

Eventide

A New Player Guide



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The Basics



- **Faster EXP!** Any monster that gives experience points will chain, allowing players to chain on EPs-ITs. The experience point (EXP) chain bonus has been increased, meaning experience point parties now average 20k/hr on the low end. +Slimes and Shiny monsters!
- **Masteries!** Each job has specific masteries to unlock making them even more powerful!
- **Materia!** can now be added to gear.
- **HNMs!** are all force pops, eliminating the need to wait for hours.
- **Relic Time!** Personal loot is available in Dynamis, allowing players to build the relic they've always wanted.
- **Fast Travel!** is available for many places, easing access throughout the game.

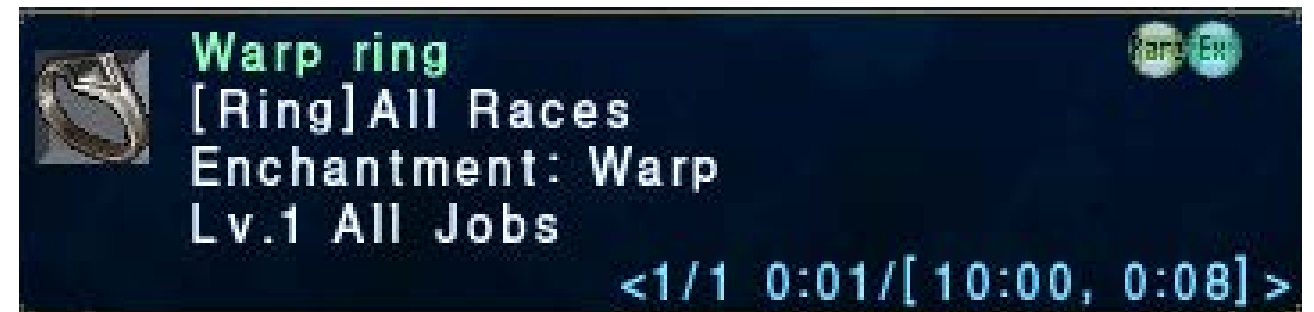
Faster Leveling

- Each monster that gives experience points can chain.
- There is a **5%** chance that each mob killed in special locations to spawn a slime or shiny
- Outside the gates of each starting city there are slimes that will award 200g when killed **Solo**.
- Other Slimes and Shiny monsters that are killed beyond the starter zones will give **1500exp**.
 - Each also has a chance to drop a **cosmetic**.
 - These must be **Tough** or higher for extra exp!
- Level sync at any level as long as mob is **Tough** or higher!



Tips and Tricks

- **Moonlight** has been added to the PLD, RDM, WHM, BLM, and BLU Jobs. Moonlight scales with level and is viable for leveling throughout the 1-75 phase of the game. It is recommended to use a club.
- **Easy Outposts:** Any Outpost owned by a nation can be gained through a supply quest, regardless of which nation you come from.
- **Warp Ring:** Any gate guard will sell a warp ring for 5000cp
- **Warp Scrolls / Instant Reraise:** 10cp and 5cp respectively
- **Nation Based Items** that give effects if your nation controls an area will apply to any nation that controls that area. So anything not controlled by beastmen will work.
- **Moghouse Exit Quests** - By finishing all city quests you will unlock mog safe 2 and Mog wardrobe 2
- **Light Crossbow** and **Crossbow Bolts** can be used by any job making speeding up leveling and allowing pullers on any job.



FINAL FANTASY XI

Fast Travel

- **Hugo** in **Whitegate** outside of the moghouse will teleport you to each nation for 500g. There is no other requirement than Whitegate to use him.
 - This includes: Windurst, San d'Oria, Bastok, and Jeuno
 - He also has various Merit Camp warps for 200ISP
- **Explorer Moogles** in each starting city will teleport you to other nations for a single item. These moogles are located outside of moghouse in **North Sandy, Bastok Mines, and Port Windurst**.
 - San d'Oria for 1 rabbit meat
 - Bastok for 1 lizard tail
 - Windurst for 1 yagudo feather



Hugo

Explorer Moogle



Battlefield Fast Travel

Domenic



- Domenic will allow you to teleport to any BCNM area
 - Once missions are complete you can travel to other places as well by trading gil to him.
- Each Prime Avatar NPC will teleport you to the Protocrystal for a single crystal of the avatar's corresponding color.

