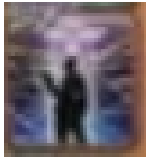


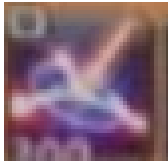
Compilation of Summoner Changes for EndWalker:

General:

- 1.) Dots removed
- 2.) Ruin 2 removed
- 3.) Ruin 3 casts time reduced
- 4.) Skills consolidated to single buttons (lots of consolidation)
- 5.) Resurrection was considered for removal
- 6.) Energy Drain/Syphon CD increased to 60s
- 7.) Ruin 4 granted on Energy Drain/Syphon
- 8.) Devotion like ability on a 2m timer. Buff lasts 30s



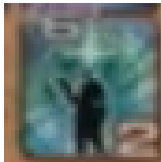
- 9.) Outburst has a new icon



- 10.) Physick still exists???? Like why? LMAO

Pets:

- 1.) No longer auto attack
- 2.) Carbuncle default. Can use egi glamorous to change appearance
- 3.) 1 button to summon
- 4.) Can cast shield on the player (2 charges?)



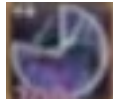
Demis:

- 1.) Auto attack on their own. Similar to MCH Automata Queen & DRK Living Shadow
- 2.) Duration reduces from 20s to 15s
- 3.) DWT immediately summons Bahamut akin to Firebird trance
- 4.) DWT modifies ruin 3 into a new ability
- 5.) CD of Demi-enkindle reduced from 10s to 8s
- 6.) Using a trance resets the CD on all 3 new primal summons

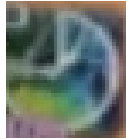
7.) Using the primal skills are not required for next trance

8.) Bahamut

a.) R3 turns into a new Bahamut specific skill (instant)



b.) Outburst aoe variant



c.) Can deathflare during Bahamut

9.) Phoenix

a.) Phoenix has additional AOE heal available to cast

b.) Can manually everlasting flight 2 while phoenix is summoned. Lasts 20s.
Shares button with trance

Triple Primals:

- 1.) Now able to summon Ifrit, Titan & Garuda
- 2.) Able to summon after the completion of a Demi phase
- 3.) All CD reset at completion of demi phase (similar to Tri-disaster)
- 4.) Completion of all 3 phases NOT REQUIRED for next Demi phase
- 5.) Cannot summon during Demis
- 6.) Summon any of the 3 trios execute that primals Ultimate attack (All seem to be AOE)
- 7.) These summons are on the GCD
- 8.) Summoning a primal changes some actions and GCD (primal trance)
- 9.) Duration of primal trance lasts 30s
- 10.) Each primal trance offers several unique skills to use
 - a.) Titan & Garuda have 4 additional CD charges
 - b.) Ifrit has 2 additional CD charges
- 11.) Executing all of the charges ends the primal trance
- 12.) Charges share a button with trances
- 13.) Ifrit**
 - a.) Low mobility
 - b.) 2 Charge long cast ability similar to despair
 - c.) 2 gap closers followed by a melee attack
- 14.) Titan**
 - a.) High mobility
 - b.) 4 ability charges (unique animations)
- 15.) Garuda**

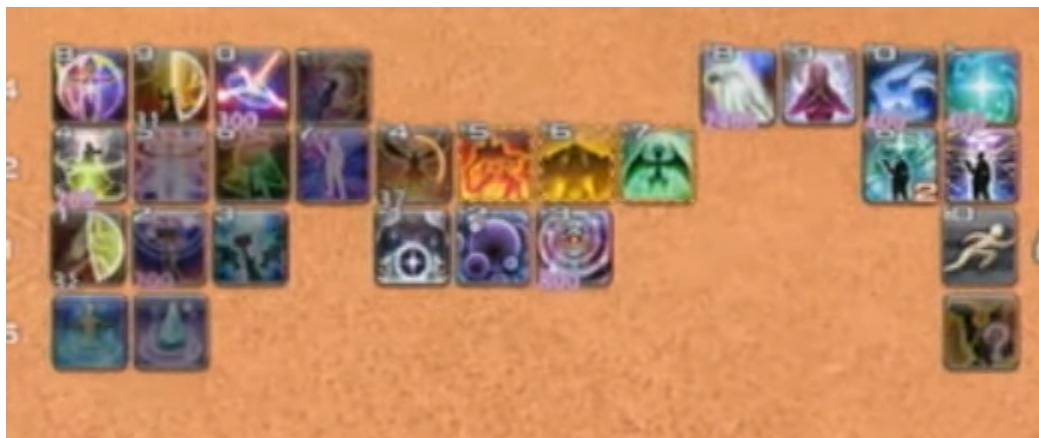
- a.) Fast GCD. Similar to Hypercharge on MCH
- b.) **4** ability charges (one places a dot on the ground)

Assumed Rotation Phases:

- 1.) Summon Bahamut
 - a.) Summon Primal 1
 - b.) Summon Primal 2
 - c.) Summon Primal 3
- 2.) Summon Phoenix
 - a.) Summon Primal 1
 - b.) Summon Primal 2
 - c.) Summon Primal 3
- 3.) Summon Bahamut

- Use Ifrit phase when you can stay immobile for a long time
- Use Titan or Garuda phase for high mobility. Titan phase for any weaving
- Use 2m devotion before every Bahamut
- DO NOT USE ALL CHARGES while in primal trance phase, until going into the next one. Assumed GCD potency loss ending trance early

Screenshots



Yoshi's hotbar from showcase. Consolidation of a lot of skills.

