

Shuga's General Guide on

ShadowStalker of Time

(I will be referring to the class as "SSoT" for the rest of this guide for convenience.)

Now, ShadowStalker of Time may seem complicated at first, but it's a class that has a low skill floor and a high skill ceiling, and it generally performs well-good in each area

SSoT's specialty lies in single targets, mostly bosses or enemies with high hp. But it has capabilities for farming.

Like most chronos, SSoT builds Rifts, which records damage dealt from the last 10 seconds, starting from when the first was activated.

Max Rifts is 4, and does less damage the less Rifts you have...

(SSoT builds Rifts from its Auto Attack, meaning you won't really have to worry about not having enough rifts.)

Now there are generally two modes you have to take note of when you're using SSoT:

- 5 Inactive
- 5 Active

I will be listing down the differences of each skill depending on whether or not your [5] skill is active.



[5] Inactive



{2} - Does damage to two (2) enemies and gives them a moderate DoT for a few seconds. (Useful for building up extra damage if you have extra mana.)



{3} - Does damage to your target and makes them take more damage for a couple seconds. (Almost necessary to build higher nukes but can be skipped if low on mana.)



{4} - Targets multiple enemies and taunts them, while giving you a big 300% dodge chance for a few seconds. Takes no mana, does moderate self damage DoT. (As SSoT regains mana from dodging, it can be relied upon to sustain mana when using a dodge combo. Since it has a taunt, it is also useful for helping randoms stay alive.)



[5] Active



{2} - Does damage, instead of DoT, it gives you an HoT instead for a few seconds.
(Very important to recover hp when your 4 skill is about to become lethal.)



{3} - Consumes Rifts and Nukes your target for your damage based on your Rifts via a DoT.
(Since its nukes come via DoTs, it cannot miss, but it cannot crit. It is also important to note that DoT increasing debuffs on enemies do affect the nuke... Like from Arachnomancer and Dragon of Time.)

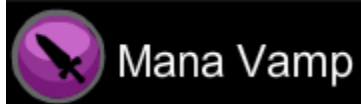


{4} - Does damage to a couple targets and gives them a decent DoT for a few seconds, while giving you back around 40 mana. Takes no mana, does moderate self damage DoT.
(Useful for regaining mana and increasing overall dps, at the cost of your dodge safety.)

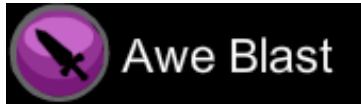
SSoT's specialty lies in the fact that due to how it works, your previous nuke's damage gets added to your next nuke.

ENHANCEMENTS

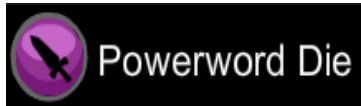
Awe Enhancements



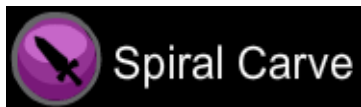
Mana Vamp - Mana Vamp gives SSoT the ability to use its skills more freely without having to worry about sustaining both your mana and HP. This allows SSoT to deal and build much more damage compared to not having it.



Awe Blast - If you are confident you can manage your mana fine, usually for dps combos, Awe Blast should theoretically lead to the highest dps you can achieve while being forgeless.



Powerword Die - While being entirely a copium enhancement for SSoT, should PWD proc, you will be able to use that damage and add it to your next nukes.



Spiral Carve - While you do not need crit chance for SSoT, your auto attack speed allows for frequent proc-ing of Spiral Carve, which boosts your dps.

(SSoT does not need Forge Enhs to be effective, but Forge Enhancements bump it up in power and complexity severely)

Forge Enhancements



Vim (Helm) - Reduces Cooldowns, Increases Dodge Chance, Reduces Mana Cost, Reduces Max HP. (This allows you to use much more skills to build more damage before you throw out your next nuke... Due to lower hp, you will have to manage your hp slightly better than without Vim.)



Vainglory (Cape) - Increases Damage, Reduces Heals. (Using this increases your general damage, which exponentially scales your overall dps due to how SSoT works. But using this paired with Vim means you'll have to manage your HP better, as you have much lower HoTs now.)



Absolution (Cape) - Increases Heals, Reduces Physical Damage. (Only scenarios this would be fitting for is for use against enemies you cannot avoid damage from. As using absolution on SSoT, lets you heal for quite a big number upon activating your 2nd skill while 5 is active.)

