tier 3: Laser Rapier: 70% AD Magic damage, bonus damage based on AP and mana.** Consumes mana on hit.
  - **Bonus Damage: 10/15/20/25/30% AP + 2/2.2/2.4/2.6/2.8% Max Mana**
  - **Mana consume per hit: 3% Max Mana.**

**Hand Tools:** These are alternative melee options. If you have an unupgraded melee (Baton) this replaces your other melee option.

- **Tier 1: Crystal Shard: 100% AD:** Applies a bleed effect over a long duration.
  - **Bleed: 10/13/16/19/22 + (5% target's Max HP per 100 AD) over 5 seconds.**

- **Tier 2: Prototype Hexblade: 50% AD, 1% Max HP:** Applies a stacking MS, armor and MR steal, up to **5 stacks**. The overall gain is capped regardless of affected targets. All gains are refreshed on acquisition but losses are per target.
  - **MS loss: 3/5/7/9/12%**
  - **MS gain: same of own stats.**
  - **Resistance loss: 4/4.5/5/5.5/6%**
  - **Resistance gain: 5% of own stats.**
  - **Duration: 4 Seconds**
  - **MS cap: 50% of own stats.**
  - **Resistance cap: 30% of own stats.**
  
- **Tier 3: Hex Crystal Gauntlet Blade: 30% AD, 100% Bonus AD, 5% Bonus HP, 33% AP:** Applies a stacking **AS and Adaptive Force** steal, up to **5 stacks**. The overall gain is uncapped. All gains are refreshed on acquisition but losses are per target.
  - **AS loss: 3/4/5/6/7%**
  - **AS gain: 5% of own stats.**
  - **Adaptive loss: 4/4.5/5/5.5/6%**
  - **Adaptive gain: 5% of own stats.**
  - **Duration: 5 Seconds**

**Pistol:** The pistols are meant for players who want a reliable way of attacking from range, but don't necessarily wish to lean into a ranged auto attacker playstyle. The final upgrade does give a unique benefit however should you wish to commit to it.

- **Tier 1: Dart Gun: 100% AD. 80% AS.** Unmodified damage.
  - **Ammo: 10.**
  - **Ammo drop: Every 5 units dying.**
  - **Range: 400.**

- **Tier 2: Pistol: 100% AD. 100% AS.**
  - **Ammo: 10/11/12/13/14.**
  - **Ammo drop: Every 15/12/9/6/3 units dying.**
  - **Range: 450.**
  
- **Tier 3: Magnum: 120% AD. 100% AS.** Your attacks ignore a % of the target's armor and deal increased damage to structures and epic monsters.
  - **Bonus damage to objectives: 10/12/14/15/16% AD as bonus true damage**
  - **Armor ignore: 5/8/11/14/17%**
  - **Ammo: 20/22/24/26/28.**
  - **Ammo drop: Every 15/12/9/6/3 units dying.**
  - **Range: 450.**

**SMG: The premiere ranged auto-attack weapon. The upgrade greatly improves you AS scaling and really lets you go hard in that direction.**

- **Tier 1: Flechette: 40% AD. 100% AS.** Each attack fires 2 shots and consumes 2 ammo. Each shot applies on-hit at 80% effectiveness.
  - **Ammo:20/22/24/28/30.**
  - **Ammo Drop: Every 10 units dying.**
  - **Range: 500**
  
- **Tier 2: Skorpion: 30% AD. 100% AS.** Each attack fires 3 shots and consumes 3 ammo. Each shot applies on-hit at 80% effectiveness.
  - **Ammo: 30/33/36/39/42.**
  - **Ammo drop: Every 10/9/8/7/6 units dying.**
  - **Range: 500**

- **Tier 3: M22 Assault Rifle: 30% AD. 100% AS.** Each attack not only fires 3 times but actually counts as 3 separate attacks issued individually, with all that entails.
  - **Ammo: 30/33/36/39/42.**
  - **Ammo drop: Every 9/8/7/6/5 units dying.**
  - **Range: 550.**

**Energy Gun: A specialized type of weapon that deals purely magic damage. Good for dealing with tankier enemies. The final upgrade works a bit differently and is meant as a combo tool to weave into your damage chain as opposed to a DPS tool.**

- **Tier 1: Spark Gun: 50% AD, 20% AP, 80% AS.** Magic damage. Spends mana per shot instead of ammo.
  - **Mana cost per shot: 40 Mana**
  - **Range: 400**
- **Tier 2: Blaster: 30% AD, 50% AP, 2% Max Mana, 80% AS.** Magic damage, scales on mana. Spends mana per shot.
  - **Mana cost per shot: 60 Mana**
  - **Range: 400**
- **Tier 3: Ion Cannon:** No longer counts as an auto attack and is a skill cast instead, but its cast by equipping the gun and issuing an auto-attack. Has a CD. Once used it instantly equips your melee weapon.
  - **Damage: 20/60/100/140/180/220 + (100% AD)(70% AP) + (1% Target's max HP per 200 Mana).**
  - **Mana cost: 100 Mana**

- **Range: 600**
- **CD: 20/19/18/17/16 Seconds.**

**Rifle: Rifles are a specialist weapon class that deals area damage and has special interactions with grenades from W. Their shots apply spell effects.**

- **Tier 1: Magnesium Rifle: 50% AD, 20% AP, 100% AS:** The attacks act like a piercing projectile dealing 50% reduced damage to all targets in the path that aren't the main target. All targets receive 100% effective spell effects. The pierce range is the same as the max attack range. The projectile can hit wards and **Timed Explosives** from **W: General Gear**.
  - **Ammo: 10.**
  - **Ammo drop: Every 10 units dying.**
  - **Range: 500**
- **Tier 2: Magnum Pulse: 40% AD, 30% AP, 100% AS:** Deals half physical and half magic damage. Pierces all targets dealing the same damage to all and applying spell effects. The pierce range is the same as the max attack range. The projectile can hit wards and **Timed Explosives** from **W: General Gear**.
  - **Ammo: 8.**
  - **Ammo drop: Every 12/11/10/9/8 units dying.**
  - **Range: 550.**
- **Tier 3: Rail Gun: 50% AD, 70% AP, 80% AS:** Attacks no longer pierce, instead they explode. Deals half physical and half magic damage and applies both spell and on-hit effects to all targets hit. The explosion can hit **Timed Explosives** from **W: General Gear**.
  - **Ammo: 4/5/6/7/8.**
  - **Ammo drop: Every 12/11/10/9/8 units dying.**

- **Range: 550.**
- **Explosion range: 350.**