

5.1 SMN Rotation Cycle Analysis

By: Elevation

Source videos:

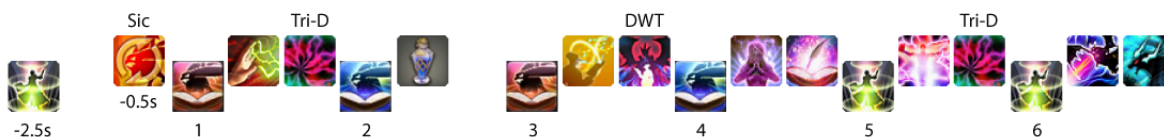
Elevation's Rotation Video: <https://www.youtube.com/watch?v=xbHrKjBMj1c>

Imouto's Rotation Video: <https://www.youtube.com/watch?v=A20VxCNjAMU&t=20s>

This doc will serve a general rotation analysis and breakdown of what 5.1 SMN rotation game play will look like. This is NOT an actual job guide, rather just a foundation to explain general decision making and priorities, with visual assistance from the rotation videos linked above.

Opener

6th GCD Summon Opener: [Full Size](#)



The opener of choice for both videos was the above image. Due to the above opener being shown publicly already, alongside another opener which puts our summon timing a GCD earlier, a common question lately has been; what is the difference between the 5th and 6th GCD Summon openers?

A: While the 5th GCD Summon is theoretically the highest expected damage output, unfortunately the current pet AI has not been consistent enough to be reliable, and throughout testing several people have experienced problems with the pet AI ghosting actions. Due to this inconsistency, we've primarily shifted focus to the 6th GCD timing instead to provide a consistent rotation for all players.

The 6th GCD timing does still maintain appropriate rotation alignment with our core oGCD actions, as well as proper raid buff alignment with Devotion. We can provide a brief summary below:

Critical Opener Priorities

1st GCD: Energy Drain > Tri-Disaster. The ED first is to ensure a proper alignment for future recast timings, specifically recasts during Demi-Primal phases. Refer to video footage for visual guidance on later timings to understand why this alignment works well.

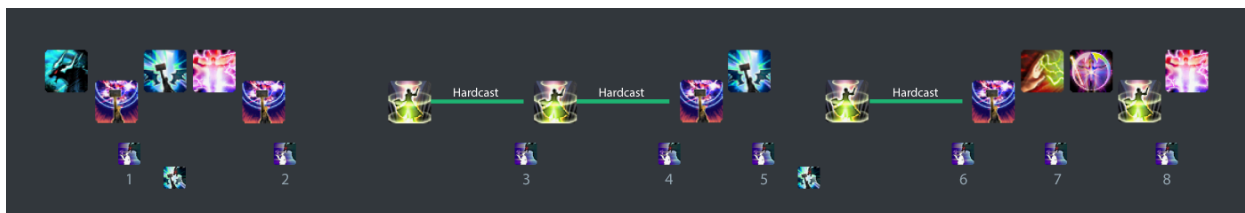
3rd GCD: Devotion > DWT. The Aetherpact first weave is to ensure a proper 3rd GCD Devotion timing. This will place Devotion on a proper timeline with other possible 15s raid buffs (Chain Strat, Technical Step, Trick Attack), as well as align best for most raid compositions.

4th GCD: Enkindle late weave. Enkindle should always be late weaved if placed in the 4th GCD slot, to ensure consistency with snapshotting on specific raid buffs that may be cast late (such as DNC's Devilment or AST's Divination).

5th GCD: Tri-Disaster clip on full buffs. In most scenarios, the Tri-D reset should be used to clip our DoTs into full raid buffs, not only for initial potency gains with the opener, but to also create a consistent timeline with our DoTs parallel with raid buff timings. Only in very specific situations (such as E3S) should you consider otherwise.

Bahamut Phase

1-4-3 Bahamut Rotation - Double R4: [Full Size](#)



Both videos utilize the 1-4-3 bahamut rotation for our 1st bahamut timing, including the double Ruin IV start.

Why double Ruin IV? By replacing a Ruin III with a Ruin IV early in the rotation, we are able to make a GCD optimization to push a 300 potency spell into a full raid window as opposed to a 200 potency spell.

1-4-3 vs. 1-5-2: The choice between which bahamut rotation you should use will be made easy by your raid composition. For parties that specifically include an Astrologian, or a Dancer that partners YOU, the 1-4-3 rotation is 100% preferred to align an extra Ruin IV and the 2nd Akh Morn into Devilment or Divination buffs. Excluding this case, either rotation is perfectly fine.