Forge Weapon Enhancements



Dauntless - Does decent to massive damage upon using your {2} skill. (Scales higher the lower your hp is.). It also gives you crit rate and haste buffs. (Due to its effects and the damage buffs SSoT has, along with your self DoT, Dauntless takes the spot for the best pick for solo dps, with the most safety and consistency.)



Smite - Does huge damage upon using your {5} skill. (The damage you do using this enh is added to your next nuke, and this is generally the best pick for solo dps, and the fastest consistent method to fast nuke growth)



Valiance - Activates on auto attack, gives general boosts to your stats. (Due to certain mechanics, you can do a supposedly impossible type of double nuke... I also recommend using this if you're in a big group full of supports.)



Lacerate - Does damage and debuffs your target, making them have less dodge and less hit chance. (While this is not needed, it is an option you can use if you plan on using SSoT braindead-ly.)



Praxis - Does damage and applies the Praxis debuff to your enemy upon using your {2} skill. As long as Praxis is active, and you're attacking the same enemy, you will have Infinitely Growing Damage. (While Praxis has some minor debuffs to your enemies, along with the bonus of Spinning Dragon, you're mainly picking it for its infinitely growing damage, making it a good pick for long fights like Azalith.)



Elysium - Does damage based off of missing mana, while increasing your magic damage and giving you both HP and Mana Regeneration for a few seconds, whenever you use your {3} skill. (This is basically improved Mana Vamp. While I normally wouldn't recommend it, it's a useful option to reach the "infinitely growing nuke" threshold.)



Acheron - (To Be Added)

You can generally switch your enhancements around depending on what you want or need at any current times, or depending on your situation. It's all up to you since SSoT is very versatile.

Now onto the general combos.

GENERAL USE COMBOS

(IMPORTANT NOTE: DO NOT INCLUDE "START" IN THE LOOP")

Non-Forge

(you shouldn't be lacking forge for high level ssot playing but it's still viable.)

Safe Soloing - Dodge

Enhancements: Full Luck, Mana Vamp

Start:

4-2-3

Loop:

5-2-3-2

5's effect fades

4-3-2

4's effect almost fades

5-3-2-3

5's effect fades

4-3-2

Then loop.

(To simplify the concept, you would alternate between single and double nukes. + keep in mind that due to missing a bit of haste, you will have to time your skills to dodge properly)

Soloing - DPS

Enhancements: Full Luck, Awe Blast

Start:

3-2

Loop:

5-4-2-3

5's effect fades

(optional 2)

5-3-4-2-3

Then loop.

(Generally, you would find trouble trying to apply this due to mana costs, so I recommend only using this on groups where you have mana cost reduction support classes like StoneCrusher or Frostval Barbarian.)

Forge

Soloing - DPS

Enhancements: Vim, Vainglory, Smite/Elysium/Valiance, Luck

Start:

3-4-2

Loop:

5-4-2-3-2

(I recommend waiting a small bit before using 3)

5's effect fades

3-2

Then loop.

(You have the option to do a double nuke via 5-3-4-2-3 but I recommend not doing it that often as it makes you lose out on nuke growth.)

[Use smite for damage, Valiance if you want to, Elysium for sustain.]

Soloing - DPS Alternative/Traditional

Enhancements: Vim, Vainglory, Smite/Elysium/Valiance, Luck

Start:

3-4-2

Loop:

5-3-4-2-3

5's effect fades

3-2

Then loop.

(Ignoring what I have mentioned above, this has slow nuke growth but can lead to the highest dps in the long run.)

Soloing - Dodge

Enhancements: Vim, Vainglory, Smite, Elysium, Valiance, Luck

Start:

4-3-2

4 is about to fade

Loop:

5-2-3

5 fades

4-3-(2)

Then loop.

(A lot of the skills here are optional depending on whether you need Mana or you need HP... I recommend learning when to do what you need to... But generally the main necessary parts is that you time and use your {4} and {5} well.)

Soloing - Dodge Alternative/Traditional

Enhancements: Vim, Vainglory, Elysium, Luck

Start:

4-3-2

4 is about to fade

Loop:

5-2-3-2-3

5 fades

4-2-3

Then loop.

(This is what is commonly advertised, but I oftentimes do not recommend it as it does similar dps as the single nuke rotation, and its nukes are slower. With the added disadvantage of your mana being a problem, hence why Elysium is the only forge enhancement I can recommend for this.)

