

Top 5 strong teams in DTCL Season 2

These are some of the strong squads in DTCL 9.22, these are quite easy to build but will depend on the player's dignity.

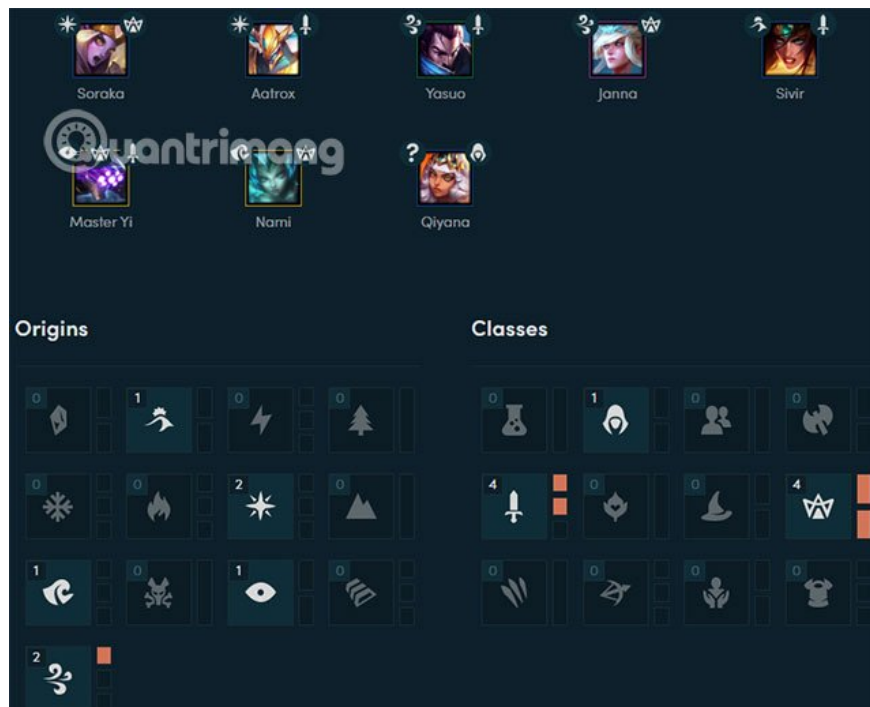
A major change in the Arena of Truth 9.22 - Season 2 will cause gamers to start rebuilding their lineup and gameplay. Of course, you can refer to the effective squad shared by gamers who have experience in DTCL Season 2.

Here are a few pretty strong teams in season 2 of the DTCL, please refer to it before and when updating the Arena of Truth Season 2 please try it.

1. Want to climb quickly to the arena of Truth, skip these habits right away
2. How to register to download the Arena of Truth Mobile earliest
3. The equipment list appears along with the Bandit Gloves on the level in the Arena of Truth

Blademaster - Mystic

Basically, the Mystic System will help the generals in the squad increase their magic resistance. It can be said that this is the quintessence of the Mage squad, below are the generals you need to have in the squad.



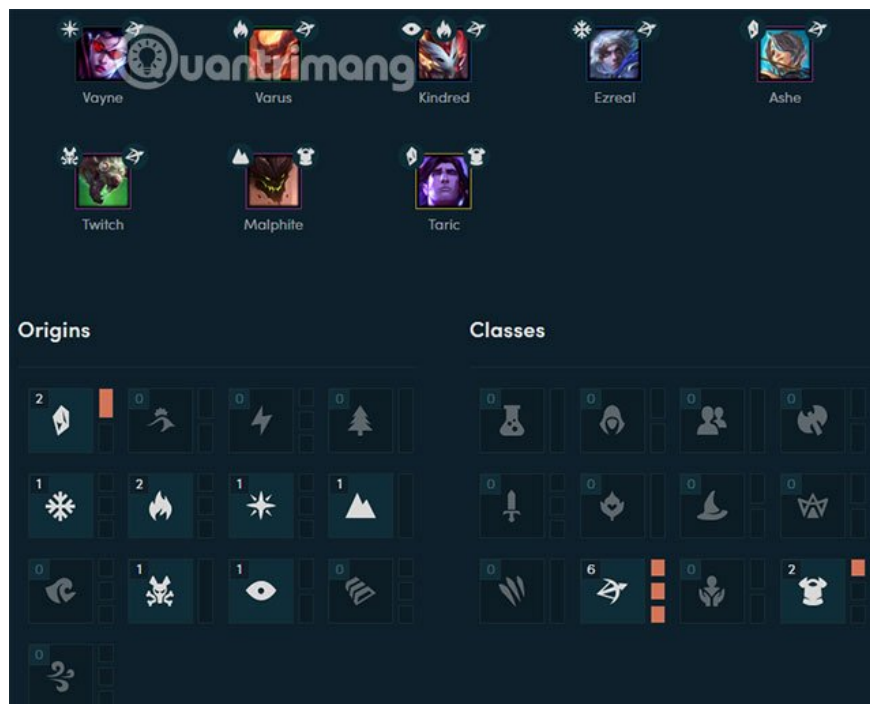
The buffs in the squad will be as follows:

1. **Buff 4 Mystic (Janna, Master Yi, Nami, Soraka):** Increases 140 magic resist for his squad
2. **Buff 4 Swordsman (Aatrox, Sivir, Master Yi, Yasuo):** Increases 40% chance of having 2 more attacks on the enemy squad
3. **Buff 3 Clouds of Wind (Yasuo, Janna, Qiyana):** Increase 20% chance of evading with basic attacks

The main carry in the team will be swordsmen like Sivir, Yasuo or even stronger is Master Yi will be the main damage of the entire team. It is even more reassuring that Janna can help the whole team flip easily when she can heal allies in combat. Accompanied by a large amount of magic resistance coming from the Mystic System, this will be an ideal team in DTCL season 2.

Super Ranger Lineup (Super Ranger)

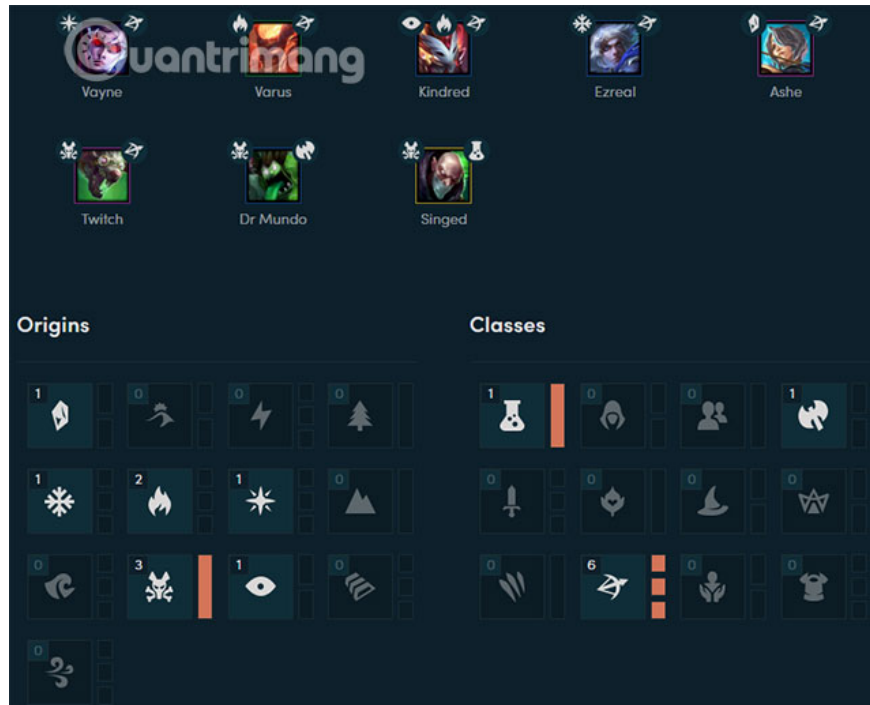
The Archers lineup is considered by many gamers to be easy to play, strong and deal good damage in DTCL. And now in DTCL 2.0 too, here are some of the Archers squad that many gamers use at PBE server.



