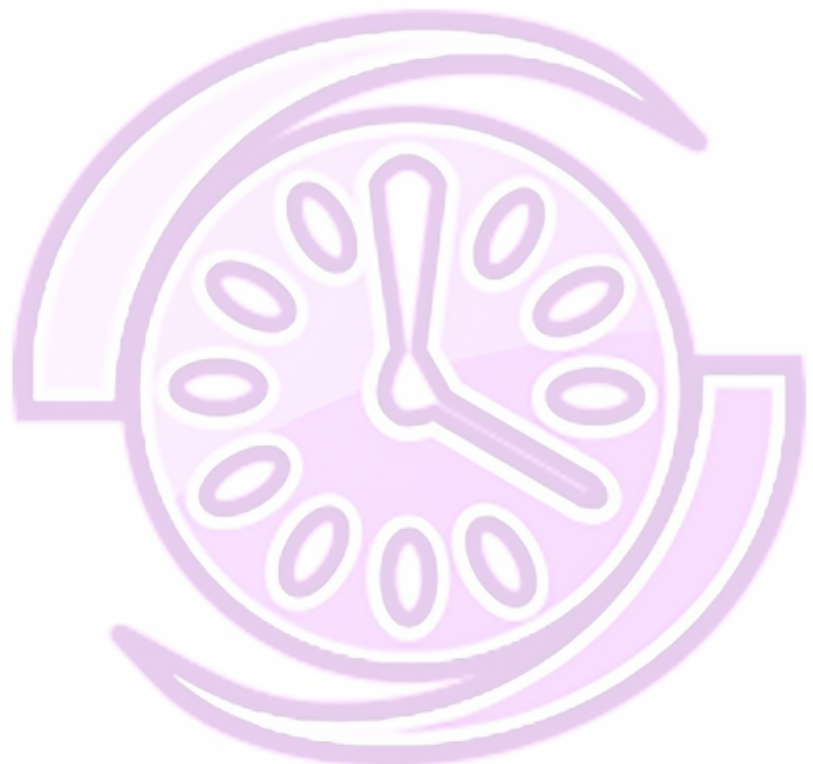


Quickness Chrono

a guide by Thillar.8716





Introduction

Chrono got simplified a lot over time, and now is at a point where you basically just need to spam your shatters to keep up Quickness. So that leaves space to deal a lot of dps and not be just a sad support, and it works with condi as good as with power.

You can use a bit more Boon Duration to start with, to be really sure you can keep up Quickness all the time. With practice you can lower it on some encounters as well to get even more dps out of it.

You can also tank with same build, just by taking a toughness infusion. For some bosses you might want to take a shield for safety, or run Inspiration for the nice Invulnerability. If not is just more painful, you have to rely on others and of course your own skills, so be sure about what you're doing.

So be useful and deal damage, your only worry is Quickness and you give that with shatters, no need to over do with boons, there is literally no reason to deal only 2k dps.

Most pug groups run with 2 healers anyways, so you don't have to take care of everything by yourself. Chronos had to do all the work for too long, time for others to take responsibility as well and finally learn how things work.

This guide is thought with having a Healbrand tank in squad and it strictly needs an Alacrigade.



Gear

You can be really offensive now when it comes to chrono boon, as the only thing you need to provide is Quickness and you achieve that by shattering your clones all the time.

Gear is the same as Power Chrono, and you can swap out some **Berserker** pieces with Diviner ones to get more Boon Duration (you can have a second set of trinkets and a Sword for main hand with Concentration Sigil).

For starters you can go with around 35-40% BD, that means a **Concentration** in main hand and all trinkets **Diviner** (besides the amulet).

Food will help you as well if you use the Potent Lucent Oil utility.

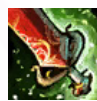
If you take these, then you should think about having helm, leggings and amulet **Assassin** to have increased precision.

Might not be optimal, but works fine and gives you enough stats for starters.

Your main weapons will be double Sword and Focus, both with **Force** Sigil, and you will need a shield with **Paralization** Sigil only for the bosses that require more CC (like Gorse, Sloth, Sama). You could also think about getting a Para Pistol for even more CC.

When you take something else than Time Warp as elite (when **CCs** are needed) and struggle to keep up Quickness, then you can take **Soul Pastry** as food for **higher Boon Duration** in case you don't have different gear to change.