Dauntless - DPS + Dodge

Enhancements: Vim, Vainglory, Dauntless, Luck

Start:

4-3-2

5-2-3-2

5's effect fades

Loop:

4-3-2

5-2-3-2

5's effect fades

Then loop.

(This is a combo I formulated that you can press and not have to worry about timings so long as you follow the combo. This works best when potted with potent honor potions too.)

Dauntless - Alternative DPS + Dodge

Enhancements: Vim, Vainglory, Dauntless, Luck

Start:

4-3-2

Loop:

5-2-3-2-3

5's effect fades

4

Then loop.

(This also works very well for Dauntless SSoT if you wish to press less buttons. I personally do not like it due to somewhat inconsistent nuke growth.)

Group - DPS/Chainkill

Enhancements: Vim, Vainglory, Smite/Valiance/Dauntless, Luck

Loop:

5-4-2-3-(2)

5's effect fades

Then loop.

(Depending on the boss' health and your buffs/potions, you can settle for a shorter or longer combo. Just make sure that you don't drop the nuke, or make it take too long. Keep your nukes as fast as possible while making sure that it is still enough to one shot your target.)

Group - Team Safety/Chainkill

Enhancements: Vim, Vainglory, Smite/Valiance/Dauntless/Elysium, Luck

Start:

4-3-2

Loop:

5-2-3-2

5's effect fades

4-3

Then loop.

(The main use for this combo is to help carry others when it comes to bosses that can kill players in one shot by utilizing the taunt of SSoT' 4th skill.)

CURSED COMBOS

Farming

Enhancements: Vim/Pneuma, Vainglory/Avarice, Valiance/Elysium/Dauntless, Luck.

Recommended Enhancement: Pneuma, Vainglory, Dauntless.

Not sure if I should specify a combo, all you need to take note of is simply to use 4 when 5 is active and keep using 2 whenever possible.

Soloing - DPS + Exploit

Enhancements: Vim, Vainglory, Valiance, Luck.

Start:

3-4-2

Loop:

5-4-2-3-2-3

5 fades

3-2

Then loop.

(This one is a bit weird since it relies on your timing and ping + was supposed to be patched out, but if executed correctly, you should be doing bigger damage on your 2nd nuke each cycle.)
(Credits to Addict_ for this one)

Soloing - Dodge + Braindead

(NOTE: THIS REQUIRES EITHER AT LEAST 1 LOO AS A SUPPORT OR USING: FATE TONIC, ELUSION ELIXIR AND FELICITOUS PHILTRES TO BE TRULY SAFE)

Enhancements: Vim, Vainglory, Lacerate, Luck.

Start:

4-3-2

Loop:

Spam anything and everything on cooldown...

(This one is a bit stupid, it is very braindead and allows you to practically not need to look to do relatively decent damage while also still dodging almost all damage done to you. When you use this method, you still have a small chance of being hit, but I assume you can avoid this by drinking the correct potions, tonics and elixirs, while also switching to thief enh.)

CONSUMABLES

Due to SSoT's hybrid nature, you can use a multitude of potions depending on what you need.

But generally, the main one we recommend for general buffs are:

Potent Destruction Elixir
Potent Malevolence/Battle Elixir

Sage Tonic
Fate Tonic

Felicitous Philtre
Potent Honor/Malice Potions (this will benefit you the most.)
(Do note that this makes it very dangerous to sustain your hp and mana, so I recommend you use it carefully.)
(However, it synergizes very well with Dauntless.)

SPECIAL SCENARIOS

Azalith

TEAM COMPOSITION

MANDATORY/HIGH-PRIORITY CLASSES:

Lord of Order
Legion Revenant
Lightcaster
Arachnomancer

RECOMMENDED /ALTERNATIVE CLASSES:

Dragon of Time
Frostval Barbarian
Stonecrusher
Legendary Hero
Mechajouster
Quantum/Continuum Chronomancer

(Of course there are some other Chronos which you can use, but unless they provide a benefit to the team [not selfish], I recommend that you focus on making the SSoT as powerful as possible.)

