

Tribal Information may appear in Season 3 DTCL

Some information about new Tribes may appear in the Arena of Truth season 3 and with these new clans, gamers will be quite headache about new tactics.

DTCL Season 3 has revealed information launched in March this year. It must be said that this year 2020 is quite a monumental year for the Truth Arena when it launched simultaneously Mobile Truth Arena and Season 3 "close to the floor" together.

And MortDog, Riot Games's information officer, has revealed some information about the tribe that may appear in the DTCL season 3 on Twitch, although this is just Fanmade but Mortdog appreciated the new Tribe this season. Here is information about the new Tribes in the Arena of Truth this season 3.

Information on the New DTCL Tribe Season 3

Adept (Mastery)



1. **3 Flair:** After channeling, Flair champions receive 15% of their maximum mana for each attack.
2. **6 Flair:** After channeling, Flair champions receive 30% of their maximum mana for each attack.

Occult (Mysterious)



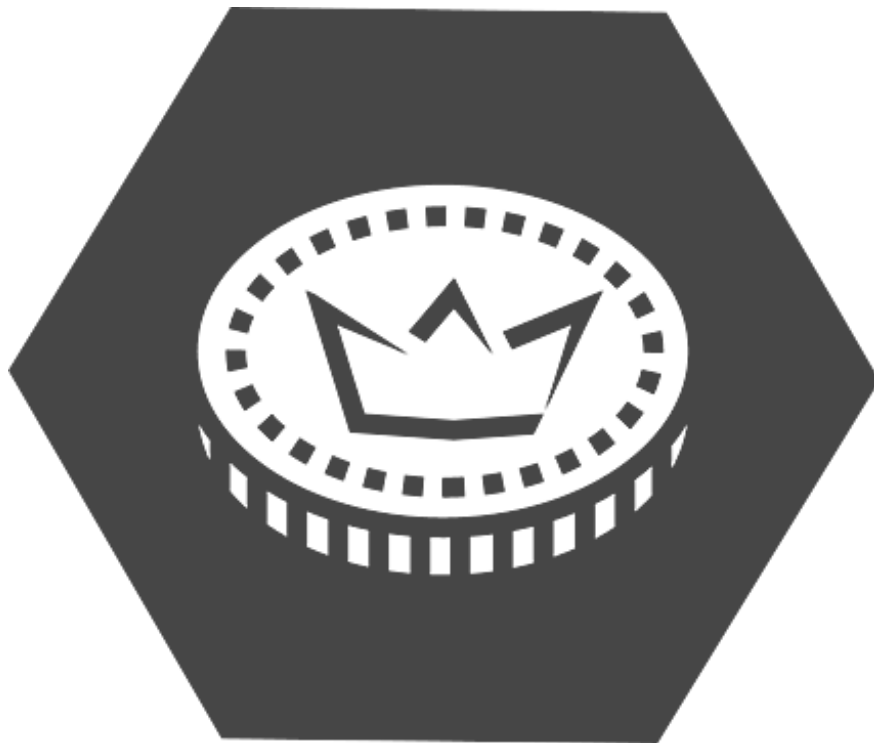
1. **2 Mystery:** The first skill created by the Mysterious Hero will deal standard damage + 30% magic damage.
2. **4 Mystery:** The first skill created by a Mysterious champion will deal true damage. After that, the Mystic Generals have 50% chance to deal true damage + 60% magic damage.
3. **6 Mysterious:** All Mysterious champions deal standard damage + 100% magic damage.

Spectral (Specter)



1. **2 Ghosts:** Shadow champions avoid the first three attacks in each round.
2. **4 Ghosts:** Shadow champions avoid the first four attacks in each round. At the same time, critical attacks cannot do damage to Shadow champions.