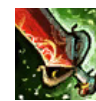
Berserker



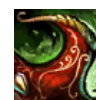
Concentration



Berserker



Force



Force



Paralization



Paralization



Assassin



Diviner



Berserker



Diviner



Berserker



Diviner



Berserker



Assassin



Assassin



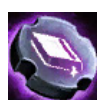
Diviner



Berserker



Diviner



Scholar



Bowl of Sweet and Spicy Butternut Squash Soup



Potent Lucent Oil



Soul Pastry



Traits

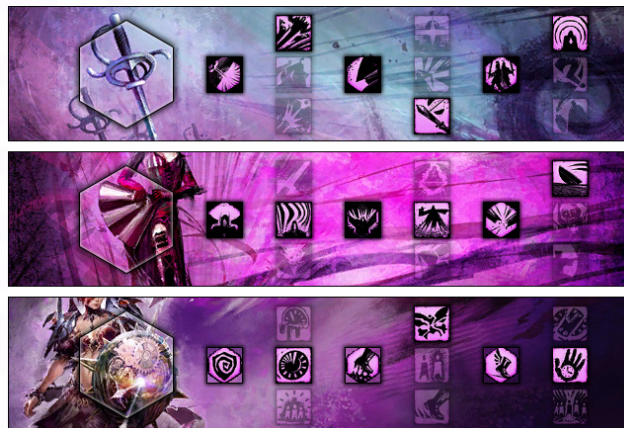
As off chrono you can go really a lot into dps, you basically always run the same build, exception made if you really want to block attacks at specific bosses. Overall is probably a dps increase in general if the rest of the squad simply dodges.

So your traits should be **Dueling** and **Domination** as main build, and Inspiration is what allows you to block and distort in case.

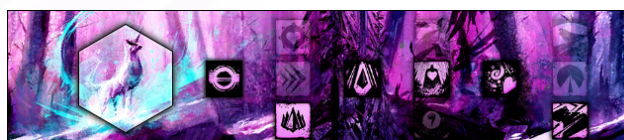
In **Chronomancer** is really important that you take **Seize the Moment** as major grandmaster trait, since that is what lets you push your dps: with this, you give Quickness to your party by simply shattering your clones. And with Time Warp is more than enough to keep your boon up all the time.

You can take **Inspiration** in case you want to share **Aegis** with your party, and your Signet of Inspiration is for 10 targets (needed when giving Alacrity as Chrono, otherwise not really).

Standard Dueling-Domination



Inspiration (Aegis share)



Skills

There isn't much variety and absolutely no need to run with Wells but I still see too many do that. You are a Power Chrono with one different trait and a bit of BD, so your skills should also be offensive.



Heal

Signet of the Ether: heals you and recharges your Phantasm skills, increasing your dps.



Utility

Mantra of Pain: has 2 casts, don't use both and just activate it every time the second charge is back.



Utility - situational

Mantra of Distraction: dazes enemies and reduces cooldown of F3 by 15 sec when fully charged.



Utility

Mirror Images: creates 2 clones and breaks stun.



Utility

Disenchanter: more dps and boon removal (even more useful on Dhuum and Qadimp).



Elite

Time Warp: 6 pulses that give Quickness to the entire squad and Slow on enemies.



Elite - situational

Signet of Humility: very good and fast CC.



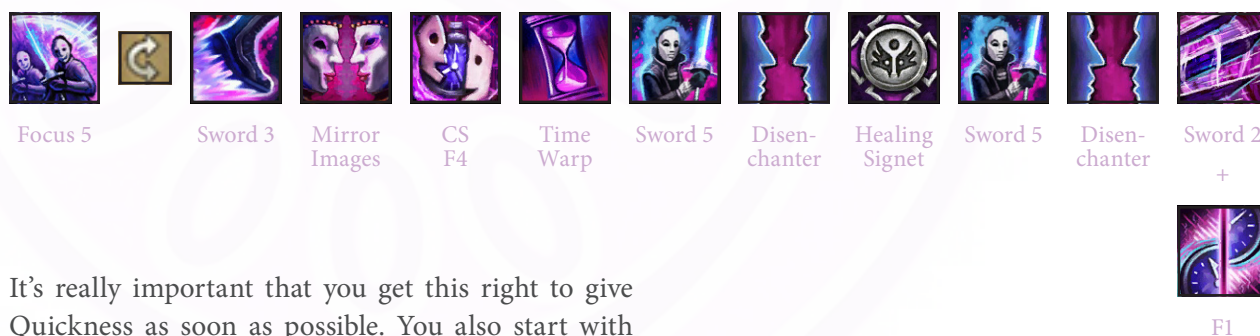
Elite - situational

Gravity Well: CC in 3 pulses, shorter cd than Moa.

