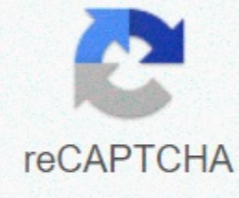




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## Ffxiv smn guide 5.1

11-07-2019 06:40 PM #11 Oh, you're brother Morning? Great job there, thank you. I have tried SMN since patch 5.1. Hit but I don't really know if you play well. The rotation part is still in progress, isn't it? Looking forward to it, I am one of those who need images and text to better understand. Rotation and video opener on YouTube are very fast for me as a novice xD 11-07-2019 09:08 pm #12 actually! I've had my pet project (and pain) for 18 months now since I felt gdocs and discus pins were very limited. I realize that players all learn through different means, so my desire to do my best to cover as many rules as possible. Shadowbringers had a somewhat slow era with how to radically change SMN, then held off until we knew the effects of the 5.10 changes with certainty. My colleagues are guide writers and I've had difficulty working on updating our articles. Soon (tm) Summoner Afficionado creator of AkhMorning and their websites: , & 11-07-2019 10:09 pm #13 originally published by Nemekh it only contradicts Firebird trance and Demi Bhammut, alternating you can use in the 40s every minute around them. With a little training, it really isn't so bad. EAs even OGCDs still have similar restrictions before. @Eloah: Here's the first set of ui examples as promised. We are in the process of updating everything related to rotation 5.10. The opener section is done, the rotation is WIP and the demise needs to be updated. Oh wow... Without you already knowing mine before amateurs looked like this: 1-2 skills changed after the patch dropped but yes kinda like the same structure ^^ 11-08-2019 07:08 pm #14 I'm glad I'm not alone in this. It seems like such a small change (from oGCD to GCD) to Egi assaults but the guy doesn't change the whole rotation! 11-08-2019 07:21 PM #15 a positive thread on the forum? Larik Darkholme @ Ragnarok 11-08-2019 07:35 pm #16 originally published by alkatyee77 I'm glad I'm not alone in this. It seems like such a small change (from oGCD to GCD) to Egi assaults but the guy doesn't change the whole rotation! Yes we didn't expect it either.... But Josh Im is so happy - not about dmg so tho it's a welcome bonus - but for the first time in 4 years Asemin it feels like a pet calcitis for once. I love the Egi keys that now make more sense than before. (Using the Titans shield a lot in Nier &lt;3). PrePatch notes were like... How dare you take my ogcds...!!! 11 But as I said... Everything changed for me in feeling how ATM plays. gimme up2date egi glams - I would pay up for the good ones in mogstation: / Edit: One of the best changes for me is the bane adaptation (s) - fun to face dng overmobs again =) editing post by Nella; 11-08-2019 at 7:39 pm: alert! This article is just a guide. Information expressed in Usually more of a reality opinion should be taken as such. Evidence is written by players, based on their experiences, successes and mistakes, and are designed to help other players. However, there may be different views from those expressed in the guide. Strategies and information may not work in evidence for everyone. Welcome to my guide to Aranist/Caller. Unlike other evidence, this will not focus on the end of the game. Instead, you will be going through each level of ability by level covering the uses they have, and where to fit them in your rotation. This guide is based on data 5.0 and I will try to update it accordingly. Similarly, I don't pretend to be the best DPS ever, and I'm always open to criticism based on how I best use these capabilities. DPS play [edit] as a DPS, your primary goal is to do as much damage as you can. Simple enough in principle, but complex in practice. Your courses for dps optimization will be more complex than tanks and therapists, and you are often called up to do mechanics. Also remember that although you may have a wizard, survival is still your priority. Death is a huge loss DPS both because of the time spent unable to do anything and debuff weakness after lifting. Even if you must survive, taking in excess damage means the processor is not able to DPS as much, reducing the overall raid DPS, which is more important than personal DPS. For most battles, you'll need an AoE when there are 3+ goals or one goal if there are 1 or 2. Many bosses will also call adds to the battle that must be dealt with immediately. Depending on the battle you may need to tank them as well, but most do little damage except they build or live long enough to get a big attack off. Don't forget your support capabilities either. While DPS is your primary goal, it is also important to make sure that everything works as smoothly as possible for the party, and any help you can provide will be appreciated by your party. World Reborn [Edit] You're this spam and it doesn't damage. He said enough. You should use this at any time you don't have something top priority to spend GCDs on. Level 2: Bio[edit] DoT First, this is a very powerful attack if you allow it to last a full 30 seconds before reapplying it. In addition, Ruin deals with more damage to the goal of suffering from DoT, giving every reason to apply them first before spam. First bio, then ruin the spam. Level 4: Your Physick [edit]... Healing? In fact, the caller gets cured. From the remnants of how the core layer branches in both the caller and the researcher, but nevertheless it can be useful to survive early when both the kors and the therapists use the same gear. As you get up in levels and wear specific equipment to the wheels however, you may as well take this off your hotbar. The lack of any MND gear means your healing will be dimmer at best. Even before. If you're at a party it's often better to let the therapist do healing, unless you see them struggling a little fair. Level 4: Call [Edit] Say Hello to your new friend! Emerald Carbuncle will simply follow you around and do 30 effective AoE damage to your goal every 3 seconds. Free damage is free damage and you will be able to do so much more later... Level 6: Miasma [edit] your Second T. This is not the same bio, but with some initial damage at the

