SMN changes 4.0 (tentative)

Bane Nerf
Bio III: 400p/30secs.
Miasma III: 400p/30secs. (+50 if hardcast for total 450p)

Damage Falloff:
2nd- 20%: BIII @ 320p/30secs MIII @ 320p (or 370p)/30secs
3rd- 40%: BIII @ 280p/30secs MIII @ 280p (or 330p)/30secs
4th- 60%: BIII @ 160p/30secs MIII @ 160 (or 210p)/30secs
5th- 80%: BIII @ 80p/30secs MIII @ 80 (or 130p)/30 secs

Prediction: This will suck, it seems they were trying to save Fester in some way with the changes coming from potency rather than duration, but even with the synergy Fester still kinds sucks gobbie chode soo…..

I could see the potencies being changed to maybe multiples of 10% rather than 20% (crosses fingers), but its still a significant hit to our damage.

Fester Nerf
- Now sits on 5 sec cd
- 150p for a single DOT
- 200p for both

Possibly obsolete at this point as PF could be used instead without the DOT maintenance. (If you are not sustaining DOTs shame on you.) 200 potency isn't that great a reward even at 5 sec cd because PF's cd was brought down with it.

Fester even gets beat out by Energy drain in utility due to health AND mp recovery, allowing for extra uses of ruin III. (Energy drain + unbuffed Ruin III = 300p) This is backed up by the fact that you won't always have stacks of Aetherflow especially now since you can practically spam PF, and or Fester. The mp gained from ED would allow for more sustained firepower in the long run (at least I assume so), I mean what would be the point of fester outside of single target, and even then you could just pop PF for same potency. Issa dead skill.

Predictions:
- Lowering of PF potency
- Increasing Fester potency by at least 50 (I mean come on, least they could do.)
- (If my choice…) have fester erase DOTs and inflict total damage at once (or maybe even a portion, say maybe 80-60%) on a longer cooldown, at least 30 seconds. Would allow for more Tri-Disaster use (will hit on later) and would significantly increase damage and summoner utility. Would also allow for better transition before boss decides to fly off screen and decide they don't actually have demonic AIDS.

Maim & Mend: Total 40% boost is applied to pets now, increasing their damage by almost 50% (technically a permanent spur)
Predictions: Pets will now lord over the summoners as the latter attempt to fight with weaksauce ruin spells.

But no really this is good, hopefully a balance to all of the nerfs that we got. Also I feel this will make the summoner class feel like an actual summoner class rather than just a spell-slinger with a pet that you don't have to pay attention to. The pet is actually now ingrained into your damage calculations possibly to add more versatility to the class.

Whether this actually helps or hurts, we will have to see due to the unpredictableness of our summons at times. (I am looking at you Garuda-egi >.>) This places a bit more importance on making sure you are controlling your pet's target. Diabolical.

Enkindle: Rng based cd reduction depending on **Further Ruin** procs (15%)
- Honestly really cannot complain about this one, with the added damage to egis from M&M I can quite honestly see Enkindle becoming more of a staple in summoner rotations albeit a fickle one. Faster Enkindle is better than no change.

Predictions: Summoners trying to decide to enkindle or continue ruin spam while in DWT. DX Nah can't see any negatives here other than lack of attention, PAY ATTENTION TO ENKINDLE!!!

Shadowflare: 60sec cd 250p (or 275p in DWT)/30secs **INSTANT!**
- In fights with little to no movement mechanics SF could be prioritized with use under DWT for added potency, WITH NO CAST TIME!
  - Eh, it is only an extra 25p, but again, if situation is optimal could definitely beat out both Ruins III & IV in damage by itself with the added slow. Hooboy.
- Under DWT total potency of all DOTs including SF (if using Tri-Disaster) = 1155p alone.

Predictions & Thoughts:
- Definitely, a boost even with 60 sec cd the field lasts 30 secs. Just don't suck at shadowflare is what SE is telling ya.
- Plus if you're avidly watching that SF timer in current content, with your concentration and skill I really doubt you need it that much. -_-

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Ruin III: Potency change to 150 from 200 (Ruination: 165)
- Gets it's butt handed to it by a SF that's allowed to burn the enemy for full duration and that makes me laugh.

- Only worth it if you've got the mp to spare, otherwise I'd just spam ruin for those further ruin procs, maintaining mp for a 150p spell is kinda ridiculous and makes me question whether I should start using Ruin II again due to mobility and potency increase.