Opening

You want to start your fight with instant 3 clones, so you can do your **Continuum Split** in safety and right at the start to give **Quickness** to everyone. It's also nice to have Phantasms attacking before you do your F4 so they will become clones in CS and you can use an F1 shatter there.

So your opening should be (starting on focus):



It's really important that you get this right to give **Quickness** as soon as possible. You also start with decent DPS like this, and afterwards you should just remember to have all the skills ready for your CS so keep an eye on the CDs.

Mirror Images creates 2 clones, so use it when only 1 clone max is already out to not waste it.

Keep shattering **F1** and **F2** to boost your **damage** and have **Quickness** up for everyone. Save **F3** if **CCs** are needed.

Your **Healing Signet** recharges your **Phantasms** skills, so use it with purpose and try not to waste it. Skills affected are: Sword 5, Focus 5, Disenchanter, Shield 4 and Pistol 4.

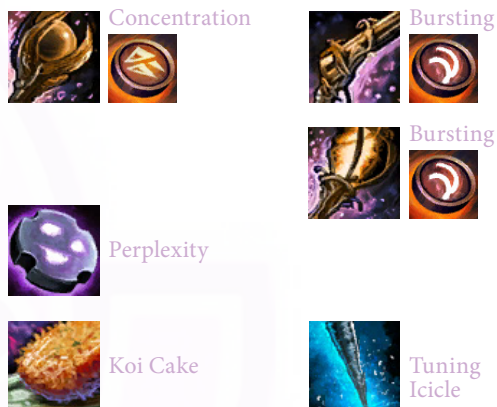


You should use **Mantra of Pain** at the start and every time it recharges one ammo of it.

If CCs are needed remember to actively trigger **Sword 4** (aka click it twice) and swap **Mantra of Pain** for **Mantra of Distraction** (together with Focus 4, F3, and if used **Shield 5** you do a lot by yourself).

Condi Quickness Chrono

For Cairn and Largos you could consider about going condi chrono with **Viper** gear, and **Trailblazer** for Desmina, to maximise your dps, both gears with **Perplexity** Runes, **Concentration** Sigil in main hand and **Bursting** in off. Food is **Koi Cake** and utility is **Tuning Icicle**.



As **Condi Chrono** you take **Dueling-Illusions**, both in **Viper** and **Trailblazer**.

Your skills will be:

Signet of the Ether as heal;

Mirror Images, **Signet of Domination** and **Signet of Midnight** as utilities;

Time Warp as elite.

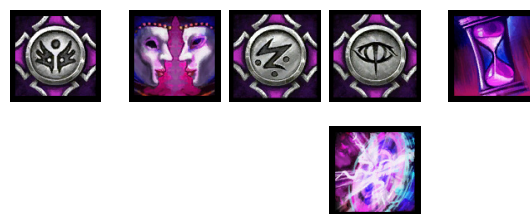
If you need to bring **Portal**, take it instead of **Signet of Midnight**.

Your **Scepter skill 2** creates **clones**: 2 if it blocks, 1 if you activate it again. So start with this and **Mirror Images** for longer CS duration.

Your **Scepter AA** also creates **clones**.


Keep using **F2** whenever you have **3 clones** up (cd gets reduced per clone shattered).

Dueling-Illusions

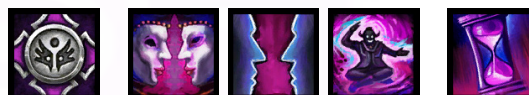
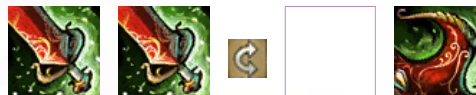


Wing 1

Vale Guardian

You need to **remove the buff from the Blue Guardian**  so the others can attack and actually deal damage. To do so, simply use your Sword AA, 3rd in chain is a boon removal (the clone created with Sword 3 will also remove boons with its chain).

Your CS should be up every phase, just keep **shattering during splits** to keep up Quickness. Don't mess up the Seekers with your Focus 4 (pull), you might want to help but risk to fuck up. Only in last phase you could actually be helpful with it.