expense of having a time cast. It's even beyond the amateur ruin, so be sure to put all the DOTs up asap and keep them! Due to the duration of the duration, you'll need to use Miasma FIRST, then Bio, then start dumping the ruin. Then when they have about 3 seconds, repeat it. This will keep timers together and easier to manage. Level 10: Addle [edit] your first working role, this oGCD ability will reduce the damage of magical abilities used by monsters. Generally you want to use this on a trainer before you shake out a tankbuster or heavy AoE. It's not always clear whether the attack is physical or magical, but once you know that this can be a vital defensive tool. Level 10: Egi Assault [edit] This oGCD will order your pet to use one of his abilities! At the moment your only option is Downburst, which is a 40 effective AoE. It will be more available as you get a different call. Level 12: Resurrection [edit] this will excite someone from KO, giving them a bit of health. In perfect position you'll never use this. In practice, place it in a place that you can easily access. There are many drawbacks to this spell: it has a very long cast time of 8 seconds, it's the most expensive one's spell yet, and it leaves the target with a weak position that reduces the damage that has been dealt for a while (stacking up to 3 times if they continue to die.) Thankfully, the players who have just raised have a few seconds of inability to mercy to prevent them from dying again, although it ends short if they ever heal Or use a work. Oh, also some attacks are very linked to mechanics that ignore all forms of intolerance, included this. Level 15: Call II [edit] You can now call Carbuncle Topaz! Topaz does a bit more automatic attack damage, but their egi attack creates a shield that absorbs up to 20% of your HP Max in damage, making it useful when you need a solo. It may be useful to use topaz during employers when Egi Assault is down, then swap to emeralds for iggy assault. Level 18: This oGCD power drain handles free damage and grants two piles of Aetherflow, which is key to a number of capabilities. Level 18: Fester [edit] This oGCD uses one stack of Aetherflow to deal with the damage. Do most of the damage when you have both vital and Miasma on, so if you don't drive the home point ruin yet, put dots up and keep them! Level 18: Swiftcast [edit] this will completely remove the cast time for the spell. It's very useful for the resurrection, but It can also be used to receive spells during the transition or to create a framework to use oGCD capabilities without a shot. Level 24: Lucid Dream[edit] This will restore your MP, giving you more leeway to use your more expensive tools. Don't save this for an emergency however: it takes time to restore, and it also has a low rework time so earlier you use it, the faster it'll be again for more MP. So, generally you'll want to throw up you're a bit of a way down, maybe down to mp 8K or so, then use this. Level 26: Bio II [edit] Bio is doing more damage now. That's all level 30: Ben [edit] these handy skills spreads bio and misma to the surrounding goals. As with most AoE capabilities, this is a good idea to use if there are 3+ goals. The damage is reduced to 60% per target except the first, but does not require GCD to compensate for it. Level 30: Call III [edit] your first non-carbonclean call, Everett Iggy! While emeralds focused on damage AoE wa Topaz focused on survival, Ifrit focused on one goal damage. At this point, whether you use Topaz for car attacks or not the answer is now clear: use Emerald Carbuncle for situations with 3+ monsters, and Ifrit-Egi for employers and one other goal. Oh, and Egret Iggy assault is a one-goal attack 100 power. Level 35: Siphon Energy [edit] and this is exactly the same as the energy drain, so the same timing shares the rework, except that it's AoE. As always, our magic number is 3 to use this instead. Level 35: Titan-Iggy [edit] technically is not a new capability, but complete your level of 35 function quest changes toPaz Carbuncle in Titan Iggy. Egi assault is still the same, but its car attack will deal with more damage. Level 38: The second ruin [liberation] and this is not exactly as much damage as ruin, unless the DOTs on the mob in this case ruin does more and costs twice as much mp. At first glance this sounds useless, but there is one simple detail: it's a momentary cast. This is what you use while moving to keep damaging during mechanics. It is also used to avoid a snapshot when using oGCD capabilities such as Ben or Vester. Level 40: The outburst [edit] in the long past, AoE decent. As usual, the magic number is 3, at which point it exceeds the ruin even on the goals that suffer from all debuffs. Level 40: Egi Assault II [edit] you now have additional capacity for