

How to counter Shaco DTCL season 3

In this article to counter Shaco DTCL season 3, you will have the appropriate options to counter him from the beginning to the end of the game.

Shaco DTCL Season 3 is a bit similar to Kha'Zix in DTCL Season 2. This General Secret Detective if there are enough items and enough synergy buffs will be very strong. It was possible to destroy only 2/3 of the enemy team, so he was noticed and many sought to counter.

There are many options for you to counter Shaco easily. You can use champions, equip DTCL season 3 or buff synergies to counter Shaco. Please refer to some ways to counter Shaco below this article to make this clown subdued if meeting your team.

Equipment, clan, and lineup of Shaco Arena of Truth season 3

To know how to counter Shaco DTCL this season 3, first you need to know what he usually uses. Usually players will throw Shaco Infinity Sword and Blood Sword as support equipment to attack.

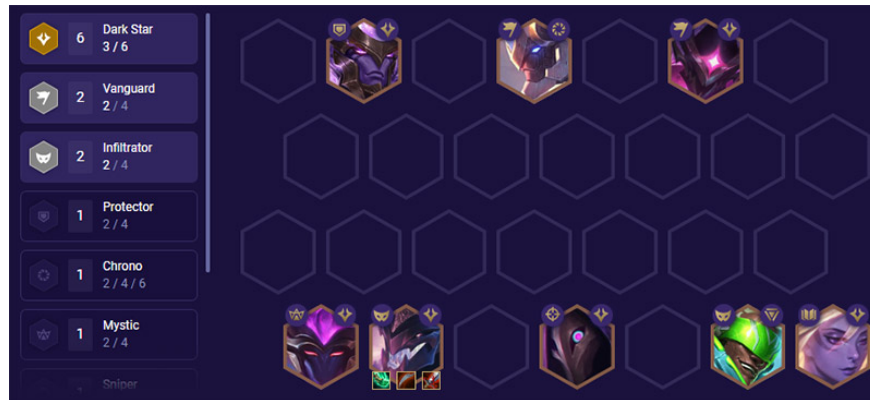
If he had 2 Infinity Blades and got 3 stars, Shaco could only kill one enemy with only one slash. With Blood Sword he can restore quite a bit of health when he kills the enemy champion.



Talking about the Tribe, Shaco received a lot of attack speed from Secret Detective to help him increase the number of basic attacks to more. At the same time, there are also more fatal attacks and deal more damage.

As for the Dark Star, if you build Dark Star, the Dark Star champions die will add damage to Shaco. And the two tankers Jarvan and Mordekais will not die as easily as Karma and Lux ??even in the top ranks. If they die, Shaco

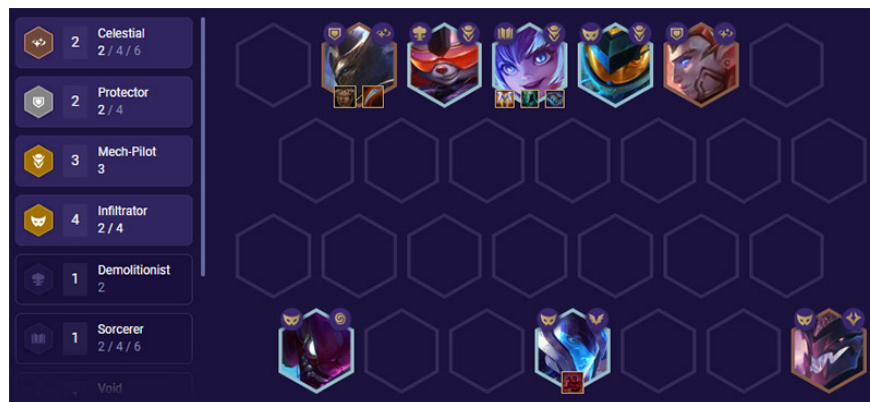
will gain more damage.



And usually the enemy's damage dealers are in the back row and not a lot of health. So players only need to blink one eye to not see their attack if Shaco jumped out of their back row.

