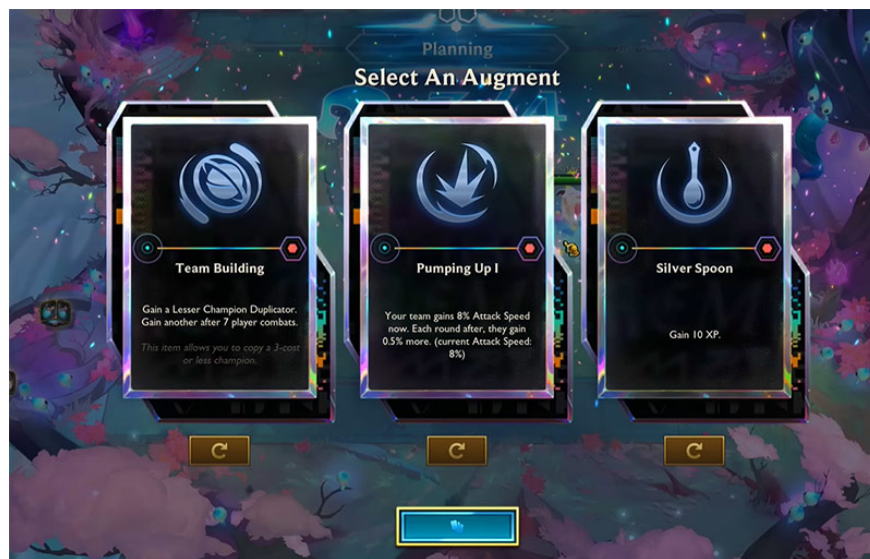


All DTCL season 10 technology upgrades, season 10 TFT technology core

Upgrading DTCL season 10 technology will have disappointing information, which is that you will no longer be supported to activate buffs or receive seals from clans because there is already a Super Star mechanism from DTCL season 10 generals.

In return, there are also many technological cores that directly affect the DTCL season 10 lineup. There are also many technological cores affecting the TFT clan in season 10. Below are the entire season 10 technology cores, the latest season 10 technology upgrades.

DTCL Silver technology core season 10

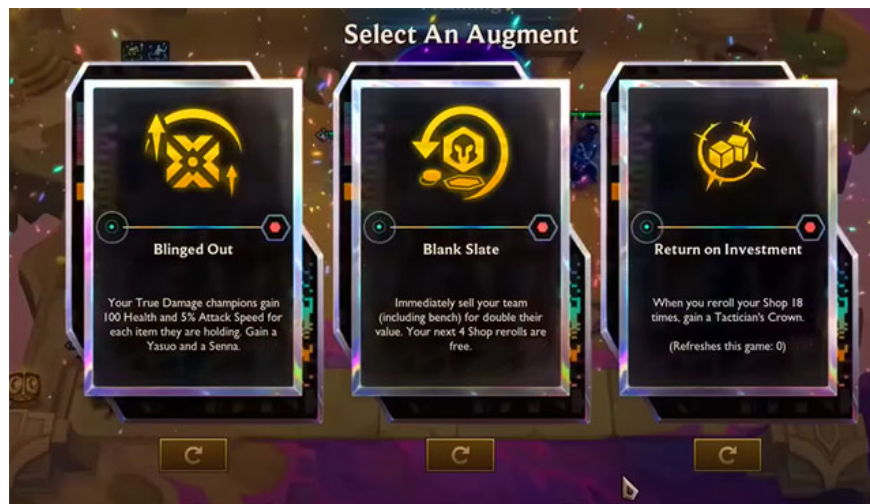


1. **AFK** - You cannot take every action in the next 3 rounds. After that, get 18 gold.
2. **Balanced Budget** - At the start of the next 4 rounds, get 4 gold.
3. **Ready for Battle** - Your team deals 3% more damage and takes 3% less damage.
4. **Red Buff** - Attacks from your champion burn the target for 5% of their maximum health for 5 seconds and reduce the target's healing by 50%.
5. **Blood Money** - Gain 3 gold for every 10 lost health of a Spirit Beast.
6. **Branching** - Receive a Random Seal and a Magic Forge Hammer
7. **Buried Treasure** - Receive a random ingredient grave at the start of the next 2 rounds (including the round in which you choose this core).
8. **Buddha's Ally** - Receive a random 2-gold champion immediately after selection. Get another 2-gold champion every time you level up.

