

Genkai 1 to 5 (Limit Break)

Before "Rise of the Zilart" was released, did you know that there were only 50 levels in Final Fantasy XI? Hitting level 50 whilst in the basement of Garlaige Citadel would of been the end of your Experience Point Party adventures. Even then, Limit Points didn't exist.

After 'Rise of the Zilart' was introduced, the level limit of 50 was heightened to 75. If you know square-enix as well as I do, you'll also know that they're not going to give you an easy route to level 75. That's where the Limit Break quests come in. (*Genkai* in Japanese)

Maat, a veteran adventurer is ready to help you advance from 50 to 75, but you have to prove yourself worthy. Every 5 levels from level 50 up to 75 he sets you a new quest. Failure to complete the quests will result in you being unable to level past the multiple of five you're currently at. Some of these missions are long and tedious. Some are easy and can be done alone. There are five missions in total.

The first requires you to collect 3 items. The second requires you to fight 3 cats. The third requires you to venture into the stronghold of the 3 nations Beast men. The fourth requires your knowledge of NPC's and the fifth requires you to defeat Maat in a Burning Circle fight.

Follow the guides below and you should breeze through G1-G5 in no time at all. Well, assuming you can gain levels in no time at all.

Let's get on with the guide...

- In Defiant Challenge (G1)
- Atop the Highest Mountains (G2)
- Whence Blows the Wind (G3)
- Riding on the Clouds (G4)
- Shattering Stars (G5)
 - Beastmaster
 - Dragoon
 - Monk

Maat is the key to your progression

- o Red Mage

1. In Defiant Challenge

Overview: When you hit the big 50 you'll probably be down the basement of Garlaige Citadel (if my own experience was anything to go by). It's time to get out of these as soon as possible (before you die, and lose that milestone level!). Head on up to Ru'Lude Gardens, which is situated at the very top level of Jeuno. Head through the central palace, but not up the stairs, go around the side and through the other end. At (H-5) you'll see Maat standing just outside the Archdukes house near a Nomad Moogle. When you question him, he'll tell you that you're still a baby, and if you want to progress you have to take on his challenge. He asks you to collect three items.

1. A Bomb Coal. (Garlaige Citadel)
2. An Exoray Mould. (Crawlers' Nest)
3. A piece of Ancient Papyrus. (Eldieme Necropolis)

A Bomb Coal.

Drop Rate: Very Common (90%+)

Related Resource: Map of Garlaige Citadel, and Exposure

Spawns

Situated behind the first Banishing Gate in Garlaige Citadel are Exposures. These are level 50~ Bombs. If you are lucky enough to have a level 75 friend, they can be soloed fairly easily. Bombs are weak to fire (I realise this is ironic, but Square-Enix are never logical). If you don't have a friend who can help you, a party of 6 level 50's can easily kill these Exposures. Be sure to have a Dark Knight and/or Black Mage in the party to stun the "Self Destruct" ability. This can easily kill your entire party.



An Exoray Mould

Drop Rate: Rare (20%)

Related Resource: Map of Crawlers Nest, and Exoray Spawns

Deep in the second map of Crawlers' Nest, there's a room where only Exorays spawn, located right in the centre of the map. These are level 50~ Funguar type monsters, but the moves they do and the way they fight can seem a lot higher. Unless you're experienced, it's advised you take at least 9 people. Saying that, though. If you're fortunate enough to have a high level friend, chances are they can solo them. I know from personal experience it can be done by a level 71 Ninja. Beware of the spawns in the tunnel leading to the Exoray room. They can cause your party to die. It's also advised to have a Thief who has Treasure Hunter two ability whilst hunting for this item (Thief 45+).





A piece of Ancient Papyrus

Drop Rate: Very Rare (<5%)

Related Resource: Map of Eldieme Necropolis, and Lich spawns

Eldieme Necropolis is arguably the most dangerous of the three zones for the G1 quest. Consisting of level 50-60 undead monsters, it's certain to make dead adventurers. With sound aggressive monsters placed all over the zone, anyone below level 71 will need 'Sneak' cast on them from the get-go. Again, a high level Ninja, Paladin friend can easily tank & defeat a Lich for you. Should you fail this, an alliance of 12 competent players is pretty much the only way forward. Beware, Ancient Papyrus is an extremely rare drop. Some have waited 5 hours, some 5 days.

