

Summoner

Classification

Disciple of Magic

Weapon

Crystal Focus

Role

Magic Damage

Functionality Changes From Current Summoner

No animation lock for SMN on pet actions

SMN and pets have separate global cooldowns

SMN can use pet actions while casting

Increased Response time for pet commands

Class Actions:

Evoke

lvl 1

Cast Time: Instant

Cooldown: 2.5s

Range: 30y

Radius:0

Deals unaspected damage with a potency of 50.

Additional Effect: Your Pet uses it's First Ability.

Pet First Ability

Wind Sprite

Aero Range 25y Radius 3y

Deal wind damage with a potency of 50 to all targets in range.

Earth Sprite:

Stone Range 10y Radius 0

Deal earth damage with a potency of 40 to the target.

Additional Effect: Increased enmity

Ifrit

Inferno Claw

Deal Fire damage with a potency of 80.

Titan

Rock Buster

Deals Earth damage with a potency of 60.

Additional Effect: Increased Enmity

Garuda

Friction Range 25y Radius 5y

Deal wind damage with a potency of 60 to all targets in range.

Leviathan

Body Slam

Deal Water damage with a potency of 80.

Ramuh

Chaotic Strike 25y Radius 5y

Deal Lightning damage with a potency of 60 to all targets in range.

Shiva

Icicle Impact

Deals Ice damage with a potency of 60.

Additional Effect: Increased Enmity

Summon I (Wind Sprite)[Garuda lvl 45]

lvl 2

Cast time 3.0s

Cooldown: 2.5s

Range: 0

Radius:0

Summons a caster-type pet to fight by your side.

Animate

lvl 4

Cast Time: Instant

Cooldown: 30s

Range: unlimited

Radius: N/A

Your pet gains 20% increased damage and 15% increased critical strike chance for 20s.

Purify

lvl 4

Cast Time: Instant

Cooldown: 2.5s

Range: Unlimited/Self

Radius: N/A

Restores your and your pets HP.

Cure Potency: 300 (Based off Intelligence)

Aetherflow

lvl 6

Cast time: Instant

Cooldown: 30s
Range: 0
Radius: 0
Restores 20% of maximum MP
Additional Effect: Aetherflow

Command

lvl 6
Cast Time: Instant
Cooldown: 5 seconds
Your pet uses it's signature attack.
Additional effect: Grants 1 stack of Primal Attunement.
Consumes a stack of Aetherflow.

Commands

Wind Sprite:

Whirlwind
Range 25y
Radius 5y
Deal wind damage with a potency of 100 to the target and all targets nearby.

Earth Sprite:

Earth Armor
Range: self
Radius: self
Reduces damage taken by 10% for 3 seconds.

Ifrit

Blastburn
Blast of fire deals Fire damage with a potency of 200.

Titan

Stone Fist
Earthen fists deal Earth damage with a potency of 120.
Additional Effect: Reduce physical damage taken by 10% for 3s.

Garuda

Waking Winds
Gale force winds deal Wind damage with a potency of 120 to all enemies within a 5-yalm radius.

Leviathan

Aqua Breath
Blast of water deals Water damage with a potency of 200.

Ramuh

Thunderstorm

Lightning falls from the sky dealing Lightning damage with a potency of 120 to all enemies within a 8-yalm radius.

Shiva

Heavenly Strike

A frozen blade deals Ice damage with a potency of 120.

Additional Effect: Reduce physical damage taken by 10% for 3s.

Evoked II

Lvl 10

Cast Time: Instant

Cooldown: 2.5s

Range: 30y

Radius: 0

Deal unasspected damage with a potency of 50 to a target.

Additional Effect: Your pet uses it's second ability.

Pet Second Abilities

Wind Sprite

Tornado Range 25y Radius 2y

Deal wind damage with a potency of 60 to all targets in range.

Combo Action: Aero

Combo Potency: 120

Earth Sprite

Fissure Range 10y Radius 0

Deal earth damage with a potency of 30 to the target.

Combo Action: Stone

Combo Potency: 80

Combo Additional Effect: Increased enmity

Ifrit

Burning Strike

Deal Fire damage with a potency of 100.

Combo Action: Inferno Claw

Combo Potency: 140

Titan

Tumult Radius 4y

Deals Earth damage with a potency of 40 to all nearby enemies.
Additional Effect: Increased Enmity.

Garuda

Wind Blade

Range 25y Radius 3y

Deal wind damage with a potency of 70 to all targets in range.

Leviathan

Barracuda Dive

Deal Water damage with a potency of 100.

Combo Action: Body Slam

Combo Potency: 120

Ramuh

Shock Strike Range 25y Radius 3y

Deal Lightning damage with a potency of 70 to all targets in range.

Shiva

Whiteout Radius 4y

Deals Ice damage with a potency of 40 to all nearby enemies.

