

# New item information in the Arena of Truth 9.18

In this article, we have included new equipment in the Arena of Truth 9.18, including how to assemble equipment, information on the effect of each equipment in DTCL version 9.18.

The upcoming version of Truth Arena 9.18 will bring quite a lot of changes. If in the previous update of TFT we expect more from the new faces, in this version. DTCL will bring a series of updates on new equipment for players.

These equipment all support the DTCL champions extremely effective effects. Detailed information about the update to the Arena of Truth 9.18 can be found below.

1. The most easily countered teams by Hextech in the Arena of Truth
2. Want to climb quickly to the arena of Truth, skip these habits right away
3. Top equipment in the Chain of Truths that users should use

## Summary of the update for the Arena of Truth 9.18

The first will be some information about the equipment of the Arena of Truth 9.18, including:

1. Updated 1 new piece of equipment
2. 8 upgraded equipment of the new piece of equipment, at the same time revise the equipment combination of Infinity Sword.
3. Removed ? Thien Sword's equipment
4. 2 new equipment from the combination of Infinity and Old Sword

In addition to the above updated information, there is also a new consumable item with the name of Neeko's Help, whereby this equipment will "spawn" an additional 1 star version of the champion you drop the item This product is on.

## Information on equipment and how to assemble DTCL 9.18

### 1. Practice Gloves



- Sparring Gloves
  - +10% Dodge chance – “Float like a butterfly”
  - +10% Crit chance – “Sting like a bee”
  - We didn’t want to disrupt the balance of offensive and defensive options, so we made Sparring Gloves capable of either: If the finished item is offensive in nature, the statline shifts to +20% Crit, if it is defensive, it shifts to +20% Dodge.

1. Add 10% dodge
2. Add 10% critical strike
3. The upgraded item of this piece will receive a 20% critical hit if it is geared towards attack, and if it is geared towards defense, it will receive 20% dodgy if it's defense-friendly.

## 2. The Thief Gloves



- Thief's Gloves
  - Recipe: Sparring Gloves + Sparring Gloves
  - A champion holding Thief's Gloves can't hold other items except temporary ones gained by this item. Thief's Gloves cannot be given to a champion that already holds an item. On round start, gain two temporary items. Their quality is based on your player level.
  - For those that like items with their items.

1. **Pairing instructions: Training** gloves + **Training** gloves
2. Heroes possessing Thief Gloves will not be able to receive any equipment other than those temporarily acquired from this item. And it cannot be thrown at an already equipped champion.
3. At the beginning of the round, champions equipped with Thief Gloves will receive 2 additional random equipment. And the quality of equipment will depend on the player's current level.

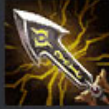
## 3. Grasping Justice



- Hand of Justice
  - Recipe: Sparring Gloves + Tear of the Goddess
  - At the beginning of the planning phase, the wearer randomly gains either 40% increased damage or 40 life on hit until end of round.
  - For those that aren't great with decisions.

1. **How to pair:** Tears of the goddess + practice gloves
2. At the beginning of the game, those equipped with the Fist of Justice will receive an additional 40 healing HP per hit or 40% increase in damage dealt.

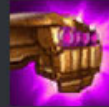
## 4. Infinity Sword



- Infinity Edge
  - Recipe: Sparring Gloves + BF Sword
  - Crits deal 200% more damage.
  - When you want to crit, but like...even more so.

1. Pairing instructions: Sword BF + Practice gloves
2. Deals 200% more critical strikes

## 5. Mage gloves



- Arcane Gauntlet
  - Recipe: Sparring Gloves + Needlessly Large Rod
  - Your abilities can critically strike.
  - When your ASol dreams of being Draven.

1. **Grafting instructions:** Oversized sticks + practice gloves
2. The skills of champions with Magical Gloves can be critical

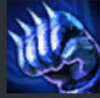
## 6. Wizard's Capes



- Quicksilver
  - Recipe: Sparring Gloves + Negatron Cloak
  - Prevents the next crowd control effect applied to the wearer. Refreshes every 5 seconds.
  - Can't touch this, ba na na na.

1. **Pairing instructions:** Silver cloak + **Practice** gloves
2. Create a shield that restricts the effect of this hold to the player, and refreshes every 5 seconds.

## 7. Tape gloves



- Iceborne Gauntlet
  - Recipe: Sparring Gloves + Chain Vest
  - On dodge, create an expandable 30% attack speed slow zone.
  - Just how expandable? No one knows.

1. **Items needed to assemble:** Net armor + Practice gloves
2. Successful dodging will create an area that reduces the attack speed of the enemy by 30%.

## 8. Sterak Claws



- Backhand
  - Recipe: Sparring Gloves + Giant's Belt
  - The wearer starts combat with a spell shield. Stun the enemy that breaks the shield for a long time.
  - An eye for an eye, in item form.

1. **Items needed to assemble:** Net armor + Practice gloves
2. Successful dodging will create an area that reduces the attack speed of the enemy by 30%.

## 9. Fingerless gloves



- Mittens
  - Recipe: Sparring Gloves + Golden Spatula
  - Extra 10% Crit chance and 10% Dodge chance. Wearer is also a Yordle
  - Tastes purple.

*Since Infinity Edge has a new recipe and Sword of the Divine has been removed, we've added two more new items in their place:*

1. **Items needed to pair:** Gold Shovel + Practice Gloves
2. Those equipped will receive an additional 10% critical strike and 10% dodge. At the same time will become Yordle.

## 10. The Lord of the BF Sword



- Lord's Edge
  - Recipe: BF Sword + BF Sword
  - A champion holding Lord's Edge can't hold other items except temporary ones gained by this item. Lord's Edge cannot be given to a champion that already holds an item. On takedown, gain a BF Sword for the remainder of the round.
  - For those doing the math at home, yes a champion can hold three Lord's Edges by the end of the round.

1. **Items needed to pair:** Sword BF + Sword BF
2. Champions with this item will not be able to have any other equipment except for those received by the item. It is also not possible to throw this sword to champions who already own other equipment.
3. Upon receiving each kill, a champion equipped with the Lord of the BF Sword will receive an additional BF sword until the turn.

## 11. Green Bow



- Last Whisper
  - Recipe: BF Sword + Recurve Bow
  - Attacks can't miss (removed from RFC btw) and deal True Damage equal to 5% of the target's maximum health
  - \*Cries in Yordle\*

1. **Items needed to graft:** Sword BF + Wooden Bow
2. Enemies will not be able to evade the blows of champions who own the Blue Bow (Cannon Cannons no longer have this effect) Also deal standard damage equal to 5% of the enemy's maximum health.

It must be said that there are quite a lot of interesting things in the equipment updated in the version of Truth Arena 9.18 this time. With the effects of the equipment listed above, it is certain that some of the tactics in the game will change.

The equipment above has buff equipment that is respectable for the user. So you should choose the appropriate equipment for high damage generals in the team. You can know which heroes cause high damage in the game thanks to the ranking of high damage generals in the Arena of Truth.

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