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## Maplestory dual blade stat guide

The acronym dual Blade (DB) is an maple job located in the Explorer/Adventurer class. Its main stat is LUK. This one-storey limit means that it will only be available to create once in a while or during events. As part of the secret organization located in the secret garden hidden in Kearning City, double blades of their agenda put them at odds with regular explorer robbers. The double blades in one arrow move across the battlefield while using two weapons: a dagger in one hand and one katara in the other. Their skills grant them high escape, the ability to sneak past enemies, mobility and the ability to link special combos. Dual Blade Class Overview: Explorer (Special) Equipment Type: Primary Weapon Thief: Secondary Weapon Dagger: Katara Primary STAT: Odds (LUK) Skill Link: No Maple Union Effect: LUK +10/20/40/80/100 Best Inner Ability: Chance to Bypass Cooling +20%, Attack +30, Chief Damage +20% Career Skills: Me: Rogue → II: Blade Hire → III: Blade Acolyte → IV: Blade Specialist → IV: Blade Lorde → IV: Blade Master → Skills Over → v: Dual Blade Dual Blade Pros and Cons Pros \*Share your pros on this job!\* Good Damage Good Mobbing all the way across good at Bossing at high levels Few nice buffs to increase your range Fairly easy to level in general Extremely high chance to avoid mob attacks! Can be played with low funds while the other secondary weapon class is fixed at 30, 60, 100, you don't have a wide range of secondary weapons with passive thorn skill that grants dual blades a 90% stance that other classes of burglars. Don't make both the final cut and asura that dual blade temporarily safety to 1 ko skill stats like Arkarium. Cons \*Share your cons on this job!\* Fairly low HP (Because he's a thief) Consume MP pots fast Need to buy skill books even before 4th job No free emblem from NPC when you advance job no free chair no binding skill when you fight the boss less EQ / use / etc slot comparison with others minutes / max Their injury range is dependent on both dagger and katara MapleStory two-blade video Ayumilove MapleStory Double Blade Blade 1, 2, Third, 4th Job Skills & Hyper Skills (2016) Shared Skills Please refer to Shared Skill Guide Build for more details as it is shared among all jobs in MapleStory. Returning beginner skills two blades (active) will take you back to the secret garden. Level 1: Return you to Kearning City Back Alley when used. Cooldown: 600 seconds double blade 1 job skills – rogue (level 10) dark vision (support) [note] maximum dark vision needed to unlock 4 advanced dark vision career skills. Allows you to hide in the shadows for a short time. While Dark Vision is enabled you can hit or be hit by enemies, but you can use flash jump skill. Cooling when dark vision is disabled is affected by dodgy damage to its ratio to maximum HP. Press skill key again to disable dark vision. Level 1: Cost: 23, hidden in the shade for 20 seconds. When dark vision is disabled, the enhanced cooldown will dodge each attack: 3 seconds. Stack up to five times. Use jump arrows (active) while jumping in the middle to jump even further. The jump distance increases with increasing skill levels. Level 1: MP Cost: 5, hidden in the shade for 200 seconds. When dark vision is disabled, the enhanced cooldown will dodge each attack: 3 seconds. Stack up to five times. Level 10: MP Cost: 16, Duration: 200 seconds, Speed: +40, Jump: +23. Passive effects - Maximum motion speed: +20. Rotate tornadoes (active) to quickly dash forward to rotate multiple enemies attacking on your way. It can be linked to Blade's ascent. Level 1: MP Cost: 24, Damage: 310%, Max Enemies Hit: 3 Level 15: MP Cost: 36, Damage: 380%, Max Enemies Hit: 6 Double Blades 1st Job + Build Skill: Everything Saturated. 