Additional Effect: Increased Enmity.

Summon II (Earth Sprite)[Titan Lvl 35] {Level 15 Class Quest}

lvl 15

Cast Time: 3.0s

Cooldown: 2.5s

Range: 0

Radius:0

Summons a tank-type pet to fight at your side.

Sustain

lvl 18

Cast time: Instant

Cooldown: 2.5s

Range: Unlimited/self

Continuously restores 8% of your and your pets health over a period of 10s. (Total of 24%)

Reincarnation

lvl 18

Cast Time: 8s

Cooldown: 1s

Raise target Player into a weakened state.

Evoked III

Lvl 26

Cast Time: Instant

Cooldown: 2.5s

Range: 30y

Radius: 0

Deal unsuspected damage with a potency of 50 to a target.

Additional Effect: Your pet uses its third ability.

Pet Third Abilities

Earth Sprite

Quake Range 0 Radius: 10y

Deal earth damage with a potency of 20 to all targets in range.

Additional Effect: Increased Enmity

Ifrit

Radiant Plume

Deal Fire damage with a potency of 100.

Combo Action: Burning Strike

Combo Potency: 180

Combo Additional Effect: Fire damage over time. Potency: 15. Duration 6s.

Titan

Geocrush Radius 6y

Deals Earth damage with a potency of 50 to all nearby enemies

Combo Action: Tumult

Combo Potency: 80

Combo Additional Effect: Increased Enmity

Garuda

Aerial Slash

Range 25y Radius 4y

Deal wind damage with a potency of 60 to all targets in range.

Combo Action: Friction

Combo Potency: 100

Combo Additional Effect: Increases physical damage taken by 2%. Duration 30 seconds.

Combo Action: Wind Blade

Combo Potency: 120

Leviathan

Maelstrom

Deal Water damage with a potency of 100.

Combo Action: Barracuda Dive

Combo Potency: 180

Combo Additional Effect: Water damage over time. Potency: 15. Duration 6s.

Ramuh

Rolling Thunder

Range 25y Radius 4y

Deal Lightning damage with a potency of 60 to all targets in range.

Combo Action: Chaotic Strike

Combo Potency: 100

Combo Additional Effect: Increases magic damage taken by 3%. Duration 30 seconds.

Combo Action: Shock Strike

Combo Potency: 120

Shiva

Glass Dance Radius 6y

Deals Ice damage with a potency of 50 to all nearby enemies

Combo Action: Whiteout

Combo Potency: 100

Combo Additional Effect: Increased Enmity

Summon III (Ifrit)

Job Quest

lvl 30

Cast Time: 3.0s

Cooldown: 2.5s

Range: 0

Radius: 0

Summons an attacker-type pet to fight at your side.

Unleash

Job Quest

lvl 35

Cast Time: Instant

Cooldown: 60s

Range: varies

Radius: varies

Commands your pet to use a powerful attack.

Power Attacks

Wind Sprite

Twister

Range 25y

Radius 5y

Deals Wind damage with a potency of 200 to target and all enemies nearby it.

Ifrit

Hellfire

Deal fire damage with a potency of 400.

Titan

Sanctuary of Stone

Deals earth damage with a potency of 120 to all nearby targets and grants a shield for the amount.

Additional Effect: Increased Enmity

Additional Effect: Razed Earth Potency: 20

Duration 15s

Garuda

Typhoon

Range 25y

Radius 5y

Deals Wind damage with a potency of 250 to target and all enemies nearby it.

Leviathan

Tidal Roar

Deal Water damage with a potency of 400.

Ramuh

Volt Strike

Range 25y

Radius 5y

Deals Lightning damage with a potency of 250 to target and all enemies nearby it.

Shiva

Dreams of Ice

Range: 0

Radius: 5y

Deals ice damage with a potency of 100 to all nearby targets and grants a shield for the amount.

Additional Effect: Increased Enmity

Additional Effect: Hail Storm Potency: 20

Duration 15s

Primal Trance

Job Quest

lvl 40

Cast Time: Instant

Cooldown: 20s

Range: Unlimited/self

Radius: 0

Duration: 20s

Increases Magic and Pet damage by 10%.

Additional Effect: Resets Animate cooldown upon use.

Additional Effect: Increases Trance Gauge when effect ends.

Can only be executed when Primal Attunement gauge is at 3.

Invoke

Job Quest

lvl 40

Cast Time: Instant

Cooldown: 1s

Range: 30y

Radius 4y

Deals elemental damage to a target and all enemies nearby it with a potency of 400 for the first enemy, 10% less for the second, 20% less for the third, 30% less for the fourth, 40% less for the fifth, and 50% less for all remaining enemies.

Can only be used while in Primal Trance. Effect ends upon use. Damage type depends upon Trance.