Mercenary (Mercenary)



1. **2 Mercenaries:** When a mercenary kills or assists an ally to destroy an enemy champion, they have a 30% chance of dropping one gold (Maximum of 4 gold per round)
2. **4 Mercenaries:** When a mercenary kills or assists an ally to destroy an enemy champion, they have a 50% chance of dropping one gold (Maximum of 4 gold per round)

Merciless (Merciless)



3 Ruthlessness: When Ruthless champions deal 3 basic attacks, they will cause a bleed effect on the enemy champion, dealing true damage based on maximum health and reducing health regeneration by 70%.

Wanderer (Jianghu)



1. **2 Jiang Ho:** With each square that Jiang Hu champions move on the ring, they gain 2% more critical chance.
2. **4 Jianghu:** For each square that Jiang Hu generals move on the floor, they receive 4% more critical ability.

PS: All skills of the Jiang Hu generals are designed to move around the stage continuously.

Zealot



1. **2 Fanatic:** When a Hero is strong, deals magic damage to enemies. Some of that damage will be converted into a spell shield.
2. **4 Fanatic:** When 2 Heroic Heroes deal magic damage to enemies. Some of that damage will be converted into a spell shield.
3. **6 Fanatic:** When 3 Heroic Devils deal magic damage to enemies. Some of that damage will be converted into a spell shield.

Feral (Wild)



1. **2 Wild:** Enemy team champions start the round with a mana of -20 compared to the original and have a 15% reduction in magic power.
2. **4 Wild:** Enemy team champions start the round with mana -40 compared to the original and have a 30% decrease in magic power.
3. **6 Wild:** Enemy team champions start the round with mana -40 compared to the original and have 50% reduced magic power.

Royal (Royal)



2 Royal: When any enemy general dies, the Royal champions will receive a small amount of shield.

Horror



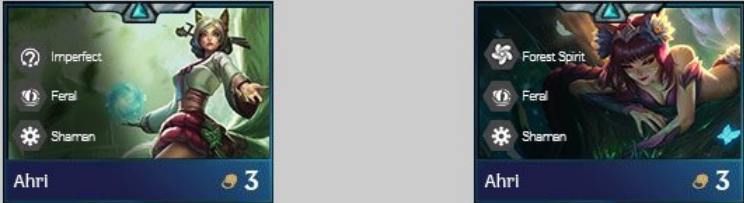
2 Horror: When a Horror champion destroys an enemy, they have a 33% chance of silencing the enemies next to the defeated champion and preventing them from regenerating mana.

Imperfect (Imperfect)



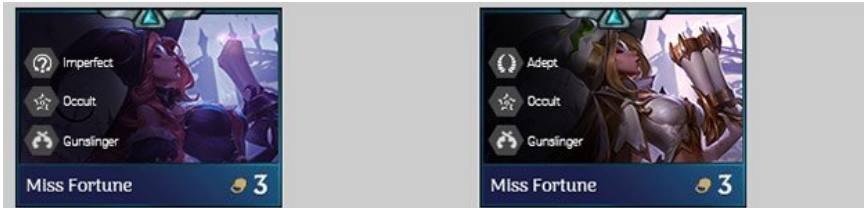
1 Imperfect: If any imperfect general meets certain requirements. They will be changed into a stronger form, they can change their appearance / System / Race and their skills. To make it easier to understand, you can see the image below.

For example, when Ahri is 1 star, she cannot add the Forest Spirit, she can only add this clan when she gains 3 stars.



Orb of deception:
Ahri fires an orb in a line that returns to her, damaging enemies it passes through.
Perfection: Ahri gets perfection if she becomes a 3 star unit. She gains the forest spirit origin.

Another case is Miss Fortune, if she wants to add a clan of Masters, she must fight 5 rounds of PVP and the team must have 3 or 6 Stars.



