

# **Tournament Of Souls Shaco Guide**



## **Tournament of Souls Shaco Guide: Dominate the Rift with the Demonic Jester**

Are you ready to unleash the chaotic potential of Shaco in Riot's Tournament of Souls event? This isn't your average Shaco guide; this is a deep dive into maximizing his effectiveness in this specific, high-stakes game mode. We'll cover everything from optimal rune choices and item builds to advanced gameplay strategies that will leave your opponents bewildered and defeated. This Tournament of Souls Shaco guide is your key to unlocking victory and climbing the leaderboards.

### **Understanding the Tournament of Souls Meta**

Tournament of Souls presents a unique challenge. Unlike Summoner's Rift, the map is smaller, objectives are more frequent, and team fights are incredibly common. This fast-paced environment perfectly suits Shaco's strengths: ambushing, isolating targets, and quickly snowballing an advantage. Understanding this meta is crucial for adapting your Shaco playstyle accordingly.

### **Optimal Runes for Tournament of Souls Shaco**

The keystone rune you choose will significantly impact your playstyle. While Electrocute is a popular choice for burst damage, opting for Predator offers immense flexibility for roaming and ganking. The extra mobility allows you to swiftly engage targets from unexpected angles, maximizing the element

of surprise.

**Predator:** This rune provides superior mobility for ambushes and quick rotations across the smaller Tournament of Souls map.

**Cheap Shot:** Increases damage against unsuspecting enemies, perfect for Shaco's ambush tactics.

**Eyeball Collection/Ultimate Hunter:** Eyeball Collection provides additional adaptive force, while Ultimate Hunter reduces the cooldown on your ultimate, enabling more frequent game-changing plays.

**Ravenous Hunter:** Sustain is crucial in a fast-paced mode like Tournament of Souls. Ravenous Hunter provides crucial lifesteal, allowing you to stay in fights longer.

## **Item Build: Maximizing Shaco's Potential**

Your item build should focus on maximizing damage and utility while adapting to the enemy team composition. A core build typically includes:

**Duskblade of Draktharr:** This item grants crucial lethality, crucial for maximizing your burst damage, while its passive provides the perfect setup for your ambushes.

**Youmuu's Ghostblade:** This provides additional lethality and movement speed, allowing for even quicker engagements and escapes.

**Ghost Pluck (Situational):** If the enemy team features many tank champions, Ghost Pluck offers increased penetration.

**Edge of Night (Situational):** This defensive option provides a crucial shield against burst damage and reduces the effectiveness of enemy crowd control.

**Mortal Reminder (Situational):** This is a crucial buy against champions with healing abilities.

**Wit's End (Situational):** Against teams with heavy magic damage, this item offers both damage and magic resist.

Remember to adapt this build based on the enemy team's strengths and weaknesses. Flexibility is key to success.

## **Mastering Shaco's Abilities: A Tactical Approach**

Understanding Shaco's abilities and how to use them effectively is paramount.

#### **Deceptive: (Q)** This is your primary tool for ambushes and escaping ganks. Mastering the timing and placement is crucial.

#### **Jack in the Box: (W)** Use your boxes strategically to control vision, zone off enemies, and initiate ambushes. Placing boxes near brushes or chokepoints can be incredibly effective.

#### **Two-Shiv Poison: (E)** This ability is your primary source of damage; prioritize using it before engaging with your other abilities.

#### Hallucinate: (R) Your ultimate is a game-changer. Use it to distract enemies, create confusion, and secure kills. Mastering the placement and timing is key to unlocking its full potential.

## Advanced Gameplay Strategies

**Early Game Domination:** Focus on ganking lanes to snowball your advantage. Shaco excels at taking down isolated targets.

**Map Awareness:** Utilize your boxes and wards to maintain maximum vision. This will help you anticipate enemy movements and plan ambushes.

**Objective Control:** Prioritize securing objectives like the Rift Herald and dragons to accelerate your team's lead.

**Team Fighting:** Focus on isolating high-value targets during team fights and disrupting the enemy backline.

**Mastering Deception:** Use your abilities to deceive and manipulate your opponents. Mastering deception is crucial for outplaying opponents.