9. **Item Buffet** - Instead, whenever you receive an item item, you will receive an anvil containing 4 item items. Receive a random equipment item.
10. **Maintain Your Performance** - Achieve a series of wins and losses with compound gold profits.
11. **Cutting Corners** - Leveling up costs 4 less XP. (Levels 4 to 5 will only cost 6 XP instead of 10.)
12. **Super Tech Enhancement I** - Your Hero holding the item will receive 222 Health.
13. **Super Tech Lifesteal I** - Your Champion holding the item will gain 80 Health and regenerate 2 Energy per second.
14. **Super Loot Bag** - Get a random ingredient, 10 gold and a Magic Forge Hammer
15. **Let's Speed ??Up!** - Your champion gains 10% more energy and moves 35% faster.
16. **Poisoner I** - Your champion heals for 10% of the damage dealt and converts 20% of the excess healing into true damage for the next attack.
17. **Bridge of Healing I** - When an enemy dies, the nearest ally is healed for 225 health.
18. **Unstable Performance** - If your winning or losing streak is less than 3, receive 2 gold.
19. **Indomitable Will** - When your team engages in a takedown, they are removed and immune to all crowd control effects for 10 seconds.
20. **Iron Treasure** - Obtain an anvil that gives you a choice of 4 equipment components and 4 gold.
21. **Valuable Lesson** - Gain 10 XP and 8 gold.
22. **Equipment Resupply I** - Receive 1 randomly completed equipment.
23. **Gem Stone I** - Start Battle: Your strongest hero gains 40% critical strike chance and their skills can critically strike.
24. **Complete the job** - Receive 1 Anvil component and 1 random component.
25. **Download Knowledge I** - Gain 12 XP.
26. **Towards the End** - When you reach Level 9, gain 30 gold.
27. **Hidden Forge** - After 8 rounds of player combat, you will receive a forge containing Ornn's artifact equipment.
28. **Interrupted Connection** - Gain a copy of each champion for 1 cost.
29. **Lost Link** - After you roll 40 times, get a copy of each Level 5 unit.
30. **Money!** - Get 11 gold. In the next 4 rounds, receive 11 gold again.
31. **On Growth** - Whenever you star a champion, you will receive up to 2 free rolls per round. Get 2 gold.
32. **One, two, five!** - Receive 1 random item, 2 gold and 1 random 5-gold champion.
33. **One Two Three** - Get 3 generals with 1 gold, 2 generals with 2 gold and 1 general with 3 gold.
34. **Pandora Queue** - Get 2 gold. At the start of each round, the champions in the 3 rightmost bench slots will turn into random champions with the same face value.
35. **Pandora's Equipment** - Start the round: the equipment on your bench is turned into random equipment (except Tactical Crown and Golden Shovel). Receive 1 random ingredient.
36. **Ascension** - After 15 seconds of combat, your unit deals 30% more damage.
37. **Parting Gift** - When a champion dies, they temporarily transfer a copy of one of their items to the nearest ally with an open slot and shield them for 50% of their maximum health.
38. **Relay I** - Your team now gains 8% Attack Speed. Each round after that, they get an additional 0.5%.
39. **Relay I** - Your team now gains 5% Attack Speed. Each round after that, they gain an additional 1%.
40. **Automatic Card Rotation** - Champions on your stage permanently turn into random champions whose cost is 1 higher. Get 2 Unpacking Magnets.
41. **Reckless Move** - Your summoned beast loses 20 Health, but after 7 rounds, you gain 30 gold.
42. **Roll all day** - Get 8 free rolls that never expire.
43. **Rich Perks** - Get 10 XP
44. **Silver Ticket** - Get a free roll every 4 rolls.
45. **Small Forge** - Get an equipment pack and 2 gold.
46. **Social Distancing I** - Start of battle: Champions without allies receive 10% physical damage and 10 AP.

47. **Loot I** - Enemies have a 25% chance of dropping loot when killed.
48. **On-Site Support I** - After 7 rounds, receive 1 Training Dummy with 1 Support item permanently attached.
49. **Training Bonus** - Get a lower priced Champion Copy Item. Get another one after 7 rounds.
50. **Form a Team I** - Receive 1 random ingredient and 2 random 3-gold generals.
51. **Small Item Bag** - Get a random equipment item, 2 gold, and removal magnet.
52. **Tiny Power I** - Your team gains 6% increased Attack Power, Ability Power and Attack Speed.
53. **Colossalization** - Your Summoner heals for 30 Health, becomes larger, and has its maximum health increased by 30.
54. **Training Reward** - Receive 5 gold and a smaller champion copy.
55. **Unified Resistance I** - If you have 3 or more champions in the same row at the start of combat, they all gain 15 Armor and Magic Resist.
56. **Young, Healthy & Free** - You can always move freely on the general selection rounds. Get 3 gold.