1. Tornado Rotation (1) 2. Katara Mastery (MAX) 3. Self Haste (MAX) 4. Tornado Rotation (MAX) Description: When you reach level 20, add 1 SP (skill point) to rotate the tornado instead of slash bandit as the primary attack skill. First, Max Katara dominates to reduce the damage gap between the base minutes and the maximum damage base. This allows you to deal with damage closer to your maximum damage, thereby improving the damage for everyone Next, maximize yourself with speed to increase jump and move speed. Finally, Max Tornado spins to improve his injury on skill. Double Blade 2 Career Skills – Acolyte Blade (Level 30) Deadly Impact (Active) deals consecutive attacks very quickly to monsters. Level 1: MP Cost: 21, Number of attacks: 7, Damage: 90% Level 10: MP Cost: 30, Number of attacks: 7, Damage: 108% Slash Storm (Active) Mastering Book Requirements: Storm Reduction 20 Needed to Unlock Level 6. [Note] Storm Slash (MAX) needed to unlock 3 bloody storm job skills. Move forward to attack multiple enemies. Level 1: MP Cost: 12, Damage: 152%, Number of attacks: 3, Max enemies Hit: 3 Levels 20: MP Cost: 24, Damage: 190%, Number of attacks: 3, Max enemies Hit: 6 channels karma (supportive) increases your attacking power. Level 1: ATT Weapon: +1 Level 20: ATT Weapon: +30 Katara Booster (Supportive) Skill Requirements: Katara Mastery (5) Increase attack speed for a short time. Must have a equipped katara level 1:MP Cost: 30, Duration: 20 seconds Level 10: MP cost: 12, Duration: 200 seconds Physical training (passive) permanently improves LUK and DEX through sheer physical training. Level 1: Permanently increases LUK 6 and DEX by 6 levels 5: Permanently increases LUK 30 and DEX by 30 double blades 2 career build skills: everything saturated. 1. Slash Storm (1) 2. Katara Booster (3) 3. Karma Channel (MAX) 4. Physical Education (MAX) 5. Katara Booster (MAX) 6. Slash Storm (MAX) 7. Deadly Impact (Max) Dual Blade 2 Jobs + Skill – Specialist Blade (Level 45) Flying Attacker (Active) Requires Mastery Book: Fly Attack 20 to Level 6 Unlock. Fly down through the sky to slash nearby enemies with a chance to stun. Lv. 10 Effect: Link to Lv. 15 Spin Tornado and Lv. 10 Bloody Storm. Level 1: MP Cost: 24, Damage: 127%, Number of attacks: 4, Max Monster Hit: 4, Chance of stun: 10%, Stun duration: 4 seconds Level 20: MP cost: 44, Damage: 165%, Number of attacks: 4, Max Monster Hit: 8, Stun chance: 20%, Stun duration: 6 seconds Above knife (active) Launch multiple enemies into the air. You can deal extra damage by attacking enemies in the air. Level 1: MP Cost: 30, Damage: 210%, Max Enemies Hit: 4, Bonus Damage (to Airborne Enemies): 44% Level 10: MP Cost: 45, Damage: 300%, Max Enemies Hit: 8, Bonus Damage (to Airborne Enemies): 80% Flashbang (Active) Flashbang Launcher temporarily blinds multiple monsters, with chances to reduce accuracy and deal with additional damage. It also works on boss monsters for half the term. Level 1: MP Cost: 45, Max enemies Hit: 6, Damage: 170%, 50% Chance to reduce accuracy: -4% Duration: 10 seconds, All transaction skills 10% extra damage to select enemies. Cooling: 60 seconds. Level 5: MP Cost: 65, Max enemies Hit: 6, Damage: 250%, 90% Chance to reduce accuracy: -20% Duration: 50 seconds, All transaction skills 10% extra damage to select enemies. Cooling: 60 seconds. Venom (passive) permanently coats your dagger with venom. All your attacks have a chance to poison enemies. The poison is not stacked, and HP Enemy cannot drop to under 1. Level 1: Poison Odds: 11%, 52% damage every 1 second for 3 seconds Level 20: Poison Odds: 30%, 90% Damage Every 1 second for 6 seconds Dual Blade 2 Job + Build Skill: Everything Saturated. 