One of the changes with 5.1 was the fix to Bahamut AI, allowing the pet to instantly wyrmwave now upon a GCD cast. This means executing 1-4-3, or even 1-5-2 rotations is much easier (even with minimum spell speed builds), and the requirements for instant cast GCDs at the tail end are lessened to a degree.

This change is one of the core reasons why the double Ruin IV alignment is now possible, however, doing so will also place reliance on the use of Swiftcast to be used offensively for providing one of the final 2 instant casts that are required to achieve 8 wyrmwaves. We urge any player to make sound choices, given the environment they find themselves in.

Energy Drain:

Our 2nd ED should be coming up near the end of our Bahamut here. Due to the initial placement in the opener, this recast timing should be seamless as a first weave in the GCD, to minimize the amount of drift that could occur and eliminate any risk of clipping the GCD on a late weave.

On the final GCD of Bahamut, we should use this final instant cast to weave another Fester with our 2nd set of stacks. This will ensure an extra 300 potency on the last 1-2 seconds of our potion, maximizing potential damage gains.

Filler Phase #1

Following our Bahamut will come our first downtime phase, what we call the “Filler Phase”. During this filler phase, we don’t necessarily look towards a specific GCD sequence that you may see with an opener or Bahamut rotation, rather you are simply following a small list of priorities with regards to Egi Assault and Ruin IV usage for both movement optimization and weave requirements.

Filler Phase Timeline - First 26 seconds:



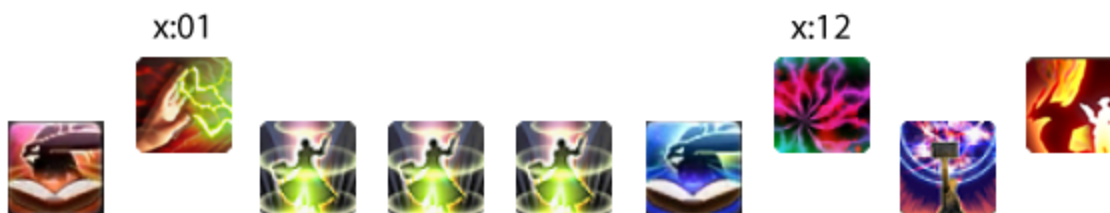
It’s important to understand the initial 26 seconds of this phase to make our EA and Ruin IV usage as efficient as possible. This time window begins from the end of our Bahamut phase up to our next ED timing. During this window, we have only 2 necessary weave requirements: the 2nd Fester stack to be used prior to our next ED timing, and the ED recast itself.

Once we break it down as such, our plan to play out this time window is rather simple. We have a guaranteed hardcast set of DoTs coming up at ~x:42, and we can use the weaving space provided by Bio 3 to use our 2nd Fester stack. And for the ED recast at x:01, we will have an EA 1 charge coming off cooldown just prior. This means, so long as maintain proper alignments, both of our weave requirements in this window are covered.

So what do we do with the previous EA charges that we gain as our Bahamut finishes?

These charges become “free” uses within the span of these 26 seconds. This means, so long as we use the charges by the time our next cooldowns finish, we can shift the timing of our EA 1 and EA 2 casts within a 26 second window for movement optimization purposes.

Example Sequence - ED to Firebird Trance (Single weave method):



The remaining bit of our filler phase will continue from our ED timing up until we begin Firebird Trance. This last portion is very simplistic, and will only depend on which weave method we decide to use for FBT itself. If we decide on the single weave method, due to the lack of raid buffs available for our FBT timings, then the sequence above should occur precisely.

The timing of our FBT will also be important, as with this rotation example, we're pushing for full raid buff alignment. This means we not only want to ensure our Tri-Disaster that will naturally come off cooldown is delayed until our previous DoTs fall off, but our FBT is also delayed accordingly, placing both within the timeline of potential current and future raid buff timings.

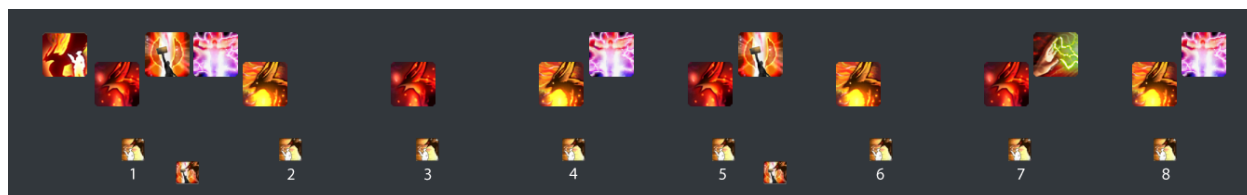
Ruin IV Priority: For the actual weave of FBT, Ruin IV should always be prioritized to provide this weaving space. Using an Egi Assault has a considerable risk to ghost the pet cast, as the pet will have a very limited time window to finish casting a Flaming Crush before it is despawned for Phoenix-Egi. In the event of using the triple weave method, replace one of the 3 hardcast Ruin IIIs with an EA 2 instead, and Ruin IV for the Tri-D > FBT > Revelation weave.

