

How to build the Dark Wizard DTCL squad season 2

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The Dark Mage line-up will be a combination for a huge source of damage, making squads with little or no magic resistance will fade in the blink of an eye.

The Wizard System is one of the extremely powerful systems in the Arena of Truth, the skills of the Wizard always deal great damage in every stage of the match. If combined with the Shadow - a new race in DTCL season 2, the Wizards will overwhelm every enemy with buff damage from this clan.

If you want to have a strong DTCL 9.22 lineup that is easy to build and strong in all stages of the game, check out the guide below to build a strong Dark Mage squad in DTCL season 2.

1. Summary of shortcut keys Arena Truth
2. Want to climb quickly to the arena of Truth, skip these habits right away
3. Some tips to help you advance to the Top 4 easily in the Arena of Truth

Analysis of the DTCL Wizard Dark squad 9.22

Chess Dark



Darkness is an appropriate element to support increased damage to the squad. Especially for teams with multiple sources of damage from any position. Kindred and Master Yi are good champions in DTCL Season 2. Specifically, buffs from Darkness will support damage to the squad as follows.

1. **2 Darkness:** Increases damage by 50%, refreshes the effect only with the Shadow champion that has defeated enemies.
2. **4 Dark:** Increases attack damage by 100%, refreshes the effect on all Shadow champions that defeat enemies.

The Sorcerer General



Most of the DTCL Wizard's skills in Season 2 are single-target attacks, so the Mage's ability to stack damage is considered impressive. In the Wizards, Vladimir is considered as the team's resisting champion because of his ability to suck blood from opponents quite impressively.

Leblanc is also a Wizard and Assassin with the ability to jump into the back row and attack the main generals of the enemy team. If Veigar is raised by 3 stars, the damage will be very strong for enemies whose level is less than his.

Not to mention, the Wizard's buff will help these generals have 2 times the rate of launching, making this squad even more powerful. Specifically, the Wizard's buff will be as follows.

1. **3 Shamans:** 50% chance of launching 2 times
2. **6 Shamans:** 100% chance of launching 2 times

Strength of the Dark Mage



1. Supported with abundant magic power from the Water race, thereby increasing the use of wizards' skills
2. Very strong source of output damage.
3. You can build your squad from the beginning of the game thanks to Vladimir

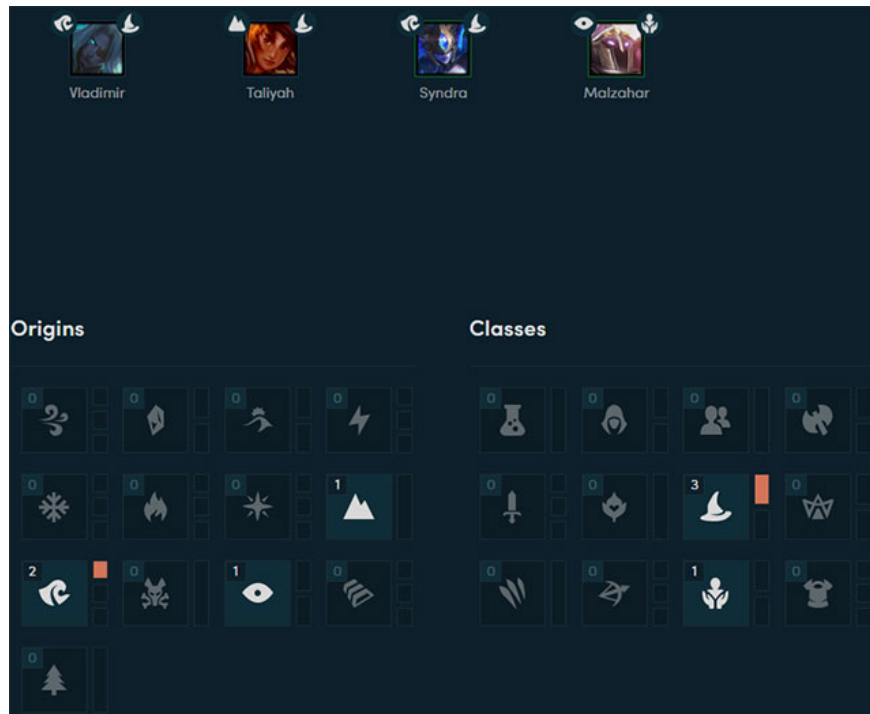
Weakness of the Dark Mage



1. Need lots of slots to complete the squad
2. The resistance is quite poor
3. It is very easy to die if you encounter a team with many hard controls
4. Depends heavily on equipment