1. Flight Assaulter (MAX) 2. Venom (MAX) 3. Flash Bang (MAX) 4. Top Knives (MAX) Description: In 2 jobs + training, you primarily use flying attack + tornado spin + slash storm jazz band preferably kills for 1-2 quick stats. So, max assaulter flight first. Flash bang and top knife are not useful for training purposes unless you are targeting slow or stationary monsters especially bosses. Other than that, I recommend saturating them last. Venom can be hit after a saturated Assaulter flight to reduce the enemy's health slightly for good 2. If you hit 1 monster, your effect venom will not apply here. Dual Blade III Job Skills – Lord Blade (Level 60) Bloody Storm (Active) Skill Requirements: Storm Slash (MAX) Attacks Multiple Enemies Quickly with Masterful Gestures. Provides increased passive damage for tornado rotation and attacking flight. Link to Tornado Spin and Flying Assaulter. Level 1: MP Cost: 35, Damage: 227%, Max Enemies Hit: 6, Number of Attacks: 3 [Passive Effect: Increase Tornado Rotation Damage and Flight Attacker by 11%] Level 20: MP Cost: 50, Damage: 265%, Max Enemies Hit: 8, Number of Attacks: 3 [Passive Effect: Increase Tornado Rotation Damage and Fly-Attacker 20%] Climbing Blade Hidden Garden Rise to heaven and slash enemies ahead of you. Link to Flight Assaulter. Level 1: Lifts you into the air. MP Cost: 22, Damage: 118% Max Enemies Hit: 6, Number of Attacks: 3 Level 20: You take to lift air. MP Cost: 41, Damage: 175% Max Enemies Hit: 6, Number of Attacks: 3 Chain of Hell (Active) Chain of Hell Pulls Enemy Close and Consecutive Deals Critical Strike with a Chance to Stun. You will be invincible during and for 3 seconds after the attack, and this skill can be used while other skills are in use. stationary monsters must be in range. Level 1: MP cost: 50, Injury: 112%, Number of attacks: 7, Chance of stun: 1%, Stun duration: 1 second. Additional critical rate: 100%. Cooling: 64 seconds. Level 20: MP cost: 75, Injury: 150%, Number of attacks: 7, Chance of stun: 10%, Stun duration: 4 seconds, Additional critical rate: 100%. Cooldown: 45 seconds. Mirror image (supportive) mastering book required: 20 image mirrors to open level 11-20. Summon a doppelganger that looks just like you did to help attacks for a short time. Your doppelganger cannot use certain skills. Level 1: MP Cost: 40, Summoning shadow that makes an extra blow that is 13% of the final damage for all attacks for 80 seconds. Level 20: MP fee: 67, summoning a shadow that makes an extra blow that is 70% of the ultimate damage for everyone For 200 seconds. Advanced Dark Vision (Passive) Skill Requirements: Dark Vision (Max) Stealth Learning allows you to attack and use skill in dark vision, with a chance of ending dark vision. There is a chance to automatically trigger dark vision in the attack, and the attack from dark vision will increase damage. If you have an attack that deals damage proportional to the maximum HP using dark vision that is activated when you hit, cooling down does not apply. Level 1: Maintaining dark vision chances: 17%. Dark Vision Trigger Odds: 4%, Dark Vision Reward Damage: 4% Level 5: Maintaining Dark Vision Chances: 49%. Dark Vision Trigger Odds: 20%, Dark Vision Damage Reward: 20% Drain Life (Passive) Allowance Has a Chance to Recover HP When Attacking. Level 1: 2% chance to recover 20% of hp maximum when attacking. Level 5: 10% chance to recover 20% of the maximum HP when attacking. Cover your dark (passive) cover with darkness, increase HP's maximum, withstand abnormal status, and elemental resistance permanently. Level 1: MaxHP: +2%, Abnormal situation resistance: +6%, Elemental resistance: +6% Level 10: MaxHP: +20%, Abnormal situation resistance: +30%, Elemental resistance: +30% shadow format (passive) Mastering book requirements: Meld Shadow 20 to open level 11. Increase your chances of removing the incoming attacks. A successful Dodge will also put you into a 7 second frenzy, where your attacking power increases and every hit becomes critical. Level 1: Dodge Odds: 11%, After Dodge succeeds, ATT +5 and all attacks carried out then will be critical hits for 7 seconds. Cooldown succeeded after Dodge: 5 seconds. Level 20: Dodge Odds: 30%. After dodge successful, ATT +15 and all attacks carried out then will be critical hits for 7 seconds. Cooldown succeeded upon Dodge: 5 seconds. Dual Blade 3rd Working Skill Making: Everything Saturated. 