Predictions & Thoughts

- RIII is one of those spells we spam in the hopes of seeing our damage numbers reach that of BM's. (of course failing at that dramatically.)
- Due to Fester Nerf could see more use with ED if the latter is prioritized over our former nuke's death.

Ruin II: 100p no more blind

- Potency increase definitely welcome, but not that useful outside of weaving.

Tri-Disaster: 800p (or 880 under DWT)/30sec plus ruination buff (10% increase to ruin spells potency) for 15 secs

- I kinda like the new TD, the buffs are now streamlined to have the same duration and you get a small buff to your damage.
- The reset with DWT is a godsend, allowing for more liberal use in dungeons and raids alike without fear of damage penalty.
  - That said the skill could possibly be used 3 times in under a minute with the right number of Aetherflow stacks, but the big question is what would you use your third cast on, unless you're resetting unbuffed debuffs-OH… I see what they did there.

Predictions and Thoughts

- Unpopular opinion but I appreciate the fact that the debuffs don't have staggering cast times anymore as I'd always panic trying to pay attention to which one's were up or not.
- I still want to see a Fester buff and the fact that you can now potentially cast TD 3 times in under a minute I'd love to see it turned into a skill that erases debuffs and inflicts a portion of the damage directly. (But I'm not SE)
- Hell with the changes I'd say it's better to always use TD over the individual debuffs themselves, especially with its new availability, because not only does it set DOTs you still have that nice little damage boost.

DWT: Largely unchanged, resets cd of Tri-Disaster when used. Now lasts 16s, possibly for the added TD. (Like we weren't double weaving oGCD's anyways >.> just another added RIII or IV)
ALSO AETHERTRAIL IS PERMANENT!

Ruin IV: The new RIII, but rng based, and…. Yeah…

- I mean it's just added spice I guess at this point. Everyone bellyaches that Broil II has higher potency but forget we still don't know how mind will factor damage yet.
- 15% proc isn't terrible but it isn't exactly something I'm excited about either.

Devotion: 5% damage healing increase

- Handy? (Not enough to guarantee a spot in raids, but significant enough to make that 1% lost on enemy health, bar push over to 2%)
- Heard from streamer, Mr. Happy, pet has to be on sic?
  - If so… no.
  - This may be the reason skill has lack of duration on tooltip.
  - ….still….no.

Bio & Miasma

- Practically same DOT now both with 400p/30secs
- Miasma III does 50p initially still
  - Woot I guess

DEMI-BAHAMUT!!!!!!: 20 second Duration

- Shockwave (Why not impulse?): 160 potency attack whenever you attack an enemy to that same enemy with a cooldown of 1.5 secs.
  - Only thing that could make this better is if attack was an aoe, I honestly wouldn't care if there was damage falloff. IT'S BAHAMUT!
  - Also… again why not impulse? o.O
- Akh Morn: 680p 13 sec cd
  - If you're not using this twice during summon you're automatically a failure to our class.
  - Damage falloff:
    - 10% 2nd
    - 20% 3rd
    - 40% 5th
    - 50% 6th and all else

Predictions and Thoughts:

- Amazing stylistic and dps addition to summoner.
  - If perfect shockwaves (13) you get 2080p
  - Perfect Akh Morn (2) you get 1360p
  - Give or take 2 shockwaves to make way for AM you get a whopping 3120p in total, not counting Maim & Mend bonuses.

§ I was curious so if they indeed factor into Bahamut, your damage jumps to 4368p
- Possible to summon once every two minutes if optimal, plus the added extra if your opener includes a saved Aetherflow.

SMN 4.0 (tentative as a whole)

Summoner receives some nifty tricks and others got nerfed, but all in all the class feels a bit smoother to me. It overall has always had to obey what I call dps checkpoints. Rather than feel like a boring old turret (*cough* BLM) summoner has to rely mostly on filler until they reach certain conditions such as Fester (Aetherflow) coming off cd, Rouse + Spur + Enkindle, and DWT; during which the burst potential for the class finally shines… for like a second.

In HW we were given an extra dps phase in DWT, which turned us into more mana efficient BLM's, albeit with less maintenance and the need to spam a single skill followed with an unmitigated burst. The DWT phase became imperative to summoner rotation to keep up with other dps: you have to maintain aethertrail, try to coincide timing of DWT with TD, and making sure you got that Deathflare off at the last second.