Once you've collected all three items, It's time to head back to Maat to gain your new title and the ability to level up to 55. As soon as you reach level 51, however, you can begin your next Genkai quest. It's a lot more fun than G1, but requires a lot more patience, planning and competence

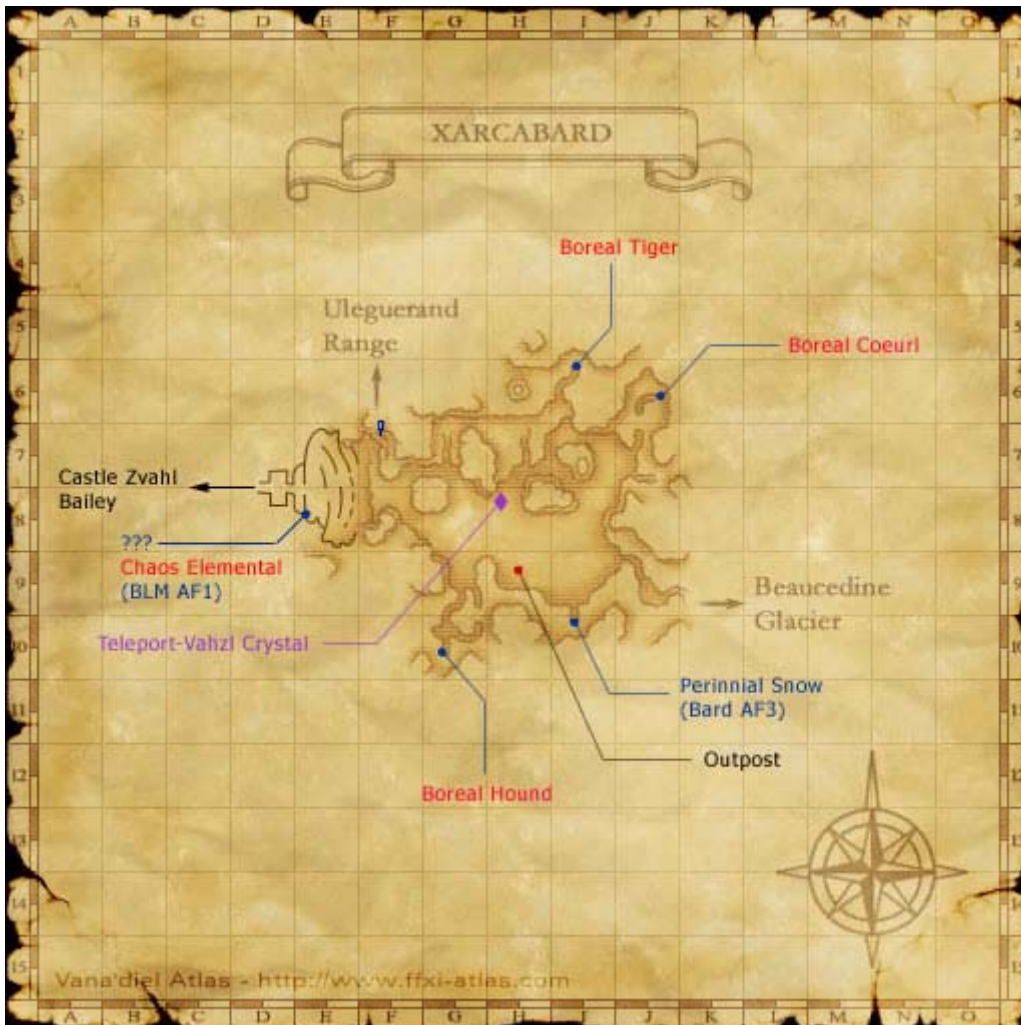
2. Atop the Highest Mountains

Overview: After reaching level 51, you can now complete your G2 quest. Talk to Maat in Ru'Lude gardens for your brief and to activate the quest, which involves a trip to the probably yet unexplored (for you at least) Xarcabard, the Northlands. If you have already been to Xarcabard, chances are you picked up the Vahzl Gate Crystal, this allows you to teleport to Xarcabard with the aid of a White Mage. Failing there, you need to run there manually. You can do this by heading over to East Ronfaure, and from the top right corner of the map, enter Ranguemont Pass. There's pretty much only one way through here; at level 55 you won't agro any monsters so you'll be completely safe. Once at the other end, you'll need Sneak and Invisible, from here, you'll be in Beaudecine Glacier. It's time to head north to Xarcabard. It might be best to meet the players who teleported at the Gate Crystal once in Xarcabard, so you yourself can pick it up (H-8).

