

Roda's Super Costly Summoner Redesign!

(It's totally rad, though)

This revision intends to marry the desires of FFXIV to have a "true" pet class as well as a "classic" FF Summoner archetype.

The definitions of a "true" pet class seems to be a point of debate in the community where some people view the archetype as a multi-tasking, micromanagement series of minigames where you're playing as both the character *and* the pet at once. Others seem to view the archetype as fighting *alongside* the pet, where the pet has almost a will of its own and the caster is teaming up with another separate character/familiar outside of their control other than maybe a few commands where the focus is trying to find out how to best work together to get favorable results. And others simply expect the pets to do either as much as or more damage than the player character themselves. I hope to fulfill the first fantasy by assigning important buffs to the pet commands as well as providing many ogcd options that either command or outright summon different primals/eikons to attack. I hope to fulfill the second fantasy by only giving the pet mostly situational OGCDs (that do not animation lock you, like how SB Obey skills used to work). And the third fantasy I hope to meet by only giving the caster themselves five GCD spells they cast themselves, three OGCDs they cast in which the effect is directly coming from or around the player with no assistance from another entity, and the rest of their abilities be focused around summoning creatures to attack, or ordering their summons to attack.

The "Classic FF Summoner" archetype seems to be centered around

1. Having a varied library of iconic creatures to summon
2. Big flashy attack animations with cool monsters
3. Building up to said grand attack

I hope this revision will meet all three expectations by providing Quick Summons to expand the library of summons past 1 useful pet summon and 2 demi-summons (1 clear inferior phase, and 1 superior near functional reskin of the previous implementation of the previous demi), replacing the notoriously disappointing abstractions of primals with temporary summons of their true appearance, and using the summoning of lesser primals/eikons to summon demi-summons that will have less concurrent screen-time than the pets, but more concurrent screen-time than the Quick Summons. And hopefully achieve a bit of playstyle difference between the demi-summon options so the summoning actually impacts your gameplay outside of "make numbers go big" or "god I wish I had this utility on command"

Finally I hope to provide a satisfying and steady progression of complexity and character growth through 1-80. As well as correct what seems to be an accidental reversed job fantasy reward system (Ruin IV management being the core of the job's mechanics, the dots supporting Ruin spells' damage, and summon commands only being there to make more Ruin IVs happen) by having the player's ruin spells and dots fuel their ability to cast powerful summon abilities.

(PS Death to Resurrection and Physick)

Glossary:

I'm going to use shorthand or collective/replacement terms for like-actions and mechanics because I am lazy and don't want to type out every single long-winded spell name in a row when I'm referring to mechanic groupings.

Ruin Spell: Any damaging spell with "ruin" in its name. Ruin, II, III, IV, Ruination, Ruinous Cascade.

Pet: This is your summon that is more than just a spell effect / isn't restricted by a timer. It will attack automatically once in combat unless ordered not to. Will perform a small selection of skills at the behest of the player character. Pets have a cast time again and are not meant to be quickly flipped through in combat.

Quick summons: Abilities that call forth a summon to do a single attack and then disappear once the attack lands (or whiffs on a mob that becomes untargetable SE pls). Basically class fantasy flavor for what is essentially a fancy spell effect. The ability and damage is coming from you, but it looks as if another entity is performing the attack, your character just appears to have summoned forth that entity.

Trance: This is the period in which your character is augmented. Some of the player's actions may be altered when this state is activated.

Demi / Demi-Eikon: This is a summoned entity that is somewhere between a Quick Summon and a Pet. A temporary pet that performs actions in an automatic reaction to your spells/weaponskills (yes, stay with me), and is able to be commanded to cast a variety of signature moves.

DemiTrance: The final stage of a rotation (at level 80 anyway) where a Trance state will summon the corresponding Demi-Eikon.

Character progression timeline

Combat flow ($\leq$ level 30):

Maintain dots on target(s)
Command pet to perform actions
Fill with Ruin.

