

the Elegantly Edwyth tribune



Making the most out of your Campaign battles:

(April 2009 Post-Version Update Edition)

Written by Ghrenn and Shagrath (Leviathan Server)

So often, we see people doing something in campaign under the assumption that it will gain them additional experience points. While most actions you do in a campaign battle will earn you experience, there are a number of things that won't. Additionally, there are a few things that will take your points away from you. If you understand the system, you can maximize the amount of experience points and allied notes that you gain.

General Do's and Don'ts of Campaign

There are many things that people try to do in order to gain experience points, and many of them actually do nothing. Provoking is a useful tool, but in itself does not grant you experience. So please, do not provoke the fortification. It won't help you get anything and the wall will not fight back. Double Up, Convert, Burst Affinity, Chain Affinity, Steal, Mug (failure), Hide, Scavenge, Camouflage, Meditate, Boost, Chakra, Shield Bash, Holy Circle, Warding Circle, Ancient Circle, Call Wyvern, Spirit Link, and any two-hour ability will not get you any additional experience simply for using them. Chakra however, does give you experience based on the amount of HP that it heals, but will not gain you any if it removes a status effect. No BST commands give experience for their use, only for the damage the pet inflicts. Using Regen or Refresh does not give you experience, nor do you gain experience from HP or MP that has been regenerated through their use. You will not gain experience simply by summoning your avatars as a SMN, nor will anybody gain anything from attacking non-campaign mobs. So be careful of the aggro. Non-campaign mobs can and will aggro players wearing allied tags.

Attacking

Every time you hit an opponent for 1 or more damage, you gain a base initial value of 5 experience points. (NOTE: Dual Wielding does not double this. Even though you hit with 2 weapons, you only gain a 5 point base for the pair of hits. However, you do double your chances of connecting and increase the odds that you will get the 5 points for making contact) On top of that flat base of 5 points, you gain 10% of the damage inflicted as additional experience per hit. So if you hit an opponent for 100 points of damage, you gain 10 experience points from the total damage, and 5 for simply connecting. Therefore, you have just earned 15 experience points. Misses do not count towards experience, nor do hits that cause 0 damage. So the idea that a lower level player should swing wildly and hope that you connect once and a while is not an effective way of maximizing your experience, because those players will often cause 0 damage even if they do connect.

Magic and range based attacks work identically to physical attacks. The exception is that these attacks do not gain a 5 point baseline value. Their value is calculated purely by the damage that they inflict. Otherwise, these forms of attacking mirror physical damage.

Attacking Fortifications

In the April 2009 version update, this method of campaigning and gaining experience was altered. As such, most known data on fortification attacks can be viewed as obsolete.

Originally, the calculation of experience based on fortification attacks were identical to those gained while attacking regular campaign enemies. 10% of your total damage inflicted was regained as experience points. As such, hitting a wall became a very quick and easy way of gaining experience while you were physically idle. The wall is not going to move, and has enough HP to last a very long time.

The April 2009 update has altered this calculation. All data points to the probability that you now incur only 1% of damage (or less) as returned experience points. As such, fortification attacks have become largely seen as useless by the FFXI community. Other alterations to the experience point calculation when attacking fortifications are unknown but suspected.

Taking Damage

The same basic principal applies for taking hits from enemies, except there is no base amount for taking a hit. Experience gained from damage is simply 10% of what you have taken. So if you take 100 points of damage, you have just gained 10 experience points. This rule applies to both physical and magical damage.

Curing

Curing is an effective way for players of all levels to gain experience points. If you are too low a level to inflict damage regularly, you should cure the players around you. You gain 10% of what you have cured back as experience points. So if you cure for 100 points, you gain 10 experience points. It's a simple and effective way for players to gain experience, and one of the most practical for characters under level 61. Curing works the same way on both players and NPC troops, so keep your MP up and cure everybody you can. Not only do you help them out, you can get quite a bit of experience points strictly through your cures.

General Actions and Values

Most actions you take will earn you experience points. Many actions give a set amount. While the attack and damage systems calculate values based on what you get, other actions give you a fixed amount of experience for each use. Extensive testing by the community has yielded the following data;

Raising a player: 100 xp
Getting credit for striking the final blow on an enemy: 100 xp
Casting an enfeebling spell (Must not be resisted): 15 xp
Casting status enfeebles (Songs): 15xp
Enhancing yourself with any song, spell, or ability (also NIN abilities): 1 xp
Casting enhancing magic on others: 5 xp
AoE Dice rolls (COR): 1 xp per person affected
AoE status boosts (SMN AoE effects for example): 5 xp per person affected
Using charm as a bind on campaign mobs: 15 xp
Critical Hits: 10xp
Closing a skillchain (all levels): 20xp

It is worth noting that even though getting KO'ed will loose you 30 xp per KO, taking enough damage to be KO'ed in the first place will likely result in a net experience point profit in the end. If you have 1000 hp and take 1000 damage to get a KO, you just gained 100 points for the damage inflicted, but lost only 30. Therefore, you end up with a net gain of 70 experience points for the KO. Just be careful when you are raised, as getting KO'ed again will loose you another 30.

