

How to build immortal form immortal in the Truth League League League

Some ways to build immortal formations in League of Truth League, along with a way to overcome this formation

There have been many types of tactics that have appeared since the launch of the Truth Arena and each strategy built will have its own effect. But Immortal tactics are definitely not heard by any player when building the lineup in DTCL LMHT.

In fact, this "Immortal" tactic is based on the immune immunity mechanism in the current version of the Truth Arena. Gamers only need some necessary System and Ethnic buffs, along with some auxiliary equipment, it is possible to create an invincible chess piece. In the article below are some names that can become immortal.

1. Factors used to eliminate players' blood in the Truth Arena
2. Truth School League: 5 simple tips that make it easier to match
3. League of Legends: Ranking 5 strongest generals in the Arena of Truth

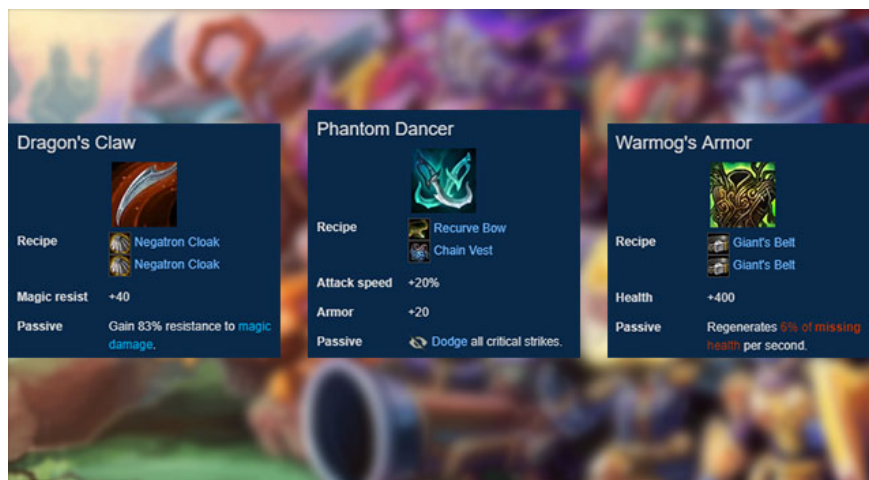
Tips to build an immortal line of Truth League League League

Gnar - Yordle



Gnar and his Yordle clan have a very unpleasant ability for other races, which is internal in Evade. If there are 6 Yordles, it will increase the ability to evade to 60%.

In addition, if there are more Ma Vu Song Kiem items, this number will be increased to nearly 80%. And now, the opponent's hand attacks will not be your worries anymore.

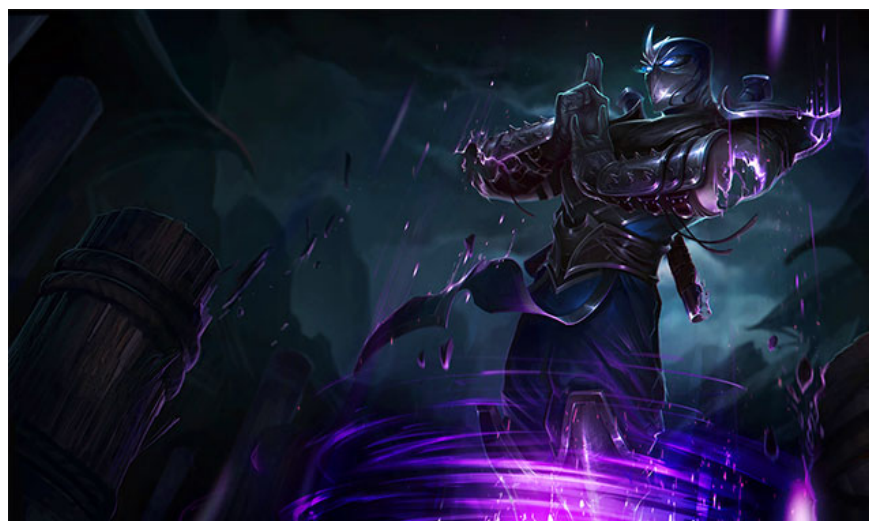


If the dignity is good then you can find Gnar as a Blood Armor Warmog and a Dragon Claw. In addition, if there are 2 more Formations in the formation to get a buff that will increase blood, Gnar will be better at resisting the transformation.

If Gnar has all of the above items and conditions, you have a very good suit in DTCL with more than 2500 blood, reducing 80% physical damage and 99% magic damage.

Note that you should arrange your formation so that Gnar will get "special care" from the opponent's generals. Thus, the generals who create the main damage behind will have a long time to pay damage. If not, then your Gnar will not be easily defeated.