1. Blade climb, bloody storm, hell chains (1) 2. Meld Shadow (1) 3. Life Drain (MAX) 4. Mirror Image (MAX) 5. Blade Climb (MAX) 6. Advanced Dark Vision (MAX) 7. Bloody Storm (MAX) 8. Meld Shadow (MAX) 9. Enveloping Darkness (MAX) 10. Chain of Hell (MAX) Explain: Dual Blades get a new skill called Blade Climb which allows you to attack enemies while jumping upwards, and allows you to finish the jazz band by flying Assaulter, followed by a bloody storm should you wish to escape dangerous enemies or to do kill. Maximum early discharge life to reduce hp potion consumption. Around this level, monsters are becoming a little more difficult to handle. So, max the bloody storm to deal with heavy damage on high health monsters. Further improve your overall damage with Meld's shadow and dark cover. The chain of hell is saturated last if you have no intention of attacking the boss at this level. Double Blade 4 Career Skills – Blade Master (Level 100) Blade Rage (Active) Mastering Book: Opens level 11 and up. Secret Typhoon Garden Secret Technique. Rotate furiously with two blades in your hand to damage nearby enemies. Part of the enemy's defense will be ignored. Level 1: MP Cost: 40, Damage: 192%, Max Enemies Hit: 5, Number of Attacks: 4, Def Enemy Ignored: 6% Level 30: MP Cost: 65, Damage: 250%, Max Enemies Hit: 8, Number of Attacks: 4, Def Enemy Ignored: 20%

Ghost Impact (Active) Requires Mastering Book: Open Level 11 and Above. Secret secret garden technique raging. Deals full of noisy attacks against an enemy. Part of the enemy's defense will be ignored. Level 1: MP Cost: 30, Number of attacks: 6, Damage: 228%, Def enemy ignored: 1% level 30: MP cost: 42, Number of attacks: 6, Damage: 315%, Def enemy ignored: 30% final cut (active) requires mastering book: opens level 11 and above. Sacrifice a significant amount of HP to deal with powerful damage to multiple enemies. Has a small chance of causing immediate death, and some skills will gain damage rewards for a while. Level 1: MP Cost: 150, HP Cost, 30%, Damage: 1420%, Max Enemies Hit: 8, Ultimate Damage: +11%, Duration: 15 seconds, 3 seconds invincibility after use, Cooldown: 148 seconds Level 30: MP Cost: 400, Hp cost: 10%, Damage: 2000%, Max enemies Hit: 8, Ultimate damage: +40%, Duration: 60 seconds, 3 seconds Invincibility after use, Cooldown: 90 seconds Sudden attack (active) Requires master book : Unlocks levels 11 and up. He calls hordes of friends to set the scene on fire. Level 1: MP Cost: 290, Damage: 715%, Max enemies Hit: 15, Number of attacks: 3, Damage over time: 94% damage every 1 second for 5 seconds. Cooldown's remaining final cut: -20%. Cooling: 60 seconds. Level 30: MP Cost: 290, Damage: 1150%, Max enemies Hit: 15, Number of attacks: 3, Damage over time: 210% damage every 1 second for 10 seconds. Final discontinue residual cooling: -20%. Cooldown: 30 seconds. Maple Warrior (support) needs mastering books: open level 11 and up. Increases the number of all party members. Level 1: MP cost: 10, All stats: +1%, Duration: 30 seconds Level 30: MP cost: 70, All stats: +15%, Duration: 900 seconds Will Champion (active) with your mind focus, you can ignore some abnormal situation effects. However, this does not work on all the effects of abnormal condition. Level 1: MP Cost: 30, Cooldown: 600 seconds Level 5: MP Cost: 30, Cooldown: 360 seconds Target mirror (supportive) skill Requirements: Mirror Image (MAX) Requires mastery book: Open level 11 and up. Turn your mirror image into a dummy that draws enemy attacks and absorbs damage. Meld shadow will be activated when the dummy is attacked. This skill can only be used when Mirror Image is enabled. Permanently increases DEF and Avoidability Blade Master. Level 1: Active Effects – MP Cost: 60, HP Dummy: 1600, Dummy Duration: 15 seconds, Meld shadow activated when dummy is attacked. Passive Effects – Avoidability: 10%, DEF: +2% 30: Active Effects – MP Cost: 135, HP Dummy: 19000, Dummy Duration: 90 seconds, Meld shadow activated when dummy is attacked. Passive Effects – Avoidability: 25%, DEF: +60%. Thorns (passive) temporarily increases weapon attack and allows it to withstand hitting. Level 1: Power Attack +11, Knockback Resistance: +33% Level 20: Power Attack +30, Knockback Resistance: +90% Sharpness (Passive) Increases your critical rate and critical damage. Level 1: Critical rate: +7%, Critical damage: +4% Level 10: Critical rate: +25%, Critical damage: +13% Toxic poison (passive) Skill Requirements: Venom (MAX) increases toxin chances and forever increases toxin damage. Level 1: Poison Odds: 32%, 115% damage every 1 second for 5 seconds, can accumulate 2 times Level 10: Poison Odds: 50%, 160% damage every 1 second for 8 seconds, can be accumulated 3 times Katara Expert | Two Wield experts (passive) skills required: Katara Mastery (MAX) requires mastery books: opens levels 11 and up. Increases weapon dominance, ATT weapons, precision, and avoid daggers and kataras. Level 1: Dagger and Katara Mastering: +56%, Attack Power: +1, Ultimate Damage: +5% Level 30: Dagger and Katara Mastering: +70%, Attack Power: +30, Ultimate Damage: +20% Dual Blade 4th Career Build Skill: Everything Saturated. 1. Blade Rage, Sharpness, Katara Expert (1) 2. Final cut, sudden attack, mirror goal (1) 3. Thistle (10) 4. Blade fury (MAX) 5. Poisonous Venom (MAX) 6. Sharpness (MAX) 7. Katara Expert (MAX) 8. Spines (MAX) 9. Final Cut (MAX) 10. Mirror Target (MAX) 11. Ghost Hit (MAX) 12. Maple Warrior (MAX) 13. Sudden Attack (MAX) 14. Will Champion (MAX) Explain: Congratulations on achieving career progression 4! Dual Blade 4 primary attack skill work will mainly rage blades for training and hit ghosts for boss attack. Add 1 SP (skill point) to blade rage, sharpness and katara mastery for the benefits of increasing your initial stat. Get at least 10 levels of thorns as this will help in providing some anti-knockback while crowded in a mob of monsters. Now, Max Blade rages to unlock more monster targets. Continue with toxic toxin saturation to provide additional overtime damage, great against high health monsters. Next, increase your critical rate and damage with sharpness, followed by minimal damage recovery with expert katara. I recommend maxing thistle after katara expert to provide the perfect anti-knockback, very useful when you don't want to lose your position on the platform while bossing/training. You can max either maple warrior or final cut each to suit you to improve your overall damage. If you're going boss early, you can mirror max the ghost hit first before the goal. Sudden attack and will hero last saturation as they are often not used due to their cooling limits. Double Blades Too Much Bloody Storm Skills – Strengthen Required Level: 143 Damage: +20% Bloody Storm – Spread Required Level: 162 Hit: +2 Bloody Storm – Additional Strike Level Requirements: 183 Number of Attacks: +1 Ghost Impact – Boost Level Requirements: 149 Damage: +20% Ghost Impact – Guardbreak | Ghost Beat – Ignore Guard Level Requirements: 168 20% Extra DEF Overlooked Ghost Hit – Extra Strike | Ghost Beat – Bonus Attack Level Requirements: 189 Number of Attacks: +1 Rage Blade – Boost Level Requirements: 155 Damage: +20% Rage Blade – Guardbreak | Blade Rage – Ignore Guard Level Requirements: 177 DEF Ignored: +20% Blade Rage – Spread | Blade Rage – Additional Target Level Requirements: 195 Monster Facts: +2 Blade Clone | Blade Hidden Level Requirements: Summon 150 daggers from the secret garden to deal with powerful bonus damage with all your attacks. It also increases damage. Level 1: MP Cost: 200, Duration: 60 seconds, Additional attack chance: 100%, Bonus damages: 140%. Damage: +10%. Cooling Down: 90 Seconds of Osvera Rage | Asura Level Requirements: 170 create vortexes of wind blades, damaging nearby enemies. Unaffected by the reflection of the attack. Level 1: MP Cost: 300, Duration: 10 seconds, DEF Ignored: 100%, Enemies Hit: 10, Damage: 380%, Number of Attacks: 4, Can move while using skill. Cooldown: 60 Seconds Epic Adventure Level Required: 200 calls upon deep courage inside to increase damage output. MP fee: 100, Duration: 60 seconds, Damage: +10%. Cooling: 120 seconds. Applies to each Explorer class within the party. Two blades over-skill