DTCL Gold upgrade core season 10



1. **Superior** - Get 1 Death Sword. Champions holding the Death Sword have a 25% chance of dropping 1 gold when killing an enemy.
2. **Shimmerscale Arsenal** - Open the Armory and choose 1 of 3 Shimmerscale items. Shimmer scaled items support gold generation.
3. **Ascension** - After 15 seconds of combat, your unit deals 50% more damage.
4. **Budget Balance** - At the start of the next 4 rounds, get 7 gold.
5. **Ready for Battle II** - Your team deals 6% more damage and takes 6% less damage.
6. **Large Inventory** - Get 3 random ingredients, 2 gold and 1 Magic Forge Hammer.
7. **Build Differently II** - Champions that don't activate your clan receive 250-500 Health and 40-60% Attack Speed ??(based on current Phase).
8. **Buried Treasure II** - Receive a random equipment item at the start of the next 3 rounds (including the current round).
9. **Erratic Forge** - Obtain Blacksmith's Gauntlets, equip two random Artifacts of Ornn each round.
10. **Buddha's Blessings** - Get an anvil containing 4 item items when you reach levels 5, 6, 7, and 8.
11. **Warlock Warlock** - Your team gains 90-170 shields for 6 seconds after using their Skill. Shields will be increased according to the round of the game.

12. **Infection** - Start of battle: Enemy champions with the highest health take 18% more damage. Every 5 seconds, this effect spreads to 2 nearby enemies.
13. **Super Tech Enhancement II** - Your hero holding the item will gain 333 health.
14. **Super Tech Siphon II** - Your Champion holding the item will gain 120 Health and regenerate 2.5 Energy per second.
15. **Tribute** - The first time you use at least 4 separate champions of the same clan in a player's battle, you will gain a clan seal.
16. **Double Trouble II** - When you create exactly 2 copies of a champion, both gain 30% Attack Damage and 30 Ability Power, Armor, and Magic Resist. When you get 3 stars for that champion, you get a 2-star copy of that champion.
17. **Early Teaching** - Your champion permanently gains 1 Ability Power whenever they kill an enemy. Champions start the battle with 15 bonus Ability Power.
18. **Stamina Training** - Your Hero permanently gains 18 Health every time he kills an enemy. Champions start the battle with 100 bonus health.
19. **Escort Quest** - Receive a substitute doll. You get 3 gold every time it survives a player's battle.
20. **Large Loot Bag** - Get 2 random item items, 12 gold and the Loot Magnet.
21. **Loyal Customer** - After you reroll the Shop 8 times, rerolls now only cost 1 gold.
22. **Great Determination** - Achieve Giant Power. Your Colossal Power can continue to stack to 40 instead of just 25 stacks.
23. **Gift from the Fallen** - Your team gains 3% physical damage, 3 magic power, 3 armor, and 3 magic resistance. Every time an ally dies, champions will receive these stats back.
24. **Golden Ticket** - Every time you roll back to the shop, you have a 30% chance of getting a free roll.
25. **Must go quickly! II** - Your champion generates 20% more mana and moves 60% faster.
26. **Harmful House II** - Your team has 15% total lifesteal and converts 25% of excess healing to true damage on their next attack.
27. **Healing Sphere II** - When an enemy dies, the nearest ally is healed for 450.
28. **Idealism** - Get the Hand of Justice. Champions holding this item will deal 12% more damage.
29. **Infusion** - Your party restores 20 Mana every 5 seconds.
30. **Valuable lesson** - Get 16 XP and 12 gold.
31. **Loot Bag II** - Get a random completed item, a random ingredient, and 1 gold.
32. **Kham Bao Thach II** - Your team has a 15% critical strike chance and their skills can critically strike.
33. **Job Well Done** - Receive a Finished Item Anvil and 1 random ingredient.
34. **Knowledge Download II** - You receive 22 XP
35. **Ten Deaths, One Life** - The first time you run out of health, you will still be alive with 1 Health. After activating this effect, your unit permanently gains 180 Health, 18 Armor and Magic Resist, and 18% Total Lifesteal.
36. **Secret Archives II** - Get 1 Book of Seals and an Anvil containing equipment components.
37. **Long Distance Friends** - Start battle: Your 2 champions furthest apart form a bond, sharing 20% of their Armor, Magic Resist, Attack Damage and Ability Power with each other.
38. **Wand** - Get an Oversized Wand. Your champions gain 18 Ability Power.
39. **Mana Burn** - All enemies turn 1% of their maximum health into true damage every second until they use the ability. Obtain the Cloak of Tranquility.
40. **Martyr** - Whenever one of your allies dies, your party regains 9% of their maximum health.
41. **Medium Forge** - Get a fully equipped anvil and 1 gold.
42. **Metabolic Accelerator** - Restores 2 health to the Spirit Beast after each player's battle. At the same time, your Spirit Beast also moves faster.
43. **Money money!** - Get 16 gold. In the next 3 rounds, get 16 gold back.
44. **Not today** - Obtain an Infinity Sword. Champions who own this item gain 35% Attack Speed.