To attempt this quest, it's advised you take a full alliance of level 55+ players, fitting in as many higher levels as possible to help you along the way. The idea is to kill 3 large cats, then touch an "???" to retrieve a key item. After each cat has been defeated, the ??? will appear just behind it. You and your alliance need to select the ??? then leave the cave as quickly as possible. The cat will re-spawn after around 60 seconds, and will agro to anyone remaining in the cave. The cats are all around level 60-70, they don't hit as hard as some EXP monsters, but they do have a lot of HP. Hence, the more members in your alliance, the safer this journey will be.

1. Boreal Tiger (I-6) (Key Item: Round Frigicite)
2. Boreal Coeurl (J-6) (Key Item: Square Frigicite)

3. Boreal Hound (G-10) Key Item: Triangle Frigicite)



Once all 3 Cats have been defeated, return to Maat for your new title, and the freedom to level up to level 60, where your next quest awaits you.

Map Credit: Vana'diel Atlas.

3. Whence Blows the Wind

Overview: It's time to head back to Maat who sends you deep into the three Beast men's strongholds. This time you need to collect three Key Items: an Orc Crest, Quadav Crest and Yagudo Crest. These are relatively difficult to obtain, because there are a lot of mini quests involved with each one. In total, this quest really will test your patience, skill, memory and dedication to the maximum. You might want to put aside a whole day to do this, or at least two half days.

Orc Crest

Recommended: *A form of invisibility* (Prism Powder, Tonko), *A Re-raise Earring*, *A form*

of warp, Holy Water

Map of Davoi including the four Pools (opens in a new window)

Head off deep into Jugner Forest, where you'll find Davoi located at (G-12). Once inside the first area of Orcish you'll be safe from agro. After this though, you're going to need to apply invisibility to yourself. Head to the Monastic Cavern entrance located at (H-11). From here you need to navigate north west, whilst invisible, and zone back out to Davoi at (I-8). You'll now find yourself situated at the centre of Davoi in (H-9) on the small island where the Orcish house is. Apply invisible to yourself again before you start moving. When you do, head due east instantly, and cross over the bridge that's intact. From here, head north on top of the Fort, where a Tarutaru awaits you at (J-8)

*At this point you'll be plagued with your very first Mini-Quest. You're told that around Davoi there are 4 red pools. You need to dip a drained orb, provided by the Tarutaru into each of the pools. Doing this will empower the Orb and enable you to break the wall of banishing (Behind which lays your Orc Crest!). The four pools are located at: The North West corner of (H-10), The North East corner of (L-9), the North West corner of (E-8) and the last one, which is not displayed on the map, is found by following the river at H-5 north and to the east. When you dip the Orb into this final pool, you will be cursed. It's a good idea to be ready to use up your Holy Water here, or have a white mage friend on stand by to help you out. Now return to the Tarutaru with the Orb to receive a crimson Orb. This will allow you to pass through the Banishing Wall.

Head on over to the Banishing Wall at the south west corner of (J-9) (This is basically a straight run from the Tarutaru on top of the Fort). You now need to wait for the Orcish to turn away, drop your invisibility and select the Banishing Wall using F8 key. The Orb you have just collected from the Tarutaru will allow you to pass through the wall. If you do get agro, you'll be find though as you can easily run into the zone which is only a few seconds away.

You'll now find yourself in Monastic Cavern. It's time to put Invisible up once again and start the trek South. It's pretty much a one way road. Down the tunnel, into a large open room and straight across it. Beware of the True Sight HNM though, your invisibility will not protect you from these. At the other side of the open room you'll find another passage. Take it, but don't fall off the cliff, because on top of this cliff is the ??? you need to obtain your Orc crest. Hidden snugly away in the South West corner of (J-6). It's time to Warp back to Jeuno and prepare for your Quadav Crest.

