

**HELLO, IT IS I, THE LEGENDARY TSUNDERE IMOUTO.** Summoner is a buggy mess of a garbage job in 5.0 that takes a ridiculous amount of tedium to master. If that doesn't sound like your idea of a good time, I recommend you wait a little bit to learn how to play Summoner.

This guide is not comprehensive, well edited and pruned, or very curated; I anticipate Summoner will change significantly between now and Savage raids. The purpose of this guide is to serve as a stop-gap that will bridge the difficult learning curve of looking through spreadsheets and watching 20 minute long videos all day. It represents information to the best of my ability, and I hope it is helpful. I will make you aware of the places Summoner is most likely to change, but nobody can predict the future.

## Frequently Asked Questions

Q: What stats are best for Summoner?

A: Intelligence > Crit > DH > Det >>>> Spell Speed

Q: What gear is best for summoner?

A: i470 Min Speed (Highest damage potential)

<https://ffxiv.ariyala.com/19MY2>

i470 2.48s GCD (Edengrace Head)

<https://ffxiv.ariyala.com/19MYL>

i470 Max Crit 2.45s GCD (Most volatile & variant)

<https://ffxiv.ariyala.com/19MZR>

Q: What pet should I use?

A: Ifrit for 1 target, Garuda for 2 or more targets.

Q: What food and potions do I use?

A: Robe Lettuce Salad and Grade 2 Tictures of Intelligence

Q: What's good DPS for a Summoner in BiS gear.

A: My numbers are biased. For fights, check what dps corresponds to average flogs percentiles. Anything 75th percentile or higher is good. 90th+ is ideal. These numbers will seem low-ish, but that's because many people don't have a good grasp of how to play Summoner well at the moment.

On a dummy with food, I sustain 11 - 11.5k dps alone depending on my level of mistakes, luck with crits, and whether or not it is after a burst phase. I consider anything higher than 11k very good DPS on Summoner.

## Choice of Rotation

[There are two prevailing rotations right now](#): My names distinguishing them are “Tokyo Drift” (also known as “Miyabi” rotations) and “Easy Bahamut.” Below are the differences, and how you should generally make your decision about which to learn.

### Tokyo Drift (Miyabi Rotations):

- Designed for groups with ninjas. Optimized for trick attack alignment, but as a result aligns with every other important buff for you in the game, so good with any composition.

- Requires intimate understanding of specific timings for your demi primals and energy drains. Higher skill and practice required.

- Punishes players the higher ping they have. You probably shouldn't use this if you have >100ms latency. The rotation will be more difficult for you at >60ms, but is still viable.

- Relies on a workaround for a bug in summoner's demi primals. Ergo, the specific timings and such may become irrelevant when this bug is (hopefully) fixed.

### Easy Bahamut:

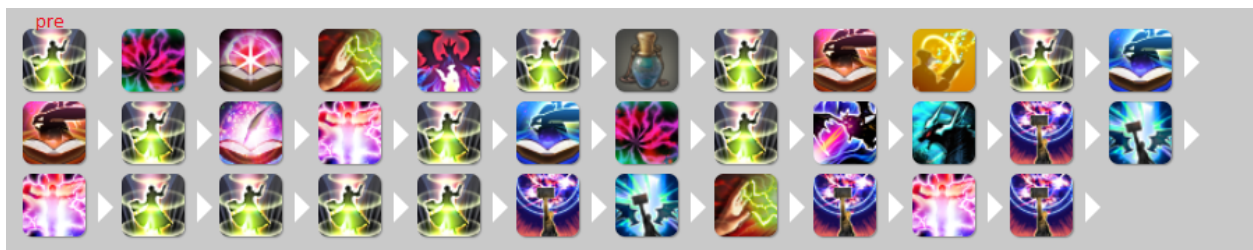
- Equally optimal as Tokyo drift for groups without ninjas. If you don't have a ninja, make your life easier and use this rotation. If you do have a ninja, you're sacrificing 100-200 potency a minute if you choose to use this, so consider it carefully.

- Bahamut is much nicer on low-ping players, but Phoenix is still difficult and requires specific timings or a triple weave.

- Has slightly later energy drain timings than Tokyo Drift, which may be bad in certain fights with very specific timelines, but is mostly fine identical.