45. **Pandora II Items** - Start Round: The items on your bench are chosen at random (excluding Tactical Crown and Golden Shovel). Receive 1 random completed equipment.
46. **Patient Research** - After fighting a player, gain 2 XP if you win or 3 XP if you lose.
47. **Portable Forge** - Choose 1 of 2 Ornn artifacts
48. **Portable Forge+** - Choose 1 of 3 Ornn artifacts
49. **Portable Forge++** - Choose 1 of 4 Ornn artifacts
50. **Relay II** - Your champions gain 8% Attack Speed. Each round, increase this effect by 1%
51. **Relay+ II** - Your champions gain 5% Attack Speed. Each round, increase this effect by 2%.
52. **Payback** - When you roll the shop 18 times, you will receive a Tactical Crown.
53. **Once rich, get richer** - Get 12 gold, your maximum profit is increased to 7. Interest is the amount of gold you receive per 10 gold saved.
54. **Rich gets richer+** - Receiving 18 gold, your maximum interest is increased to 7. Interest is the amount of gold you receive per 10 gold saved.
55. **Roll all day II** - Get 15 free shop rolls. These store refreshes are carried forward between rounds.
56. **Rescue Box** - Immediately receive 1 random completed equipment and 1 component equipment after the player's 7 battles. Semi-champions will split completed items into component items (excluding Tactical Crowns).
57. **Rescue Box+** - Immediately receive 1 random completed equipment and 1 component equipment after the player's 3 battles. Semi-champions will split completed items into component items (excluding Tactical Crowns).
58. **Rescue Box++** - Immediately receive 1 random completed equipment and 1 component equipment after 2 player battles. Semi-champions will split completed items into component items (excluding Tactical Crowns).
59. **Steal like a dick** - At the start of each round, receive the highest priced champion in the shop for free.
60. **Dexterity** - Obtains the Thief's Gloves. Champions holding this item gain 200 Health and 20% Attack Speed.
61. **Social Distancing II** - Battle Start: Units with no nearby allies gain 16% AD and 16 Ability Power.
62. **Loot II** - Enemies have a 30% chance of dropping loot when killed.
63. **Falling Stars** - The first 1 gold and 2 money champion you buy will immediately be upgraded to 2 stars. Get 1 gold.
64. **Permanent Support II** - Obtain 1 Cyber ??Doll with support items permanently attached to it.
65. **Cache Support** - Choose 1 of 4 support items.
66. **Cooperation II** - Receive 1 random equipment item and 2 random 4-gold champions.
67. **Additional Forces** - Get 4 generals 3 random gold
68. **Three Trees Clustered** - Your team gains 100 Health for each unique 3-cost champion on your field.
69. **Tiny Power II** - Your champion gains 10% attack damage, ability power, and attack speed.
70. **Statistics!** - Your champions gain 44 Health, 4% attack damage, 4 ability power, 4 armor, 4 magic resistance, 4% attack speed and 4 mana.
71. **Commercial Field** - Get a free reroll every round. Get 2 gold.
72. **Training Reward II** - Get 12 gold and a low-cost champion copy item.
73. **Two Healthy** - Your team gains 110 health for every single 2-cost champion on your board.
74. **Unified Resistance II** - If you have 3 or more champions in the same row at the start of combat, they all gain 25 Armor and Magic Resist.
75. **A Worthy Gift II** - Your champions gain 111 Health for each equipped item.
76. **Suffering Before, Pleasure After** - When losing a fight, receive 2 gold. Every 4 times you lose a fight, you receive 1 random item of equipment.
77. **Fast Bow** - Gaining a Wooden Bow grants your champion 12% attack speed.
78. **Powerful Blade** - Obtain a BF Sword. Your champions receive 15% physical damage.