ENHANCEMENTS + COMBOS

(KEEP IN MIND TO AT LEAST START WITH 4 SO THAT YOUR TEAM HAS TIME TO SET UP THEIR BUFFS WITHOUT DYING)

DAUNTLESS BUILD

Dauntless, Vim, Vainglory

COMBO:

4-3-2

5-2-3-2

Loop

ALTERNATE COMBO:

4

5-2-3-2-3

Loop

(Try to adjust your timing so that you can always do double nukes every cycle)

Recommended Potions:

- Fate Tonic
- Potent Battle/Malevolence Elixir
- Potent Honor Potion

ELYSIUM BUILD

Elysium, Vim/Pneuma, Vainglory

COMBO:

3-2

5-3-4-2-3

Loop

Recommended Potions:

- Sage Tonic
- Potent Malevolence Elixir
- Potent Honor Potion

(This build is recommended if you only have 1-2 supports with you)

PRAXIS BUILD

Praxis, Vim, Vainglory

COMBO:

2

5-3-4-2-3

Loop

Recommended Potions:

- Fate Tonic
- Potent Malevolence/Battle Elixir
- Potent Honor Potion

SMITE BUILD (If you somehow don't have praxis)

Smite, Vim, Vainglory

COMBO:

3-2

5-4-2-3

5's effect fades

Loop

ALTERNATE COMBO:

2

5-3-4-2-3

Loop

Recommended Potions:

- Fate Tonic
- Potent Malevolence/Battle Elixir
- Potent Honor Potion

RECOMMENDED POTIONS LIST

Fate Tonic

Sage Tonic

Potent Malevolence Elixir

Potent Battle Elixir

Potent Destruction Elixir

Potent Honor/Malice Potion

Felicitous Philtre

(You may use these interchangeably depending on what you have on hand, but if you have all of these, then I recommend you look at the preferred potion combination for each build.)

EXTRA NOTES

Keep in mind that once again, I recommend you start the fight off with your 4 so that your team has time to apply their buffs/debuffs without dying. (Especially Lightcaster's damage and hit chance debuffs.)

Try to focus on doing the combos as it may take some time to stack up your nukes.

ULTRAS

Now, I generally would absolutely not recommend using SSoT for ultras as it requires some skill to stay alive, all while maintaining your mana.

But if you must, I recommend you use some form of mana sustaining build, here I would highly recommend Elysium.

(AN IMPORTANT WARNING, SSOT MAY TAKE THE DPS ROLE IN SOME ULTRAS, BUT KEEP IN MIND THAT IT HAS A BUILT-IN TAUNT FROM ITS 4, MEANING, IT MAY INTERRUPT ANY TAUNT LOOPS THAT YOUR TEAM MAY BE DOING. SO PROCEED WITH CAUTION.)

Use Elysium

Use Double Nuke Combos

If not using elysium:

Be conservative of mana

Use Mana vamp instead

(in most situations, it's better to just use a different class)

UNDODGEABLE ENEMIES

For situations like these, it would now depend on what the enemy uses, if it has debuffs and the like. Most of the time, I would recommend simply switching to Absolution and using the dps combo, to help prioritize healing.

- Use Absolution
- Use DPS Combo

(If you cannot outheal or outdps the boss: Just switch class.)

FAQs AND NOTES

Item Boosts

I guess some other things to note is that stuff that has damage boosts and racial boosts affect SSoT's damage by a significant amount due to how it scales damage.

Ex. Necrotic Sword of Doom, Fire Champion's Armor, etc.

In the same nature, lower levels for ssot can have trouble with damage, but it gets better the higher level you are. But ultimately, you'd want at least vim + smite to actually do great damage.

Understanding Skills and Combos

The two main modes of SSoT is whether or not 5's effect is active. I cannot stress enough how much you need at your skill auras, especially for dodging. (found in the top left of your screen, after you turn on the appropriate setting in advanced settings.)

Chainkilling

To "Chainkill" enemies, you need to at least land your nuke damage/kill your enemy using your nuke to carry over that damage to your next rotation.

(If an enemy dies before you throw a nuke, you might end up resetting your nuke damage.)

It is highly recommended that you chainkill in a low-traffic server. Meaning you should prioritize something like Safiria, Galanoth, Sir Ver, instead of Artix or Yorum.

To add more info, you need to keep in mind that SSoT's nuke is based on the last 10 seconds of damage you did, meaning, if an enemy takes longer to respawn, you need to adjust where you start in your loop accordingly... (For example, after an enemy dies, you would normally want to continue the loop and start at 4-3-5-2-3..... but if the enemy takes like 2-3 seconds to respawn, you need to compensate, and start at 5-2-3 or 4-5-3 to ensure that your nuke stack does not drop.)

Dodging and Latency

Ultimately, SSoT will suffer if you have very high ping most of the time. Sometimes, you can compensate by looking at the auras and not waiting for certain cues, but if the internet says no, then your dodge will be inconsistent.