** : If a friend already has a Crimson Orb, you can miss the mini quest out, and go straight to the wall of Banishing!*

Quadav Crest

Recommended: *A form of Sneak* (Sneak Spell, Silent Oil), *A Re-raise Earring*, *A form of Warp*, *Echo Drops*

Notes to Remember during this section:

- Mute Machines silence you.
- Afflicter Machines curse you.
- Afflicter Machines cannot curse you if you're silenced.
- Echo Drops remove Silence.
- You need to be Sneaked at all times on this quest.

The south east corner of Passhow Marshlands is home to the Quadav Stronghold, Beadeaux. You need to head there prepared and on a good meal with plenty of sleep the night before. This could get stressful. I'll keep it as simple as possible. Once you've entered Beadeaux, head to (H-7) and take the winding tunnel down to the bottom. At the bottom, navigate to the tunnel leading up at (F-8). If this is getting confusing already, open up our Beadeaux Map! Once you're back up the top, hug the right wall. You'll quickly come to a Mute Machine, it's a good idea to silence yourself here. Then continue hugging the right wall until you come to a ramp (E-10). This ramp will lead to the top of Beadeaux, where all of the stronger Quadav are. It's time for a trek north to the really hard part of Beadeaux. Make your way North East to (K-7) keeping sneak active at all times. At (K-6) there's another tunnel leading deep into the underground, with the Level 70+ monsters. All of which will aggress to sound. Once below, follow the path to (M-8) and zone into Qulun Dome. You're not safe yet, though! Up goes sneak again. Move forward, then take your first right to another door. After entering this door, you notice a large throne like room ahead of you. Just to your left, across the pool is the "???" There's most likely a level 75 True sight monster in this room (meaning Sneak and Invisible won't help you hide!) If this is the case, wait until the monster is well away from the ??? before you make a dash for it at (I-6). It's time to Warp back to Jeuno and prepare for your Yagudo Crest, by far the most challenging of the three.

Yagudo Crest

Recommended: *A form of Invisibility* (Tonko, Prism Powder), *A Re-raise Earring*, *A form of Warp*, *Flee/Hermes Quencher*

Off to Meriphataud Mountains is where the final part of Maats G3 quest takes you. From the far east is the entrance to Castle Oztroja. This is the stronghold of the Yagudo. There are some important factors you should take into consideration before you begin this quest.

- You must start this quest at the beginning of a new game day, or at least be at the entrance of Castle Oztroja as the clock hits 00:01.

- If you do not have Flee, Strider Boots, Hermes Quencher, Ninja AF boots, you will not be able to complete this section alone.

The first thing you need to do is find out the three passwords for the day. These change every game day, and usually consist of the first 4-5 levels of a Yagudo Notorious Monsters name. Head to the south east corner of H-8 and open the brass door. Click on the statue inside to receive the first password. Now head to the door at (I-8) and move up the stairs to the second map. On this map, head to the exit at G-7 and zone over onto the next map. Now head north to the (I-7) square and zone over to yet another map. From here, move to the South East corner of H-9 and open the brass door to receive the second password from the statue.

Proceed back along the same path to the second map, the third statue is located on the north west corner of (I-8). If you've never been to this area; there are path blockers preventing you from taking the most 'obvious' path to your destination

Now that you have the three passwords, it's time to head up to the main room and retrieve your crest. From the third statue point, head west to the 4 lever door at the SW corner of (G-8). Position yourself in front of the door in 3rd person view, and use the FFXI Clipping engine to your advantage. If you move the camera up slowly, by holding down the right mouse button, you can soon see the Lever behind the door. Target it and select it. The door will open. Failing this, you can flip the four switches outside a few times, and chances are the door will be open within a matter of 30 seconds.

It's pretty straight forward from here on out. Remain invisible and follow the one way path to the very top. Don't go near the Yagudo Parasites though (leeches) as they aggress to sound. Run around the outside of this room, and continue over the other side. You'll finish by running up some more steps. At the top of the steps, continue running forward. You'll to the Brass Door. In order to continue through the door, you need to light one of the four torches. These are located at G-7, G-8, H-7 and H-8 in each of the small rooms. This is where you need Flee, Hermes Quencher or another method of faster moving. Head to one of the Unlit torches, quickly click off invisible and light the torch. At this point you need to use your method of flee, then a prism powder, then quickly run back to the Brass Door before it closes.

