

DTCL Summon Shadow Recon squad guide 9.22

DTCL Dark Summoner Lineup 9.22 is quite easy to build and can control many squads, can help you to enter TOP 4 quite easily.

The Shadow Summoner lineup is a comp that is favored by many gamers on the list of DTCL 9.22 squad alongside the Light squad. The combination of the Darkness system's ability to put damage together with the ability to summon wicked bugs from the Summoning Tribe. The dark squad will take you to the top 1 not too hard. Here's how to build the Summoning Shadow squad in Truth Arena 9.22.

1. Some tips to help you advance to the Top 4 easily in the Arena of Truth
2. Some simple tips to help you climb high in the Arena of Truth
3. The equipment list appears along with the Bandit Gloves on the level in the Arena of Truth

Analysis of DTCL Dark Summoner squad 9.22

Chess Dark



The new Shadow System has just appeared, but is considered to be the one with the most damage in the arena of Truth 2 season. the enemy.

At the beginning of the round, the Dark champion deals additional damage for 5 seconds and refreshes the effect every time the Dark Hero kills an enemy.

1. **2 Darkness:** Increases DMG by 50%, refreshing the effect of Shadow General that kills enemies.

2. **4 Darkness:** Increases damage by 100%, refreshing effect when all Shadow champions.

General Summoners



If enough energy is stored, the Summoner System will be able to flip the truss easily. The two strongest and most suitable generals for the **Wizard** are **Zyra** and **Annie**. The reason is because both are **Fire (Inferno)**. When combined with **Kindred** will have the effect of burning enemies by percentage of extremely annoying damage, so both will be indispensable in this team.

In addition, you can consider and choose some other powerful Summoners such as Malzahar, Azir, Zed. Depending on the game situation, you can use these 3 generals. The Summon effect is as follows.

1. **3 Summoner:** 40% increase in health and duration
2. **6 Summoner:** increases health 100% and duration

Strength of the Dark Summon squad



1. Easy to build squad from the beginning of the game, very good suppression of the lack of tankers

2. Significantly increased late game power with the addition of the Shadow race.
3. Malzahar with the ability to release bugs will be a threat to every squad

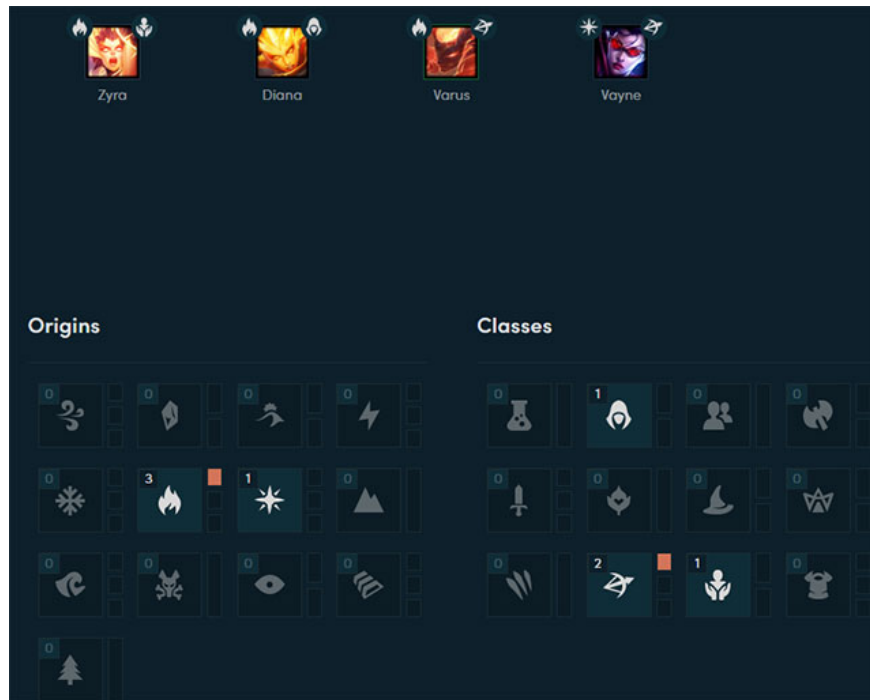
Weakness of the Summoner Shadow squad



1. The main carry champions rely heavily on equipment
2. If there are not 9 slots, there must be Super Shovels
3. It takes 8 or 9 empty slots to complete the squad, the amount of experience costs will be high, so the chances of upgrading the champion will decrease.
4. Can be easily countered if the team encounters head-on control like Glacial (Glacial). Because almost everyone in the team has no stable control skills.