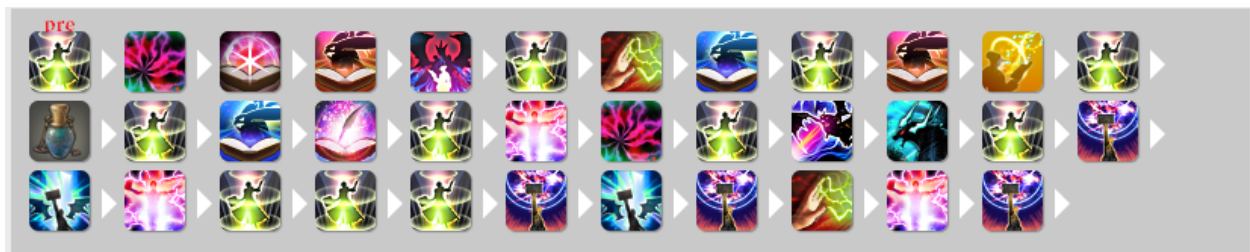
## Openers

### Tokyo Drift:



The Tokyo Drift opener has Energy Drain land at 2.3 seconds, which means it comes immediately after your Enkindle bahamut at 32.3 seconds. To make this rotation line up correctly, you must use the **Clip Your GCD After Summoning** entrance to bahamut.

### Easy Bahamut:



The Easy Bahamut opener sacrifices trick attack alignment to avoid needing to clip your GCD going into bahamut. The energy drain is also slightly later, coming in at 4 seconds, and so is placed in the GCD after enkindle bahamut, rather than weaved alongside it.

### Why the heck do we use Tri-Disaster right after our precast ruin 3?

Both of these openers feature a technique from JP Summoner Miyabi Vartengale. The idea is simple: Ruin deals 100 potency less damage if there are no DoTs on the target. So, every ruin after the boss has been pulled should have DoTs on the boss. As such, we slam tri-disaster right into the beginning of the opener, right as the boss is pulled, and must wait a brief moment before casting the first Ruin 2 of the fight. 100 potency > clipping a little.

## Important Techniques To Understand

### Demi Primal Entrance Techniques; Getting 8 Demi Attacks

Currently, Bahamut and Phoenix have a bug that makes them unresponsive within 1 second of summoning them. If you try to ruin 2 too soon after they are summoned, they will not respond with a Scarlet Flame or Wyrmwave, and you will lose 120 potency for no good reason.

As a workaround to this bug, we have created some techniques that work around this problem. All of these techniques have some cost associated with them; all of those costs are generally less than missing the 8th demi attack, so you should be doing one of them.

### Clipping your GCD after summoning a demi primal

The first technique is the simplest to understand. After you press the ability to summon Bahamut or Phoenix, simply chill out for a fraction of a second before hitting the ruin 2 afterwards. This clip ranges anywhere from 0.3 - 0.6 seconds depending on your latency. You will need to test the timing yourself to determine what's good for you.

To test the timing, go to a dummy and cast ruin 2 -> (any weave here), (summon skill here). Then, wait for your gcd to completely cool down. Take a little breath, then hit your ruin 2 button. If your demi-primal follows up with Scarlet Flame or Wyrmwave, you got it.

The downside to this technique is that if you wait too long on your initial clip, you may lose too much time to fit the last demi attack into their 20 second window, resulting in 7 attacks

anyways. Make sure you follow up your initial tests with a full 20 second rotation of executing demi-primal skills, including using Enkindles. Make sure you see that last Wyrmwave or Scarlet Flame land to ensure you're not waiting too long.

### **Triple Weaving into Phoenix**

Spells with a 2.5s cast time are subject to something called "caster tax" where there is a slight gap between your GCDs because of the animation playing at the end of the spell, rather than right at the beginning. Phoenix currently has a bit more room in its 20 second window than Bahamut's does because all of your GCDs are instant cast during Phoenix, avoiding caster tax.

Because of this extra time, one way to fill the gap between summoning phoenix and using a gcd is simply by triple weaving going into Phoenix. In the Tokyo Drift rotation, this triple weave is used for more than just to get the 8th scarlet flame: it favorably re-aligns the next 60 seconds of your rotation as well.