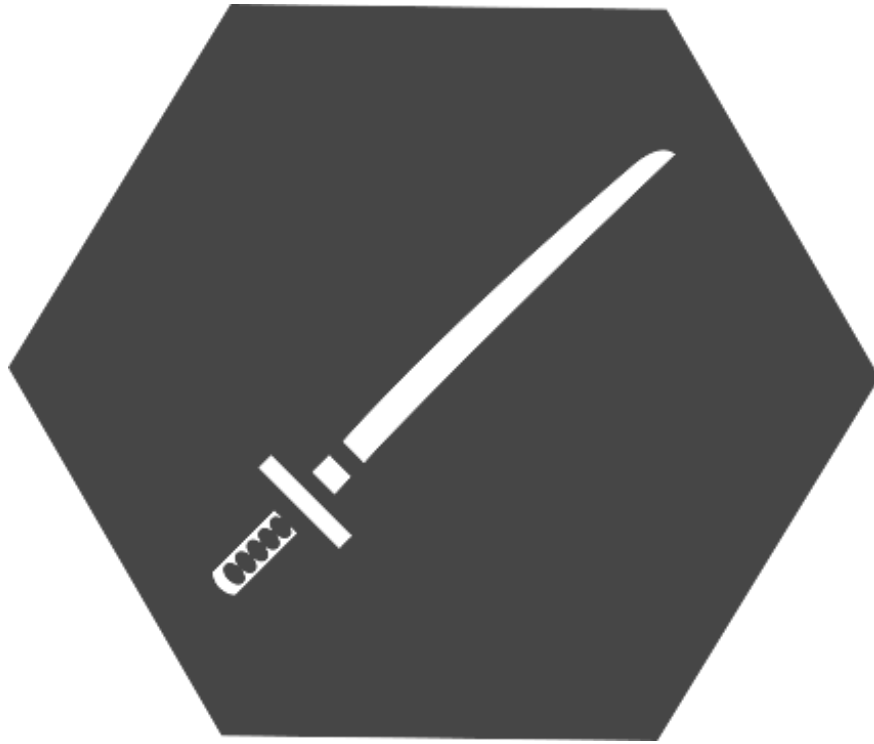
Double up:
Miss fortune shoots the target causing damage and applying on hit effects. This shot bounces to the unit in the back of the target. If the first unit dies to this spell, the damage of the bounce is greatly increased.
Perfection: Miss fortune must be on the board for 5 pvp rounds with the adept (3) or (6) bonus active. She gains the adept origin.

Forest spirit - Ahri



The original system and clan of the Genie of the Forest God (Ahri when 3 stars) will be doubled.

Samurai - Yasuo



General Samurai receives 30% less damage from any source.

Blood Lord - Vladimir



This clan can be said to be for Vladimir only when he got 3 stars

1 Lord of Blood: The enemy champions cannot see Vladimir as a target until he becomes the last champion in the team.

Undying - Tryndamere



1 Immortal: Invincible Hero regains 8% per second.

Magic Stealer - Sylas

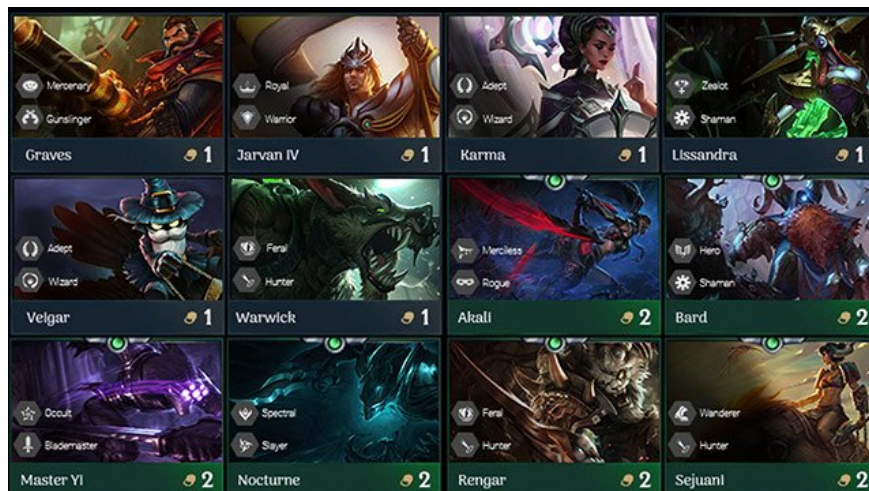


1 Magic Stealer: At the beginning of the round, Sylas copies the skills of enemy champions on the opposite side. Note that only stealing skills, not stealing mana.