Wind Sprite/Garuda-Wind

Titan-Earth

Ifrit-Fire

Leviathan-Water

Ramuh-Lightning

Shiva-Ice

Convoke

lvl 42

Cast Time: Instant

Cooldown: 2.5s

Range: 30

Radius: 0

Deal unasspected damage with a potency of 50 to a target.

Additional Effect: Your pet uses it's fourth ability.

Pet Fourth Ability

Ifrit

Crimson Cyclone

Deal Fire damage with a potency of 60

Additional Effect: Charge to target's location.

Titan

Mountain Buster

Deals Earth damage with a potency of 80.

Combo Action: Rock Buster

Combo Potency: 120

Combo Additional Effect: Increased Enmity

Garuda

Wicked Wheel Range 25y Radius 8y

Deal wind damage with a potency of 60 to all targets in range.

Combo Action: Aerial Slash

Combo Potency: 130

Leviathan

Spinning Dive

Deal Water damage with a potency of 60

Additional Effect: Charge to target's location.

Ramuh

Thunderspark Range 25y Radius 8y

Deal Lightning damage with a potency of 60 to all targets in range.

Combo Action: Rolling Thunder

Combo Potency: 130

Shiva

Ice Brand

Deals Ice damage with a potency of 80.

Combo Action: Icicle Impact

Combo Potency: 120

Combo Additional Effect: Increased Enmity

Convoke II

lvl 50

Cast Time: Instant

Cooldown: 2.5s

Range: 30

Radius: 0

Deal unsuspected damage with a potency of 50 to a target.

Additional Effect: Your pet uses it's fifth ability.

Pet Fifth Ability

Ifrit

Flaming Crash

Deal fire damage with a potency of 100

Combo Action: Crimson Cyclone

Combo Potency: 120

Combo Additional Affect: Increases physical vulnerability by 3%. Duration 30s.

Titan

Landslide Range 25y Recast 40s

Deal Earth damage with a potency of 50.

Additional Effect: Maximize Enmity in the target.

Garuda

Mistral Shriek Range 25y Radius 5y

Deals wind damage with a potency of 80 to all targets in range.

Combo Action: Aerial Slash

Combo Potency: 150.

Leviathan

Grand Fall

Deal Water damage with a potency of 100

Combo Action: Spinning Dive

Combo Potency: 120

Combo Additional Affect: Increases Magic damage taken by 3%. Duration 30s

Ramuh

Thundering Arbiter

Range 25y Radius 5y

Deals Lightning damage with a potency of 80 to all targets in range.

Combo Action: Rolling Thunder

Combo Potency: 150.

Shiva

Glacier Bash

Range 25y Recast 40s

Deal Ice damage with a potency of 50.

Additional Effect: Maximize Enmity in the target.

Astral Flow

Job Quest

Level 50

Cast Time: 4.0s

Cooldown: 300s

Range: Varies

Radius: Varies

Sacrifice your pet to use it's Astral Flow ability.

Astral Flow

Ifrit

Inferno

Range: 25y

Radius: 5y

Deals Fire damage to a target and all enemies nearby it with a potency of 700 for the first enemy, 10% less for the second, 20% less for the third, 30% less for the fourth, 40% less for the fifth, and 50% less for all remaining enemies.

Additional Effect: Fire damage over Time.

Potency: 35

Duration 30s

Titan

Earthen Fury

Range: 0

Radius: 8y

Deal earth damage with a potency of 500 to all nearby targets.

Additional Effect: Earthen Sanctuary: Summoner and Pets standing in this zone gain 20% damage reduction. Duration: 10s

Garuda

Aerial Blast

Range: 30y

Radius: 8y

Deal wind damage with a potency of 800 to the target and all nearby enemies.

Leviathan

Tidal Wave

Range: 25y

Radius: 5y

Deals Water damage to a target and all enemies nearby it with a potency of 700 for the first enemy, 10% less for the second, 20% less for the third, 30% less for the fourth, 40% less for the fifth, and 50% less for all remaining enemies.

Additional Effect: Water damage over Time.

Potency: 35

Duration 30s

Ramuh

Judgement Bolt

Range: 30y

Radius: 8y

Deal Lightning damage with a potency of 800 to the target and all nearby enemies.

Shiva

Diamond Dust

Range: 0

Radius: 8y

Deal earth damage with a potency of 500 to all nearby targets.

Additional Effect: Frozen Citadel: Summoner and Pets standing in this zone gain 20% damage reduction. Duration: 10s

Aether Barrier

Job Quest

Level 52

Cast Time: 5s

Cooldown: 300s

Grants Vulnerability(10%) down to all party and raid members for 10s.