1. **Buff 6 Archers: (Varus, Vayne, Kindred, Ashe, Ezreal, Twitch):** Increases attack speed by 100% for the next 3 seconds for all Archers in the team.
2. **Buff 2 Cai Warden (Malphite, Taric):** The main tanker of the team with buffs that increase 100% of his armor.
3. **Crystal Buff 2 (Ashe, Taric):** Limit the maximum 100 damage the champion himself must take when the enemy attacks.

With a large number of Archers in the backline, this squad can smash every enemy team that appears in front of you. However, without Taric, the formation would be very easy to dissipate. If you combine the Ruins of Hell, you can activate the power of the Hell System and can deal more damage.

Or you can replace the Cai Cai generals with Poison system generals, all 3 Poison champions will poison the opponent when dealing damage. Also the poisoned will cost 50% more mana to use the skill.



Mage - Summoner (Mage)

General Zhao Zhao Su would call his followers and keep increasing the numbers and stamina in the front lines. And the Wizards just stand behind and deal comfortable damage to the enemy team. That is why wizards - Summoners are the most selected gamers in DTCL 2.0. Here are the necessary generals in the Wizard - Summonerist squad.



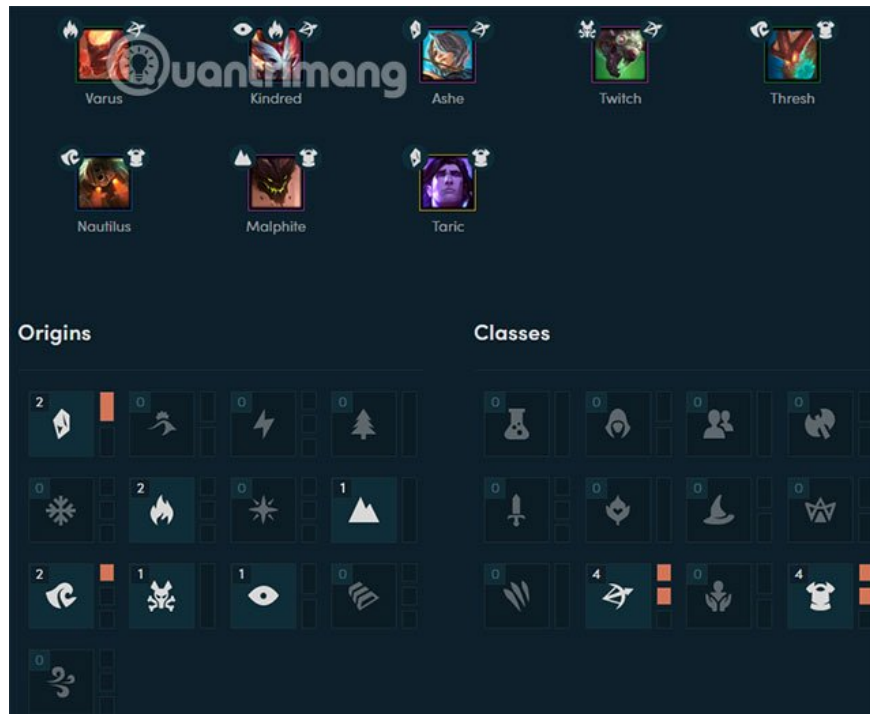
Once you have all of the above champions, you will get the following buff effects:

1. **Buff 6 Summon (Zyra, Azir, Annie, Yorick, Zed, Malzaha):** Support the summoned disciples to have more buffalo health and extend their duration.
2. **Buff 3 Wizards (Brand, Veigar, any other Wizards):** Gives the Wizard champions an additional 50% chance to use skills again, maximizing the amount of damage dealt.
3. **Buff 3 Inferno (Annie, Zyra, Brand):** Burns the ground below the target's feet and deals damage equal to a percentage of the magic damage of the **champion** .
4. **Night 2 Buff (Veiger, Malzahar):** Deals 50% more damage to enemies for 5 seconds.

The sorcerer behind is dealing damage, Summoning Master stands blocking the damage from the enemy team in front. This is obviously a simple lineup that is quite effective in the DTCL Season 2.

Warden Ranger - Warden Ranger

Looking at this lineup, you can also tell that this is a squad that just has enough resistance to deal damage as well.



