

Pike Class Guide – All-Purpose “Hero Killer” Build

The Pike is a lightning-fast polearm class built to hunt enemy heroes. **Playstyle Summary:** The Pike class in Conqueror’s Blade is a **fast-paced, aggressive “assassin”** that excels at taking down enemy heroes in duels and small skirmishes. Wielding a long **polearm (pike)**, this class boasts **excellent mobility and burst damage**, chaining together low-cooldown skills to overwhelm opponents. Pike players dart in and out of combat, using **combos of thrusts, sweeps, and acrobatic flips** to disable foes and deliver lethal blows. While pikes can disrupt enemy formations, they are **less effective against large clusters of units**, shining brightest when isolating and eliminating rival heroes. In short, this build turns you into a **hero killer** – a skirmisher who **engages quickly, hits hard, and retreats before the enemy can react**.

Core Playstyle Highlights

Relentless Mobility:

Pike heroes are **extremely maneuverable**, with skills that leap, dash, and somersault around the battlefield. You can rapidly reposition to flank vulnerable targets or escape danger after a kill.

Chainable CC Combos:

Nearly every Pike attack **applies crowd control** (knockdowns, knockbacks, or daze), and the weapon’s skills have such short cooldowns that you can **chain ability after ability with almost no downtime**.

High Burst Damage:

The Pike delivers **explosive burst damage** through multi-stage skill combos and a unique stacking buff. Normal attacks build “**Strong as a Storm**” stacks (up to +12% damage), empowering your next skill combo. A well-executed Pike combo can **melt even tanky heroes** in seconds.

Glass Cannon Tendencies:

As a **medium armor** class, Pike balances offense and defense. You have far more agility than heavy classes, but you’re not as durable. This build leverages toughness for survivability, but you must still **avoid getting caught in sustained fights**. If an enemy lands hard crowd control on you, a Pike can be “**deleted**” **very quickly due to its lighter armor**. Winning with Pike means **striking decisively and avoiding enemy focus**.

Key Skills and Traits

The Pike's kit revolves around **five “Dragon” skills** (three core skills and two ultimates). These skills can be **chained in sequence** to create custom combos, making Pike very versatile. Below are the key skills and traits that define the hero-killer build, including their effects on **bleeds, mobility, interrupts, stuns, and burst combos**:

Sky Dragon: A multi-stage polearm combo that delivers mixed damage (piercing **thrusts** and blunt strikes) and heavy crowd control.

Wandering Dragon: An **evasive retreat and buff** skill.

Water Dragon: A **forward lunge and multi-hit thrust**.

Green Dragon (Ultimate): The preferred **ultimate skill** for a hero-killer Pike. Green Dragon is a **charge attack** that **cannot be blocked**, with distance and effect based on charge time

Strong as a Storm (Passive): Every normal left-click attack adds a stack of **“Strong as a Storm,” increasing your damage by ~4% per stack** (up to 3 stacks, ~12% total)

Strengths

Superb Mobility: Pike is one of the most mobile classes – you have **multiple dodges, backflips, and charges** to engage or disengage at will. Few enemies can catch a Pike that doesn't want to be caught.

Lethal 1v1 Duelist: In single combat, Pike is fearsome. You can **stunlock** an enemy hero with continuous CC and burst them down quickly.

High Burst & Combo Potential: Pike's damage comes in **explosive bursts**. By chaining an ultimate into a finisher, you can deliver **hundreds of damage in a flurry** before the enemy reacts. This **alpha-strike potential** often outright kills squishier heroes (archers, dual blades, etc.) and severely wounds tougher ones. If executed well, your target will be dead or dying by the time your combo ends.

Excellent Crowd Control: Nearly every Pike skill provides **crowd control** – knockbacks, knockdowns, or status cleanses. This makes Pike not only deadly, but also a **disruptor**.

Hit-and-Run Durability: With a medium armor build focusing on toughness, Pike can survive enough to escape after an engage. You won't facetank heavy damage, but you have just enough armor/HP to **withstand a scrape and get out**.