In 4.0 that all changes DOTs are still important but less so, as Fester has been nerfed to all hell, and reapplication can be done in under a second with an added damage boost from Ruination. With permanent aethertrail we don't have to worry about whether we can enter DWT when we need to or not as we can simply save the stacks for the dps phase… can I just?

- **OK:** That last point has to be one of my favorites as I can't tell you how much pressure it is to use DWT especially when you're in a fight where YOU JUST KNOW that the boss will fly off 5 secs before DWT ends because they've reached a health threshold. I think all SMN's can finally breathe a sigh of relief knowing that their dps won't suffer because everyone is doing their jobs a bit too well. Ok end thought.

Enkindle's new trait is kinda nice allowing, potentially, for more pet utilization rather than just focusing on slinging magic.

The only danger I see for SMN right now for 4.0 content is the misuse of Aetherflow stacks which could possibly completely throw the SMN off balance. Painflare now only sits on a 5 sec cooldown, (so does fester but meh…) which acted as a kinda soft buffer to ensure that you wouldn't have to wait longer than 30 secs on Aetherflow to come off gcd, unless you blew it all on ED then I've just gotta ask whatchudoin? You need two DWT's to get out Bahamut, which equals a 2-minute wait time, IF used off CD. While Bahamut is a guarantee, your filler is not and the damage done during your filler period is not so hot as a SMN.
Rotations as a SMN have never been a thing really… so I'm definitely not gonna make one >.> but I will give a rundown of what I see Summoners doing over the span of a minute.

Keep in mind that I do realize that I do not let tri-disaster stay up for the full duration during any of its applications because this is just to show what you can do and a quick glance at

what the potencies would look like without taking the full duration of DOT's into effect. We're also gonna assume that there are adds hence the bane in the beginning but that we're focusing dps on a single target rather than them all. The use of PF is just to show how useless Fester would be in most any given situation.

1 minute:

1. Aetherflow (Hopefully you already have 3 stacks in which case you should have another at the ready)
2. Tri-Disaster
3. *sigh* Bane I guess? **Note:** Even with Bane Falloff potency is still leagues higher than painflare in use.
    a. Bane Damage Calculation (assuming 6 enemies, 1st already DOT'd for full duration)
        i. 800p for 1st
        ii. 640p for 2nd
        iii. 560p for 3rd
        iv. 320p for 4th
        v. 160p for 5th

    b. PF Damage Calc (Assuming 6 enemies, None DOT'd)
        i. 200 x 6 = 1200
4. Painflare, cuz fester is indeed not worth it anymore. 200p
5. Ruin filler 450p-600p
6. Painflare for last Aethertrail **10 second Mark (Total Potency DOTs up for 10secs =240p PF: 200 + Ruin Spam: 500p + PF: 200p = 1140p total)**
7. DWT
8. TD
9. Ruin spam
    a. Due to rng of RIV damage is a bit unpredictable but assuming we get at least one.
        I. Avg: 5 RIIIs plus DF= 1340p (Including ruination & DWT Boosts) + 440p from DOTs = 1780
        II. 4 RIIIs + RIV + DF= 1400 (Including Ruination & DWT boosts) + 440 from DOTs = 1840

10. DF **Second 25-26 (DOT's up for 15 secs: 400 + Ruin Spam: 1840 + DF: 440 = 2680)**
11. Aetherflow
12. Painflare **30 second Mark**
13. Ruin Spam for 5 secs
14. Painflare
15. ED or Ruin spam followed by PF (depending on mana, or need to get into DWT) **We'll say ED for sake of it.**
16. DWT **38 second mark (PF: 200 + Ruin Spam: 500p + ED: 150 = 850p)**

17. TD
18. Ruin spam for **14-15 secs**
19. DF **55 seconds (DOT's up for 15 sec: 400p + Ruin Spam: 1840 + DF: 440 = 2680)**
20. Summon Bahamut
21. Akh Morn
22. Ruin spam (maybe 2 or 3) So 2 or 3 added shockwaves. **(AM: 680p + Ruin Spam x3: 450 + x3 shockwave: 480 = 1610)**

Total Potency in a minute = 8960p

This scenario brings you up to ALMOST 9000 potency, keep in mind this does not take the full duration of DOTs into account so the damage could actually jump another couple thousand if allowed to tick for full duration.

Definitely just some estimates, so input is definitely welcome.