Pre Gorseval

Your goal during 1st pre is placing as many **Portals** as possible so that people can slack. The most important are the ones at the edges of the arena, since the 2 in mid are pretty easy to reach from any other circle. For your own safety you can get a **Shield** so you can block a lot with skill 4 and survive better. You can either **Mimic** the Portal (the exit!) or the **Blink** for more mobility. Remember to place a **Time Warp** on the circles every time you take an Adrenal Mushroom.

At the Spirit Wood Race you want to skip the last 2 rifts: as soon as you glide down in the first rift, place your portal and double Blink in front (Mimic > Blink > Blink), and when you reach the **wall** simply close your **Portal** so everyone gets there (you want to be pretty fast to not risk a fail).

You can do a **Mass Invisibility** when entering the Cemetery to make it a little easier.

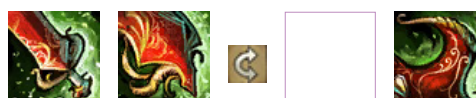
Gorseval

The Firebrand will have "Stand Your Ground!" so you could simply run your usual Domi-Duel, or you could take Inspiration to share Aegis for Gorse's knockbacks.

Since there are quite some **CCs** to do, you should take Shield and save skill 5 for it, and use the Mantra of Distraction (can use both charges) and F3.

You are also supposed to **pull the adds** that spawn after CCs with your Focus 4.

Gravity Well is also good if you want more CCs.



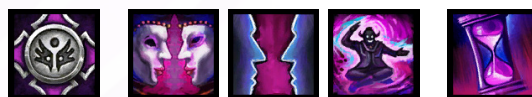
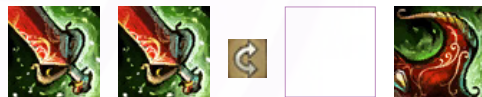
Pre Sabetha

While people are stacking at the beginning of the stairs and killing mobs, you can place your **Portal** and run up (Shield 4 helps) so that you close it when they are done. You should also pull the mobs there with Focus to be even more helpful. Remember to Mimic the exit so you can do a second, very cool Portal.

Once everyone is through the Portal, you can place a second one and wait for a green bomb: as soon as you have it, Blink on the pad and throw yourself up, run in the usual stacking spot and close it so that people don't have to walk and get tired.

Sabetha

This is basically a golem, just do your normal rotation and try to deal as much damage as you can. The only thing that you should do, is **pull the adds** with your Focus 4 under the group so that they get cleaved. Save F3 to CC 2nd champion, and that's it.

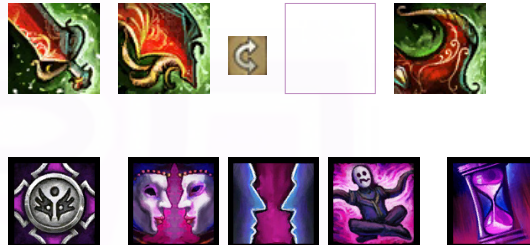


Wing 2

Slothasor

Here **CCs** are needed, and so are **pulls**, so you should run Shield and Focus (also Mantra of Distraction for more CC is nice). You can **prestack 3 Sword 4** clones anyways, by triggering it on the poison so that you can start with **CS right away**. Like this you have in-sta Time Warp and the Healbrand can take the 1st shroom since you'll cover Quickness for the squad.

You really need to **control adds properly**: they spawn every 30 seconds, at **xx:30 and xx:00**, always in the same place in the mid of the arena, so be ready with your pull (you can even precast your Focus 4 when they are about to spawn to be faster). Like this, the Healbrand can just use axe 3 to get them under the boss (and other classes can help anyways, but Chrono pull is the best to get them together).



Bandit Trio

Pull adds.

You could do **mortars**, but so could Rene (easier).

If you have to do them, Shield 5 is enough for the first 2 waves since there's only 1 enemy (you can open the wargs up the stairs at first; and you can stay on the bridge after the second, pull the 3 mobs together and kill them or you'd be really bored). After you have killed on the bridge you can basically just drop out again since next wave is coming soon: there will be 3 mortars this time, and your shield can take care of 2 of them. For the last one just spam clones (could do also a Focus 5 before using Shields on the other 2) and F3, or in case use Focus 4 too if not enough.

Just remember to wait until the Break Bar appears.



