

Which 5 gold champions are the strongest in the Arena of Truth?

Summary of analysis of the 5 gold generals in the Arena of Truth, based on this you can choose the best 5 gold generals for your team.

In the last update of the Arena of Truth, the Mythology class has welcomed a new member, Pantheon. Increases the total number of members in this Tier to 7.

Although all members have different races / systems, we all compare them based on criteria such as the important stats that the champion has, the contribution in teamfights, and the harmony in the different squad.

In this article, we will evaluate which champion is the strongest in the Arena of Truth.

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3. Instructions to play Pantheon Arena of Truth

Which champion is the most powerful 5 gold champion in the Arena of Truth?

Anivia



1. **Skill:** Creates a snowstorm in a circular area to slow down the attack speed and cause damage to enemies.
2. **Base health:** 700

3. **Calories:** 0/100
4. **Slow percentage:** 50%
5. **Total damage:** 700
6. **Suitable equipment:** Devil's Letter Morello, Ambassador of the Crown.

Anivia is not too prominent among the remaining members, compared to the amount of blood and armor, Anivia can not compare with the heroes who are far and near by the index but can still compare the amount of mana.

This champion has quite a high amount of mana activated but his range is only average. This champion must always move very close to the target to perform his basic attack and attack.



Anivia's effectiveness in DTCL is also not too impressive because of the amount of damage and launching time is very slow. Moreover, this general did not get along well with the other squads. Almost Anivia can only be associated with the Iceborn and can be taken by Lissandra.

That is also the reason why the Ice Phoenix is ??almost very little acting area, and with the above assessment, Anivia is ranked lowest in this class of generals.

Karthus



1. **Skill:** Refreshing Spirit, physical power and dealing magic damage to target targets
2. **Mana:** 40/125
3. **Damage:** 350/600/850
4. **Number of enemy champions affected:** 5/7/9
5. **Equipped appropriately:** Staff of the Ambassador, the Demon Lord.

If in the previous update, Karthus is always a must-have name in the ranks of wizards. then after two large power drops, he was also much weaker and seemed to have hidden.

Not only does the damage decrease, the number of champions also decreases, but also increases the amount of mana to cast skills so Karthus is almost completely absent. Besides, the fact that he had to rely so much on the Wizard's team to be able to promote his effectiveness also made Karthus lose the position of an expensive general.

But this grim reaper also has a pretty safe move. Just chanting spells and enemies definitely eat his dame, this is a quite beneficial thing than those with large damage but "bull head". And if combined with the Ma race, he still works during the "opportunity to call soul" rather than the Phoenix Phoenix above

Swain



1. **Skill:** Turns into a demon and then detonates magic damage around
2. **Mana:** 100
3. **Damage:** 300/600/900
4. **Transfiguration time:** 6s
5. **Suitable equipment:** Staff of an Ambassador, Armor of Warmog

The advantage of Swain you can recognize right away is that he is the only one with the 3 most expensive generals / clans. So he can get along in many different squads.

However, there is one point that you need to keep in mind is that although he is a ranged champion, his low range makes Swain always in the situation of facing the opponent's damage. Although his armor is not much. There was also a strength reduction in the last DTCL 9.17 update that made Swain no longer at the peak of his career.

But that doesn't mean Swain is no longer available. In some formations like the Devil, Transfiguration still needs his face. So he will be ranked average in this ranking.

Miss Fortune



1. **Skill:** Fires a large range of bullets that deal magic damage to enemies in a cone area.
2. **Mana:** 75
3. **Damage:** 900/1300/1700 SMPT
4. **Equip:** Scepter of the Grand Master x2, Devil's Letter Morello

If Miss Fortune were to release bullets even at level 1, very few squads would probably be able to withstand it. She can also work independently and can go with quite a lot of different teams and work well together. The amount of mana activating again is low, making Miss Fortune much easier to cast than before.

And of course she also has a certain drawback, which is IQ. If you put her in a corner, Blitzcrank will probably be caught. And when she put her in a position that is not beautiful, even if she was alone, she would immediately have Bullet Storm blindness. So you will have to consider quite a lot if you intend to pick her into your team.

Kayle



1. **Skill:** Immortal Protection - Can make himself immortal for a short time, but most of them buff for others.
2. **Mana:** 100
3. **Duration:** 2 / 2.5 / 3

4. **Allies receive shields:** 1/2/3
5. **Equipment:** Guinnsou Rage, Shojin Spear

Kayle is more of a support-oriented hero rather than dealing with damage, so when comparing damage, she is quite weak compared to other champions. While not damaging, but the DPS or speed indexes are very high.

She can make a champion or top targets immune to damage for 2 seconds. The high attack speed will help Kayle recover very quickly, so the main heroes like Draven, Miss Fortune or Aatrox in the front line will be very advantageous.

Talking about the level of harmony, Kayle can absolutely play odd in any squad and is also "friendly" with the Nobility squad or in some cases, she proved very helpful when traveling with. Kindred. So Kayle is highly rated in this ranking.

Yasuo



1. **Skill:** Launches a tornado that kills and damages all enemies along the way after slashing twice.
2. **Base HP:** 700
3. **Calories:** 0/25
4. **Attack speed:** 1.0
5. **Damage:** 150/350/550
6. **Equip:** Scepter's Scepter, Dragon Claw, Luden Vong

"Wind alone" Yasuo always cool in every mode. Weigh the team even though we are alone and can integrate with every squad. He can be combined with any formation as long as his user likes, besides Yasuo is also a magnet to absorb damage very well.

Yasuo also has 100% health resistant armor that makes those who confront him extremely uncomfortable. The attack speed is 1.0, so Yasuo can quickly accumulate energy and perform a tornado with just 25 of his mana. Although the source of damage is not as much as Miss Fortune, but just a tornado combined with knocking is enough for him.

If he gains the Angel's Scepter with Dragon Claw, Yasuo can ult continuously into the enemy team, making the opponent will not return. With the ability and power equivalent to half of the lineup, Yasuo can be ranked high

in this ranking.

Pantheon



1. **Skill:** Fly above people and dash to the farthest enemy champion on the map, fly and burn to deal damage as a percentage of health in a straight line, landing at a target enemy and stun.
2. **Burning Damage:** 20%
3. **Maximum health% damage:** 15% / 30% / 45%
4. **Base health:** 1000
5. **Energy:** 100/150
6. **Stun duration:** 4s
7. **Equipment:** Armor of Blood, Shojin Spear

This Newbie has a lot of stats, is a Guardian so his stamina will be quite "good". Pantheon has high initial energy, so it is enough for him to cast his move at least once in a fight.

In teamfights, Pantheon can inflict massive damage sources on the field. Riot seems to have favored Pantheon when he has just the damage from the skill set with the deep wound effect and when landing, the enemy team has also suffered losses.

In terms of harmony, Pantheon is also very easy to pair with other teams, he can stand alone but still fully play his best. If there are more armor or blood items, Pantheon will be a real threat to all enemy squads.

Each general in the above ranking has its own strength and nature. But to have the best ability or not, it all depends on how to combine, arrange the team as well as map of gamers for the generals.

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