Beyond this, we will have a total of 3 other Ruin IVs generated throughout this entire filler phase. These 3 procs should ONLY be used during this filler phase for maintaining GCD uptime (if needed), otherwise they should be held until our 2nd filler phase following FBT.

ED Stack Priority: With the ED recast coming at x:01, these stacks should always be prioritized for potential raid buff windows. For the very first rotation cycle, this will solely depend on the existence of Trick Attack (as the only 60 second buff). However, for repeated cycles, this will eventually align for 3 minute raid buff windows including our own Devotion.

Firebird Trance Phase

Example Phoenix Rotation - Single weave method: [Full Size](#)



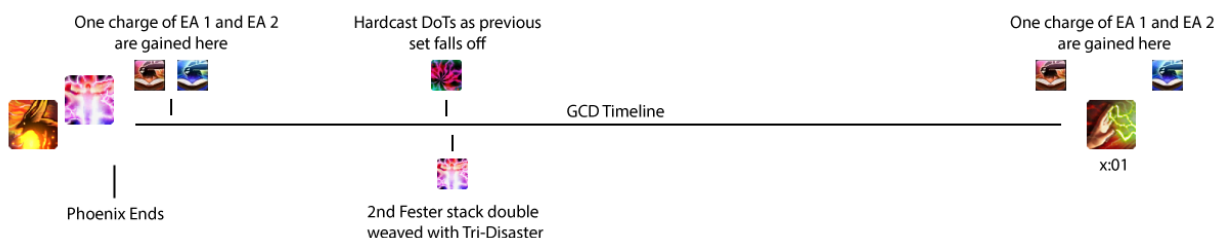
Energy Drain

Our 3rd ED timing in the rotation cycle should occur near the end of our Firebird Trance, assuming proper alignment. We can use the weaving space from FoF and BoP to weave our next ED off cooldown, as well as use our 1st Fester stack.

Filler Phase #2

Following our Firebird Trance will be our 2nd Filler Phase. Similar to the 1st Filler Phase, this 2nd phase will include the same decision making and priorities involving weaving space, alongside Egi Assault and Ruin IV procs.

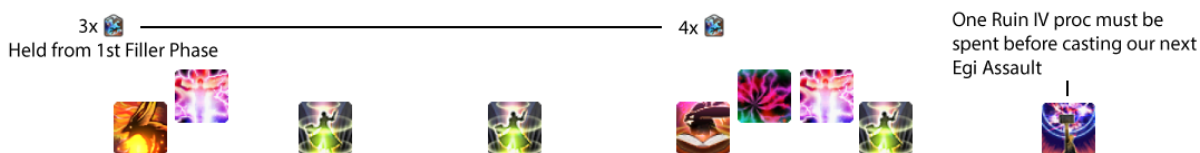
Filler Phase #2 Timeline - First 26 seconds: [Full Size](#)



Just like the earlier filler phase, we can split this phase into two sections and simplify our priorities by our weave requirements. We once again can limit our weave requirements down to 2, to cover the Tri-Disaster + 2nd Fester, as well as the 4th and final ED timing in the rotation cycle.

As we don't have the benefit of a hardcast set of DoTs in this phase timing, we'll be required to use one of our initial Egi Assault charges or a Ruin IV to handle our Tri-Disaster + Fester weave. However, one exclusive priority to this 2nd filler phase will be the staggering of EA casts relative to our Ruin IV usage. As there's a high chance that we'd be holding multiple Ruin IV procs once this phase begins, we need to be mindful that we DO NOT cast an Egi Assault if we are already sitting at 4 procs.

Ruin IV proc example: [Full Size](#)



If you find yourself in a similar situation to the example shown above, remember that you must dump one Ruin IV proc within the next few GCDs to avoid overcapping on procs. This MUST occur quickly, as you're also trying to maintain the cooldown loop on your EA charges, and you'll have very limited time to use your 2nd EA in time before the next set of charges are reset.