Weaknesses

Fragile if Caught: You wear **medium armor**, which is decent but far from tanky. If you get stunned or pinned down by multiple enemies, you will **die quickly**. A hard CC chain or focus fire will take you out “*much quicker than most other classes*”. Pike simply cannot absorb sustained damage like a shortsword or longsword can. This build mitigates some risk by investing in Toughness, but you must **avoid extended brawls**.

Limited Unit Clearing: Pikes are **not great at killing large groups of units or holding choke-points**. Your attacks tend to hit single targets or small areas, and you lack the sustained AOE damage of classes like Glaive or Maul.

Combo-Dependent: To be effective, Pike **relies on skill combos**. If you **miss your key opening (e.g. your knockdown lunge)** or an opponent dodges your ultimate, your kill opportunity slips away. Mistiming a combo can leave you with skills on cooldown and an angry enemy hero still alive. There is **little room for error** – Pike has incredible offense, but only if you execute correctly.

High Skill Cap: Pike is easy to pick up but **difficult to truly master**. The class’s strength lies in **situational skill chaining** – knowing which skill sequence to use in each scenario and when to disengage. New Pike players might find themselves leaping *into* trouble they can’t handle, or wasting their ultimate at the wrong time. It takes practice to maximize Pike’s potential and not overextend. In short, Pike can do it all, but “*it is the furthest thing from a no-skill weapon*”
– map awareness, timing, and precision are needed to really shine.

Recommended Skill Rotation

Burst Combo (Hero Delete Rotation):

This rotation focuses on chaining your skills for maximum burst damage to swiftly kill an enemy hero. Use this when you see a prime target (e.g. a squishy ranged hero or a warrior who just used their escape) and want to **dive in for the kill**.

Approach & Buff:

If possible, land a couple of **basic attacks** first to build *Strong as a Storm* stacks (up to +12% damage). Also consider using **Wandering Dragon [II]** right before engaging – the second stage gives you a **12% damage and penetration buff** for 4 seconds. This combination boosts your opening damage.

Gap-Close with Water Dragon:

Activate **Water Dragon III** to **lunge at the target and knock them down**. This three-step thrust combo will quickly close distance, damage the enemy, and leave them floored (the final hit sends them flying). Now your target is on their back – the perfect time to unleash your hardest hit.

Ultimate Strike:

The moment Water Dragon finishes, follow up with **Green Dragon (Ultimate)**. Aim it at the fallen or staggered hero – the **unblockable charge will hit them as they recover**. If you have room, charge it for a split second to maximize damage (or full charge if they're still CC'd). Green Dragon will **deal massive piercing damage and knock the hero sprawling again**.

Immediate Finisher:

Thanks to Pike's unique mechanic, right after your Green Dragon ult **quickly press your Sky Dragon or Water Dragon key to trigger a final-stage attack** without the earlier stages.

Evaluate & Exit:

At this point, the enemy hero is likely **dead or nearly so**. If they somehow still cling to life, a few quick basic attacks or a follow-up **Sky Dragon I/II** should finish them. Don't overstay, though – the entire combo takes only a couple of seconds, and by now enemy teammates might be reacting. Use **Wandering Dragon III (backflip)** to retreat and avoid counterattacks, or dodge roll away.

Recommended Gear, and Attribute Distribution

Building your Pike hero correctly is crucial to maximize the hero-killer playstyle. You'll want gear that boosts your **piercing damage and survivability**, runes that enhance your **burst and mobility**, and attributes allocated to complement an aggressive yet durable assassin.

Below are recommendations for **equipment, runes, and attributes**:

Gear (Weapon & Armor):

The Pike is a medium armor class, so you can equip **light or medium armor pieces** (not heavy). For an all-purpose build, stick with **full medium armor** to get the best defense without sacrificing your ability to dodge. A very popular choice is the **Carnifex set** – a craftable rare/epic medium armor set known for its excellent stats. The Carnifex set provides a great balance of offense and defense, outclassing alternatives like the Frostcloud set. Aim to obtain **purple (epic) or gold quality** Carnifex pieces with high rolls. When reforging or choosing armor, prioritize stats like **Health, Armor, and Strength/Toughness** to bolster your survivability.