making: 1. Blade Rage – Boost (Max) 2. Blade Fury – Guardbreak (MAX) 3. Ghost Hit – Boost (Max) 4. Ghost Hit - Guardbreak (Max) 5. Ghost Hit - Extra Strike (Max) 6. Clone Blade (MAX) 7. Osvera Fury (MAX) 8. Epic Adventure (MAX) Description: Check out this hit guide too for more details! Double Blade 5 Job Skills please refer to mapleStory 5 career skills guide for more details on skill cores, special cores and reinforcement cores! Dual Blade Skill Core Blade Storm Cut off enemies in front of you with storm speed. You can move while attacking. Level 1: Consume 20 MP to attack up to 10 enemies in 520% damage 8 times. Trades 360% damage on 10 enemies versus with 5 attacks in a row up to 10 seconds. Ignores +100% Monster DEF. Cooldown: 90 seconds. Level 25: Consume 20 MP to attack up to 10 enemies in 1000% damage 8 times. Trades 600% damage on 10 enemies versus with 5 attacks in a row up to 10 seconds. Ignores +100% Monster DEF. Cooldown: 90 seconds. Carmic's fury summons the karma god to attack nearby enemies. Level 1: Consume 500 MP, attacks up to 12 enemies for 624% damage 7 times. Cooldown: 10 seconds Level 25: Taking 500 MP, attacks up to 12 enemies for 1200% damage 7 times. Cooldown: A 10-second tornado blade rotates as quickly as tornadoes and creates black tornadoes that shoot forward to damage your enemies. The tornado is unaffected by the reflection of the attack. Level 1: MP Cost: 750, Max enemies Hit: 10, Damage: 624%, Number of attacks: 7. At intervals, Damage deals: 312%, Max enemies hit: 10, Number of attacks: 6. To rotate attacks and tornadoes, additional DEF monsters ignored: +100%. Cooldown: 15 seconds Level 25: MP Cost: 750, Max enemies Hit: 10, Damage: 1200%, Number of attacks: 7. At intervals, Tornado damage deals: 600%, Max enemies Hit: 10, Number of attacks: 6. For attack rotation and tornado, additional def monsters ignored: +100%. Cooldown: 15 seconds strengthening dual blade sharp slash core (4% per level) Tornado rotation (4% per level) Deadly impact (4% per level) Storm Slash (4% per level) Flash Bang (3% per level) Top Knife (3% per level) Flying Attacker (3% per level) Bloody Storm (3% per level) Chain of Hell (3%) % per level) Final cut (2% per level) Blade Fury (2% per level) Ghost impact (2% per level) Sudden attack (2% per level) Aurora (2% per level) Hidden Blade (2% per level) Double Blade V Matrix Skill Guide Main Skill V: Blade Tempest Trio #1: Ghost Kick/Blade Rage/Triple Fury Asura #2 : Sudden Attack /Clone Blade/Blade Climb Note: Bolded = Essential Skill | Non-bold = skill is unnecessary. Old MapleStory called new skills two blades too bloody storm skills - strengthen → same bloody storm - target extra → bloody storm - spread bloody storm - attack bonus → bloody storm - hit super ghost hit - strengthen the same ghost hit → ignore guard → ghost hit - hit ghost ghost - hit ghost guardbreak - bonus attack → hit ghost - super sudden attack - → the same sudden attack - dot strengthening → sudden attack - sudden paralyzed attack - cooling time reduced → sudden attack - cutting cooling blade hidden → blade clone severa → fury sora adventure saga → same dual blade 5 career skills blade storm → blade tempest | Blade Storm Fury Karma → Carmic's Rage Additional Information Two Blades Story line Two Blades, Revenge Too! A major misunderstanding that has extinguished the flames of love, Lady Flood is seeking revenge from the dark Lord for a crime she has not committed. Now, as your plans are coming to a conclusion, along with your force of dual Bladers, the final confrontation against the Dark Lord is approaching! The title of Dark Lord is known by many, yet only by a few whispers, only for words alone to invoke a dark and terrifying picture... But, unknown to many, the dark Lord is not one of evil nature, but like many other heroes in Maple, his goal in life is to stop the ever-present evil that threatens the existence of the world. Unfortunately, the path of a dark lord is alone. Always observing the maple of his dark abadi, the dark Lord