Location where button #6 and #7 is changes depending on what you have summoned.

Summon Bahamut

Cooldown: 58.02 seconds

You enter Trance Bahamut state, and Demi Bahamut will appear
20 seconds

Demi Bahamut will inflict Wrymwave to target

Additional Effect: Changes Ruin to Astral Impulse, and Tri-Disaster will change to Astral Flare.

Additional Effect: Adds The Mysteries of Ruby, The Mysteries of Topaz, and the Mysteries of Emerald to self.

Activation requirement: Must have Carbuncle in the field. Carbuncle will disappear when Demi Bahamut is at the field and reappear after Demi Bahamut disappears

Tri Disaster

Unaspected AoE Damage to multiple targets. Potency: 120

Level: 74

Summon Garuda II

Summoning Garuda Emerald and execute Aerial Blast

AoE Wind Damage to targets: 700 Potency

60% falloff damage to second target and beyond

Additional Effect: Attaches 4 stacks of Wind Aether.

Duration: 30 seconds

Wind Aether effect: Gem Shine and Gem Brilliance will change to Wind element.

Additional Effect: Adds "Slipstream Available" effect to self

Duration: Indefinite

This status will be removed the moment you execute other summon actions.

Activation requirement: Grants "Mysteries of Emerald" and disables Fire Aether and Earth Aether, and Carbuncle will exist on field during the period.

Level: 90

Addle: 90 seconds cooldown

Mitigates 5% physical damage, 10% magical

Protection of Light. Cooldown: 60 seconds. Stacks: 2

Carbuncle that is summoned will execute Protection of Light

This pet will protect the summoner by casting a shield on the summoner. This barrier will mitigate 20% worth of damage.

Duration: 30 seconds

Max stacks: 2

Requirement: Carbuncle must exist. Fixed cooldown timer.

Ruby Catastrophe

MP cost 300

Inflicts fire AoE damage, Potency: 180 damage

Requires Fire Aether.

You cannot assign this action into your hotbar

Summon Titan II

Summoning Titan Topaz and execute Earthen Fury

AoE Earth Damage to targets: 700 Potency

60% falloff damage to second target and beyond

Additional Effect: Grants 4 stacks of Earth Aether.

Duration: 30 seconds

Earth Aether effect: Gem Shine and Gem Brilliance will change to Earth element.

Activation requirement: Grants "Mysteries of Topaz" and disables Fire Aether and Wind Aether, and Carbuncle will exist on field during the period.

Level: 90

Physick:

MP cost: 400

Heals your own HP. Potency 400

Summon Phoenix

Cooldown: 58.02 seconds

You enter Trance Phoenix state, and Demi Phoenix will appear

20 seconds

Demi Phoenix will inflict Scarlet Flame to target

Additional Effect: Changes Ruin to Fountain of Flame, and Outburst will change to Brand of Purgatory.

Additional Effect: Adds The Mysteries of Ruby, The Mysteries of Topaz, and the Mysteries of Emerald to self.

Activation requirement: Must have Carbuncle in the field. Carbuncle will disappear when Demi Phoenix is at the field and reappear after Demi Phoenix disappears

You cannot assign this action into your hotbar.

Resurrection

MP Cost: 2400mp

Resurrects fallen players

Summon Ifrit II

Summoning Garuda Emerald and execute Hellfire

AoE Fire Damage to targets: 700 Potency

60% falloff damage to second target and beyond

Additional Effect: Attaches 2 stacks of Fire Aether.

Duration: 30 seconds

Fire Aether effect: Gem Shine and Gem Brilliance will change to Fire element.

Additional Effect: Adds "Crimson Cyclone Available" effect to self

Duration: Indefinite

This status will be removed the moment you execute other summon actions.

Activation requirement: Grants "Mysteries of Ruby" and disables Earth Aether and Wind Aether, and Carbuncle will exist on field during the period.

Level: 90

Energy Drain

Instant

Cooldown: 60 seconds

Unaspected damage to single target. Potency: 200

Additional effect: Grants 2 stacks of Aetherflow

Additional effect: Grants Ruin IV usage available

Duration: 60 seconds

Shares Cooldown Timer with Energy Syphon

Searing Light

Cooldown: 120 seconds

Carbuncle that is summoned will execute Searing Light

Bufs all party members including self for 3%

Duration: 30 seconds

Requirement: Carbuncle must exist.

Level: 66

Painflare

Recast time: 3 seconds

Range: 5m

AoE damage on enemies around. Potency: 150

Level: 40

Aether that is attached will activate depending on which element you have on hand
 Fire Aether: Changes to Fire AoE magic
 Earth Aether: Changes to Earth AoE Magic
 Wind Aether: Changes to Wind AoE Magic
 Level: 26

Unaspected AoE damage to enemies around
Potency: 430
60% falloff damage to 2 enemies and beyond.
Requirement: Must have Ruin IV Available trait.
Level: 62

[illegible]



2 Aetherflow stacks. Demi gauge. Triple Primal gauge.



Carbuncle shield casted on the player

Primals