Aether Shift

Job Quest

Level 54

Cast Time: Instant

Cooldown: 30s

Range: Unlimited

Radius: 0

Sacrifice your pet. If your Summon had Animate on it, your new Summon will have Animate on it at the remaining duration. Duration 20s. (E.g. if you sacrificed your pet and Animate had 10s remaining, your new summon will have Animate on it with a duration of 10s)

Summon IV (Leviathan)

Job Quest

lvl 54

Cast Time: 3.0s

Cooldown: 2.5s

Range: 0

Radius: 0

Summons an attacker-type pet to fight at your side

Summon V [Ramuh]

Job Quest

Lvl 56

Cast time 3.0s

Cooldown: 2.5s

Range: 0

Radius:0

Summons a caster-type pet to fight by your side.

Summon VI [Shiva]

Job Quest

Lvl 58

Cast Time: 3.0s

Cooldown: 2.5s

Range: 0

Radius:0

Summons a tank-type pet to fight at your side.

Twin Summon

Job Quest

Level 60

Cast Time: Instant

Cooldown: 180s

Range: 0

Radius: 0

Summon a second pet of the same type for 45s .

**Pet summoned depends on active pet*

If Ifrit is active, Leviathan is summoned

If Titan is active, Shiva is summoned

If Garuda is active, Ramuh is summoned

If Leviathan is active, Ifrit is summoned

If Ramuh is active, Garuda is summoned

If Shiva is active, Titan is summoned.

Summon Elder Primal

Job Quest

Lvl 63

Cast Time: Instant

Cooldown: 20s

Summons an Elder Primal depending on which Invocation you used.

Invocation: Bahamut-Summon Bahamut

Invocation: Odin- Summon Odin

Invocation: Bahamut

Job Quest

lvl 63

Cast Time: Instant

Cooldown: 1s

Range: 25y

Radius: 8y

Deals unaspected damage to a target and all enemies nearby it with a potency of 600 for the first enemy, 10% less for the second, 20% less for the third, 30% less for the fourth, 40% less for the fifth, and 50% less for all remaining enemies.

Additional Effect: Enables Summon Bahamut.

Trance Gauge Cost: 2

Summon Bahamut

Job Quest

Level 63

Cast Time: Instant

Cooldown: 1s

Summons Demi-Bahamut to fight by your side.

Each time your pet uses an action on a target, Demi-Bahamut will execute Wyrmwave on the same target.

Each time you use Command on a target, Demi-Bahamut will execute Akh-Morn(Bahamut) on the same target.

Duration: 20s

Demi Bahamut Abilities

Wyrmwave

Cast: Instant

Cooldown: 0s

Range: 100y

Radius: 5y

Deals unaspected damage to a target and all enemies nearby it with a potency of 160.

Command

Akh Morn (Bahamut)

Range: 100y

Radius: 5y

Deals unaspected damage to a target and all enemies nearby it with a potency of 400 for the first enemy, 10% less for the second, 20% less for the third, 30% less for the fourth, 40% less for the fifth, and 50% less for all remaining enemies. .

Command Elder Primal

Megaflare (Bahamut)

Range: 100y

Radius: 8y

Deal unsuspected damage with a potency of 800 to target and all enemies nearby it for the first enemy, 10% less for the second, 20% less for the third, 30% less for the fourth, 40% less for the fifth, and 50% less for all remaining enemies. .

Invocation: Odin

Job Quest

lvl 65

Cast Time: 2.5s

Cooldown: 1s

Range: 25y

Radius: N/A

Deal unsuspected damage with a potency of 800 to target.

Additional Effect: Enables Summon Odin.

Trance Gauge Cost: 2

Summon Odin

Job Quest

Level 65

Cast Time: Instant

Cooldown: 1s

Summons Demi-Odin to fight by your side.

Each time your pet uses an action on a target, Demi-Odin will execute Valknut on the same target.

Each time you use Command on a target, Demi-Odin will execute Gungnir on the same target.

Duration: 20s

Demi-Odin Abilities

Valknut

Cast: Instant

Cooldown: 0s

Range: 100y

Radius: 0y

Deals unsuspected damage with a potency of 200.

Command

Gungnir (Odin)

Range: 100y

Radius: 5y

Deals unsuspected damage to a target with a potency of 500.

Command Elder Primal

Zantetsuken

Range: 100y

Radius: 0y

Deal unsuspected damage with a potency of 999 to target.

Command Elder Primal

Job Quest

Level 68

Cast Time: Instant

Cooldown: 22s

Commands active Elder Primal to use their signature attack on a target.

Bahamut

Megaflare (Bahamut)

Range: 100y

Radius: 8y

Deal unsuspected damage with a potency of 800 to target and all enemies nearby it for the first enemy, 10% less for the second, 20% less for the third, 30% less for the fourth, 40% less for the fifth, and 50% less for all remaining enemies. .

Odin

Zantetsuken

Range: 100y

Radius: 0y

Deal unsuspected damage with a potency of 999 to target.