Ruin IV Prioritization - Preparing for DWT/Bahamut

As we near towards our next Dreadwyrn Trance phase, we'll want to think about how to prepare ourselves with sufficient Ruin IV procs for the next raid buff window + Bahamut phase. I believe there to be two important optimization choices to make with regards to this:

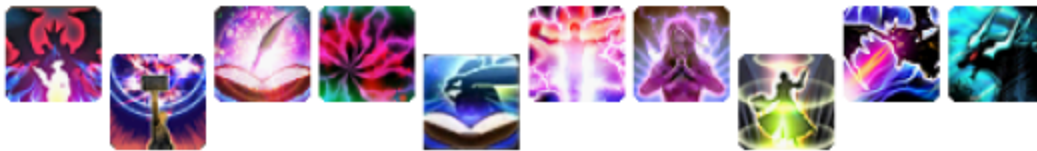
1. Maintaining 4x Ruin IV procs for our next Bahamut phase, to allow for appropriate rotation alignments without incurring the cost of Ruin II usage.
2. Setting up a Ruin IV proc to be used at the start of 2 minute raid buffs, with an EA held until the beginning of our next DWT.

These of course are priorities that exist in “ideal” scenarios, so while these should be your goals with filler phase execution, they are also not the law. In specific situations you may be required to misalign Ruin IV procs or EA casts for the sake of maintaining GCD uptime, and if this happens then it is fine. Losing 40p to cast a Ruin 2 is still a better loss to take, rather than losing 200p+ by not casting anything at all.

Dreadwurm Trance Phase - Recast

As was the case with pre-5.1 game play, our DWT recasts will generally be cut short, to the extent of either 2 or 3 GCDs depending on alignment goals.

Example DWT-Recast Sequence:



Two vs. Three GCD Sequences

With our DWTs still prioritized to be cut short, we will have choices between how many GCDs we will aim to use to maintain proper raid buff alignment. However, this choice is more reliant on personal adjustment, and awareness of where our core timings are going to align ahead of time.

2 GCDs: 2 GCD sequences would become a priority if we recognize our trance timings will be delayed relative to the start of raid buffs. This will allow us to speed up the timing of our Deathflare, and following Bahamut by a GCD, providing the benefit of extra Bahamut potency in possible raid buffs.

3 GCDs: 3 GCD sequences are generally ideal, however requires a more strict alignment with our trance cooldowns as any delays would cause us to lose Bahamut potency later on if we still push for 3 GCDs. This sequence also has the added benefit of providing GCD optimizations with enough GCD slots to shove a Ruin IV alongside our final Egi Assault when possible.

Repeating The Cycle

From this point onward, we will just repeat the same rotation cycle. With these repeating cycles, the priorities around rotation alignments and sequencing in each of the phases labeled above will still hold, so maintaining proper execution is key to having a consistent rotation over long time frames.

As we didn't cover these two such cases above, we will also show examples for aligning Devotion properly within our preferred GCD sequencing below:

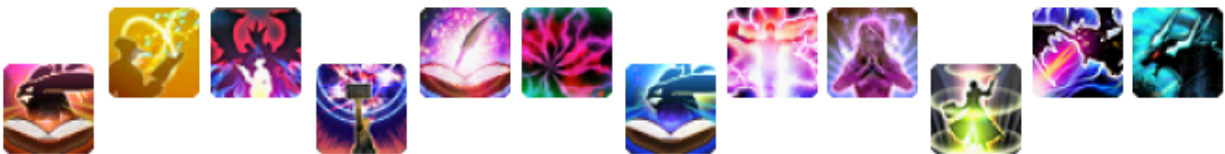
Devotion with Firebird Trance:



When Devotion is aligned for our FBT window, we would prioritize our final EA charge to weave Aetherpact in order to use Ruin IVs for our final weave(s). This is to make small potency gains as Ruin IVs hitting Devotion would net us more potency than an Egi Assault hitting instead. With Devotion, alongside the possibility of other 3 minute raid buffs or Trick Attack, we will have more incentive to force the triple weave method for this specific timing.

If the single weave method is still used during a Devotion window, then the timing of Tri-Disaster should remain on the following GCD, and a 2nd Ruin IV should be used for FBT afterwards. This is to ensure the Tri-Disaster is guaranteed the snapshot on Devotion.

Devotion with Dreadwyrms Trance:



When Devotion is aligned for our DWT window, we would follow the same priorities that come with the 3 GCD sequence. This means, ideally, we would wish to align an EA cast to handle our Devotion + DWT weave, allowing us to use a Ruin IV proc and our final EA inside of raid buffs for small potency gains.

Additional Resources

If you'd like to view other resources for learning and improving your game play with SMN, as well as staying up-to-date with new theorycrafting information as well as job changes, then check out these resources down below!

<https://thebalanceffxiv.com/>

<http://www.akhmorning.com/>

[Elevation's Youtube](#)

[Tsundere Imouto's Youtube](#)

[Nemekh's Youtube](#)