Matthias

No need for a Quickness Chrono since there's **Boon Thief**.

Wing 3

Escort

Optimal if you can solo cap the towers (as Mirage), but if not there's no problem as long as you Portal fast and efficiently (you don't need any tanky gear to do that).

Be sure you know where to go in the cave, so in case enter a cleared wing to take a look. You will have to go into the little Thicket Waters to remove  and gain  or you would die. Also pay attention to the shrooms cause they can be really painful, in case just block with Shield 4. Blink also helps to go through it faster.

1st tower: bounce on the mushroom, Shield 4, place Portal (more or less in mid possibly), glide down, Mimic, close Portal. After it's capped, you can go down next to the Bouncing Mushroom and wait there for safety.

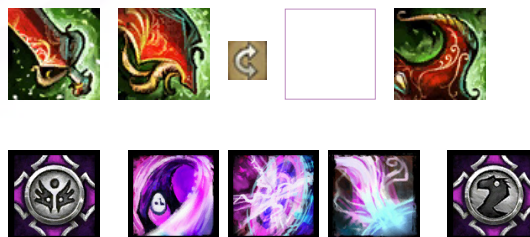
2nd tower: you can start to bounce as soon as Glenna enters the white circle ahead. Start gliding before you drop down with the bounce and you can dodge to get Stealth (helpful against the mobs) and go straight for the Ley Line. Again Shield 4, place Portal, glide down, close Portal. As soon as you take it back, you can walk on the wall right next to the 3rd tower and wait there till your skills are recharged (or if there's a 2nd Chrono, you go down and he stays up).

3rd tower: optimal is another Chrono to Portal up instead of waiting for the CD, or a Thief can also do that. You can go down after it's capped.

4th tower: start to glide up with the Ley Line on the road before Glenna is in the circle to save time. Remember to Stealth while gliding up to make it easier. When you drop down on the tower again Shield 4, place Portal, glide down (from the left of the turret, safer), can Blink away from aoes, Mimic, close Portal. Can go down again after it's capped.

Last tower: you can go ahead on the stair before Glenna gets there, place Portal close to the white circle and start to glide up using the Ley Line below you. Again Stealth gliding helps so dodge. As soon as you land on the last tower you can simply close the Portal and make it faster.

Bonus: you can Moa the wargs so that they don't move after the first attack and can be ignored.



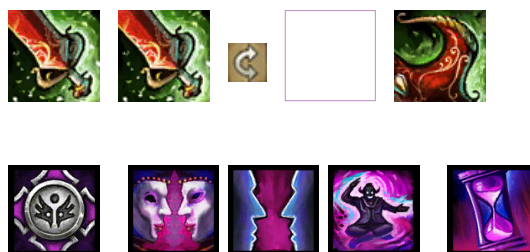
Keep Constrict

You could go Inspiration to block KC's jump, or a DH could block, or people can just dodge and have higher DPS overall (better option tbh).

Save Sword 4 and F3 for CC.

Use Focus to **pull the orb** faster out of the arena after the rift (should do 1 1 2).

You can use CS right at the start and after orbs collecting phases; during dps phases simply cast 3 clones and shatter them instantly (Mirror Images, Sword 3 > F1); keep shattering to keep Quickness up, should phase fast enough anyways.



Twisted Castle

You are expected to **Portal** people down after the 2nd group of mobs after actually starting the event, since it requires too much brain to have people dodge in the right spot without killing themselves. Simply dodge down aiming at the arch (don't jump or you'd take more falling damage and die). You can **Mimic** the Portal so you can get back up easier with another Portal after killing the mobs below.

Remember to pull enemies together or away from the group, depending on the situation.

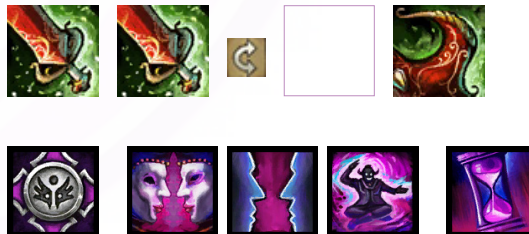
You can take **Blink** to skip the last stairs.

Mass Invisibility is nice to avoid enemies after getting ported in the last section.

Xera

Save Sword 4 and F3 for CCs.

Focus on **pulling the clones** she creates (first spawn around same time as her Gravity Well; when you go back to boss after 50% they're gonna appear quickly, so at least be ready for those 2); Healbrand can pull the others easier with Axe 3.