Embrace of the Triad

Job Quest

Lvl 70

Cast Time: Instant

Cooldown: 300s

Immediately fills your Trance gauge. Can only be used while Aetherflow is on cooldown and subject to the Weakened or at the Brink of Death states.

Class Traits

Aetherdam

lvl 6

Allows the stacking of one Aetherflow.

Enhanced Intelligence

lvl 20

Increases Int by 8

Maim and Mend

lvl 20

Increases base action damage and HP restoration by 10%. Also increases base damage and HP restoration of your pet by 10%.

Aetherdam II

lvl 20

Allows the stacking of up to two Aetherflows.

Master and Servant

lvl 26

Your spellspeed increases the damage of your pet.

Trance

lvl 30

Having your pet summoned now gives a corresponding bonus.

Wind Sprite

Increases Spellspeed by 2.5% and causes Evoke and Convoke spells to deal Wind damage.

Earth Sprite

Gives a 1% vulnerability reduction and causes your Evoke and Convoke spells to deal Earth damage.

Ifrit

Gives a 2% critical strike increase, Increases the Potency of Evoke and Convoke spells by 50, and causes Evoke and Convoke spells to deal Fire damage.

Titan

Gives a 2% Vulnerability reduction, causes Evoke, Convoke and Invoke spells to heal you for the amount, and causes Evoke and Convoke to deal Earth damage.

Garuda

Gives a 5% Spell Speed increase, increases the radius of Evoke and Convoke spells by 5y and causes Evoke and Convoke spells to deal Wind damage.

Leviathan

Increases spell speed by 5%, the potency of Evoke and Convoke spells by 50 and causes Evoke and Convoke spells to deal Water damage.

Ramuh

Increases critical strike by 2%, increases the radius of Evoke and Convoke spells by 5y and causes Evoke and Convoke spells to deal Lightning damage.

Shiva

Gives a 2% Vulnerability reduction, causes Evoke, Convoke and Invoke spells to heal you for the amount, and causes Evoke and Convoke to deal Ice damage.

Enhanced Intelligence II

lvl 40

Increases Int by 16

Aetherdam III

lvl 40

Allows the stacking of up to three Aetherflows.

Maim and Mend II

lvl 40

Increases base action damage and HP restoration by 30%. Also increases base damage and HP restoration of your pet by 30%.

Aetheric Acceleration

lvl 50

Your spellspeed reduces the recast timer on certain abilities. (Evoke I, II and III, Convoke I and II)

Enhanced Intelligence III

lvl 60

Increases Intelligence by 24.

Enhanced Primal Trance

lvl 70

Grants Elder Primal Aether upon the end of Primal Trance.

Pet Actions:

Wind Sprite:

Aero Range 25y Radius 3y

Deal wind damage with a potency of 80 to all targets in range.

Tornado Range 25y Radius 2y

Deal wind damage with a potency of 60 to all targets in range.

Combo Action: Aero

Combo Potency: 120

Command:

Whirlwind

Range 25y

Radius 5y

Deal wind damage with a potency of 150 to the target and all targets nearby and knock them all back 10-yalms.

Trance:

Trance-Wind Sprite

Increases Spellspeed by 1% and causes Evoke and Convoke spells to deal Wind damage.

Unleash:

Twister

Range 25y

Radius 5y

Deals Wind damage with a potency of 200 to target and all enemies nearby it.

Earth Sprite:

Stone Range 10y Radius 0

Deal earth damage with a potency of 40 to the target.

Additional Effect: Increased enmity

Fissure Range 10y Radius 0

Deal earth damage with a potency of 30 to the target.

Combo Action: Stone

Combo Potency: 80

Combo Additional Effect: Increased enmity

Quake Range 0 Radius: 10y

Deal earth damage with a potency of 20 to all targets in range.

Additional Effect: Increased Enmity

Command:

Earth Armor

Range: self

Radius: self

Reduces damage taken by 10% for 3 seconds.

Unleash:

Earthpower

Deals earth damage with a potency of 100 to all nearby targets.

Additional Effect: Increased Enmity

Additional Effect: Razed Earth Potency: 20

Duration 15s

Pet Actions:

Wind Sprite:

Aero Range 25y Radius 3y

Deal wind damage with a potency of 50 to all targets in range.

Tornado Range 25y Radius 2y

Deal wind damage with a potency of 60 to all targets in range.

Combo Action: Aero

Combo Potency: 120

Command:

Whirlwind

Range 25y

Radius 5y

Deal wind damage with a potency of 150 to the target and all targets nearby and knock them all back 10-yalms.

Trance:

Trance-Wind Sprite

Increases Spellspeed by 2.5% and causes Evoke and Convoke spells to deal Wind damage.

Unleash:

Twister

Range 25y

Radius 5y

Deals Wind damage with a potency of 200 to target and all enemies nearby it.

