

Glaive All-Rounder Class Guide (Conqueror's Blade)

Playstyle Summary

The Glaive is a **versatile Glaive-based hero class** in Conqueror's Blade, characterized by wide-reaching melee attacks and strong defensive capabilities. It plays as a **frontline bruiser and support**, able to **buff allies and control crowds** with powerful Glaive swings and crowd-control skills. Glaive users have **excellent defenses** (heavy armor and damage reduction skills) and **powerful assault/support skills** that help **assist allies and lock down enemies**. This makes the class excel in **sustain and teamfight utility**, thriving in the thick of battle where it can absorb damage and disrupt multiple foes. However, the Glaive's **mobility is low** and it has no ranged attacks, meaning it relies on positioning, timing, and its long reach to dominate fights.

Core Playstyle Highlights

Wide AoE & Crowd Control:

Sweeping Glaive attacks can hit multiple enemies, giving the Glaive excellent **area control** in fights. Skills like *Warlord's Greeting* and the ultimate *Flying Reaper* can stun or throw groups of enemies, turning the tide of large engagements

Teamfight Support:

God of Battles uniquely **buffs the damage of allies** (and yourself) in an area – no other class can directly boost team damage this way

Durable & Sustained:

Wielding heavy armor and defensive skills, the Glaive boasts **high sustain**. It can mitigate damage and shake off crowd control with *Heat of Battle*

All-Rounder Utility:

An “**all-rounder**” **build** Glaive balances offense, defense, and support. It can damage and debuff enemies, buff teammates, control crowds, and sustain itself, making it effective in many situations (from pushing through a breach with units to defending a point or supporting allies with crowd control).

Strengths:

Excellent Team Utility:

Provides unique team damage buff (*God of Battles*) and strong area CC (stuns/knockdowns) that greatly aid allied units and heroes. A Glaive can boost a push or defend an ally by disabling multiple enemies at once.

Area Damage & Control:

Wide swings and big AoE skills make it effective at **clearing groups of units and controlling crowds**.

High Survivability:

Can spec into heavy armor and gets significant damage reduction and CC immunity from skills, making it **tanky for a DPS class**

Flexible Build Options:

The class can adapt to different roles – e.g. using *Charge* for mobility, *Breaker of Shields* for dueling damage, or *Heat of Battle* for max durability – enabling an **all-rounder build** that can handle a bit of everything

Weaknesses:

Low Base Mobility:

Very slow to move and reposition without using a skill or mount. This makes the Glaive susceptible to kiting by ranged or agile enemies, and it struggles to chase down opponents who disengage.

Skill Interrupt Vulnerability:

The strongest attacks (Flying Reaper, Hail of Blades) have noticeable wind-ups. A savvy opponent can interrupt these with fast CC if you're not careful. If your crowd-control whiffs or is interrupted, you can be left exposed during the cooldowns

Relies on Team/Units:

Glaive performs best with allied support. If caught alone by multiple enemies, its **lack of escape and limited burst** make it an easy target once its defensive cooldowns are used. It's not an assassin; it needs teammates or unit backup to maximize its impact (for damage follow-up and protection while its skills cooldown).

Recommended Gear, and Attribute Distribution

Armor & Gear:

As a heavy class, the Glaive should equip **Heavy Armor** for maximum protection. In particular, the **Guardsmen's set** (crafted from Rare Armor Schematics) is the standard choice for Glaive. This set provides high defense and balanced stats that complement the Glaive's needs. There is also a class-specific "Royal Sentry" armor set for Glaive, but its bonuses are considered subpar, so it's usually better to focus on a well-rolled Guardsman's set. Aim for gear stats like **Strength, Armor, and Toughness**, which improve your damage and survivability

For your **weapon (Glaive)**, try to obtain the highest tier glaive available. When **reforging or rolling stats** on your glaive, prioritize **+Blunt Damage** – this will significantly boost the damage of *Flying Reaper*, which scales excellently with blunt damage. After blunt, valuable stats include **Strength (increases base damage)**, **Slashing Damage and Armor Penetration**

If you do want a more defensive stat spread, you could allocate a smaller portion of points to **Toughness** (for HP) or **Armor** (for base damage reduction), but generally Strength gives the best bang for buck. A sample all-rounder distribution might be 80% Strength, 20% Toughness (just to boost HP a bit for sustain), but many players go 100% Strength and rely on gear for defense.

Key Skills and Traits

God of Battles – Team Buff:

God of Battles is a signature support skill that **increases damage dealt by you and nearby allies by 15% for 6–10 seconds** + Uniquely, it also boosts the Glaive’s armor penetration and **dispels the “Concussed” debuff** from you upon use.

Warlord’s Greeting – CC Strike:

Warlord’s Greeting is a staple offensive skill: a two-hit overhead slash combo that deals solid damage and **inflicts a stun/Concuss** on the target. This quick 12-second cooldown attack is great for **disabling enemy heroes**, setting them up for your follow-up attacks or an ally’s damage. Its concuss effect is particularly powerful because typical CC-cleanses don’t remove it

Flying Reaper – AoE Ultimate:

Flying Reaper is the Glaive’s preferred **Paragon (ultimate) skill**, a devastating leaping polearm slam. Upon use, you **leap up and smash the ground**, dealing **massive blunt damage in a wide area** Enemies hit are **thrown to the ground** (knocked down hard) and also **suffer a debuff taking 10% increased damage for a few seconds**

AoE Control:

Area control is one of the Glaive’s greatest strengths. With its broad swings and crowd-control effects, a Glaive can **hold a line or clear a breach** effectively. *Flying Reaper* covers a wide radius, smashing multiple enemies to the ground at once, and even the basic glaive attacks have a wide arc that can hit several foes with each swing

Healing & Sustain:

The Glaive doesn’t have a direct healing skill (unlike Longsword’s heal, for example), but it has strong **sustain through damage mitigation and armor**

Recommended Skill Rotation

An effective Glaive rotation revolves around **buffing allies, controlling enemies, and unleashing AoE damage** at the right moment. Here is a recommended sequence for an all-rounder Glaive in a teamfight scenario:

Pre-buff with God of Battles:

Just before engaging, activate *God of Battles* to **boost your team's damage** in the upcoming fight

Engage and Close the Gap:

Use your **mount** and the *Charge* skill to engage. *Charge* in to knock down frontline enemies and position yourself in the thick of the enemy group

Initial Crowd Control – Warlord's Greeting:

Once in range, open with *Warlord's Greeting* on a key enemy hero or a cluster of foes. This quick double strike will deal damage and **Concuss/stun the target**, preventing them from dodging or countering.

Big AoE Knockdown – Flying Reaper:

Immediately follow up with *Flying Reaper* (your ultimate) to **slam the area** while enemies are still staggered by Warlord's Greeting. *Flying Reaper* will **throw down all nearby enemies** in its radius, inflicting massive damage and a damage-taken debuff.

Defensive Reset:

If at any point you get focused or an enemy tries to CC you, use *Heat of Battle* to **cleanse any stun and gain damage reduction**. For example, after your Flying Reaper, you might draw aggro – pop Heat of Battle to tank their counterattack and stay in the fight

Re-engage or Regroup:

After using your big skills, you'll have a window where *Warlord's Greeting* will come off cooldown quickly (12s is short) – you can use it again to pick off stragglers or protect an ally.

TL;DR Summary

Role & Style:

Glaive is a **heavy polearm class** with a balance of offense, defense, and support. It excels as a **frontline support bruiser** – providing ally buffs and large-scale crowd control while dealing respectable damage.