

Dual Blades Guide – Burst & Bleed Harass Build Playstyle Summary

Dual Blades heroes in *Conqueror's Blade* are nimble assassins, excelling at hit-and-run tactics and single-target burst damage. This **Burst & Bleed Harass build** emphasizes sneaking behind enemy lines, unleashing high burst damage from invisibility, and applying bleed damage-over-time to weaken foes before slipping away. As a Dual Blades warlord, you rely on **invisibility, mobility, and combo chaining** to pick off vulnerable targets (especially enemy heroes) while avoiding prolonged fights. You wear only light armor, so timing and positioning are critical – strike when enemies least expect it, then vanish before they can retaliate.

Core Playstyle Highlights

Burst Damage from Stealth:

Dual Blades can deliver explosive burst combos. Attacking from behind or out of invisibility boosts your damage (e.g. the *Skylark* leap does **+30% damage from behind**). Opening with your ultimate or a combo chain after stealth often means an enemy hero is dead or near death within seconds.

Bleed & Poison Harassment:

Many Dual Blade skills inflict **damage-over-time** (“bleeds”). Skills like *Butterfly* cause enemies to bleed for a few seconds, and thrown daggers (*Bo-Shurikens*) let targets bleed for continual health drain. These effects let you **hit-and-run**, leaving enemies hurt and pressured to use bandages or retreat.

High Mobility, Low Durability:

Dual Blades are extremely mobile – quick dodge rolls, leap attacks, and speed boosts while invisible – allowing fast repositioning or escape. In return, you are very squishy. A single stun or focus fire can kill you quickly if you’re caught. This build maximizes your strengths (burst and mobility) while mitigating weaknesses by avoiding fair fights and using stealth to control engagements.

Strengths:

Lethal 1v1 Assassin:

Exceptional at **hunting down enemy heroes** – you have the tools to eliminate vulnerable or high-value targets quickly. Few classes can survive your full combo if caught alone.

Stealth and Surprise:

Able to **choose your engagements**. With invisibility skills, you dictate when and where to fight. This build capitalizes on flanking and surprise attacks, often catching enemies off-guard and tilting fights in your team’s favor immediately.

Burst + Damage Over Time:

Combines **huge burst damage** (from skills like Butterfly/Skylark and Marked for Death) with **bleed damage-over-time**. Even if an enemy survives your initial burst, they’ll often bleed out or be left one-shot due to your harass effects. This also pressures enemies to waste time using bandages or retreating. | Boo-Shuriken is your key skill (more later).

High Mobility:

Extremely mobile – you can quickly disengage after a kill or reposition to strike another target. Costant invisibility in combination with sprint skill keeps you fast, and give bonus speed. You excel at **flanking around units** and navigating the battlefield to hit backline targets (archers, artillery crews, etc.). You can kite stationary units and deathboxes, also you can be annoying with your dagger throws and be constantly annoying to the enemy.

Weaknesses:

Fragile (Glass Cannon):

You are a light armor hero with very low tolerance for damage. If caught in the open or stunned at the wrong time, you can be killed almost instantly by enemy heroes or units. You cannot trade blows; you must avoid being hit altogether through stealth or dodge.

Struggles vs. Groups & Frontlines:

Dual Blades are **poor against massed units or tight formations**. || THIS was the old dualblade, the current meta build lets you spam your „Shuriken“ and deal constant AOE bleeding with average -> good damage. Since the rework of the skills, you can spam Shuriken and go invisible and repositioning yourself constantly. You can have huge impact with your „hit and run“ strats.

High Skill Dependency:

Your effectiveness relies on **perfect timing and target selection**. Mistiming your stealth or engaging the wrong target (like a full-health heavy hero with backup) can leave you exposed with skills on cooldown. There's little room for error – if you fail to kill your target, you might not get a second chance. Try to kite tanky enemies or prioritize light/mid armor heroes.

Countered by Awareness and Choke CCs:

Alert enemies who expect a Dual Blade can preemptively avoid or counter your approach (sticking together, watching their backs, using CC skills). Heavy armor heroes with support or those who quickly **heal your dealt dmg** (via. Longsword heal, alchemists) can negate your DOT advantage. If an enemy team is clumped or using anti-bleed measures, you have to adapt your tactics and change your targets.

**Against bleed is currently no countermeasure existing.

Recommended Gear, Runes, and Attribute Distribution

Gear & Equipment:

As a Dual Blades user, you are restricted to **Light Armor only**
Generally, you'll want to gear for maximum offense since this build is all about killing quickly before you are hit. Use the highest tier dual blades weapon you can obtain – ideally a **purple or legendary dual blades (purple schematic)** with high base damage and stats in Strength/Armor Penetration. Look for a weapon that boosts **Slashing damage and Critical Value**, as most of your burst (Skylark, Butterfly, Marked) is slashing-based.

Recommended:

Epic Set is the way to go for current meta.

Alternative: Blue Schematic with bonus Stats

Skirmisher's Tunic

Level : 10

Light Armour

Category: Armour

Endurance: 157/157

Condition: Excellent

Can be reformed

Health 2436 +401 (231 ↑)

Piercing Defence 127 +22 (13 ↑)

Slashing Defence 127 (13 ↑)

Blunt Defence 127 +14 (13 ↑)

Leadership 0 (8 ↓)

(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.