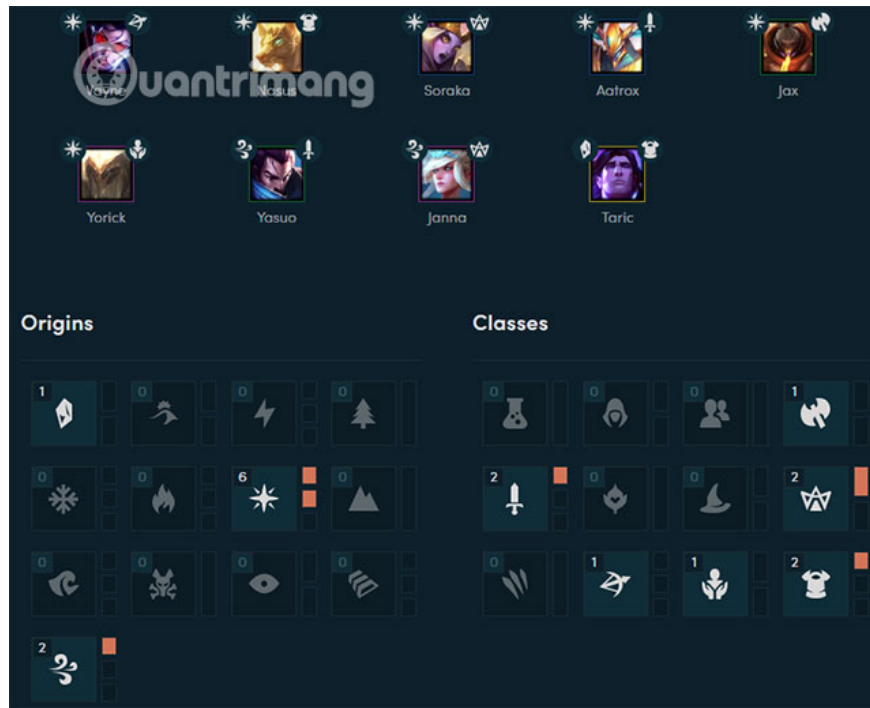
Get all the members above and you will get the following support:

1. **Buff 4 Archers (Ashe, Varus, Kindred, Twitch):** Increases 60% of attack speed for all enemies, creating stable damage.
2. **Buff 4 Cai Warden (Taric, Nautilus, Malphite, Thresh):** Increases 275% of armor, increases buffalo and turns the front line into a wall.
3. **Crystal Buff 2 (Ashe, Taric):** Limit the maximum 100 damage the champion himself must take when the enemy attacks.

Increasing to 275% of the armor makes it clear that the Warden will be able to withstand long enough for the 4 Archers behind to shoot the enemy team continuously. Together with the Crystal buff will help Taric reduce the amount of damage taken. Try to find more Hell Ruins to have more Hell buffs to help increase the damage to your squad.

Light Squad (Light)

When a Light champion is destroyed, all Light champions will regain a maximum percentage of their health and increase their attack speed until the end of the round.



If there are enough squads above, you will have quite a lot of buffs, specifically as follows:

1. **Buff of 6 Light (Vayne, Aatrox, Jax, Taric, Yorick, Nasus):** There are 6 Light **champions** so the remaining **champions** will get 20% health if 1 Light **champion dies** .
2. **Buff 2 Cai Warden (Taric, Nasus):** Increases armor by 100%, giving front of damage to the team.
3. **Buff 2 Mystic (Janna, Soraka):** Increases by 60 magic resist.
4. **Buff 2 Cloud Wind (Janna, Yasuo):** Increases the chance of evading basic attacks by 20%
5. **Buff 2 Swordsman (Aatrox, Yasuo):** Increases 40% chance to hit one more time on the target, which is the main damage of the squad.

You can replace Jax with Yasuo or Ashe to increase the damage to the team, but have to equip both Light Monuments so that one of them can be counted as a Light champion.

With strong resilience and the amount of attack speed is constantly increasing. The Light formation will allow the enemy squad to evaporate quickly if fully staffed. Depending on the game, you should use this formation effectively.

Above are a few strong squads in the DTCL Season 2, with a shift in favor of the elements in the Arena of Truth 9.22. It can be said that the support from the System buffs is quite diverse and can help gamers create many different squads.

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