Testing XP increase for Moxxi’s endowment on Mayhem 11. Boss tested: Graveward

**Pearl**

Guardian Rank: 92,400

Card: 1524

**Moxxi’s (+12% artifact)** (yellow = results)

Guardian rank: 96,140

Card: 1586

**Moxxi’s (+12% artifact and 10% roll)** (green = results)

Guardian rank: 99,097

Card: 1635

**Math**

Boost / no boost = % increase

* Moxxi’s
  + Guardian
    - 96,140 / 92,400 = 1.040476 = 1.040 = 4%
  + Card
    - 1586 / 1524 = 1.040682 = 1.041 = 4%
* Moxxi’s with boost
  + Guardian
    - 99,097 / 92,400 = 1.072478 = 1.072 = 7%
  + Card
    - 1635 / 1524 = 1.0728346 = 1.073 = 7%
* Expected Math:
  + Multiplicative: 1.12 x 1.1 = 1.232 = 23.2% increase
  + Additive: 1.12 + 1.1 = 1.22 = 22% increase

**Analysis**

Overall XP Gain Increased

* Normal: 12% – 4% = 8% difference
* Boost: 22% - 7% = 15% difference
* Boost vs No Boost: 7% - 4% = 3% difference (for extra XP on top of base artifact)

**Discussion**

* It don’t add up lmao
* When bossing, you can use whatever artifact you want and switch at the end to get the bonus XP. Mobbing it’s good to have it equipped at all times, as every enemy you kill will grant you bonus XP.

Legendary Stats

* Sample Size: 8 (not a valid number for true stats test, but that’s a later problem)
* Average legendary drops: 0.875
* Minimum legendary drops seen: 0
* Maximum legendary drops seen: 2
* Most often seen: 1

Just tested this: a moxxi's endowment does increase the rate at which you will earn XP towards your card rank. And this is a pretty big difference I've noticed (i don't think it scales properly).