Actions:

- Ruin
 - Filler casted GCD
 - Fester-like effect that boosts damage based on dots applied to target
- Bio
 - Instant cast GCD dot
- Warding Arcanima (rename of Summon II)
 - Summons tank pet
 - Designed for solo play
 - Distortion Effect: Taunt, taunt over time debuff applied, self heal for pet
- Miasma
 - Casted GCD dot
- Arcane Distortion
 - Orders carbuncle to perform its signature move
- Spellbound Arcanima (rename of Summon)
 - Summons caster pet
 - Synergises with casters in party (including the summoner themselves)
 - Distortion effect: PBAoE centered on target, small magic vuln debuff applied (only works on Magic DPS classes' skills).
- Contagion (rename of Bane)
 - Spreads dots to monsters surrounding the target.
- Ruin II
 - Instant cast direct damage GCD
 - Meant for weaving and/or mobility
 - Less efficient than Ruin (less damage per mp spent)
 - Fester-like effect that boosts damage based on dots applied to target
- Ruination (rename of Outburst)
 - Filler casted GCD AoE
 - Radial AoE centered around target
- Ruinous Cascade
 - Instant cast GCD AoE
 - Radial AoE centered around target
 - Can only be cast under the effects of "Widespread ruin"

Traits:

- Enhanced Ruin II
 - Causes Ruination to grant caster the buff of “Widespread ruin”

Combat flow (Level 50):

Build gauge by casting ruin spells on target with SMN dots

Cast quick summons with gauge resource

Command pet to perform actions

Actions

- Aetheric Corruption
 - Direct upgrade from Miasma
 - When a target suffering from Aetheric Corruption is hit by a ruin spell the Summon Gauge is increased
 - Casted single target ruin builds the most
 - Instant cast single target ruin builds the second most
 - Casted aoe ruin builds the second least
 - Instant cast aoe ruin builds the least
- Eikonic Fury
 - OGCD Quick Summon
 - Summon selected based off of pet
 - Applies “Eikonic Fury” buff
 - Eikonic fury increases the potency of the next Eikonic summon spell.
 - Consumes portion of Summon gauge to use
- Eikonic Wrath
 - OGCD Quick summon
 - Summon selected based off of pet
 - Applies “Eikonic Wrath” buff
 - Eikonic Wrath consumes Eikonic Fury and greatly increases the potency of the next Eikonic summon spell.
 - Consumes portion of summon gauge to use
- Divine Curse
 - Direct upgrade from Bio
 - When a target suffering from Divine Curse is hit by a ruin spell the Summon Gauge is increased
 - Casted single target ruin builds the most
 - Instant cast single target ruin builds the second most
 - Casted aoe ruin builds the second least
 - Instant cast aoe ruin builds the least
 - Gauge increase stacks with Aetheric Corruption
- Eikonic Onslaught
 - OGCD Quick summon

- Summon selected based off of pet
- Consumes Eikonic Fury and Eikonic Wrath debuffs
- If Eikonic Wrath is consumed target suffers from Divine Combustion and explodes for X magic damage.

Traits:

- Primal Intent
 - Causes Eikonic Fury, Wrath, Onslaught to perform AoE summon actions
 - Of course damages and effects are adjusted for balance.

Combat flow (Level 60):

Build gauge by casting ruin spells on targets with SMN dots

Build up second gauge by casting quick summons

Initiate Trance for a phase of high damage

Actions:

- Ruin III
 - Direct damage and gauge resource upgrade from ruin
- Ruinous Hex (renamed from Tri-disaster)
 - Applies Aetheric Corruption, Divine Curse, and Dread to target
 - Dread (renamed from Ruination) increases the potency of ruin spells used against the target
- Arcane Drift
 - Movement utility
 - Spells casted for X seconds are instant cast
 - It's like Dreadwyrn Trance, but with no deathflare, and isn't tied to the rest of your rotation!
 - Yay useful personal utility button!
- Eikonic Trance
 - Replaces some or all ruin skills depending on pet
 - Ruinous Hex cooldown reset

Traits:

- Ruin Mastery:
 - Upgrades Ruin to Ruin III
- Enhanced Eikonic Wrath:
 - Calls forth a new summon based on chosen pet
 - Eikonic Wrath now adds X to Trance Gauge
- Enhanced Eikonic Onslaught:
 - Calls forth a new summon based on chosen pet

- Eikonic Onslaught now adds X to Trance Gauge
- Enhanced Eikonic Fury:
 - Eikonic Fury now adds X to Trance Gauge

Combat flow (Level 70):

Build Gauges by using Ruin on Dotted targets

Command pet to perform actions

Summon Demi-Eikon by initiating DemiTrance

Command Demi-Eikon to use its signature skill in trance-mode.