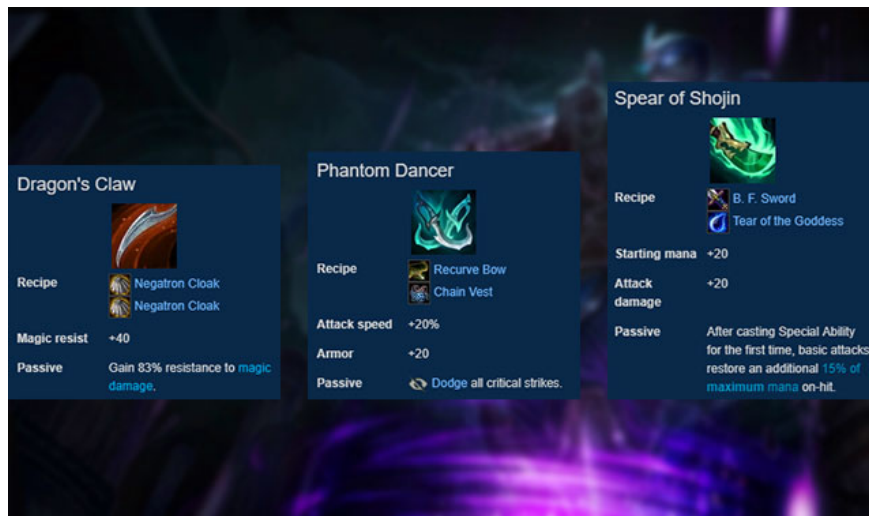
Shen



Since the launch of the Truth Arena until now, the name Shen is very fuzzy for many gamers. However, this general is capable of immensely damaging immunity from Soul Protection.

This ability will require a lot of energy to use, but when activated, Shen can create a protective ring with the ability to block all damage from enemy's hand attacks.

If you have enough combos to activate the Inner Swords (more Swords will give you a higher chance of successive attacks, you can unleash 3 more consecutive attacks) and have more **Spears Shojin** and Shen will have more Save a lot of energy when activating protection.



In addition to the above equipment, this general should also have a **Dragon Claw** . This equipment will augment Shen 835 Magic Resistance, not to mention the amount of basic magic resistance, the high possibility that Shen will completely resist all magic damage.

Having just had a hand-free immune protection ring, Shen was nearly unable to defeat the damage. Not to mention the Six Sword and the Ninja clan's combos, Shen can create great damage to enemies, even maybe 5 to 6 generals.

However, you must keep in mind when Shen encounters Devilish or Kassadin. Without energy, it is impossible to activate Soul Protection to avoid hand damage and will not last long.

In addition, you should buy a 3-star Shen when using this tactic, help Shen have the longest time to avoid it, avoid being shocked when not recovering.

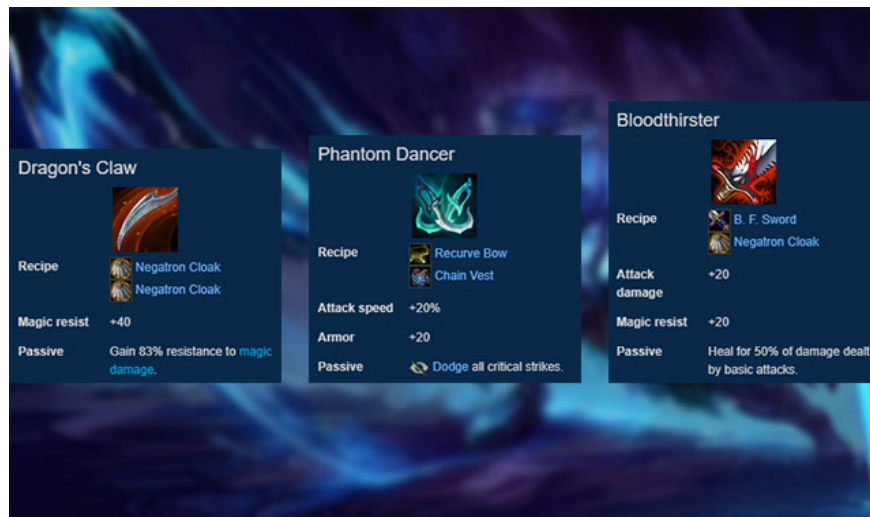
Draven



Many people will wonder why Draven is on this list, when Draven is not capable of immunity as 2 generals and players only know Draven is a general cause damage.

And the damage that Draven will cause all generals to confront must be afraid. If he had Blood Sword in his hand, he would heal himself a huge amount of blood.

However Draven also has a weakness, that is, if you encounter a Assassin or Witch formation, it is likely that Draven will be shocked. Therefore, players have a plan to resist the "fragile" general.



Dragon Swipe if combined with Ma Vu Song Sword will assist Draven not to be shocked immediately. The Blood Sword will help him heal continuously if he throws an ax to hit the target. Do not stand on the front line to bear the damage, so Draven will be the general that deals main damage constantly on the opponent and can weigh 2 - 3 generals when the battle comes to a decision.



Through the above instructions, you can know that building an immortal line of Truth Arena is the way to play all equipment for a certain general. But instead of accumulating all the potentially high-risk attacks that are hard to find, gamers look for defensive equipment that is easy to match and easy to find, then can create live generals "tough as leech" in fighting.



However, it is not so that this play is not overcome. Sites that are reduced to being avoided such as the **Great Cannabis** or reducing their healing like the **Devil's Morello** or **Red Amulet** may cause your immortal squad to fail.

But not everyone has your own immortal formations so you can consider putting this immortal lineup build strategy into the Truth Arena **Rank** feature.

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