To perform the triple weave, simply go to a dummy with Firebird Trance charged. Cast: Ruin 2 -> Tri-Disaster -> Firebird Trance -> Enkindle Phoenix.

This should work every time in guaranteeing that first scarlet flame.

### **Easy Bahamut**

The namesake of the Easy Bahamut rotation, this last demi entrance is the only one that resolves the gap *without* clipping your gcd. The Easy Bahamut rotation covers the gap at the start of bahamut simply by casting a Ruin 3 as the first spell of your 20 second bahamut window. Because Ruin 3 does not register a wyrmwave until the end of the cast, the gap is easily accounted for without any special timing.

To perform the easy bahamut rotation, simply go to a dummy and do the following sequence of actions

Ruin 2 -> (Any Weave), Summon Bahamut.

Ruin 3

Ruin 2 -> Enkindle Bahamut, (Any Weave)

Ruin 3 three times

Ruin 2 -> Enkindle bahamut, (Any Weave)

Ruin 2 -> (Any weave), (Any Weave)

Ruin 2 -> (Any weave), (Any Weave)

Why so many Ruin 2's at the end? Well to figure that out, read the next section

### **Properly ending your demi-primals**

To ensure 8 demi attacks, you need to use one of the above demi entrances; but that's not all you have to do. There are two other requirements as well:

1. You must not use Enkindle Bahamut/Phoenix within the last 5 seconds of the timer.
2. Your last 2 GCDs of the timer (5 seconds or less remaining) must be instant cast.

On Phoenix, these requirements are incredibly easy to fulfill, because we don't have to juggle ruin 3s. However, on bahamut, it means we're casting more Ruin 2's than feels natural. Make sure to not enkindle too late, and always use Ruin 2 coming out of bahamut.

One way to take advantage of the last ruin 2 of bahamut is to cast an egi assault in the second half of the GCD. Bahamut will have already gone away, and your pet will pop back out just in time for you to sneak this solo egi assault in. Because we're already r2ing there for an 8th wyrmwave anyways, it's essentially a free weave of egi assault.

### **3/1 Tri-Disaster DoT cycle**

Similar to Stormblood, if we plan our usage of Tri-Disaster, we can reduce needing to manually cast Bio and Miasma to only once every two minutes. The way to do this is to ensure your DoT reset aligns with your trance cooldown, and make sure you're casting Tri-Disaster either *just before* or *just after* your trance, as well as holding your tri-disaster cooldown for 10 seconds at a specific time.

This timeline illustrates this process in a generic two minute cycle:

0:00 -- Cast Dreadwyrms Trance, then use the free reset to immediately cast Tri-Disaster.  
0:30 -- Manually cast DoTs.  
0:50 -- Tri-Disaster naturally comes off cooldown; but DO NOT use it yet.  
1:00 -- Use your natural tri-disaster right as dots are falling off, then use Firebird Trance to get a free reset. Hold onto this reset until...  
1:30 -- Here! Where you use that tri-disaster that you saved from 30 seconds ago.  
2:00 -- Repeat from the top

The trances here are actually not the important part: Because of downtime, this cycle may drift such that your tri-disaster comes *before* Dreadwyrms Trance and *after* Firebird Trance. But the idea is the same, whether DWT and FBT are reversed. The common rule of thumb to keep in mind is:

If I'm about to go into a trance and I have tri-disaster off cooldown, use it.

If my DoTs are running out and I have a trance coming off cooldown right at the same time, use the trance to reset Tri-Disaster and use it.

If my DoTs are running out and I have no trance, but I have Tri-Disaster saved from an earlier trance, use it.

If my DoTs are running out and I have neither trance, nor Tri-Disaster, I must manually cast my DoTs.

## **Delaying the first Phoenix of the fight**

You might notice in our rotation spreadsheets that we have Firebird Trance at 70 seconds, instead of at 60 seconds. Buffs generally apply somewhere between 5 and 12 seconds in the opener. But we use Dreadwyrms at 2 seconds! So our natural timing for Firebird Trance would be at 62 seconds. However, if we continue this timing to two minutes, our second dreadwyrms would land at 122 seconds, which poses a problem: The buff window at 2 minutes begins at the 125-132 second mark, because the application of those buffs were delayed somewhat in the opener.

