



Dual Blades

Why fight enemy troops when you can assassinate their leaders?

Dual Blades heroes can use 3 extra powerful skills after triggering invisibility.

Click to change skill



Q



E



R



T

Click to change skill



Q



E



R



T



982820 +

(0/4 pieces)
Skirmisher's Hood
Skirmisher's Tunic
Skirmisher's Gloves
Skirmisher's Boots

2 pieces: Alchemical Vapours and Infiltrator grants invincibility for 0.4 seconds.

3 pieces: Increases Armour Penetration by 150 points.

4 pieces: After killing a hero, all skill cooldowns except those of Ultimates are reset, and the cooldown of Infiltrator is reduced by 30 seconds.



Skirmisher's Hood

Level: 10

Volume: 1



Skirmisher's Tunic

Level: 10

Volume: 1



Skirmisher's Gloves

Level: 10

Volume: 1



Skirmisher's Boots

Level: 10

Volume: 1

Reforged Ever-Patient



Level : 10

Category: Weapon

Type: Dual Blades

Endurance: 310/344

Condition: Excellent

Can be reforged

Piercing Armour Penetration 1360 +665

Slashing Armour Penetration 1328 +583

Blunt Armour Penetration 690 +318

Piercing Damage 717 +162

Slashing Damage 733

Blunt Damage 462

Strength 0 +11

Critical Resistance 0 +29

Reforged King's Woe



Level : 10

Category: Weapon

Type: Dual Blades

Endurance: 319/323

Condition: Excellent

Can be reforged

Piercing Armour Penetration 1247

Slashing Armour Penetration 1224 +373

Blunt Armour Penetration 613 +292

Piercing Damage 667

Slashing Damage 678 +226

Blunt Damage 412

Toughness 0 +13

(0/4 pieces)

Rogue's Hood

Rogue's Armour

Rogue's Bracers

Rogue's Boots

2 pieces: Increases piercing, slashing and blunt armour penetration by 250.

2 pieces: Alchemical Vapours and Infiltrator grants invincibility for 0.4 seconds.



Rogue's Hood

Level: 10

Volume: 1



Skirmisher's Tunic

Level: 10

Volume: 1



Skirmisher's Gloves

Level: 10

Volume: 1



Rogue's Boots

Level: 10

Volume: 1



DESPOTIC

50

Level 6827

XP 37832/60000

Leadership

732

Strength

19

+

Agility

19

+

Armour

19

+

Toughness

19

+

More >>>

Attribute points available

72

!

Autoassign

General Attributes

Health

25680/25680

Stamina

950

Critical Hit Chance

9.57%

Critical Damage

150.00%

Critical Resistance

12.46%

Attack Attributes

Piercing Damage

836

Slashing Damage

864

Blunt Damage

593

Piercing Armour Penetration

1791

Slashing Armour Penetration

1747

Blunt Armour Penetration

1109

Defence Attributes

Piercing Defence

342

Slashing Defence

342

Blunt Defence

342

Block

330

Block Recovery

100

Optimal Build:

1600 – 1800 Penetration

Rest into Slashing DMG

Mandatory Skills in current meta

Bo-Shurikens III

Cooldown: 4 sec.

Throw darts, dealing **189%** of your base piercing damage plus **1971** points of piercing damage. Then become invisible for **1.7** seconds.

Extra Effect: The darts are poisoned, draining **300** health per second for **3** seconds.

Extra Effect 2: The poison slows the target by **50%** for **3** seconds.

Notes:

- **Can be blocked (No Bleeding)**
- **Can hit units behind shields**
- **AOE Skill / Can be spammed**

Great Thunderbolt III

Cooldown: 18 sec.

Throw a thunderbolt bomb that causes **153%** of your base blunt damage plus **1047** points of blunt damage, and concusses any enemy caught in the explosion. Afterward, you become invisible for **1.7** seconds.

Extra Effect: Heroes and units caught in the blast will take **20%** and **30%** more damage, respectively, for **4** seconds.

Notes:

- **AOE Stun**
- **AOE Debuff**
- **PvE & PvP Skill**

Dualblade Guides + Footage of current meta build

Creator: GRK

Link: <https://www.youtube.com/watch?v=1C5escy7jLQ>

Creator Code: KSRVO4Z0014IK3RT

Discord: -

Twitch: -