## Conclusion

Mastering Shaco in Tournament of Souls requires dedication and practice, but with the right strategies and understanding of the game mode, you can dominate the battlefield. Remember to adapt your build and gameplay to the enemy team's composition, prioritize map awareness, and most importantly, have fun unleashing the chaotic potential of the demonic jester.

## FAQs

1. Is Shaco viable in all Tournament of Souls team compositions? While Shaco shines in certain compositions, his ability to snowball and create chaos makes him viable in most lineups. Adjust your playstyle depending on your team's strengths and weaknesses.
2. What are some common mistakes new Shaco players make? Common mistakes include poor box placement, overextending during ganks, and failing to utilize Shaco's ultimate effectively.
3. How can I improve my decision-making with Shaco? Practice, reviewing replays, and understanding the map are key. Observing professional players can provide insights into advanced strategies.
4. What are some effective counter strategies against Shaco? Ward heavily, stay aware of his potential ambush spots, and focus on coordinated team fights to minimize his impact.
5. Is there a specific champion that synergizes particularly well with Shaco in Tournament of Souls? Champions that can create chaos and peel for Shaco, such as Amumu or Orianna, can be a great fit.

However, synergy will largely depend on the team composition.

**tournament of souls shaco guide: A Grammar of Kurtöp** Gwendolyn Hyslop, 2017-02-06 A grammar of Kurtöp presents the phonology, morphology, syntax, and semantics of Kurtöp, a Tibeto-Burman language of northeastern Bhutan. When possible, data are presented in a comparative light, lending insight into the development of phenomena such as tonogenesis and nominalizations.

**tournament of souls shaco guide: ABC Etymological Dictionary of Old Chinese** Axel Schuessler, 2006-12-31 This is the first genuine etymological dictionary of Old Chinese written in any language. As such, it constitutes a milestone in research on the evolution of the Sinitic language group. Whereas previous studies have emphasized the structure of the Chinese characters, this pathbreaking dictionary places primary emphasis on the sounds and meanings of Sinitic roots. Based on more than three decades of intensive investigation in primary and secondary sources, this completely new dictionary places Old Chinese squarely within the Sino-Tibetan language family (including close consideration of numerous Tibeto-Burman languages), while paying due regard to other language families such as Austroasiatic, Miao-Yao (Hmong-Mien), and Kam-Tai. Designed for use by nonspecialists and specialists alike, the dictionary is highly accessible, being arranged in alphabetical order and possessed of numerous innovative lexicographical features. Each entry offers one or more possible etymologies as well as reconstructed pronunciations and other relevant data. Words that are morphologically related are grouped together into word families that attempt to make explicit the derivational or other etymological processes that relate them. The dictionary is preceded by a substantive and significant introduction that outlines the author's views on the linguistic position of Chinese within Asia and details the phonological and morphological properties, to the degree they are known, of the earliest stages of the Chinese language and its ancestor. This introduction, because it both summarizes and synthesizes earlier work and makes several original contributions, functions as a useful reference work all on its own.

**tournament of souls shaco guide: Magelord** Terry Mancour, 2017-09-20 MINALAN GETS MEDIEVAL! When you defeat the invading goblin army, get knighted on the field of battle, gifted with lands and gold, usually your happily-ever-after is . . . happy. But now that Minalan the Spellmonger has been ennobled and enfeoffed, Sire Minalan has a task cut out for him that makes defeating goblins seem like child's play: moving his very pregnant bride and a few thousand refugees from Boval Vale into the remote, sparsely-peopled Domain of Sevendorf. But when he arrives, he finds the land withered from neglect, filled with superstition and suspicion, a third of his domain has been conquered before he got there, and the castle he now owns hasn't been maintained in decades. As Minalan manages the challenges of being a noble, being a mage knight, being the lord of the manor, being a landlord, and fending off a belligerent (and well-armed) neighbor, he also has to learn how to be a husband, father, and a leader of a people. Then the fateful night his son is finally born, Minalan learns the nature of fear, as he, his family, and his very realm are forever changed when the spell he casts to save their lives transforms the land. Minalan, his apprentices Sir Tyndal and Sir Rondal, his dour but efficacious castellan Sir Cei, and his moody wife struggle through the winter and defend their domain in his attempt to prove what a Magelord can do for his people when he puts magic in their service. But in the distance, the threat of a renewed war with the goblins looms as they approach the Riverlands, the Gilmoran baronies that are the heart of the Duchies. The contentious High Magi convene to constitute the new Arcane Orders, while the fanatical Royal Censorate of Magic plots defeat them and the thousands of hedgemagi, witches and footwizards they terrorized now see Minalan as a hero. The sinister Family schemes to promote Duke Rard II to become King Rard I of the newly-united Kingdom of Castalshar - over a pile of bodies, if necessary. And suddenly, out of the sky fall dragons in the service of the Dead God to strike at the strength of the nascent Kingdom. How can Sire Minalan fight goblins, plots, poverty and politics, all from his remote and rustic vale while keeping the peasants in line and the Warbird of West Fleria at bay?