To realign with buffs and use the extra time afforded by hardcasting DoTs after our opener, we delay the first Firebird Trance of every fight by 10 seconds. This aligns every trance thereafter into the buff windows that will happen at 2, 3, 4, 6 minutes, etc.. The one exception to this strategy is e3s, where Leviathan leaves for the first Maelstrom around 80 seconds into the fight: if we delayed our Firebird trance there, we would not get the full duration of phoenix, and so we use Firebird trance at 60 seconds on e3s instead of delaying it.

Another benefit of delaying firebird trance by 10 seconds is that your 2nd devotion of the fight will naturally happen before firebird trance, not during it, allowing you to use it on-cooldown and keep it aligned with your party's other 3 minute buffs.

## **Setting up for Double Weaves**

Minimizing Ruin 2 casts is a much bigger priority for summoner than it used to be. Similarly, our off-gcd abilities have changed quite considerably. We now have a couple incredibly rigid oGCDs, and a couple fairly flexible ones.

Rigid oGCDs: Dreadwyrms/Firebird Trance, Tri-Disaster, Energy Drain, Enkindle, Devotion

Flexible oGCDs: Egi Assault I and II, Fester

To maximize the number of ruin 3's we get, a good habit to be in is to solo-weave as little as possible. Because we have to use our rigid oGCD abilities at very specific times, the best way to accomplish maximizing double weaves is to hold one of our flexible oGCDs to pair with them every time. Here's some guidelines to help you do this.

1. Plan ahead to weave two things in Bio III instead of casting an extra ruin 2.
2. Put as many flexible oGCDs in places where we can weave freely (inside of trances) or were already weaving anyways (next to rigid oGCDs).
3. If you have 1 egi assault charge left before you go into a demi summon phase and it has 20 seconds or more remaining on its cooldown, just hold it through. Timings in all of my openers allow you to do this without holding egi assault at 2 charges for more than a second or two. You can weave this errant egi assault trick using the trick explained in the above section, *properly ending your demi primals*.
4. If you have 1 charge of both egi assault 1 and egi assault 2 before going into a demi primal, just dump them both before you start the demi phase.

5. Take care to anticipate rigid oGCDs coming off cooldown second weave; if it shows 2 seconds or less before starting your GCD, it will come up during that GCD, and you should use a flexible oGCD first, then the rigid second.

Because Devotion does not align in 2-minute cycles, it is most commonly victim of needing to be solo-weaved. You may be able to work around it with egi assaults, but sometimes it just doesn't happen.

## Rotation Breakdown

### A matter of priorities.

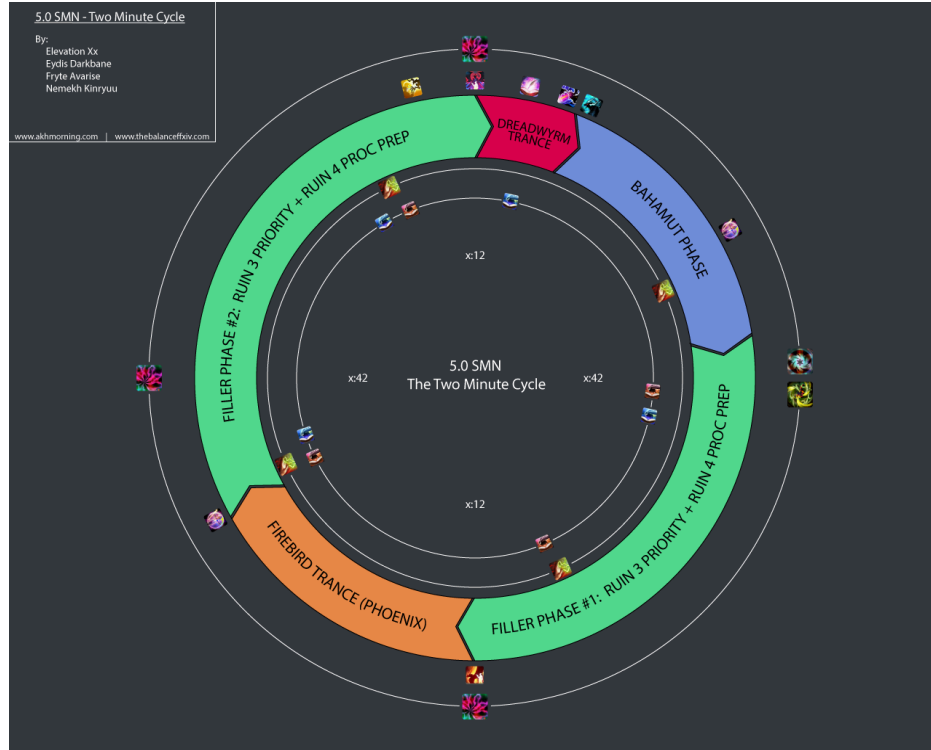
As many angry YouTube commenters have correctly noted, any finely tuned and controlled rotation will be subject to downtime and difficulty in an actual raid setting. As such, here's a checklist of priorities to refer to if you're totally lost somewhere and have no idea what to do.