Scout - Quinn



Quinn starts the battle and cannot be targeted, after which the Valor bird will bring Quinn to the opposite side of the board and fly away. Quinn will now be targeted as usual.



DTCL season 3

Wizard



1. **3 Wizard:** Adds 40 initial mana to all Wizards
2. **6 Wizard:** The wizard begins the round with full mana.
3. **9 Wizard:** The Wizard begins the round with full mana, after using the skill, they regain half of their mana.

Hunter



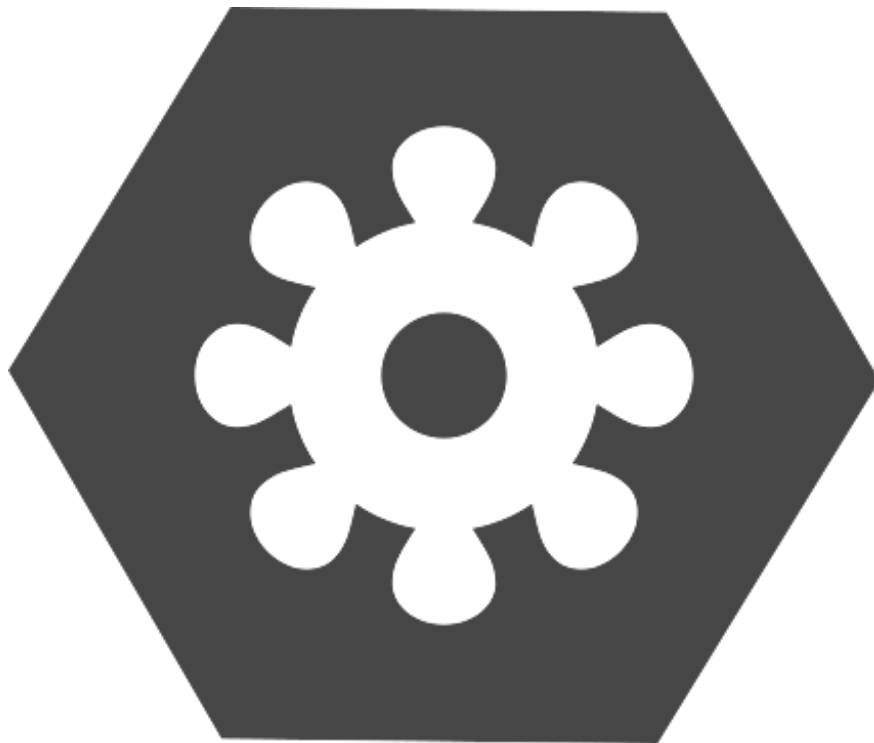
1. The Hunters General focuses on the most bloody enemy champion. Melee Hunters jump into champions with the lowest total health.
2. **3 Hunters:** Hunters' General who kills or assists allies to destroy the enemy will only gain physical damage until the end of the round.
3. **6 Hunters:** All Hunters will receive physical damage when any Hunter kills or assists allies to kill the enemy until the end of the round.

Warrior



1. **2 Warriors:** Warriors gain armor at the start of the battle and they can increase armor by 100%.
2. **4 Warriors:** Warriors gain armor at the start of the battle and they can increase their armor by 250%.
3. **6 Warriors:** Warriors gain armor at the start of the battle and they can increase their armor by 400%.

Shaman (Sorcerer)



1. **3 Shamans:** The ability of the Wizard will increase the area of effect to 1 surrounding area
2. **6 Mages:** Mage's abilities will be increased by affecting the 2 surrounding cells

Slayer (Assassin)



1. **2 Assassins:** Assassin champions gain maximum health if they kill or support allies to kill enemy heroes until the end of the round.
2. **4 Assassins:** All Assassin champions gain maximum health if an assassin kills or assists allies to kill the enemy champion until the end of the round.
3. **6 Assassins:** All heroes in the team gain maximum health if they kill or support allies to kill the enemy champion until the end of the round.

