

### **Currently :**

#### **Minion Damage Boost (with set bonuses) :**

Stardust : 66%

Tarragon : 66% (76% if at full HP)

Bloodflare : 71% (86% if >90% HP)

#### **Minion Slots Boost :**

Stardust : 5

Tarragon : 3 (5 if at full HP)

Bloodflare : 3

#### **Set Bonuses :**

+ Tarragon has a damaging life aura while Bloodflare summons three Polterghast mines

- Tarragon provides 10% more minion damage and 2 slots, while Bloodflare provides 15% more minion damage when above 90% HP, more defensive boosts when below 50% HP.

#### **Reason :**

I like the idea of how unique Calamity Summoner armors are, compared to the more linear vanilla armors, which provide only damage and minion slots. In particular, the custom minions are very useful, as compared to the Stardust Guardian who does a measly 20 base damage.

However, all that is exchanged for 2 minion slots, which are extremely valuable in a summoner's arsenal. While the minion slots can be made up for by stacking multiple Statis accessories, a difference in 2 minion slots can be a huge difference in DPS.

During most Post-ML fights, a single hit will ruin all the stats boosts that Tarragon and Bloodflare provides, effectively negating part of the benefits unless you prefer the defensive stats provided when below 50% HP. This means, you are using 2 minion slots in exchange for a special summon of your own, which is definitely not worth it in my opinion.

#### **My Suggestion : A chance to inflict critical hits**

The other versions of Tarragon and Bloodflare are all extremely unique in their own right, and I do not understand why the summoner versions have their niches based on HP. (Encourage nohits?) I would recommend **replacing all that HP based mechanics with minions having a chance to inflict critical hits**, to make up for the loss in DPS due to less minion slots.