1. If DoTs are not on the target, use tri-disaster, trance+tri-disaster, or manually cast dots
2. If Dreadwyrn Trance or Firebird Trance are off cooldown\*, check if Tri-disaster is also off cooldown. If it is, use Tri-Disaster (regardless of whether it clips your current DoTs on the target. Then use your trance skill.
3. If Energy drain is off cooldown or coming off cooldown soon, check if you have any remaining aetherflow stacks. If you do, use them (fester+fester or fester+painflare if timing is very important). Then, use Energy Drain.
4. If Enkindle and/or Devotion are off cooldown, use them.
5. If Egi Assault I or Egi Assault II are sitting at 2 charges, use them.
6. If none of the above is true, cast Ruin III.

This should help you navigate confusing downtime, but these priorities take *no consideration* about buff alignment. Priority #2 is especially susceptible to moving based on buff alignment; your strongest potency windows align at the 60s where your trances are, so you always want to line those up with buffs, even if it means holding them for 10 seconds while your party reopens on a target. In fact, 60 seconds into the fight, we hold trances for 10 seconds to align with these buff windows for the rest of the fight. Buff windows will always naturally come somewhere around the x:10 mark, because that's where they naturally lie from the opener.

### 2 Minute Cycle

Summoner still revolves around a fairly strict 2 minute cycle. The specifics of this cycle differ somewhat between Easy Bahamut and Tokyo Drift, but the general structure is the same.



This cycle revolves around your trances, maximizing potency bursts at the 60 second marks on either side. Your trances determine where your DoTs are going to fall because of the **3/1 Tri-Disaster DoT Cycle** and Festers tend to be smushed into these windows for extra burst damage as well. There are four distinct phases of the 2 minute cycle, as defined below...

## 1. Dreadwurm Trance and Bahamut

You will enter this phase of the 2 minute cycle directly from your opener, as DWT is the first trance of the fight. Tri-Disaster naturally comes *after* Dreadwurm Trance, so the optimal weave to enter DWT is  $r2 > DWT$ , Tri-Disaster. Because DWT itself does not provide any potency increase to our spells, we use it almost like Black Mage's *Triplecast* and weave as much as we possibly can, before transitioning to bahamut.

Going into Bahamut, you're going to want to use either the **GCD Clip after Summon** method, or the **Easy Bahamut** method to determine your first couple spells. Then, cast a bunch of Ruin IIIs until the 7 second mark. At 7 seconds, use Enkindle Bahamut again. Your Energy Drain naturally falls somewhere within the last 5 seconds of Bahamut, but downtime or misalignment may cause it to come earlier or later. Once you use Energy Drain, take advantage of your ruin 2s at the end of Bahamut to cast a fester. If you have an Egi Assault available, weave it in the second half of the last GCD of Bahamut, then move on to your intermission

## 2. Dreadwurm To Firebird intermission

In each Intermission, you will be responsible for three major things: Resetting DoTs somewhere shortly after your demi primal, using any charges of Aetherflow left over for festers,



and casting Energy Drain right as it comes off cooldown. To lubricate these priorities, weave Egi Assault 1 + 2 wherever possible.

Your hardcast DoT reset will fall naturally into this intermission, so be sure to use Bio III to weave free egi assaults or an egi assault and a fester. If downtime made this the tri-disaster window, try to weave either a fester or an egi assault next to the tri-disaster.

When your energy drain approaches firebird trance, make sure you hold the two fester charges to be weaved for free inside of firebird trance.