each of your calling: Emerald Carbuncle gets a relatively weak DoT AoE, Titan-Egi only deals with some direct AoE damage that is more than dot full damage to emeralds, and Ifrit-Egi does direct damage to AoE which is more than that. Sue.... Yes, you should use this with (Everett) now Level 44: Surecast[edit] this allows uninterrupted broadcasts for 6 seconds, although it rarely becomes an issue (basically unless you solo things harder than you.) The biggest use is the ability to nullify most of the return and tie-in moves. There's a lot. Mechanics that can be effectively ignored using this. However, in 2 minutes rework, you won't necessarily be able to use them for all of them... Level 45: Garuda-Egi [edit] finally the first Carbuncle gets upgraded. All attacks (emerald carbonnel) are still essentially intact, but they are now dealing with more damage. This means that now Garuda-Iggy is doing more total damage with Egi's second assault of Iggy Everett, if the monsters stay in one place to take the full damage from the DOT pool. Level 50: Enkindle [edit] this order Egi to use its strongest ability, these attacks may recognize primitive battles that would wipe the party out if it is not done correctly. Garuda will deal with the direct damage, while Titan and Everett will do Doakes. He said so... Unless potencies are incorrect, it seems that Garuda will always deal with more damage (350 potencies compared to 300 potencies than the other two). That said, I wouldn't really recommend swapping for garuda just for this: on single targets, ifrit automatic attacks do double damage. In the 10 seconds required to swap, Everett will make up the damage difference in cars. Heavensward[edit] in the long past, the use of AoE for Eetherflow. 3+ monsters, use this instead, you know drilling. Level 54: The third ruin [liberation] ruin just does more damage now. Ruin II loses most of its casting effectiveness while moving for now. Level 56: Triple Disaster [Edit] strikes a target with your highest level of vitality and misasa, as well as the devastation that increases the damage that deals with havoc or outburst. Level 58: Dreadwyrn Trance [edit] This will reduce the cast time of your spells, making everything except resurrection cast for a moment. It will also reset the rework time of the disaster trilogy. Level 60: Deathflare [edit] this is a huge AoE attack that can only be done under the influence of Dreadwyrn Trance. However, it will expire immediately when you use this, so you have to want to wait until the last minute to shoot. Stormblood [edit] now every time you use egi assault, you get a pile of more ruin, turning the second ruin into a fourth ruin. It keeps the good cast for a moment while having more damage than the third ruin at a similar mp cost. While it may be tempting to launch these immediately, you may want to stick to them: with this, you can now use them for fabric and movement purposes without losing damage. However, if you hit 4 stacks feel free to use it only once so don't lose the pile next time Iggy assault is up. Level 64: Aetherpact [edit] and this command your pet to use dedication. What is dedication? It's an orange that increases everyone's damage by 5% in a 15-year radius. If you use garuda it will focus on Garuda, if you use with Titan or Everett the center will be near the target. Ideally it won't be so scattered that it will be important. You will need to use this pretty much to calm down. Level 66: Bio III / Miasma III [edit] your Do more damage. That's all Level 68: Improving Enkindle [edit] Enkindle now has a shorter cast time. Wu. Level 70: Call Bahamut [edit] after 6 levels of anything really new, and finally we get something big and amazing. Basically, after your second use of Dreadwyrn Trance you can call Bahamout. Wyrmwave will throw bahamout whenever you land a wave on the opponent, so just keep fighting for the most part. However, you'll also need to use Enkindle Bahamut whenever it's up. This will command Bahamuth to use Brother Morne, a very strong attack. You have enough time to use it twice. Shadowbringers [edit] once called Bahamout, Dreadwyrn trance will be replaced with firebird trance. It's pretty much the same thing, but with one small difference: the third ruin changes to the fire fountain and the outburst changes to the antiseptic brand. Both are more powerful than their original counterparts, but the brand of antiseptic is stronger than the fire fountain even on one goal: however, you need an infernal channel of fire fountain to shed fire. So, regardless of whether you do one or AoE, when you're in Firebird Trance you will alternate between the two. Oh, and now you just need to use Dreadwyrn Trance once to call Bahamuth instead of twice. Hooray! Level 74: Egi Assault Promotion [Edit] Now Iggy Assault II also gives heaps of more havoc, allowing you to spam the fourth ruin more than ever! Level 76: Triple enhancement disaster[edit] now lasts 30 seconds, as long as the DoTs it accompanies. Level 78: Ben's promotion [editing] is now spreading ruin by Ban as well. Level 80: Demi Phoenix [edit] now when you enter Firebird Trance, you will call Demi Phoenix as well. As soon as he's called up, Demi Phoenix will apply Regen to the party. It will also attack when doing with its own version of Wyrmwave, and has its own version of Akh Morn used via Inkindal Phoenix. It's true... Outside it's almost the same as Demi Bahamout. Demi-Bahamout.

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