Earth Sprite:

Stone Range 10y Radius 0

Deal earth damage with a potency of 40 to the target.

Additional Effect: Increased enmity

Fissure Range 10y Radius 0

Deal earth damage with a potency of 30 to the target.

Combo Action: Stone

Combo Potency: 80

Combo Additional Effect: Increased enmity

Quake Range 0 Radius: 10y

Deal earth damage with a potency of 20 to all targets in range.

Additional Effect: Increased Enmity

Command:

Earth Armor

Range: self

Radius: self

Reduces damage taken by 10% for 3 seconds.

Trance

Gives a 1% vulnerability reduction and causes your Evoke and Convoke spells to deal Earth damage.

Ifrit:

Inferno Claw

Deal Fire damage with a potency of 80.

Burning Strike

Deal Fire damage with a potency of 100.

Combo Action: Inferno Claw

Combo Potency: 140

Radiant Plume

Deal Fire damage with a potency of 100.

Combo Action: Burning Strike

Combo Potency: 180

Combo Additional Effect: Fire damage over time. Potency: 15. Duration 9s.

Crimson Cyclone

Deal Fire damage with a potency of 60

Additional Effect: Charge to target's location.

Flaming Crash

Deal fire damage with a potency of 100

Combo Action: Crimson Cyclone

Combo Potency: 120

Combo Additional Affect: Increases physical vulnerability by 3%. Duration 30s.

Command:

Blastburn

Blast of fire deals Fire damage with a potency of 200.

Trance:

Trance-Ifrit

Gives a 2% critical strike increase, Increases the Potency of Evoke and Convoke spells by 30, and causes Evoke and Convoke spells to deal Fire damage.

Unleash:

Hellfire

Deal fire damage with a potency of 400.

Astral Flow:

Inferno

Range: 25y

Radius: 5y

Deals Fire damage to a target and all enemies nearby it with a potency of 700 for the first enemy, 10% less for the second, 20% less for the third, 30% less for the fourth, 40% less for the fifth, and 50% less for all remaining enemies.

Additional Effect: Fire damage over Time.

Potency: 35

Duration 30s

Titan

Rock Buster

Deals Earth damage with a potency of 60.

Additional Effect: Increased Enmity

Tumult Radius 4y

Deals Earth damage with a potency of 40 to all nearby enemies.
Additional Effect: Increased Enmity.

Geocrush Radius 6y

Deals Earth damage with a potency of 50 to all nearby enemies

Combo Action: Tumult

Combo Potency: 80

Combo Additional Effect: Increased Enmity

Mountain Buster

Deals Earth damage with a potency of 80.

Combo Action: Rock Buster

Combo Potency: 120

Combo Additional Effect: Increased Enmity

Landslide Range 25y Recast 40s

Deal Earth damage with a potency of 50.

Additional Effect: Maximize Enmity in the target.

Command:

Stone Fist

Earthen fists deal Earth damage with a potency of 120.

Additional Effect: Reduce physical damage taken by 10% for 3s.

Trance:

Gives a 10% Vulnerability reduction, causes Evoke, Convoke and Invoke spells to heal you for the amount, and causes Evoke and Convoke to deal Earth damage.

Unleash:

Sanctuary of Stone

Deals earth damage with a potency of 120 to all nearby targets and grants a shield for the amount.

Additional Effect: Increased Enmity

Additional Effect: Razed Earth Potency: 20

Duration 15s

Astral Flow:

Earthen Fury

Range: 0

Radius: 8y

Deal earth damage with a potency of 500 to all nearby targets.

Additional Effect: Earthen Sanctuary: Summoner and Pets standing in this zone gain 20% damage reduction. Duration: 10s

Garuda

Friction Range 25y Radius 5y

Deal wind damage with a potency of 60 to all targets in range.

Wind Blade Range 25y Radius 3y

Deal wind damage with a potency of 70 to all targets in range.

Aerial Slash Range 25y Radius 4y

Deal wind damage with a potency of 60 to all targets in range.

Combo Action: Friction

Combo Potency: 100

Combo Additional Effect: Increases physical damage taken by 2%. Duration 30 seconds.

Combo Action: Wind Blade

Combo Potency: 120

Wicked Wheel Range 25y Radius 8y

Deal wind damage with a potency of 60 to all targets in range.

Combo Action: Aerial Slash

Combo Potency: 130

Mistral Shriek Range 25y Radius 5y

Deals wind damage with a potency of 80 to all targets in range.

Combo Action: Aerial Slash

Combo Potency: 150.

Command:

Waking Winds

Gale force winds deal Wind damage with a potency of 120 to all enemies within a 8-yalm radius.

Trance:

Trance-Garuda

Gives a 2% Spell Speed increase, increases the radius of Evoke and Convoke spells by 5y and causes Evoke and Convoke spells to deal Wind damage.