Attribute Distribution:

Slashing pen -> 2100 after that you go full strength (slashing dmg). Currently 2100 is the point where you start loosing dmg vs tankier heroes.

Maximum Added Values After Reforging			
Reformed Rogue's Hood			
Piercing Defence	30	Slashing Defence	30
Blunt Defence	30	Health	1056
<u>Critical Value</u>	24	Critical Defence	20
<u>Leadership</u>	25	Piercing Armour Penetration	20
<u>Slashing Armour Penetration</u>	20	Blunt Armour Penetration	20
Piercing Damage	20	<u>Slashing Damage</u>	20
Blunt Damage	20		

Recommended Skill Rotation

Watch the video down below.
Its hard to explain in words how to use the combo on dualblade, as there is not „the“ combo.

In the video down below, you can see the dozen of combos and individual situations.

<https://www.youtube.com/@Grkx3>
<https://www.youtube.com/watch?v=1C5escy7jLQ&t=30s>
Support him by using his CreatorCode: KSRVO4Z0014IK3RT

I will explain some key skills:

Bo-Shurikens (Dagger Throw):

A ranged dagger (shuriken) toss that lets you harass safely and even re-enter stealth briefly.
Bo-Shurikens deals decent piercing damage from range and **poisons the target**, draining ~300 health per second for 3 seconds.
Upon throwing, you also **become invisible for ~1.2 seconds**– perfect for breaking line of sight or repositioning.

This is your go-to poke skill:

You can chip away at enemies (especially low-health ones trying to run or heavy armor targets you don't want to fully engage) and force them to deal with the poison. It's on a very short cooldown (as low as 4s at max rank), meaning you can pepper enemies with darts repeatedly. The brief stealth it gives can be used to juke opponents mid-combat – for example, throw a dagger, then quickly roll aside while invisible to confuse anyone targeting you.

Great Thunderbolt (Concussion Grenade):

A thrown bomb that deals blunt damage in an area and **concusses (stuns) any enemy hit**. After throwing it, you also turn invisible for ~1.2 seconds. *Great Thunderbolt* is excellent for initiating or interrupting. Hitting a group of enemies (or a hero + their nearby units) with this will briefly stun them, setting them up for your combo. It also has a powerful debuff at max level: targets hit take **20% more damage for 4 seconds**– a perfect setup for your ult or Skylark. Use this skill to **soften up and disable** an enemy before you dive in. The added stealth gives you a moment to reposition or follow-up without being immediately targeted. (Note: *Great Thunderbolt's* damage scales off blunt, but its utility is universal.)

Combo Chaining:

The strength of Dual Blades lies in chaining these skills together. For example, you might open with *Great Thunderbolt* to stun and debuff a group, immediately follow with *Skylark / Butterfly* from behind to deal massive burst (amplified by the Thunderbolt debuff), then use *Bo-Shuriken* to apply bleed and slow on any survivors, and finally *Marked for Death* on a key hero to finish the job

The key traits to remember are: **many Dual Blade skills grant brief invisibility or ignore blocks**, allowing you to weave in and out of visibility and bypass enemy defenses. Mastering the timing – e.g. using the stealth window from one skill to perfectly position the next – will make you a terrifying presence that seems to strike from nowhere and overwhelm foes in seconds

TL;DR Summary

Assassin Playstyle:

Dual Blades is a stealthy assassin class focused on **bursting down enemy heroes** and then disappearing. This build maximizes that by combining Kite, high burst combos, and bleed damage for hit-and-run kills.

Key Skills:

Use **Bo-Shuriken** for kite and poke before a fight starts, **Butterfly** for added bleed + slow on your target, and **Marked for Death** to finish off foes with a flurry of strikes. *Alchemical Vapors* is your panic button to vanish mid-fight.

Burst + Bleed Combo:

Approach unseen, unload a **devastating combo** (stun or leap in, spin to bleed, ultimate to execute), and **vanish** before the enemy can react. Your combo can 100-0 squishier heroes, and even tanky targets will melt from the combined burst and DOT if they don't get help.

Strengths:

Extremely potent at **flanking and eliminating key targets**, snowballing with each kill. Highly mobile and evasive – you dictate engagements and excel in chaotic fights where you can isolate opponents

Weaknesses:

Very **squishy** – cannot survive direct confrontation or crowd control. Weak against groups and sustained fights. Relies on cooldowns and timing; if you whiff your skills or get caught out, you're in trouble.

Attributes & Gear:

Go heavy on **Strength** (with some Agility) to maximize slashing damage for your burst/bleed. Equip light armor with offensive stats (crit, damage, penetration) and use runes that boost your **stealth attacks and mobility** (e.g. +Ambush damage, +movement speed).

Tactics:

Play like a “**vulture**” – pick off weak, isolated enemies rather than frontlining. Always have an exit plan (an invis skill ready or a route to safety). Abuse your invisibility to confuse and outplay opponents, and never fight fair. In short: **strike fast, strike hard, and disappear**.