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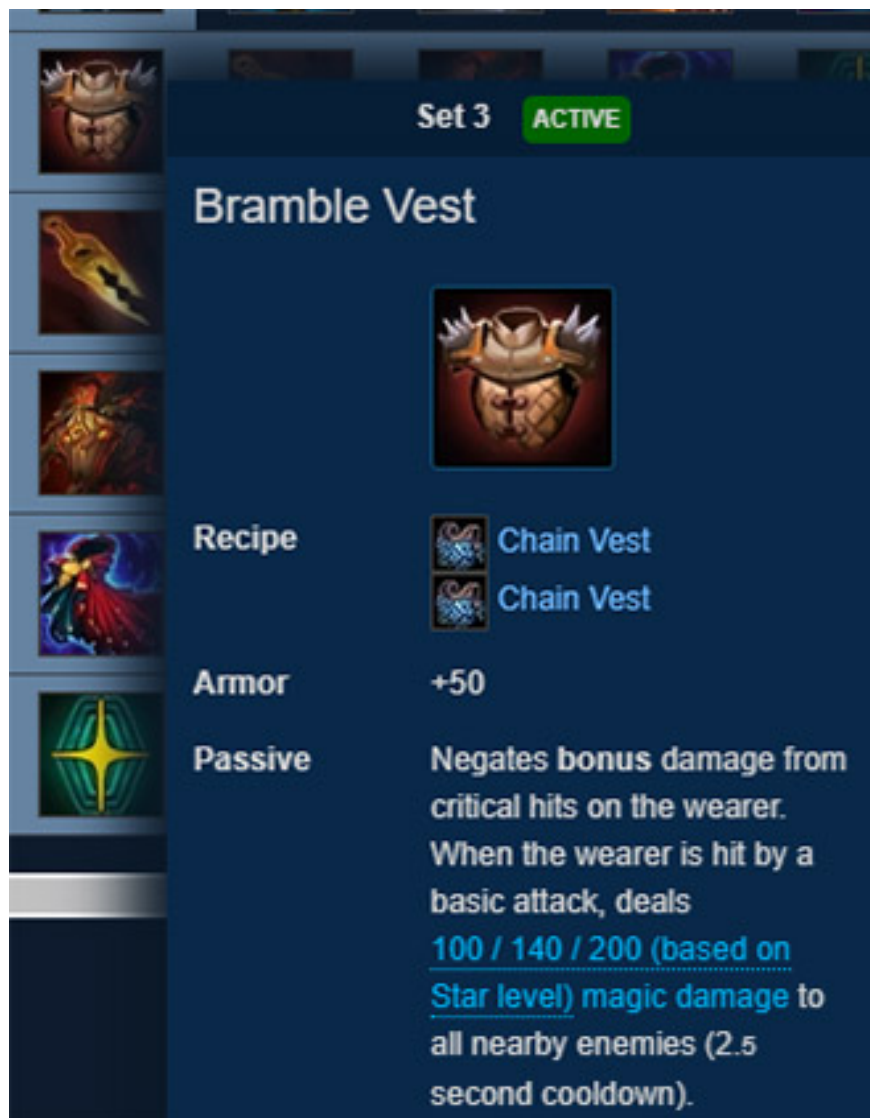
Once we have the power of Shaco, we can draw up plans that can counter him.



Countered Shaco with equipment

Armor is one of the effective options to counter Shaco. This item will remove additional damage from critical attacks on the owner. Make Shaco less dangerous in teamfights.

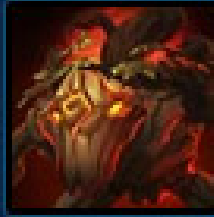
You just need to arrange the position so that Shaco can attack the heroes with Armor, or you can equip your main carry one. However, the main carry's equipment will miss a slot, but it is still more than being killed by Shaco just before doing anything.



If you want to prevent Shaco from healing when he has the Blood Sword, you only need to pair items with deep wound effects such as Red Charm or Devil Letter Morello. Although not completely blocked, but at least it stopped his healing effects.

Set 3 **ACTIVE**

Red Buff



Recipe



Chain Vest



Giant's Belt

Health

+200

Armor

+25

Passive

Basic attacks apply on-hit a burn on the target 10 seconds, dealing 3% of target's maximum health true damage each second and applying



Grievous Wounds for the duration, reducing healing on the target.

UNIQUE

Can only equip one of this item.

In addition, you can use the Sword to counter Shaco, this equipment will give the champion a 25% chance to disarm the enemy champion in 3 seconds. Causes Shaco to be unable to attack normally.

Besides the Sword, the Sword is also an equipment to use. Although not as effective as the equipment above, Phong Kiem will cause Shaco or other enemy carry to leave the ring in a few seconds. That time will help your team generals destroy enemies without fear of being snatched by Shaco.



Using champions to counter Shaco

Graves is a champion that can counter Shaco because his skill will cause the enemy to miss all basic attacks within 4 seconds. However, Graves aimed at the champion with the highest attack speed, not just Shaco, so using Graves to stop Shaco was bad luck.



In addition, you can rely on Shen, this champion's skill will create a protective circle around himself. Help yourself and the generals within range of the shield to evade all basic attacks of the enemy.



Kassadin is also an effective counter to Shaco, Kassadin's skill will release a wave of energy and cause all sticky targets to be banned in a short time.

And finally Lulu with the ability to disable using skill and basic attack. Makes Shaco become a good "puppy" within 4 seconds and can't do anything.

With the equipment and the above generals, you can counter Shaco well even if he has enough tribal buffs, gear and max star. Depending on the situation of your formation, you should make a choice before meeting Shaco.

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