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Unleash Wrath

Typhoon

Range 25y

Radius 5y

Deals Wind damage with a potency of 250 to target and all enemies nearby it.

Astral Flow:

Aerial Blast

Range: 30y

Radius: 8y

Deal wind damage with a potency of 800 to the target and all nearby enemies.

Leviathan:

Body Slam

Deal Water damage with a potency of 80.

Barracuda Dive

Deal Water damage with a potency of 100.

Combo Action: Body Slam

Combo Potency: 120

Maelstrom

Deal Water damage with a potency of 100.

Combo Action: Barracuda Dive

Combo Potency: 180

Combo Additional Effect: Water damage over time. Potency: 15. Duration 9s.

Spinning Dive

Deal Water damage with a potency of 60

Additional Effect: Charge to target's location.

Grand Fall

Deal Water damage with a potency of 100

Combo Action: Spinning Dive

Combo Potency: 120

Combo Additional Affect: Increases Magic damage taken by 3%. Duration 30s

Command:

Aqua Breath

Blast of water deals Water damage with a potency of 200.

Trance:

Increases spell speed by 2%, the potency of Evoke and Convoke spells by 30 and causes Evoke and Convoke spells to deal Water damage.

Unleash:

Tidal Roar

Deal Water damage with a potency of 400.

Astral Flow:

Tidal Wave

Range: 25y

Radius: 5y

Deals Water damage to a target and all enemies nearby it with a potency of 700 for the first enemy, 10% less for the second, 20% less for the third, 30% less for the fourth, 40% less for the fifth, and 50% less for all remaining enemies.

Additional Effect: Water damage over Time.

Potency: 35

Duration 30s

Ramuh

Chaotic Strike 25y Radius 5y

Deal Lightning damage with a potency of 60 to all targets in range.

Shock Strike Range 25y Radius 3y

Deal Lightning damage with a potency of 70 to all targets in range.

Rolling Thunder Range 25y Radius 4y

Deal Lightning damage with a potency of 60 to all targets in range.

Combo Action: Chaotic Strike

Combo Potency: 100

Combo Additional Effect: Increases magic damage taken by 3%. Duration 30 seconds.

Combo Action: Shock Strike

Combo Potency: 120

Thunderspark Range 25y Radius 8y

Deal Lightning damage with a potency of 60 to all targets in range.

Combo Action: Rolling Thunder

Combo Potency: 130

Thundering Arbiter Range 25y Radius 5y

Deals Lightning damage with a potency of 80 to all targets in range.

Combo Action: Rolling Thunder

Combo Potency: 150.

Command:

Thunderstorm

Lightning falls from the sky dealing Lightning damage with a potency of 120 to all enemies within a 8-yalm radius.

Trance:

Increases critical strike by 2%, increases the radius of Evoke and Convoke spells by 5y and causes Evoke and Convoke spells to deal Lightning damage.

Unleash

Volt Strike

Range 25y

Radius 5y

Deals Lightning damage with a potency of 250 to target and all enemies nearby it.

Astral Flow:

Judgement Bolt

Range: 30y

Radius: 8y

Deal Lightning damage with a potency of 800 to the target and all nearby enemies.

Shiva

Icicle Impact

Deals Ice damage with a potency of 60.

Additional Effect: Increased Enmity

Whiteout Radius 4y

Deals Ice damage with a potency of 40 to all nearby enemies.

Additional Effect: Increased Enmity.

Glass Dance Radius 6y

Deals Ice damage with a potency of 50 to all nearby enemies

Combo Action: Whiteout

Combo Potency: 100

Combo Additionl Effect: Increased Enmity

Ice Brand

Deals Ice damage with a potency of 80.

Combo Action: Icicle Impact

Combo Potency: 120

Combo Additional Effect: Increased Enmity

Glacier Bash Range 25y Recast 40s

Deal Ice damage with a potency of 50.

Additional Effect: Maximize Enmity in the target.

Command

Heavenly Strike

A frozen blade deals Ice damage with a potency of 120.

Additional Effect: Reduce physical damage taken by 10% for 3s.

Trance:

Gives a 10% Vulnerability reduction, causes Evoke, Convoke and Invoke spells to heal you for the amount, and causes Evoke and Convoke to deal Ice damage.

Unleash:

Dreams of Ice

Range: 0

Radius: 5y

Deals ice damage with a potency of 100 to all nearby targets and grants a shield for the amount.

Additional Effect: Master gains immunity for 6 seconds.

Additional Effect: Increased Enmity

Additional Effect: Hail Storm Potency: 20

Duration 15s

Astral Flow:

Diamond Dust

Range: 0

Radius: 8y

Deal earth damage with a potency of 500 to all nearby targets.