Actions:

- Skirmishing Arcanima
 - Summons melee DPS pet
 - Synergises with Melee DPS in party
 - Arcane Distortion effect: Cone AoE in front of pet, small melee vuln debuff on target (Only works on melee DPS classes' skills)
- Aetherpact
 - Commands pet to cast devotion
 - It's the same
- Eikonic Awakening
 - Summons forth a Demi-Eikon to aid you in your battles
 - Changes some Ruin Spells depending on chosen pet like Eikonic Trance
 - Pet will withdraw from the battlefield for the duration of the summon
 - (the pet turns into the demi!!!)
- Enkindle Demi-Eikon
 - Orders Demi-Eikon to perform its signature attack

Traits:

- Aethertrail Attunement:
 - Upgrades Eikonic Trance to Eikonic Awakening
 - Allows the Summoner to summon forth the subject of their trance.

Combat flow (Level 80):

Build Gauges by using Ruin on Dotted targets
Command pet to perform actions
Summon Demi-Eikon by initiating DemiTrance
Command Demi-Eikon to use its signature skill in DemiTrance-mode.
Command Demi Eikon to use additional skills in DemiTrance-mode

Actions:

- Deadeye Arcanima
 - Summons Physical Ranged DPS Pet
 - Synergises with Physical Ranged DPS in parties
 - Arcane Distortion Effect: Line AoE, & applies small physical ranged dps vuln on target
- Ruin IV
 - Direct upgrade in damage and gauge building to Ruin II (NO PROCS)

Traits:

- Enhanced Runious Hex (renamed from Enhanced Tri-Disaster)
 - Extends the duration of Dread to 30 seconds
 - (unchanged from enhanced Tri-Disaster)
- Enhanced Contagion (bane)
 - Unchanged
- Enhanced Aethertrail Attunement
 - Replaces Quick Summon abilities while under a DemiTrance to commands for your Demi-Eikon to perform further abilities
 - These skills will be untied from the gauge

Note: I'm not going to put any actual level acquired, potencies, cooldown timers, or gauge build and consumption rates. I'm not gonna do math if I'm not getting paid for it :P And all that would get changed as the design would be tested and iterated upon. So I don't see much purpose in writing it down when this idea is merely at a brainstorming stage.

Arcanima & Summoning Explained

Arcanima is the core of the design of this revision. What Arcanima the player chooses will determine how their class will operate as the player gains levels. It is also a way to avoid button bloat and rotation inflation as the game ages, as more arcanima can be added, adding whole new utilities while not crowding out the uses of others as well as having current Arcanima evolve, providing newer and more powerful, or differently used versions of older actions.

Furthermore, separating the class into stances can allow for egi glamours to be used without worry of “It would be weird if X did Y spells” as you could separate the available egis into their respective combat roles.

Warding Arcanima:

It's time to give up and admit no one is going to use Titan Egi in any serious content. He's a noob trap currently, and was a noob trap before. His use was as a pure utility pet way back during ACN times and he should stay in that role. It's part of the fantasy of a pet class, you know? Your partner has got your back while you dole out the damage! Teamwork at its finest!

The goal behind my design of the Warding Arcanima is to place it first, so first and foremost new players see it as a tool to help in the open world, while the following Arcanima will be, and be placed as appropriate upgrades in terms of damage and later-level gameplay.