Experience Point Caps

Every action mentioned above including general attacking and damage taking has an experience point cap that once reached, will no longer give you any for that specific action. The best thing to do is to turn in your allied tags every 10 minutes or so and get new ones. This not only resets your cap and allows you to get more experience, it is an insurance policy. If you disconnect in the middle of a fight, you loose all of your gained experience points. So not only does turning in your tags net you more in the end, it saves what you already had and allows you to feel better about not risking all that accumulated XP. Trust me, nothing sucks more then getting disconnected after an hour long campaign battle and loosing all that experience.

Level Related XP Loss

Now that we have a decent idea of how the points are calculated, there is a sinister side to it. Until level 61, you will loose a portion of experience when your points are calculated at the end of a battle. Levels 46 – 60, you loose 20% of your total, levels 31–45, you loose 40%, levels 16–30, you loose 60%, and if you try and campaign from level 1 – 15, you will loose 80% of your experience points upon final calculation.

Important General Tips for Maximizing your Experience

- Cure others regularly if you can
- Raise others regularly if you can
- Turn in Allied Tags often for new sets
- Homepointing forfeits accumulated XP, so wait for a raise
- Use Enfeebles, Enhancing Magic, Songs, Dice Rolls, and AoE magic/buffs regularly for more XP
- Almost all NMs in campaign have strong AoE attacks and can wipe out a decent amount of high level PCs easily. Use caution.
- Don't be afraid to get in there and fight. You will never loose anything beyond what you came in with as long as you have allied tags on

Summary

Campaign experience point calculation is still a mystery. We know a lot about it, but there are a lot of factors we are not privy to. As such, this is not a tell all guide, merely one based on the observations of the community as a whole. If you have a correction or addition that we have missed, please let us know. Hopefully by reading this brief, you have a better idea how to gain more experience points from a campaign battle. Thanks for reading and good luck on the battlefield!

Credits

FFXIClopedia
http://wiki.ffxiclopedia.org/wiki/Campaign:_Experience_Point_Calculation_Guide

PukiWiki (Japanese)
<http://ff11wiki.rdy.jp/2026067319.html#z86c536a>

The FFXI Community for their tireless efforts of mapping campaign XP

Tail of Two Sisters

A Story by Kenji Masuda (Leviathan Server)

“Are you sure about this sis?”

“Of course, its soooo boring around here I gotta get a little action in.”

“Are you sure
about this sis?”

The streets of Bastok markets were littered with comers and goers, all occupied with their own agendas and schedules. No one took notice of the two Mithran sisters bickering with one another in a remote corner next to the auction house. A Samuri in woven plate with white hair and a Black Mage in dark robes and pointed hat.

“Ever since the three nations almost had to go to war with the Empire to the East everything has calmed down, maybe we should relish in that Dracse.”

Dracse adjusted the Great Katana at her side

“Rostam thats SOOOO boring I want something exciting to happen, and your new spells otta provide that am I right?”

Rostam sighed and the tips of her ears sank in depression.

“Why and how do you always goad me into this kind of thing...”

Dracse's tail straightened behind her in excitement and her ears perked up at Rostam's statement.

“You mean you'll do it?”

“....I suppose.”

“I LOVE YOU SIS!!”

Dracse leapt into a roaring hug that brought Rostam tumbling to the ground. Rostam shoved her sister off and stood up swiping the dirt off her robes.

“Ok, ill do it but you know your problem with teleportation spells, so if that happens don't get angry with me.”

A sickly look came into Dracse's face as she contemplated backing out of this little foray. She steeled her nerves and nodded towards her sister. Drawing her Great Katana she rose it high into the air and cheered aloud.

“Lets do it!”

Rostam focused and streams of energy flowed around her as she began chanting in an airy ethereal voice.

“Earth and Air bend through time, open the hole to ages past and sweep us within, bring us to the time of Altana's great struggle. Retrace!!”