Additional Effect: Frozen Citadel: Summoner and Pets standing in this zone gain 20% damage reduction. Duration: 10s

Demi-Bahamut

Wyrmwave

Cast: Instant

Cooldown: 0s

Range: 100y

Radius: 5y

Deals unsuspected damage to a target and all enemies nearby it with a potency of 160.

Command

Akh Morn (Bahamut)

Range: 100y

Radius: 5y

Deals unsuspected damage to a target and all enemies nearby it with a potency of 400 for the first enemy, 10% less for the second, 20% less for the third, 30% less for the fourth, 40% less for the fifth, and 50% less for all remaining enemies. .

Command Elder Primal

Megaflare (Bahamut)

Range: 100y

Radius: 8y

Deal unsuspected damage with a potency of 800 to target and all enemies nearby it for the first enemy, 10% less for the second, 20% less for the third, 30% less for the fourth, 40% less for the fifth, and 50% less for all remaining enemies. .

Demi-Odin

Valknut

Cast: Instant

Cooldown: 0s

Range: 100y

Radius: 0y

Deals unsuspected damage with a potency of 200.

Command

Gungrir (Odin)

Range: 100y

Radius: 5y

Deals unsuspected damage to a target with a potency of 500.

Command Elder Primal

Zantetsuken

Range: 100y

Radius: 0y

Deal unsuspected damage with a potency of 999 to target.

Egi Glamour Models

Boss Models

Ifrit Boss Model
Titan Boss Model
Garuda Boss Model
Leviathan Boss Model (Reward: Summon IV Quest)
Ramuh Boss Model (Reward: Summon V Quest)
Shiva Boss Model (Reward: Summon VI Quest)
Ravana Boss Model (Reward: Thok as Thok (Extreme))
Bismarck Boss Model (Reward: The Limitless Blue (Extreme))
Thordan Boss Model (Reward: The Mistrals Ballad: Thordans Reign))
Sephiroth Boss Model (Reward: Containment Bay S1T7 (Extreme))
Sophia Boss Model (Reward: Containment Bay P1T6 (Extreme))
Zurvan Boss Model (Reward: Containment Bay Z1T9 (Extreme))
Susano Boss Model (Reward: The Pool of Tribute (Extreme))
Lakshmi Boss Model (Reward: Emanation (Extreme))
Byakko Boss Model (Reward: The Jade Stoa (Extreme))

Sprites

Wind Sprite
Earth Sprite
Fire Sprite
Water Sprite
Lightning Sprite
Ice Sprite

Egis

Ifrit Egi
Titan Egi
Garuda Egi
Leviathan Egi (Reward: Summon IV Quest)
Ramuh Egi (Reward: Summon V Quest)
Shiva Egi (Reward: Summon VI Quest)
Odin Egi (Reward: Urth's Font (Hard))
Ravana Egi (Reward: Thok as Thok (Hard))
Bismarck Egi (Reward: The Limitless Blue (Hard))
Thordan Egi (Reward: The Singularity Reactor (Hard))
Sephiroth Egi (Reward: Containment Bay S1T7 (Hard))
Sophia Egi (Reward: Containment Bay P1T6 (Hard))
Zurvan Egi (Reward: Containment Bay Z1T9 (Hard))
Lakshmi Egi (Reward: Emanation (Hard))
Susano Egi (Reward: The Pool of Tribute (Hard))
Byakko Egi (Reward: The Jade Stoa (Hard))

Carbuncles

Emerald Carbuncle (Quest: The Care and Feeding of Carbuncles)

Topaz Carbuncle (Quest: The Care and Feeding of Carbuncles)

Ruby Carbuncle (Quest: The Care and Feeding of Carbuncles)

Obsidian Carbuncle (Quest: The Care and Feeding of Carbuncles II)

Diamond Carbuncle (Quest: The Care and Feeding of Carbuncles II)

Sapphire Carbuncle (Quest: The Care and Feeding of Carbuncles II)

Demi-Bahamut

Base Bahamut Prime Boss Model

Prescence of Hraesvelgr (Reward: The Mistral's Ballad: Nidhogg's Rage)

Prescence of Nidhogg (Reward: The Mistral's Ballad: Nidhogg's Rage)

Shinryu (Reward: The Royal Menagerie(Extreme))

Mateus (Reward: The Royal City of Rabanastre)

Diabolos Hollow (Reward: Dun Scaith)

Golden Bahamut (Reward: The Unending Coil of Bahamut(Ultimate))

Demi-Odin

Base Odin Boss Model

Diabolos (Reward: Dun Scaith)

Rofocale (Reward: The Royal City of Rabanastre)

Argath (Reward: The Royal City of Rabanastre)

Alexander Prime Boss Model(Reward: Alexander: Soul of the Creator (Savage))

Hasmal (Reward: The Royal City of Rabanastre)

The Ultima Weapon (Reward: The Mistral's Ballad: The Weapons Refrain(Ultimate))