With wit, courage, determination, and a healthy dose of magic. And when the new King tasks him to find a way to slay a dragon, an ordinary knight might shy away from the quest. For Sire Minalan, it's just another day on the job as a MAGELORD!

**tournament of souls shaco guide: Theoretical Bases of Indo-European Linguistics**

Winfred P. Lehmann, 2015-01-28 This book presents, for the first time in English, a complete critical survey of the theory and methodology of Indo-European linguistics, from its origins two centuries ago to the present day.

**tournament of souls shaco guide: Hamlet** William Shakespeare, 2022-03-24

**tournament of souls shaco guide: The Dream** Najīb Maḥfūz, 2004 In this new collection of his shortest short stories, the Egyptian Nobel laureate has reduced fictional form to its most essential level, while retaining his justifiably famous mastery of the storytelling art. A man finds that all the streets in this neighborhood have turned into a circus - but his joy at the sight changes to anger when he sees he cannot escape it anywhere, even in his own home. A group of lifelong friends meet to trade jokes in a familiar alley - only to face a sudden, deadly flood that echoes the revenge taken by an ancient Egyptian queen upon the men who murdered her husband. A girl from the dreamer's childhood flies with him from his native lane on a cart drawn by a winged horse, to become a star in the firmament above the Great Pyramid. Such is the stuff of Naguib Mahfouz's *The Dreams* - his first major work since a knife attack by a religious fanatic in 1994 left him unable to write for several years. First serialized in a Cairo magazine, *The Dreams* is a unique and haunting mixture of the deceptively quotidian, the seductively lyrical, and the savagely nightmarish - the richly condensed sum of more than nine decades of artistic genius and everyday experience.

**tournament of souls shaco guide: Sailor Moon 11** Naoko Takeuchi, 2013-05-21 As life appears to return to normal for everyone else, Usagi's turns upside-down in a mundane way with Mamoru leaving to study abroad for a year in America and Chibi-Usa returning to the thirtieth century. This new edition of *Sailor Moon* features: - An entirely new, incredibly accurate translation! - Japanese-style, right-to-left reading! - New cover art never before seen in the U.S.! - The original Japanese character names! - Detailed translation notes!

**tournament of souls shaco guide: Ray Bradbury Stories Volume 2** Ray Bradbury, 2012-06-28 A scintillating collection of stories from the master of science fiction.

**tournament of souls shaco guide: The Interman** Jeff Parker, 2003-01-01 Van Meach is on a quest to find out the circumstances of his birth, a result of the Interman Project that created a superior race of spies but was abandoned after Van Meach's birth.

**tournament of souls shaco guide: The Poetic Edda** Carolyne Larrington, 2014 This collection of Norse-Icelandic mythological and heroic poetry contains the greater narratives of the creation of the world and the coming of Ragnarok, the Doom of the Gods.