A dark void opened around Dracse and she was absorbed within it, he stomach turned at the process and her limbs flailed as she passed in the void trying to grab something solid. She suddenly hit her knees on solid cement streets. She was in Bastok, at first she thought her sisters spell hadn't worked, until she noticed the huge turret where the Fountain once stood. This was not the Bastok she knew and loved, this Bastok was different. Dracse's stomach was rolling as she tried to stand, she doubled over and dry heaved. Teleportation always upset her stomach ever since her mother took her via teleporting to the Konschtat Highlands without warning her. Before she could recover from her embarrassing situation Rostam entered thought the void behind her.

“I told you this little adventure of yours would make you sick.”

“Where the hell are we sis? This looks like Bastok but its all...different, I mean, look at the auction house.”

“We are Twenty years into the past, during the great Crystal War.”

“THE CRYSTAL WAR!! NO WAY!”

Dracse was excited beyond her usual self, her thirst for action would soon be sated or so she thought. They walked down the road for a bit Dracse taking in the sights of the Bastok that once was, when a large overbearing Galka with menacing looking hooks at his sides strode past them.

"HEY are you two slackers in the fourth division?"

The two sisters exchanged confused looks with one another.

"Nevermind, get your lazy Asses to the North gustaberg outpost NOW SOLDIER!!"

After a short and familiar walk outside, Dracse and Rostam found there way to a huge tower in the Northern portion of Gustaberg. They were not alone however, they were joined by hundreds of ragtag soldiers of varying race and stature.

"Stay close so we don't lose each other Dracse"

"yea yea, look at that guys sword, ITS AWESOME!"

Dracse was having fun ogling everyones armor while they tried to find out what was going on.

"ATTENTION YOU MAGATS HA HA YOUR GENERAL IS HERE!!"

one of the many soldiers in the ranks exclaimed

"Its general Zazarg himself everyone be quiet!"

The Galka that the sisters had seen before was suddenly positioned high above the crowd on a large rock.

"Those pathetic turtlebacks are on their way here and were gonna beat um to a pulp!!"

The crowd roared in response to there generals speech. Dracse was positively brimming with energy at the thought of a real battle in the crystal war. Rostam looked extremely nervous and uncomfortable. The general went on in his speech, the crowd hung on every word.

"If I see anyone slacking I'll kill um myself now get ready our scouts report the enemy forces are a mere 30 malms from our location ready your blades and string your bows people!!"

Dracse danced with glee. The ground began to rumble as the huge quadave force came into view there battle chants getting louder and louder as they drew closer.

"OH I'm so excited!!"

"Haven t you had your fill of excitement? I think we should go."

"NO way you scardy mage, were staying for this!"

The air was suddenly filled with whistling as the Rangers of the group let their arrows fly some quadave fell dead and others charged through the pain. The rumbling grew louder and louder, suddenly fire ice wind and lightning tore through the advancing horde of enemies. Still more poured towards them.

"Alright Rostam lets get um!"

Dracse charged with the advancing groups of fighters into the

ranks of the turtlebacks. Her fierce blade felled her quadave opponent in one fell swoop and she moved to the next. Rostam joined a group of Black mages and Scholars who were bombing the field with their magic.

"Everyone on my mark"

the group of mages focused and their energies erupted around them. They all chanted in unison their voices melding as one before there power surged forth.

"Burning in the depths of the pits of darkness,
Let the fires of hell take you,
The fires shape and mold your destiny in the afterlife,
Burn into nothing,
Flare."

Several quadave were ignited into flames and fell to the ground their shells melting and their skin burned. The battle took a turn for the worse however, the numbers of the quadave were too many. Dracse found herself in a corner with two quadave in front of her. A burst of bright energy from her Katana and they fell dead in front of her, only to be replaced by three more.

"Damn it, ill not die to you pathetic things RGHA!!"

"She charged her opponents and after a short but fierce confrontation they lay dead at her feet."

She charged her opponents and after a short but fierce confrontation they lay dead at her feet. A cocky smile came to Dracse's face until she looked ahead of her and saw five quadave bounding to her position.

"Great Altana they never end!! I'll take you all down lets DO IT!!"

Dracse began dueling with the five quadave, Rostam healed her wounds as she took them her resilience would not be enough to win this fight. Dracse slashed out and waves of wind cut at her opponents as Rostam pummeled them with Water spells, but it was not enough. The two sisters were getting overwhelmed and Dracse was bleeding heavily.

"Damn it...your not gonna kill me DAMN YOU!!!"

Dracse charged once more, Just then a heavy Galka came from behind and stuck one of his hooks in a quadaves head. He struck another to the side and began beating the crowd of them up. Dracse and Rostam joined the fray and together they and general Zazarg defeated their opponents. Zazarg grinned at the sisters.