And yes. It should behave like (a better) SB Topaz/Titan-Egi. Targetable, able to be healed, and most importantly, able to hold threat. But it shouldn't be this immortal demigod that is able to take any hit to allow the smn to plink the target away with no threat. Its HP should be balanced so that it needs to be actively healed, and its damage shouldn't be anywhere near the other pets,

- Default pet model: Topaz Carbuncle
- Arcane Distortion: Shining Ward
 - Taunts
 - Places an Enmity over Time debuff effect on target
 - Low to no damage on target
- Pre-Trance Gauge Quick Summons:
 - Eikonic Fury - Titan's Fury: Rock Buster
 - Low damage
 - Taunts target and Enmity gained is transferred to pet
 - Eikonic Wrath - Titan's Wrath: Mountain Buster
 - Moderate damage

- A small heal for pet
 - Eikonic Onslaught - Titan's Onslaught: Landslide
 - Moderate damage
 - Pulls the target to the pet
 - Taunts the target and Enmity gained is transferred to pet
- Post-Trance Gauge Quick Summons:
 - Eikonic Fury - Titan's Fury: Rock Buster
 - (unchanged)
 - Eikonic Wrath - Bizmarck's Wrath: Tempest Song
 - Moderate damage
 - AoE HoT on target that will only heal pet
 - Eikonic Onslaught - Sephirot's Onslaught: Malkuth
 - Moderate damage
 - Pulls the target to pet
 - Taunts the target and enmity gained is transferred to pet
- Trance-Altered Ruins:
 - Ruin (III) - Spear of Light
 - Casted bolt of light
 - Ruin II (IV) - Holy Ward
 - An instant cast spell that applies a short (SHORT!!) shield buff onto the player
- Demi-Eikon: Thordan & the Knights of the Round
 - Reactionary attack: Ancient Quaga
 - Enkindle ability: Ultimate's End
 - Circular AoE around target
- Demi-Altered Quick Summon Abilities
 - Eikonic Fury - Spiral Thrust
 - Ser Vellguine appears behind the summoner and charges the target
 - Eikonic Wrath - Warding Might
 - Ser Adelphel & Ser Janelnoux Appear beside the target and LB
 - Eikonic Onslaught - Conviction
 - Ser Hermenost calls down and detonates a Conviction Tower near the target

Note: This pet should lose all enmity and not gain any more if a tank joins / is in the party

Spellbound Arcanima:

The spellcasting familiar similar to Garuda pre ShB it supports a more magically aligned group composition. It accentuates the strengths and weaknesses of summoner as a caster

- Default pet model: Emerald
- Arcane Distortion: Arcane Vortex
 - Circle AoE on target
 - Small magic vuln on target (only boosts damage from magic DPS classes)
- Pre-Trance Gauge Quick Summons:
 - Eikonic Fury - Garuda's Fury: Wicked Wheel
 - Eikonic Wrath - Garuda's Wrath: Downdraft
 - Eikonic Onslaught - Garuda's Onslaught: Mistral Shriek
- Post-Trance Gauge Quick Summons:
 - Eikonic Fury - Garuda's Fury: Wicked Wheel
 - Eikonic Wrath - Ramuh's Wrath: Judgement Bolt
 - Eikonic Onslaught - Sophia's Onslaught: Equilibrium
- Trance-Altered Ruins:
 - Ruin (III) - Flare Star
 - High damage casted GCD
 - Ruin II (IV) - Flare Breath
 - High damage instant cast GCD
- Demi-Eikon: Bahamut
 - Reactionary attack: Wyrmwave
 - Enkindle ability: Akh Morn
- Demi-Altered Quick Summon Abilities
 - Eikonic Fury - Rage of Bahamut
 - Eikonic Wrath - Tera Flare
 - Eikonic Onslaught - Akh Morn

Skirmishing Arcanima:

- Default pet model: Ruby Carbuncle
- Arcane Distortion: Brilliant Cleave
 - Cleave in front of pet
 - Places a small phys vuln on target (only boosts damage from melee DPS class actions)
- Pre-Trance Gauge Quick Summons:
 - Eikonic Fury - Ifrit's Fury: Eruption
 - Eikonic Wrath - Ifrit's Wrath: Crimson Cyclone
 - Eikonic Onslaught - Ifrit's Onslaught: Vulcan Buster
- Post-Trance Gauge Quick Summons:
 - Eikonic Fury - Ifrit's Fury: Eruption
 - Eikonic Wrath - Ravana's Wrath: Tapasya
 - Eikonic Onslaught - Zurvan's Onslaught: Soar
 - Yep
- Trance-Altered Ruins:
 - Ruin (III) - Gungnir
 - Melee combo starter
 - With a swing of your zantetsuken you drop a gungnir-like spear on your target
 - Ruin II (IV) - Einharjar
 - Melee combo follow up from Gungnir
 - Has a circular AoE around player + single target damage to target
 - Ruination - Sanngetall
 - Melee combo finisher
- Demi-Eikon: Odin / Zantetsuken
 - Reactionary attack: auto-attack
 - Yeah
 - Enkindle ability: Shin-Zantetsuken
- Demi-Altered Quick Summon Abilities
 - Eikonic Fury - Hall of Sorrow
 - Eikonic Wrath - Hall of lead
 - Eikonic Onslaught - Hall of Stone

Note: the demi *should* replace the character's body as if they were the last person to hit Odin in his FATE

Deadeye Arcanima:

- Default pet model: Amethyst Carbuncle
- Arcane Distortion: Twinkling Rain
 - Line aoe from pet to target
 - Small phys vuln on target (only boosts damage of ranged DPS classes)
- Pre-Trance Gauge Quick Summons:
 - Eikonic Fury - Leviathan's Fury: Tidal Roar
 - Eikonic Wrath - Leviathan's Wrath: Dive
 - Eikonic Onslaught - Leviathan's Onslaught: Tidal Wave
- Post-Trance Gauge Quick Summons:
 - Eikonic Fury - Leviathan's Fury: Tidal Roar
 - Eikonic Wrath - Shiva's Wrath: Glass Dance
 - Eikonic Onslaught - Tsukuyomi's Onslaught: Nightfall
- Trance-Altered Ruins:
 - Ruin (III) - Fountain of Fire
 - Unchanged
 - Ruination - Brand of Purgatory
 - Unchanged
- Demi-Eikon: Phoenix
 - Reactionary attack: Scarlet Flame
 - Unchanged
 - Enkindle ability: Revelation
 - Unchanged
- Demi-Altered Quick Summon Abilities
 - Eikonic Fury - Redfire
 - Eikonic Wrath - Bluefire
 - Eikonic Onslaught - Blackfire

As a note for all Arcanima:

These skills are merely suggestions. Their orderings may be moved around, or the skills outright replaced. They may or may not have the exact behavior of their enemy variants'. This is just to establish the illusion that we are summoning these.... Summons to do their attacks and that summoning is building towards the grand summons. The only thing I'm 100% certain on is the gameplay variants of the different DemiTrances. The skill names and animations may be different, but Bahamut's skill changes *should* be 1 hard cast, 1 instant cast, Odin/Zantetsuken's *should* be an instant 1-2-3 combo in melee, and Pheonix's *should* be mobile.

Questions on continuity:

Yep “how do you summon one of the warring triad before you’ve fought them?” Hell, Garuda would be able to be summoned before you even think about facing her in the story! The Caster pet is one of the first pets! And you certainly can’t wait until you’re ten levels past your job stone before you start learning how Quick Summons work! Honestly this could be solved with either a bit more brainstorming with a MSQ landmark list followed by some shuffling of summon appearance timings (skirmishing appears before spellbound, etc), or by retconning some of the SMN job quests (and to be completely honest, a few of us need to have our job quests retconned a bit to fit with current job designs. Cough cough MCH, cough cough AST).

I’m honestly not too worried about the acquisition of summons happening before the true story fight. Primals have been known to be things that are summoned willy nilly all over the place (Zelphatol for instance), so being able to throw a metaphorical murderpokeball at a weaker, one-man-summon primal shouldn’t ruin the impact of fighting the “real” thing later. (might even give a sense of foreboding if the weaker summon was strong enough, and then you’re forced to fight a version with way more fuel!). And honestly the warring triad stuff should probably just be imprinted on the jobstone as it is, since they’re pretty glued to allagan history. TL;DR, many options, not my choice to make, other jobs have continuity problems and they’re left in, when in doubt, allagans did it. I just wanted to vomit my idea onto an outline while the discourse is still hot!