Wing 4

Cairn the Indomitable

Condi Chrono for more dps.

Don't take reds since you give Quickness by shattering and you have to stay really close to the others.

Mursaat Overseer

Boon Thief so no Chrono.

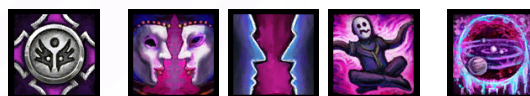
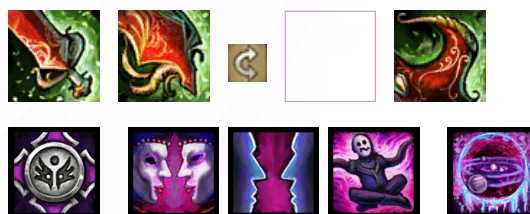
Could take Claim if needed anyways, with any class.

Samarog

Take all the CCs necessary, using Shield, Focus, F3 and Mantra of Distraction every time. Quickbrand should take all the fixations since it has fewer CCs.

Remember to pull Rigom under Sama during phase.

Take Gravity Well, but you have to remember to delay your CS till the first CC, but keep creating clones and shattering them to have Quickness.



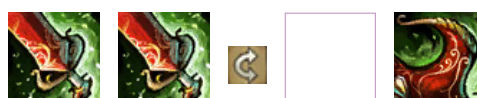
Deimos

Here you could actually go Inspiration to block the pizza attacks with your Signet (could take Signet of Inspiration too in case), but need some practice and you lose quite some dps. For yourself you could just do Sword 2 or 4 to avoid/block it.

You could precast phantasms and clones on distant ghosts while people are about to kill chains, so you start in CS before Deimos even appears but is not necessary since you have Mirror Images for instant clones anyways.

As usual, Sword 4, Focus 4 and F3 to CC Saul.

If you are outside the bubble, remember that Invulnerability doesn't save you, you need an actual block.



Wing 5

Soulless Horror

Condi Chrono tank is the best option to have dps. You really need to be able to rely on your druid though to remove your condis and heal you enough, but remember to block as much as you can.

River of Souls

The only thing you can do, is place **Portal** at 2nd Enervator, **double Blink** in front, and close it towards the 3rd Enervator so the party skips the long walk and it's a little safer.

Statues – Eyes

You need to be able to **Portal** the squad from one side to the other.

Start up at the lights and place the Portal close to south once you enter combat (not before or it disappears). **Take a light**, throw it at north, and go down with the rest of the group. When the Eye is about to die, **Mimic the exit** and close the Portal.

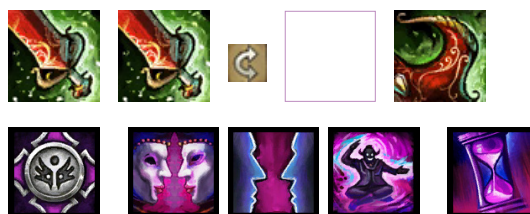
Once you're up, place another Portal close to north, take a light and go down at south with the others. When the Eye is about to die, close the Portal and just go kill north again.

You need to be fast otherwise you risk a fail.

Dhuum

You are usually supposed to take **G3** as off Chrono. Can start the fight in pre with CS, it's gonna be up for when the boss spawns.

Disenchanter and **Sword 3** can help to **remove boons** after he goes mid in Soul Split. And if someone gets caught by poison remember to spam your AA as well to remove boons.





Wing 6

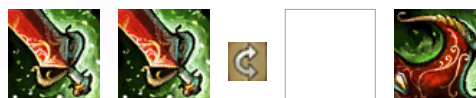
Conjured Amalgamate

You can **precast Sword 3** clones if you go on the right corner of the arena and aim at the close by arm.

Could potentially block the arm's slam but overall a great loss if you go in Inspiration so just refuse.

Remember to **pull the swords** in the group to cleave them down easily.

You should take care of **sword 1**, just remember to give Quickness before you go.



Twin Largos

Condi Chrono for better dps, and remember to take **Portal**.

When everyone goes on the right platform, you simply need to go on the left one and place the Portal on the edge closer to the other side. Be careful as he might dash on you instantly and hurt quite a lot, so you can block with Scepter 2 and/or dodge. Then just glide to the rest of the group and close the Portal as soon as Kenut phases.