keeps an eye on evil, waiting for the right moment to strike before disappearing once against the shadows. Former Dark Lord: The former Dark Lord was a great man and, like all the dark lords before him, had always put the world of maple before him. In his time as a dark master, he had Two promising students to one day succeed her, a young man named Jane and their very own daughter Lady Flood Jane and Lady Flood were both excellent students, not only in skill, but also at heart as well. The Dark Lord was happy to see them as students, and cherished them wholeheartedly. As they trained and worked together, a romance grew between them and grew together as they continued to work together. A fateful day, an urgent warning came from Tristan, a good friend of the Dark Lord. The very dangerous and sinister Malrog has come back to life, starting to destroy the Isle of Victoria. Knowing that time is from the start, he went to the Isle of Victoria immediately after receiving the announcement, banning his loving students from following him strictly. Arriving sleepy on the Isle of Victoria, he couldn't find his friend Tristan. Not the one who wasted his time, he went to immediately track The Bullough, eventually he found and confronted The Bullough on his own. It was one that had to be seen, as the two equally powerful opponents faced each other in mortal combat. Malrog was a dangerous opponent, his physical prolifics with few rivals and he has the forces of evil to support him. As the fight continued, the Dark Lord began to get bored, and with only a second division round in focus, Cher Malrog crossed his defenses, ruining his soul and destroying it and turning his body into a monster. The Dark Lord, now a shell free of what was once, has become a monster who has devoted his life to destruction! Yet Jane, who was unknown to the Dark Lord, had disobeyed her orders and secretly followed her and had seen everything. Faced with the Dark Lord, the only face in his life that almost resembles a father to him, he struggled to argue to the mindless monster now to remember what it once was. Alas, all his efforts were futile and, knowing what he had to do, he reluctantly attacked and defeated the monster who still had the face of his beloved mentor. His heart cools... Carrying the body backwards with tears down his eyes, he buried his master's body in honor and assumed the role of the dark Lord. But The Destruction of TheLorog didn't just stop in the Dark Lord. After being informed of her father's death, Lady Seale was devastated. His mind and soul fell apart, he began to blame Jane for protecting her father. At times, his Magvey mind went wild, and he began to believe that Jane engineered her father's death to take over the position of dark lord. Jane tried to convince him otherwise, knowing and trying to explain that he sacrificed everything he had to do to protect the dark Lord, but it was futile. Lady Seal's heart was already cold and her mind was made up. Jane caused her father's death and she retaliated. Before going, Jane tried to argue with her once again and begged her to remember Their love once shared, and his father's honor and greatness. However, it fell on the ear of death, his only response was that Jane will suffer destiny equal to her father in grief when time arrives..... The layout is set in motion! The Dark Lord Jane knows it will be time for confrontation soon, but she still doesn't know exactly when or where. In the meantime, a man named Ridden is approaching passengers in the back alley of Kearning City, offering an interesting offer. And in the secret garden, Lady Flood gathers her forces from the elite double blades while inclining to the garden, her heart still full of bitterness and anger against the dark Lord. But, in the darkness of her heart, there is a little amber of blazing love she once had for Jane. Is it completely off, or does it grow once again, before it's too late? Double Blade Change GMS MSEA MSEA

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