How to build the Dark Summon squad

Early game



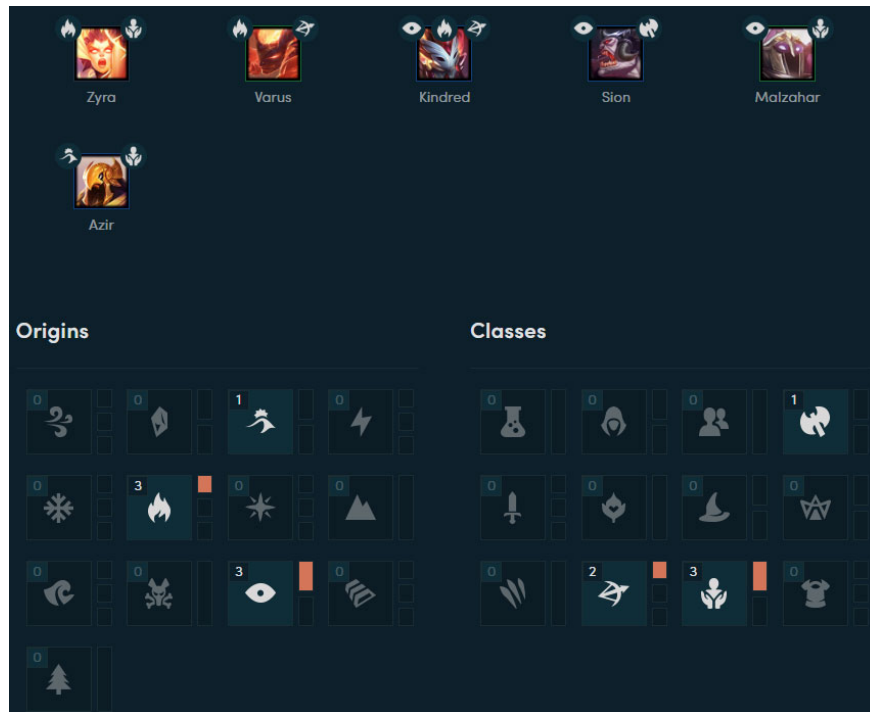
You will have a fairly easy and quality start, you will have names like:

1. **3 Hell:** Varus, Diana, Zyra
2. **2 Gunners:** Vayne, Varus

With two ADCs Varus and Vayne combined with large damage buffs from the Fire clan in the early stages will be a good plan for you to overcome many squads in this stage.

Pay attention and buy Dark generals like Kindred, Malzahar, pick and save for the next stage. While going to the market, try to get Tears and Wooden Bows to pair the equipment for the main carry later.

Between game



The most ideal champions at this stage would be:

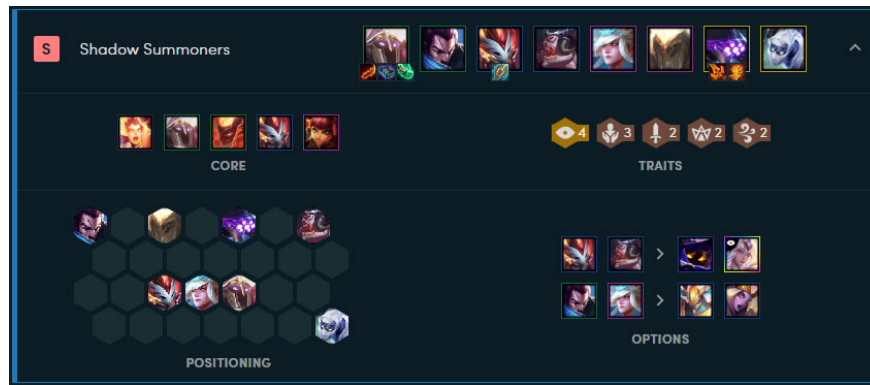
1. **3 Shadows:** Sion, Kindred, Malzahar
2. **3 Summon:** Malzahar, Zyra, Azir
3. **3 Fire:** Varus, Zyra, Kindred
4. **2 Gunners:** Varus, Kindred

This is when your formation is easy to play with stable power in the middle of the game. The two main generals will be Malzahar and Kindred will be the two main sources of damage for this squad, so pay attention to arrange the positions of these two names appropriately.

Combining with the damage from your Fire and Dark will destroy every squad. But if the team is a bit weak, don't worry, don't switch your squad and try to find the missing champions.

Try to collect more equipment in the market to combine equipment for the main carry when you will have the advantage to be selected first.

Endgame



You will have a diverse lineup as follows:

1. **4 Shadows:** Master Yi, Sion, Kindred, Malzahar
2. **3 Summoners :** Zyra, Yorick, Zed
3. **2 Mysterious:** Master Yi, Janna
4. **2 Swordsman:** Yasuo, Master Yi
5. **2 Wind:** Yasuo, Janna

If you have a full squad in the late game, you will reach the maximum strength of the Dark Summoner squad. **Malzahar** and Thuong Shojin will call bugs constantly and tear their opponents while **Master Yi** in the frontline jumps into the enemy's formation and lashes back and forth.

If you cannot find Master Yi, you can choose Kindred as the main carry in the team. Remember to preview the enemy team to make the best arrangements for you. Prioritizing the protection of key forces so that they can perform their duties well.

Now maybe your **Dark Summoning** squad is just afraid that every Ice Kingdom has hard control. In addition, the main carry will also be significantly reduced strength if encountering the team with good towing ability, where are you not afraid of any team.

That's how to play the Dark Summon squad in Truth Arena 9.22, of course this squad is only complete if your dignity is good. If not, then you have to improvise to what the DTCL for you so.

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