Chamber of Oracles(sky access) 1500 gil
Monarch Linn[A](Ouryu completion) 2000 gil
Monarch Linn[B](Ouryu completion) 2001 gil
Teleport trades
Sacrificial Chamber(sky access) 1000 gil
Chamber of Oracles(sky access) 1500 gil
Monarch Linn[A](Ouryu completion) 2000 gil
Monarch Linn[B](Ouryu completion) 2001 gil



Shop Purchase merchandise.

HP+1 Materia	10,000 G
MP+1 Materia	10,000 G
DEF+1 Materia	10,000 G
STR+1 Materia	10,000 G
DEX+1 Materia	10,000 G
VIT+1 Materia	10,000 G
INT+1 Materia	10,000 G

Current Gil 86,397 G

HP+1
Will add +1 HP to equipment.
Max +5.
Tier 1.

T1 Materia!

- !materia 1 to check how to unlock
- Location: Oboro - Port Jeuno next to Qufim entrance
- Cost: 10k Per point
- Amount: 5x T1 materia allowed per piece of gear.
- How to use: Trade the gear and materia you want to apply it on to Oboro one at a time.

Oboro



Shop Purchase merchandise.

ACC+1 Materia	5 G
ATT+1 Materia	5 G
RACC+1 Materia	5 G
RATT+1 Materia	5 G
Pet: ACC RACC	5 G
Pet: ATT RATT	5 G
Pet: MAG.ACC+1	5 G
Pet: MAG.ATK+1	5 G
Occult Acumen +1	5 G
Cure cast time -1%	5 G

Current Gil 156,333 G

Accuracy +1
Will add +1 ACC to equipment.
Max +3.
Tier 2.

T2 Materia!

- !materia 2 to check your current Tier 2 Currency
- Location: Pitenorelieu Ru'Lude Gardens
- Cost: 5 Tier 2 Currency Per Materia *Pitenorelieu*
- Amount: 3x T2 materia allowed per piece of gear.
- How to use: Trade the gear and materia you want to apply it on to Pitenorelieu one at a time.
- How to obtain T2 currency: Some Missions award T2 currency, Weekly Eco-warrior, Sky gods/NM, and Dynamis.

Dynamis Changes!

- **Personalized currency loot.**
 - Each person will get solo currency
 - Treasure pool currency still drops.
- All currency is **ex** meaning it is untradeable.
- One entry per week.
- Increased 100-piece drop rate
- This means relics are obtainable in only a few months of weekly runs.



Chains of Promathia

- All zones and fights are uncapped.
- Venessa in Ru'Lude Gardens will teleport you to the top of any spire for a single crystal.
- Once certain missions are done other fast travel options are unlocked.



Teleport trades
Spire of Holla 1 Earth Crystal
Spire of Dem 1 Water Crystal
Spire of Mea 1 Wind Crystal
Spire of Vahzl 1 Fire Crystal

Notorious Monster Changes

- **NMs gain a stat boost** equal to their level. This means a level 30 NM gains an extra 30:
 - Defense, Evasion, Attack, Ranged Attack, Accuracy, Ranged Accuracy, Magic Accuracy, and Magic Evasion
- **HNMs are force pops**
 - Collect 8 different geodes that drop from level 50+ monsters that yield exp
 - Once you have all 8 a level 70 craft must be used in order to create a T1 HNM
 - HNMs defeated will drop loot and points players can spend on gear for that HNM
 - They also have a chance to drop T2 keys to pop different HNMs
 - HNMs can be spawned at higher levels and increased difficulty

4	Flame Geode
4	Snow Geode
2	Breeze Geode
3	Soil Geode
4	Thunder Geode
3	Aqua Geode
4	Light Geode
5	Shadow Geode

Masteries!

- Each job has a number of masteries to unlock that will enhance the job significantly.
 - !mastery to find out how to unlock
 - Masteries do not need to be unlocked in order
 - Nomad Moogles in Selbina and Maharu can help unlock Job Ability based Masteries ^^b
- A comprehensive list can be found in the [discord!](#)

Paladin

Mastery 1 - Unlocked after blocking 5000 damage with your shield.

Chance to block increases by 10% while playing Paladin.

Mastery 2 - Unlocked after healing 2500 damage.

Ability to use Majesty while playing Paladin.

Mastery 3

Cover no longer requires the target or PLD to be in melee range.

