

Butcher Team DTCL Season 14, Butcher TFT Season 14

Butcher of Truth Arena season 14 is one of the favorite clans because it has many main damage dealers, balancing between tank and attack.

Butcher is one of the most popular clans in the Truth Arena because it has been around for a long time. Because Butcher has few generals, it is easy to combine and flexible when combined with many other clans. Even if you have your own direction with Butcher, take a look at some of our suggestions below with Butcher DTCL season 14 .

Butcher's Characteristics

Butcher gains bonus Physical Damage and Lifesteal. Any remaining health healed will be restored to 50% for the Butcher with the lowest health percentage.

1. Activation milestone:

1. **2 Butcher** : Increases Physical Damage by 15%, Total Lifesteal by 15%.
2. **4 Butcher**: Increases Physical Damage by 40%, Total Lifesteal by 15%.
3. **6 Butcher**: Increases Physical Damage by 70%, Total Lifesteal by 20%.

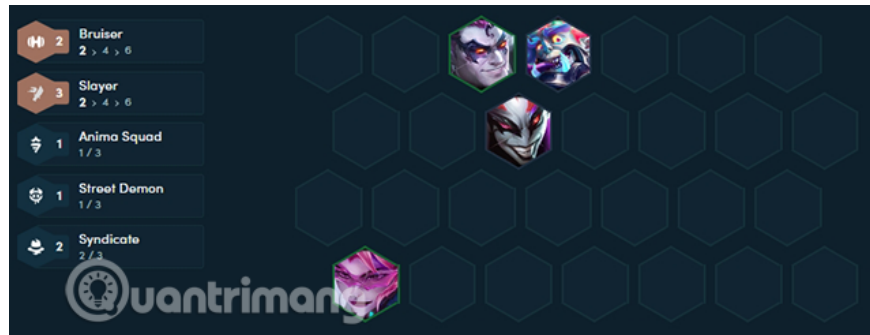


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How to build a Butcher team in Truth Arena season 14

Early Game

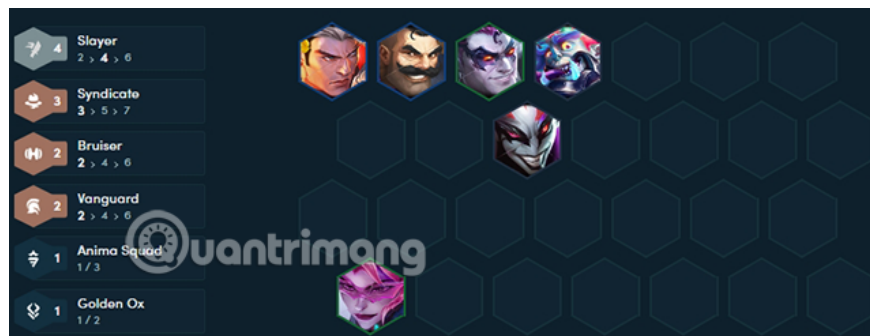
Start easily with 2 Butchers or 3 Butchers if you find a lot of Butchers, just arrange them to have enough tank and damage at the beginning of the game. Dr Mundo is a 3-race tank so you can combine with other Fighters to thicken the tank line.



Vayne and Shaco will do the damage, if you can't find Vayne, you can use Twisted Fate as magic damage next to Shaco. If you have Blood Armor or Dragon's Claw, Thornmail, throw it to Mundo, and damage items you can put on Shaco or Vayne, magic items for Twisted Fate. Get to 4 in round 2-1.

Mid game

Expand Butcher to 4 with Jarvan IV, he deals damage, reduces armor and resists so he is indispensable at this point. You can add Braum to activate 3 Gangs and put a hat on Shaco to increase his damage.



Senna provides AoE damage but may not be necessary because Shaco and Vayne are already carrying the damage. You should thicken your tank line and add items for Vayne and Shaco. If you roll for Vayne and Shaco, stop at level 6 to roll, or if you want to get to 8 quickly to find Zed, save money to level up. But if you see any Butcher, you should buy it.

End Game

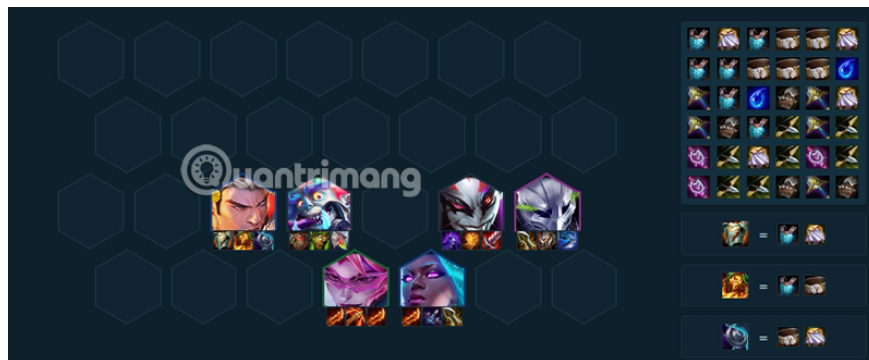
6 Butcher is the last milestone you need to aim for, plus Senna and Zed. You can use Shaco's items to throw at Zed, if Shaco isn't 3 star by then.



Focus on building tank items for Jarvan and Mundo or Braum if you have a lot of Chain Vest, Giant's Belt, Silver Cloak or Sparring Gloves, you can roll for these tank champions to get 3 stars. You just need to complete this team at level 8 with Butcher champions and combine with champions as shown in the picture above. It will activate many clans in the team, and if you reach level 9, you can add Renekton to activate more Lords and increase attack speed with physical damage.

Necessary equipment for Butcher generals

Since you're only focusing on Butchers, it's not too hard to find items for them. Tank items for Mundo and Jarvan, support items like Hand of Justice, Bloodthirster, Infinity Edge, Titan's Power, Giant Slayer, and Cape of Shadows can be thrown to Shaco and he can hold them until you see Zed.



Finally, Vayne and Senna, usually the items will focus on Vayne even though Vayne has a lower cost. But it's easier to roll for her than Senna because Vayne only costs 2 gold and can deal true damage. So you should prioritize Vayne to deal damage earlier, both are suitable for Rageblade, Ragebow, Infinity Edge, Last Whisper, Giant Slayer.

Tips for placing generals in the formation

1. Place tanks like Dr. Mundo and Jarvan IV in the front row to absorb damage and protect the carry.
2. Vayne, Senna, Zed stay in the back row to avoid being focused, in which Vayne and Senna stay in the last row and Zed should stay in the second row to deal damage sooner.
3. Shaco can position himself slightly forward to take advantage of his teleportation, targeting the enemy carry.

Butchers are "easy to play and easy to win" and it may not be necessary to focus on all Butchers. You can just need 4 Butchers and combine 4-5 gold generals at the end, as long as you have items and can activate the clan. In addition, you can roll for low-cost generals to 3 stars, at the end Zed will be a secondary damage dealer. If you have a "good" Butcher variation, please comment below.

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