Finally, before you enter the next phase of the cycle, check if you have enkindle or devotion coming off cooldown. If you do, make sure to weave them with an egi assault. If you don't, check if you have 1 charge each of egi assault 1 and 2. If you have 1 charge each, dump your egi assaults before firebird trance. If you have a solo charge, hold it through Firebird.

### 3. Firebird Trance and Phoenix

Phoenix is probably the easiest part of your rotation. Either use the **GCD Clip After Summon** method or the **Triple Weave Phoenix** method to start yourself off. Try to use Lucid Dreaming as soon as it's convenient for you, and weave those saved Festers from the intermission as soon as possible to land them inside of Trick Attack and other buffs.

Aside from this, all you need to do is zone out and use FoF -> BoP.

Make sure to Enkindle Phoenix before the last 6 seconds of the timer, and if you are using Tokyo Drift, anticipate the Energy Drain that will be coming up in the last GCD of Phoenix.

### 4. Firebird to Dreadwyrn Intermission

In each Intermission, you will be responsible for three major things: Resetting DoTs somewhere shortly after your demi primal, using any charges of Aetherflow left over for festers, and casting Energy Drain right as it comes off cooldown. To lubricate these priorities, weave Egi Assault 1 + 2 wherever possible. The same is true of Firebird to Dreadwyrn intermission.

Your saved tri-disaster will naturally fall into this intermission, but if downtime affected your rotation, you might hardcast dots here. Take advantage of this DoT reset to weave a fester or some egi assaults.

When your energy drain approaches dreadwyrn trance, make sure you hold the two fester charges to be weaved for free inside of dreadwyrn and bahamut.

Finally, before you enter the next phase of the cycle, check if you have enkindle or devotion coming off cooldown. Enkindle should naturally fall here unless downtime pushes it around. If you do, make sure to weave them with an egi assault. If you don't, check if you have

1 charge each of egi assault 1 and 2. If you have 1 charge each, dump your egi assaults before Dreadwurm Trance. If you have a solo charge, hold it through Bahamut.

That's the whole two minute cycle. Once you learn to recognize these distinct phases, it should make it much easier for you to follow what's going on. If you get lost, fall back on the priority system outlined above.

## **AoE on Summoner**

AoEing on Summoner is not nearly as bursty as it was before, but thanks to outburst and twice as many demi primals, it is quite a bit more consistent.

In general, some shifts should happen:

### **On 2+ Targets**

Summon Garuda instead of ifrit.

Cast Bane after every DoT reset. Never Bane dots from a target that recieved DoTs from an earlier Bane.

Be sure to Deathflare or Enkindle Bahamut/Phoenix before the enemies die, even if this means desynching it from its position in your regular rotation.

### **On 3+ Targets**

Make sure to be targeting an enemy that's fairly central to the group. Small enemies are good.

Use Energy Siphon any place you would have used Energy Drain.

Use Outburst any place you would have used Ruin 3.

Use Painflare any place you would have used Fester.

Use Egi Assaults out of sync of your normal rotation. Make sure to wait 12 seconds between casts of Garuda's Egi Assault 2, otherwise the second cast will overwrite the first cast.

If you need to weave something, try to delay it to Firebird or Dreadwurm Trance.

### **On 5+ Targets**

If you need to weave something and have no ruin 4 proc, just slam it between outbursts. They're so powerful at this level that clipping your GCD is preferable to casting a ruin II that is less than 40% as strong. If you do have a ruin 4 proc, still use to weave.

Dont worry about getting 8 wyrmwaves. Casting more outbursts is way more valuable than casting instant spells near the end of bahamut for 120 extra potency.

As always, *keep your rigid oGCDs on cd* and adhere as closely to a normal Summoner rotation as you can. Your priorities don't fundamentally change, they just shift from one set of options to another. Summoner AoE is much, much easier than it was last expansion because many of our options were simplified through the new power of Bane and Outburst.

## **Further Questions**

Should be directed to me. You can reach me through the Balance discord server, where I am frequently present. Feel free to PM me as well, but know that I can only personally review so many people's play. I will help you as much as time allows.

I couldn't level any crafters or gatherers because I was hardcore tunnel-visioning Summoner so send me gil on Aether's Adamantoise so I can afford tinctures.