

Instructions to build Brand Arena of Truths season 2

You can choose one of three brands of the Arena of Truth in this article depending on what the game gives you.

Brand is one of the strongest champions in the arena of Truth 2 this season and can combine with quite a lot of strong squads. If you rarely play Brand and feel he does not have much power, please refer to the instructions to build 3 Brand teams in the Arena of Truth below. Including how to arrange and match DTCL with the main carry is Brand.

1. How to map to Veigar DTCL 9.23
2. Guide to accumulating and spending money effectively in the Arena of Truth season 2
3. How to hunt rare Sacred Beast eggs easily in DTCL season 2

Mage - Water - Land composition with Brand



This squad does not require a total of 6 wizards, you only need to have 3 wizards with Brand as the main Carry. The champions required to complete this squad will include:

1. Brand
2. Taliyah
3. Syndra
4. Thresh
5. Nautilus
6. Nami
7. Malphite

8. Janna

With the members above the total buff you will have is 4 Kingdoms, 3 Wizards, 3 Guardians, 2 Earths, 2 Mysteries. The ideal element cell buff in the map will be Water and Earth.

Brand Summon squad



With this formation you have to earn enough gold shovels to turn a few generals into wizards as shown in the picture. Specifically, you will have to find the following champions to complete the squad.

Lineup details:

1. Vladimir
2. Zyra
3. Nautilus
4. Annie
5. Brand
6. Syndra
7. Yorick
8. Nami

If you can pick all those champions, you will have the following buffs: 4 Water, 5 Wizards, 3 Fire, 3 Summon. (2 Wizard Hats for Zyra and Annie).

Brand 6 lineup Super Strong Fire



Champions need to be in the squad

1. Kindred
2. Brand
3. Varus
4. Annie
5. Amumu
6. Twitch
7. Mundo
8. Singed (Inferno Ruins)

If you reach level 9, pick Malphite or add any defender to get a buff of 2 Guardians. Or Get Sion + Nature Armor + add a Shadow champion, can choose Master Yi or Senna and get 3 Dark buffs.

Total buff you will have: 6 Fire, 3 Poison, 2 Gunners, 3 Shadows (or 2 Guardians)

Guide early game



If you go towards the Wizard - Land - Water, you can pick Syndra and Taliyah right at the beginning of the game and try to raise as many stars as possible. Guardian is easy because you can pick Nautilus and Thresh from the beginning to get 3 Water buff.

And if in the direction of Brand 6 Fire - 3 Poison, then pick the fire generals as reserve (Zyra, Diana, Varus), no need to run out. Just need to give Varus with another archer like Vayne and 2 Guardian to withstand it can be good for the first time.

With the Summoner Mage you should have Zyra, Diana and Vladimir at the top because you can easily rotate your squad.

Instructions between games



At this point you need to determine which direction your squad is in. If you follow the direction of Darkness + Fire Gunner, you must get Varus + Kindred, plus Diana was at the beginning of the game to have a 3-Fire buff.

If you can not pick the Guardian but only the War, you should pick Sion and Senna + add Kindred to get 3 Shadows. Or Sion + Malzahar + Kindred, Malzahar is still quite strong in the early to mid game if there are 2 stars. If you pick Senna then put things for her so she can take care of Brand.



At the same time, look for Brand and Annie but don't rush, leave in the queue and wait until there are enough champions, replace the other generals to get 6 Fire buff. If you have followed 6 Fire, then try to pick Mundo + Twitch in and instead of the Rage + Guardian heroes to follow the poison fire formation.

Instructions for the end of the game



Still in the formation of Venomous Fire, at this time you need to prioritize finding the Ruins of Hell (Gold Shovel + Oversized Stick) and Amumu or Singed and get 6 Fire. Ideally, you should save the Gold Shovel + Needlessly Large Rod right from the middle of the game to wait for the champion at this stage.

If she can pick Amumu first, let Diana in and get 6 Fire, or let Senna wear the Ruin of Hell. If you can pick Singed first, then give Singed the Ruins of Hell to have a buff of 6 Fire.

If one of the three squads above are evaluated, perhaps Fire - Poison is the best but also the team that needs the most slots to complete the squad. However, depending on what the game gives you that you can choose to build your squad, you have 3 choices for Brand.

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