Instructions to build the Dark Wizard DTCL squad season 2

Early Game



The original Dark Mage squad will have the following champions:

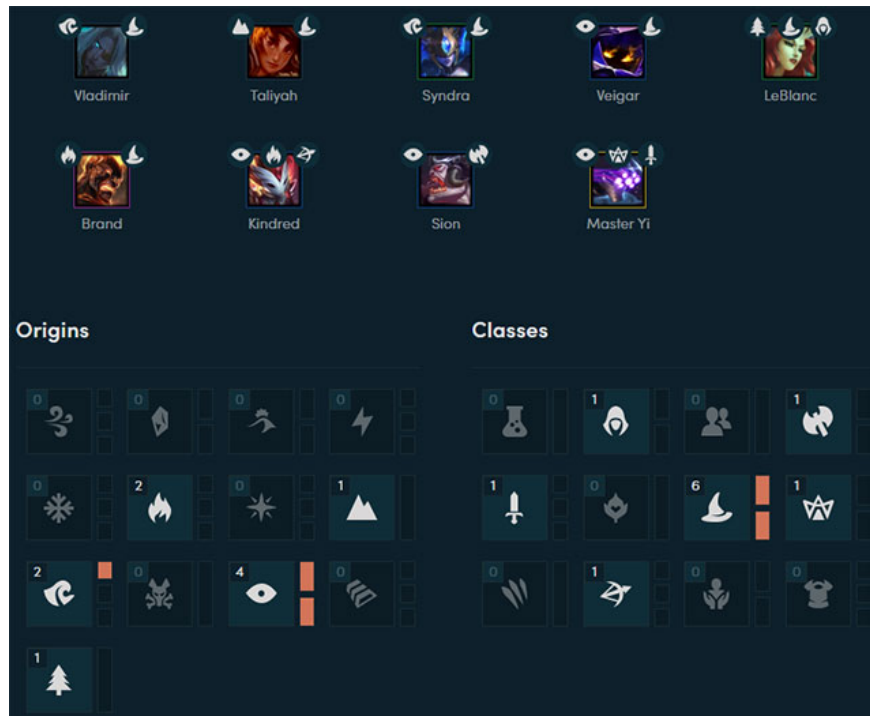
1. **3 Shamans** : Syndra, Vladimir, Taliyah
2. **2 Country**: Syndra, Vladimir

As mentioned above, Vladimir is a pretty good tank because of his ability to suck blood from his opponent to heal himself. In addition to the Water buff, wizards can maintain their damage output steadily.

You should accumulate a amount of gold through each round to use at a later stage of the game. Equip yourself, try to get Oversized Sticks or Goddess Tears.

With the members as above, your team is fully capable of winning the winning sequence to level up and take advantage of the later stages of the game.

Between game



If your dignity is high, you will complete the Dark Magician squad with the following faces:

1. **6 Shamans** : Vladimir, Taliyah, Brand, Leblanc, Syndra, Veigar
2. **4 Shadows**: Kindred, Veigar, Sion, Master Yi.

At this point, your squad has reached its maximum strength. The enormous amount of damage that can destroy all 6 Magicians' squads plus the buff from the Dark will be a fear for poorly resisted teams and no magic resistance.

Having Kindred, Master Yi also makes the damage source of the squad more diverse. Sion and Vladimir will be the two main resistances of the squad.



However, this is still a weakness of the team because there is not much resistance, so please quickly finish your round. Do not let the opponent extend the battle time, then both Sion and Vladimir will not last long.

And if you have enough slots in the squad, you only need to spend money to raise them for the generals in the squad. If you get 3 stars for Veigar, the 1 and 2 star champions of the enemy team will fly in just one note.

In addition, a few items that resist Sion will also make the team resisting stand longer and increase the safety of the main generals in the team.

The above is one of the strongest wizards in the Arena of Truth season 2. You can also combine the Wizards and Guardians to both deal damage and have good resistance in season 2.

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