Magus (Ghost)



1. 2 Sorcerers: 50% of Heroic Ministers will receive bonus Physical Damage together with Magic Damage.
2. 4 Spooky: 100% of Spooky champions will gain bonus Physical Damage together with Magic Damage.

Rogue (Faker)



By default, Fake Heroes will jump to the enemy champion with the most items.

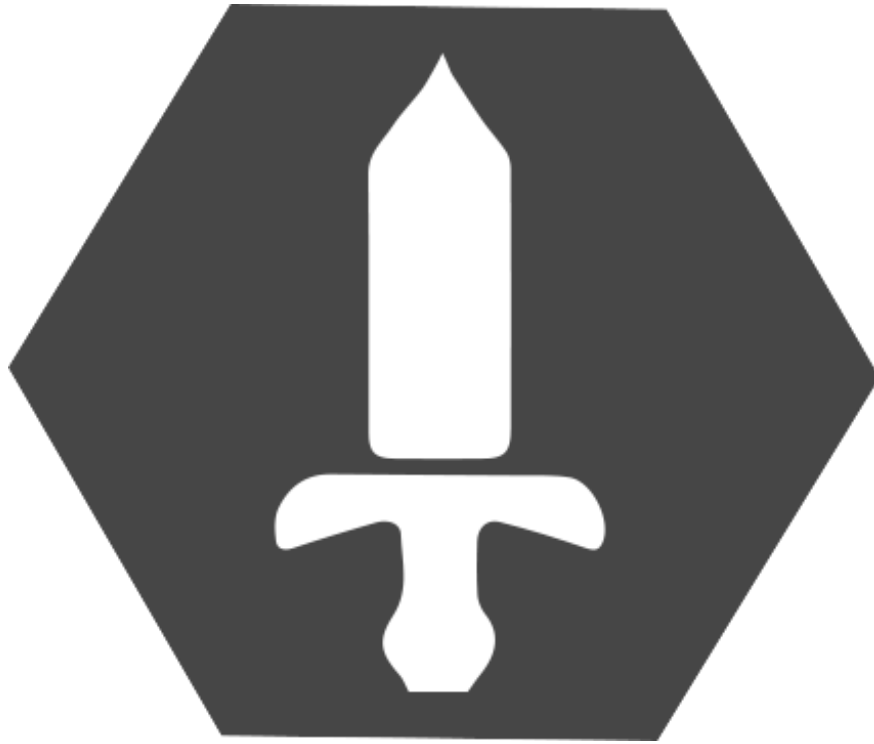
1. **1 Impersonation:** When a Fake Hero attacks an enemy champion, they will copy a random item from the enemy hero (Maximum of 1 item).
2. **3 Impersonation:** When a Fake Hero attacks an enemy champion, they will copy a random item from the enemy hero (Maximum of 2 items).

Cleric (Pastor)



1. **1 Pastor:** Support allies' health boost effects by 25%
2. **3 Pastors:** Support 50% ally healing effect

Blademaster (Swordsman)



Swordsmen have a 40% chance to trigger a normal attack on their target. These additional attacks deal equivalent damage and can apply effects on the attack.

1. **2 Swordsman:** Add 1 blow
2. **4 Swordsman:** 2 more attacks
3. **6 Swordsman:** Add 3 attacks

Gunslinger (Gunner)



1. **2 Gunners:** The gunner has an additional 50% chance to fire once more at random enemies
2. **4 Gunners:** The gunner has an additional 70% chance to fire 2 more on random enemies
3. **6 Sniper:** The gunner has an additional 100% chance to fire an additional 4 times at random enemies

Those are the Tribes that are likely to appear in the DTCL Season 3. With very interesting changes and can be said to challenge the ability of the player to arrange troops.

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