Upgrade DTCL Shrine season 7.5



Bao Long

1. **Storm Dragon Heart:** Team is counted as having 1 more Storm Dragon and receiving 1 Aphelios.
2. **Storm Dragon Medal:** Get 1 Storm Dragon Seal and a Rell.
3. **Tyrannical Dragon Crown:** Obtain a Tyrant Dragon Seal, 1 Giant Slayer and a Rengar
4. **Soul Siphon:** The Tyrant Dragon champion benefits from the highest Clan buff of the fallen champion. This does not increase the number of clan buffs that the Storm Dragon receives.

God Dragon

1. **Divine Dragon Soul:** The team is counted as having one more Divine Dragon, receiving one Divine Dragon.

Thuy Long

1. **Water Dragon Heart:** Team is counted as having 1 more Water Dragon and receiving 1 Kai'Sa.
2. **Water Dragon Medal:** Get 1 Water Dragon Seal and a Zac.
3. **Water Dragon Crown:** Get a Water Dragon Seal, 1 Spear Shojin and a Zeri
4. **High Tide:** Water Dragon champions begin combat with attack speed reduced by 30% but gain 12 mana per second. Then, after they cast the move twice, their stats return to normal. Get a Kai'Sa.
Oasis: Whenever a Water Dragon champion receives a shield from any effect, they will remove all crowd control and debuffs and restore 20% of their missing health.

Cuong Long

1. **Cuong Dragon Crown:** Team is counted as having 1 more Water Dragon, receiving 1 Cuong Dao and 1 Kai'Sa.

Assassin

1. **Part-Time Assassins:** All champions standing in the back two rows turn into Assassins. The number of champions turned into Assassins does not affect the number of Assassin buffs.

Thuong Long

1. **Protector of the Cosmos:** Your team receives a 30 health shield for each component equipment on the Thuong Long generals in the team. This means that if you have 3 complete equipment, you will have $30 \times 6 = 180$ shields. Get a Lux.

God Dragon

1. **Dragon Imperialist :** If you only have one Divine Dragon, that Imperial Dragon will finish off enemies below 25% health. Get a Mam Mam.
2. **Age of Dragons:** If there are only Divine Dragons on your stage, every 5th attack of each Dragon will fire a Dragonsoul explosion. Deals magic damage equal to 15% of the target's maximum health. With this Shrine upgrade, you will receive Mam Mam, Tuong Tuong and Dragon 7 random gold.

Dragon Warrior

1. **Dragonmancer Conference:** After the player fights, a random Dragon Warrior appears on your queue. Get a Kai'Sa.
2. **Hero-In-Training:** Dragon Warrior General standing next to the Dragon Warrior receives 50% of that Dragon Warrior's bonus buff. Get 1 Sett.

Magician

1. **Essence Theft:** Mages drain 8 mana from their target whenever they attack. And then they get half of their mana back. Get a Lux.

Do Long

1. **Base Camp:** Do Long increases their damage by 8% every time they start the battle in the same location. Stacks 4 times, so be careful when moving your champions. Get a Lillia.

Some other general Shrine upgrades in DTCL season 7.5



1. **Birthday Present:** Get a 2-star champion every time you level up. The cost of a champion is your level minus 4 (minimum champion 1 gold). For example, if you reach level 8, you will receive a champion with 4 gold and 2 stars.
2. **Consistency:** Get double all gold you receive from all sources.
3. **Scoped Weapons I:** All champions standing in the back two rows receive an additional 2 squares of attack range and 15% attack speed.
4. **Scoped Weapons II:** All champions standing in the back two rows gain unlimited attack range and 25% attack speed.
5. **Woodland Charm:** Your highest health champion has an extra copy and no items.
6. **Lucky Gloves:** Champions who own Thief's Gloves will always receive the most suitable items. Get a Thief's Gloves.

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