"Great fighting spirit you got there don't lose that, HA HA HA more meat for the grinder line um up turtlebacks!! HA HA."

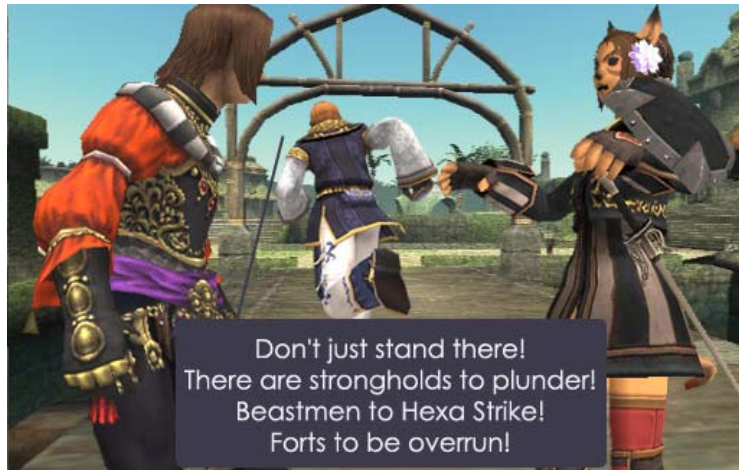
Rostam rushed over as Dracse nearly collapsed from all the injuries she had suffered.

"Ok sis, trips over its time to get out of here."

a light enveloped them both and Dracse felt a force pull from her stomach upwards, she closed her eyes and when she opened them she was laying next to a glowing crystal, the roar of battle had faded and she felt the wind in her hair. She looked around and noticed that she was in Konschtat highlands.

"Heh I was just getting warmed up sis."

Comics by Kiamoko



Letters from You!

Campaign experience, even before it was "nerfed" in the update, is still good exp for me. In fact, it is more so if I go after the Imps and Quadav to fight, than I ever did just beating down fortifications. What a snoring, boringly way to Campaign in my opinion. When I heard about how you can no longer skill-up on Campaign monsters or fortifications, and that they decreased the experience points you gain from hitting fortifications, I thought it furthered my resolve on why I'd rather do defensive Campaign. You may hear players here and there think it is totally nerfed, but this lolnonBLU/NIN thinks it is just fine fighting with /THF or /DNC subbed. Can't wait to try /WAR in Campaign once that is at level 37. As for skill-ups, I understand that has been a problem for a lot of players since Level Sync came into Final Fantasy XI. I say that is what friends are for. My wife, Sevlrin and I will duo to level-up subjobs, and then skill-up together. I also have some good friends like Cyrustwo who help me kill and skill-up in the Boyhada Tree. Sometimes, we seem to have a contest on who will get killed first(though we try not to die). So if you are a casual gamer, parent, or just a lolnonBLU/NIN like me, you'll find Campaign is still good experience points to your liking. Just makes whacking at those fortifications less enticing.

Jack Van Elraton (Elraton)
Fairy Server
TheCrystalDream Linkshell

When the Garlaige Citadel [S] is owned by the beastmen it's a GREAT place to go campaigning if you need to get some stuff to do at the same time. There's 4 places whit fortifications and the beastmen usually camp at 1 fortification at a time, sometimes 2 fortifications. The place to go whack away (and go afk if you want to) is the one at the banishing gate. The only mobs usually come up there are the Imps, which everyone knows are weak. You can definately solo those for some bonus exp. Then after some battling, depending on your medal, be sure to go reset your Allied Tags so the exp so you'll get even more, if you can handle the run, it's a long one. And now that you can teleport straight from your nation to the Citadel it's just awesome!

That's usually where you can find me if you're on Cerberus.

-Zeroi

This episodes submissions provided by:

Shagrath, Ghrenn, Kenjimasuda, Kiamoko, Elratron, and Zeroi

Links



The Elegantly Edwyth Tribune is user generated content, the Hosts of Elegantly Edwyth are not responsible for it's content. Nor do we take credit for any work displayed.



Letter from the Editor

Hello everyone! I hope you have enjoyed reading this user generated content newspaper. As one might have guessed, this paper requires the hard work and dedication of people like you, if you have any ideas for the next tribune send them care of EE Tribune to Edwyth@limitbreakradio.com. The next topic is Notorious Monsters, so if bubbly bernie ain't got your tongue please write away! Please make sure to edit your entries before you submit them, because it gives us less work to do. Thankyou very much and make sure to check out the new episode of Elegantly Edwyth.