*** Once you get through the door you'll notice there's a wooden plank (trap door) in front of a brass statue. Stand on the plank, then click the statue and input the passwords (the order doesn't matter). The trap door will open and you'll fall through to the bottom. Once you've fallen down, it's time to put invisible back up.

You'll notice straight ahead of you an open room with a series of ramps leading up to the centre, where the "???" you're looking for is situated. There's a Yagudo True Sight NM at

this point (usually the Yagudo High Priest). Unfortunately, Prism Powder or alike won't hide you from his wrath. This is where you play a waiting game. Wait for the High Priest to move well away from the centre, then make a dash for it, quickly clicking off your Invisible status once at the top, and collecting the Yagudo Crest.

It's time to warp back to Jeuno, talk to Maat for your new title & the ability to level up to 65!

*** Should a new day have crept upon you, the passwords you collected will have reset, try these: Mong, Deggi, Duzu, Mjuu, Ouzi, Xicu, Ovzi, Buxu, Haqa, Gadu, Puqu, Duxo, Zhuu - Beware though, if you enter the passwords incorrectly three times, you'll not be able to try again until a new game day. ***

4. Riding on the Clouds

After you grace Maat with your pleasures for a fourth time; you'll be happy to learn that no longer are you required to venture into the unknowns of Vana'diel. This time you need to use your memory of fellow Vana'diel citizens you've met during your travels. Maat asks you to trade a Kindred Seal to four random NPC's, the only information he gives you to identify them are riddles.

San d'Oria NPC's

- A faithful-to-the-parents son with a sick mother. - Raminel, Southern San d'Oria, Running between AH and a Store.
- An elvaan girl who likes her knives sharp. - Sobane, Southern San d'Oria (D-6)
- The girl who prays for an elder brother's safety. - Taurette, Northern San d'Oria (F-7)
- A young Elvaan whose breath stings. - Maloquedil, Northern San d'Oria (J-8)
- A young man looking for a job where they're not too rough with him. - Sheridan, Port San d'Oria (H-10)
- An old man running the Consortium warehouses. - Fontoumant, Port San d'Oria (H-10)
- The vice-captain who makes a Nirvana slash mortal work. - Brifalien, Port San d'Oria (H-8)
- A shopkeeper who longs for customers that want more than scrolls of Stone. - Rugiette, Port San d'Oria (J-8)

Bastok NPC's

- The initial pioneer of Palborough Mines. - Babenn, Bastok Mines (J-6)
- A boy watching over Dalzakk's home while he's off adventuring. - Gwill, Bastok Markets (E-11)

- A girl who is positive robes and bronze subligar are the latest fashion. - Brygid, Bastok Markets (K-9)
- A girl who holds inferiority complex in Mythril Musketeer elder sister. - Kaede, Port Bastok (J-5)
- The woman who lost her husband in the accident of Palborough Mines. - Hilda, Port Bastok (E-6)
- The porter representing Bastok. - Naji, Metalworks (J-8)
- A man so quiet his boss is ready to call him "Silent Mountain". - Raibaht, Metalworks (G-8)
- A man who is ready to move Bastok into the age of magic. - Lucius, Metalworks (J-9)

Windurst NPC's

- The smartest looking mithra child. - Koko Lihzeh, Windurst Waters North (K-6)
- The man with a sharp discerning eye who perceives the right and wrong of NETA. - Naiko-Paneiko, Windurst Waters South (C-11)
- The woman to whom the name as a child considers a meditation as work by the "wonderful girl". - Kerutoto, Windurst Waters South (I-8)
- A little girl sick of being left out all the time. - Shanruru, Port Windurst (H-5)
- The man who will be enraged if called a "cap pony deer". - Boizo-Naizo, Windurst Woods (H-10)
- A lady looking for another tasty frog. - Sola Jaab, Windurst Woods (K-10)
- A man known for his magic doll upgrades. - Koru-Moru, Windurst Walls (E-7)
- A lady that jumps for joy at the sight of Rolanberry souvenirs. - Kupipi, Heavens Tower
- A man looking for something snappy to hook his customers. - Naiko-Paneiko, Windurst Waters (C-11)