**tournament of souls shaco guide: The Scar** China Miéville, 2002-06-25 A mythmaker of the highest order, China Miéville has emblazoned the fantasy novel with fresh language, startling images, and stunning originality. Set in the same sprawling world of Miéville's Arthur C. Clarke Award-winning novel, *Perdido Street Station*, this latest epic introduces a whole new cast of intriguing characters and dazzling creations. Aboard a vast seafaring vessel, a band of prisoners and slaves, their bodies remade into grotesque biological oddities, is being transported to the fledgling colony of New Crobuzon. But the journey is not theirs alone. They are joined by a handful of travelers, each with a reason for fleeing the city. Among them is Bellis Coldwine, a renowned linguist whose services as an interpreter grant her passage—and escape from horrific punishment. For she is linked to Isaac Dan der Grimnebulin, the brilliant renegade scientist who has unwittingly unleashed a nightmare upon New Crobuzon. For Bellis, the plan is clear: live among the new frontiersmen of the colony until it is safe to return home. But when the ship is besieged by pirates on the Swollen Ocean, the senior officers are summarily executed. The surviving passengers are brought to Armada, a city constructed from the hulls of pirated ships, a floating, landless mass ruled by the bizarre duality called the Lovers. On Armada, everyone is given work, and even Remades live as equals to humans, Cactae, and Cray. Yet no one may ever leave. Lonely and embittered in her

captivity, Bellis knows that to show dissent is a death sentence. Instead, she must furtively seek information about Armada's agenda. The answer lies in the dark, amorphous shapes that float undetected miles below the waters—terrifying entities with a singular, chilling mission. . . . China Miéville is a writer for a new era—and *The Scar* is a luminous, brilliantly imagined novel that is nothing short of spectacular. **BONUS:** This edition contains an excerpt from China Miéville's *Embassytown*.

**tournament of souls shaco guide:** *Ringworld Throne* Larry Niven, 1997-03-30 Come back to the Ringworld . . . the most astonishing feat of engineering ever encountered. A place of untold technological wonders, home to a myriad humanoid races, and world of some of the most beloved science fiction stories ever written! The human, Louis Wu; the puppeteer known as the Hindmost; Acolyte, son of the Kzin called Chmee . . . legendary beings brought together once again in the defense of the Ringworld. Something is going on with the Protectors. Incoming spacecraft are being destroyed before they can reach the Ringworld. Vampires are massing. And the Ghouls have their own agenda—if anyone dares approach them to learn. Each race on the Ringworld has always had its own Protector. Now it looks as if the Ringworld itself needs a Protector. But who will sit on the Ringworld Throne? "Niven's work has been an intriguing and consistent universe, and this book is the keystone of the arch. . . . [His] technique is wonderfully polished, his characters and their situations are nicely drawn . . . wraps up (maybe) a corner of a very interesting universe."—San Diego Union-Tribune

**tournament of souls shaco guide:** *Ball Four* Jim Bouton, 2012-03-20 The 50th Anniversary edition of "the book that changed baseball" (NPR), chosen by Time magazine as one of the "100 Greatest Non-Fiction" books. When *Ball Four* was published in 1970, it created a firestorm. Bouton was called a Judas, a Benedict Arnold, and a "social leper" for having violated the "sanctity of the clubhouse." Baseball commissioner Bowie Kuhn tried to force Bouton to sign a statement saying the book wasn't true. Ballplayers, most of whom hadn't read it, denounced the book. It was even banned by a few libraries. Almost everyone else, however, loved *Ball Four*. Fans liked discovering that athletes were real people—often wildly funny people. David Halberstam, who won a Pulitzer for his reporting on Vietnam, wrote a piece in Harper's that said of Bouton: "He has written . . . a book deep in the American vein, so deep in fact that it is by no means a sports book." Today *Ball Four* has taken on another role—as a time capsule of life in the sixties. "It is not just a diary of Bouton's 1969 season with the Seattle Pilots and Houston Astros," says sportswriter Jim Caple. "It's a vibrant, funny, telling history of an era that seems even further away than four decades. To call it simply a 'tell all book' is like describing *The Grapes of Wrath* as a book about harvesting peaches in California." Includes a new foreword by Jim Bouton's wife, Paula Kurman "An irreverent, best-selling book that angered baseball's hierarchy and changed the way journalists and fans viewed the sports world."—The Washington Post