For your **weapon**, use the **highest-tier Pike** you can get (purple or gold Pike). Look for a pike with bonus stats in **Piercing Damage and Piercing Armor Penetration**– these directly increase your damage output against heroes. Secondary desirable stats include Strength (to boost base damage) or even Skill Damage. An ideal weapon might read, for example: +X Piercing Damage, +Y Piercing Pen, +Z Strength. Enhance your weapon to max level to ensure you're hitting as hard as possible. Remember, **Pike damage is primarily piercing**, so boosting that and your penetration (to cut through enemy armor) is paramount

Attribute Distribution

A recommended distribution for this all-purpose build is **full Toughness or a mix like 80% Toughness / 20% Agility**. For example, if you have 100 points, put ~80 into Toughness and ~20 into Agility. This way you still gain a bit of damage from Agility, but you bulk up considerably. If you feel confident in dodging and want more damage, you could do a split (e.g. 50/50 Toughness and Agility), but be aware you'll be more fragile. The generally agreed approach: *“putting points into Toughness lets you better deal with enemy burst while still maintaining good damage output”*

Full Toughness is recommended with a very good weapon, if you lack DPS you should aim for more agility

Pro Tips for Pike Players

Pick Your Battles: Always be on the lookout for **isolated or distracted enemy heroes**. A Pike thrives when catching someone off-guard or 1v1. Use your superior mobility to **flank around** and hit the enemy backline or catch that one hero who strayed too far.

Patience & Timing: As an assassin, your job is about timing. Wait until an enemy uses their escape or key skill, then **strike hard while it's on cooldown**. For example, if a Dual Blades uses their invisibility or a Shortsword uses their ult shield, hold off a moment. Once that's gone, they are vulnerable. Similarly, **time your combo for when the enemy cannot easily counter** – many hero kills are secured right after the enemy dodges, when your next CC will land guaranteed.

Combo Creativity: Practice all your skill combinations in training to understand their flow. For instance, learn to **cancel/chain skills smoothly**: you can start a combo with one skill and then switch to another's finisher. A popular trick is after using **Green Dragon (ult)**, **immediately chaining Water Dragon's final hits** to extend the CC and damage

Capitalize on Downed Enemies: Pike has many ways to knock enemies down. When you do drop someone (hero or unit), know that they are defenseless for a moment. This is your cue to **unleash heavy damage**. For example, if you knock down a hero with Water Dragon, immediately follow with Sky Dragon's heavy slam or your ultimate – those big hits are almost guaranteed to land on a downed target

TL;DR (Summary)

Fast Hero Assassin: The Pike is a **high-mobility, high-burst** class built for **killing enemy heroes quickly**. It excels at flanking and dueling but is less effective against massed troops

Core Playstyle: Play like a **skirmisher** – **dart in, disable & burst down a target, then disengage**. Chain low-cooldown skills for continuous crowd control and damage. Use your superior agility to **outmaneuver opponents**, and avoid getting caught in extended fights.

Key Skills: Use **Water Dragon** to engage (gap-close and knockdown), **Sky Dragon** to finish combos (AOE slam CC), and **Wandering Dragon** for buffs/mobility (backflips, cleanses). **Green Dragon ultimate** is your go-to for massive burst – an unblockable charge that can one-shot squishies and combo into a finisher

Combos: Burst rotation: Buff with Wandering [II] -> Water [III] knockdown -> **Green Dragon ult** -> instant Sky [III] slam. This can delete most heroes in seconds.

Gear & Build: Wear **full medium armor** (e.g. Carnifex set) for a balance of protection and mobility. Use a high-level Pike with **piercing damage/penetration** stats