Qadim

You need to take **Portal** here (instead of Mantra) as well to make the jumping part easier and the Pyre phase faster: before going to your Pyre, place the Portal close to the boss in mid. Remember to **remove the boon** on your side (Protection/Retaliation) with AA and Sword 3. When it's about to die, close the Portal so you can take it instantly and go mid.

Once you are mid, be prepared in focus since you will need to **pull the elementals under the boss**: place it down when they start to get closer, and activate the pull when their outer circle is just on Qadim/the center of your pull. Then just hope that they will get cleaved down. Try to also pull any other enemy that might be a bit outside of the group afterwards.

You will probably need to **tank the Matriarch** as off Chrono so be sure to get there and make her face away from the other boss (or go lamp if others tank).

There are 2 possible Portals for the jumping part:

one will bring the squad to the **Retal Pyre**; you can either place it in the corner of the platform after Zommoros or at the same place as the Portal to Qadim (simply changes where the squad will have to move after they take it);

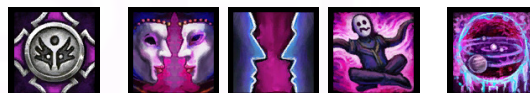
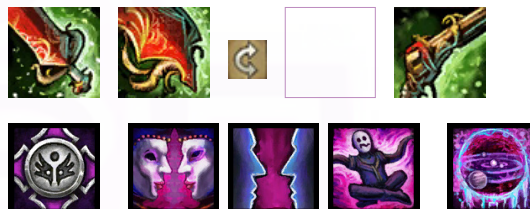
the second will port to **Qadim** and should be placed on the left corner before jumping on the blue balls; open it when the Pyre is about to die.

One of the Portals can be used with Mimic to have a second port when Qadim moves: you will need to open it just a bit behind the first Portal to Qadim, and close it when he changes platform.

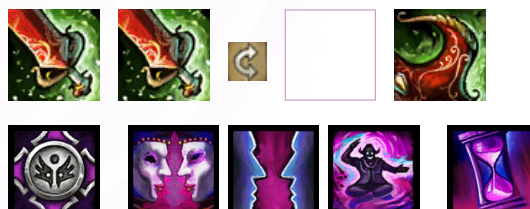
Wing 7

Cardinal Adina
Boon Thief.

Cardinal Sabir
 Bring a lot of **CCs** (with Shield, Pistol, Mantra and Gravity Well).



Qadim the Peerless
 You can **precast Sword 3** clones on Pylons before the encounter starts.
 Remember that you have **Disenchanter** to fast remove boons in last phase.

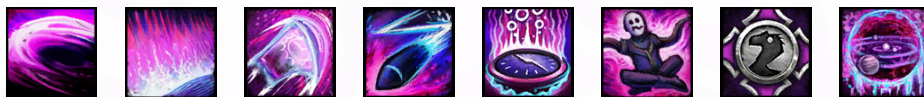




Conclusion

CCs

Always keep in mind what your CCs are: even without Shield you can still do quite some so be effective.



Sword 4

Focus 4

Shield 5

Pistol 5

F3

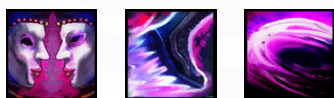
Mantra of
Distraction

Moa

Gravity
Well

Clones

Keep shattering them when you have 3 up. If you keep using your skills, the Phantasms will also become clones all the time so you will not run out of them. Also you really need to do that for Quickness uptime. Be sure you will have enough to start your CS when it gets off CD.

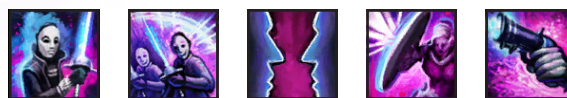
Mirror
Images

Sword 3

Sword 4
if blocks

Phantasms

Your Healing Signet will recharge their CD, so use it to spawn new ones right away after you used the most damaging ones (Disenchanter and Sword 5). After they dealt an attack, they will become Clones, so try to keep track of that too.



Sword 5

Focus 5

Disen-
chanter

Shield 4

Pistol 4

Opening

The most important thing is to give Quickness really fast, so that every DPS can start rotation quickly. Be sure to have your 3 Clones up for longer CS duration and have time to do all your skills in it.

Once you get these things you can just focus on your own damage and improve your performance.

But most importantly: **shatter!**