

Top 5 powerful equipment at the end of the game in the Arena of Truth 9.24b

These are powerful late game items in the Arena of Truth, they are easy to build and can be worn for many different champions.

Equipments in the Arena of Truth often only work effectively when worn to the right general. There is no case that the equipment will be strong at every stage in the game.

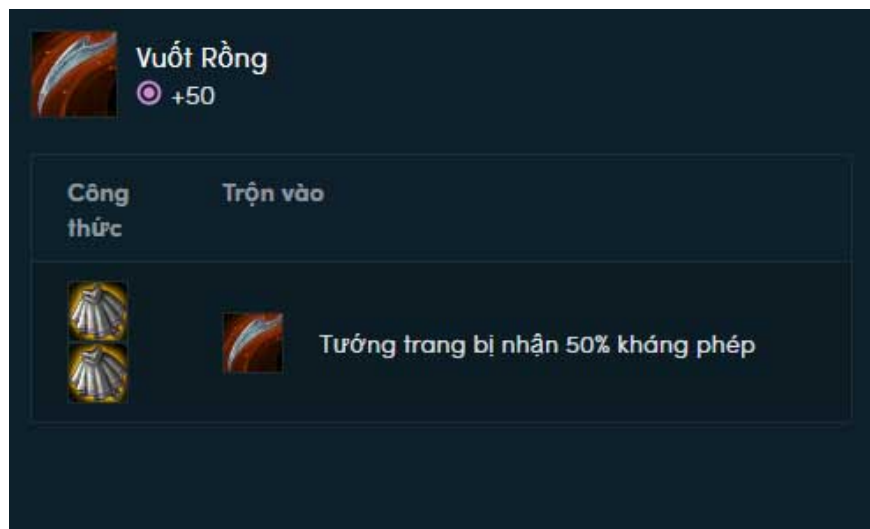
However, there are equipment that helps you not to lose blood or help you overwhelm the enemy team. This equipment group is not too prominent in the current meta game, if not too faint.

But the effects they bring in the late game will surprise you. Here are 5 powerful equipment at the end of the game that you must have in every squad. In addition, you can see the matching map in the Arena of Truth to combine these items.

1. Details of Hourglass and new equipment of the Arena of Truth 10.1
2. How to use emoticons in the Arena of Truth
3. How to remove equipment from champions in the Arena of Truth

Top 5 powerful items late game Arena of Truth 9.24b

1. Dragon Claw



The first "item", even though it has been nerfed, is still an equipment item for your tanker if you want to resist magic. Especially when the Water Wizard meta is back in 9.24B, just need a tank with Dragon Claw + 2 Mysterious buff that you don't have to worry if you encounter magic damage team.



Ideally, you have Master Yi (Dragon Claw) + Nami or Soraka, Yi will easily drive the entire enemy's dame line (If not encountered Gunner or Rage).

2. Wind Sword



A good restraint item in late game. It is important for you to position the generals in the team at the end of the game when it will decide whether your main dame is safe or will be in the arms of the assassins of the enemy team. At this time, you will really need the help of Phong Kiem.



Wind Sword can help you eliminate an enemy team champion at the beginning of the round. Especially if you catch the main carry and have full items, the chances are your team will win.

Specific examples such as Nocturne or Sivir Sword Assassin that is affected by the effect of Wind Sword or Braum 3 stars full armor can not support the team. Or maybe Singed can't be spread all over the map while your wizards team up and down.

3. Swipe the Trap



Continuing an extremely powerful control equipment that very few users. It will even be a decisive equipment that can help the main carry in your team will finish the enemy team very quickly. Stun duration of up to 4 seconds will help you counter quite strong magic damage squads such as Mage, Fire and with other main dame like Lucian, Kindred and generals with Scepter and Shojin (Veigar , Kha'Zix).



You can also use Trap Claws to keep the tankier at the top of the line so that when hit, the enemy champion will be stunned immediately. If the main damage lacks equipment in the team, you can still wear the Claw Trap for them. So if you're the last to activate 4 seconds of stun for the enemy champion, your win rate is higher than before (even Lucian in the form of a soul is still stunned, so you'll have time to kill Senna right away).

4. Ax Great Mang Xa



An item that seems to have been shelved for quite some time in the DTCL, this ax allows the tankier to deal more damage in a large area behind the target. However, this equipment will be more suitable if in the hands of Assassins, Swordsmen and especially Lucian (when everyone wears the Giant Kill to him).



If Lucian has this ax, each time he uses it, the spreading damage will also count the effects of Giant Kill. Causes his attacks to no longer be single attacks but will deal extensive area damage.

5. Gold Shovel

Xẻng Vàng		
Công thức	Trộn vào	
 		Tướng trang bị đồng thời là Sát Thủ.
 		Tướng sở hữu đồng thời là Hộ Vệ
 		Tướng sở hữu đồng thời thuộc Băng Quốc
 		Tướng sở hữu thuộc nguyên tố Lửa
 		Tướng sở hữu thuộc nguyên tố Ánh Sáng

Many people only know that Nocturne when turned into a Swordsman is strong. There are a number of Elemental equipment changes that will be very strong at the end of the game if equipped with the right formation and the right general. Here are some good examples for each type of equipment like this.

1. **Gold Shovel + Light:** Light Charm worn on Zed - dead clones still have buffs for their Light ally (Light + Shadow team)
2. **Gold Shovel + Fire:** Singed + Inferno Ruins will be very strong when team 3 - 6 Fire when spraying the Fire effect continuously on the floor whenever passing by an enemy champion.
3. **Gold Shovel + Ice:** All champions have a fast attack speed, especially Sivir when they can spread the Ice effect according to their spreading attacks.
4. **Gold Shovel + Mage:** All champions will have a large amount of mana and a strong impact on the match (Annie, Malphite + Wizard's Cap)
5. **Gold Shovel + Guardian:** All buffalo champions can travel with the Guard / Rage team (Dr Mundo + Guardian Armor + Demon Letter + Dragon Claw both buffalo and high dame).

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