**tournament of souls shaco guide:** *Ringworld's Children* Larry Niven, 2007-04-01 Welcome to a world like no other. The Ringworld: a landmark engineering achievement, a flat band 3 million times the surface area of Earth, encircling a distant star. Home to trillions of inhabitants, not all of which are human, and host to amazing technological wonders, the Ringworld is unique in all of the universe. Explorere Louis Wu, an Earth-born human who was part of the first expedition to Ringworld, becomes enmeshed in interplanetary and interspecies intrigue as war, and a powerful new weapon, threaten to tear the Ringworld apart forever. Now, the future of Ringworld lies in the actions of its children: Tunesmith, the Ghould protector; Acolyte, the exiled son of Speaker-to-Animals, and Wembleth, a strange Ringworld native with a mysterious past. All must play a dangerous in order to save Ringworld's population, and the stability of Ringworld itself. Blending awe-inspiring science with non-stop action and fun, *Ringworld's Children*, the fourth installment of the multiple award-winning saga, is the perfect introduction for readers new to this New York Times bestselling series, and long-time fans of Larry Niven's Ringworld. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

**tournament of souls shaco guide:** *Lord Loss (The Demonata, Book 1)* Darren Shan,

2011-03-21 The first book in the Demonata, the demonic symphony in ten parts by multi-million-copy bestselling horror writer Darren Shan...

**tournament of souls shaco guide: Monstrous Regiment** Terry Pratchett, 2009-10-13 Wickedly satirical . . . nothing short of brilliant." — Publishers Weekly (starred review) Another ingenious entry in Sir Terry Pratchett's internationally bestselling Discworld fantasy series about the art of war and the brave women who wage it. War has come to Discworld. The homes and businesses throughout the duchy of Borogravia limp along, doing the best they can without their men, sent to fight their age-old enemy. Polly has taken over the lion's share of responsibility for the running of her family's humble inn, The Duchess. Her beloved brother Paul marched off to war almost a year ago, but it has been more than two months since his last letter home, and the news from the front is bad: the fighting has reached the border, supplies are dwindling, and the brave Borogravians are losing precious ground. So the resourceful Polly cuts off her hair and joins the army as a young man named Oliver. As Polly closely guards her secret, she notices that her fellow recruits seem to be guarding secrets of their own. A novel that explores the inanity of war, the ins and outs of sexual politics, and why often the best man for the job is a woman, *Monstrous Regiment* is vintage Pratchett in top form. The Discworld novels can be read in any order but *Monstrous Regiment* is a standalone.

**tournament of souls shaco guide: Lasker's Manual of Chess** Emanuel Lasker, 2013-04-15 Great chess master shares his secrets, including basic methods of gaining advantages, exchange value of pieces, openings, combinations, position play, aesthetics, and other important maneuvers. More than 300 diagrams.

**tournament of souls shaco guide: Black Powder War** Naomi Novik, 2006-05-30 In the third novel of the New York Times bestselling Temeraire series, Captain Will Laurence and his dragon transport precious cargo while fending off enemies on all sides. "A splendid series."—Anne McCaffrey After their fateful adventure in China, Captain Will Laurence of His Majesty's Aerial Corps and his extraordinary dragon, Temeraire, are waylaid by a mysterious envoy bearing urgent new orders from Britain. Three valuable dragon eggs have been purchased from the Ottoman Empire, and Laurence and Temeraire must detour to Istanbul to escort the precious cargo back to England. Time is of the essence if the eggs are to be borne home before hatching. Yet disaster threatens the mission at every turn—thanks to the diabolical machinations of the Chinese dragon Lien, who blames Temeraire for her master's death and vows to ally herself with Napoleon and take vengeance. Then, faced with shattering betrayal in an unexpected place, Laurence, Temeraire, and their squad must launch a daring offensive. But what chance do they have against the massed forces of Bonaparte's implacable army? Don't miss any of Naomi Novik's magical Temeraire series HIS MAJESTY'S DRAGON • THRONE OF JADE • BLACK POWDER WAR • EMPIRE OF IVORY • VICTORY OF EAGLES • TONGUES OF SERPENTS • CRUCIBLE OF GOLD • BLOOD OF TYRANTS • LEAGUE OF DRAGONS

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