Other NPC's

- A weaving woman who lost her memory in Selbina. - Mathilde, Selbina (H-9)
- A Galkan child who is great at hiding. - Vobo, Selbina (I-7)
- A man who started raising his own sheep to get some good wool. - Meylon, Selbina (I-9)
- A pupil of Zaldon who knows his fish. - Gabwaleid, Selbina Fishing Guild.
- The woman whose fiance is in Selbina. - Celestina, Mhaura (G-8)
- A small mayor of a small town. - Ekokoko, Mhaura (F-9)
- A guy who knows a lot about pirates for somebody that's never met one. - Bihoro-Guhoro, Mhaura (G-9)
- The child who is wanting to become the bottom of the hand of a monster. - Jilkk-

Abukka, Mhaura (H-9)

For each Kindred's Seal you trade to the people you have been assigned, they will each return a different strange stone (Key Item). Return to Maat when you have collected all four stones for your new title and the ability to level up to 70!

5. Shattering Stars

We need your help. At this time we don't have any strategy's for Shattering Stars, if you'd like to be one of the first to submit one, please e-mail your strategy to editor@vanaguide.com. We'll publish it and your name for the world to see!

Beastmaster

by Ava, Ragnarok

If you're looking to beat Maat the fastest and best way as a Beastmaster, this strategy is probably the best way to do it. Follow explicitly for success guaranteed! Well, almost. You're looking at 5 minutes to get a win here. You could fit it in before school.

Required Items:

- 4x Sleeping Potions
- 1x Opo-opo Necklace
- 1x Panzer Ghalad (Jug)
- 4x Hi-Potion (X-Potion)
- 1x Epsilon Pet Food
- 1x Persikos au lait
- 1x Icarus Wing

- 1) Enter "BCNM", trade Maat a Beastmaster's Testimony and he'll Teleport you to the BC and be waiting for you inside.
- 2) Equip the Opo-Opo necklace then use your 4 Sleeping Potions to increase your TP upto 100%.
- 3) Call Beast "Panzer Ghalad"
- 4) 2HR Pet (Familiar).
- 5) Use Persikos au lait.
- 6) Panzer Ghalad "Fight" » Maat.
- 7) BST solo Maat pet. Be sure to save your PT, as you'll need this later.
- 8) When you've killed Maats pet, run out of aggressing range and use your 4 Hi-Potions.
- 9) Run back to Maat.
- 10) "Reward" Panzer Ghalad (Epsilon gives your pet aggro!)
- 11) Attack Maat (Ignore Maats second pet.)
- 12) WS Maat (Rampage)
- 13) Use "Icarus wing"

14) WS Maat (Rampage)

15) Congratulations. You're on your way to Beastmaster 75!

Dragoon

by Culshar, Ragnarok

You made it this far as a Dragoon, congratulations!

Now, for the Maat fight. First of all, this fight is not hard. There are a few different opinions out there of how to beat him. You can be Conservative or go all out attack. All out attack failed me so I went for the conservative method and won, but each unto their own.

Now, for the conservative Method.

Items that will be useful are as following:

4x Sleeping Potions

1x Opo-opo Necklace

1x Blink Band (this really helped me)

4x Hi-Potion (or a couple of X-Potions)

1x Persikos au lait (this is HP regen)

1x Icarus Wing (optional, I won without this, if you want the record and have gil to spare go nuts)

1x Steamed Crab

Equipment I used (and therefore very optional!) are as follows:

Colossal Lance

Assault Jerkin

Enkelados' Bracelets

Barone Cosciales

Rutter Sabatons (Drachen Greaves macro'd in for Jump)

Blink Band

Life Belt (go for a Warwolf Belt if you want, Maat is Even Match in terms of difficulty so you shouldn't miss too much)

Sun ring

Venerer Ring (don't bother with a Snipers ring, he isn't too hard to hit and the defense down will hurt)

Assault Earring

Coral Earring

Amemet Mantle

Mermans Gorget (same as with the life belt, a Spike Necklace could do here after you have gotten your TP from the Opo-Opo Necklace)

1. Get naked. Or don't. I have a sneaky feeling someone made this up to laugh at everyone copying it, but it has to be worth the chance of a weaker Maat right? Apparently his stats mirror yours, so going in naked will make him weaker too...
2. Equip up. Equip Opo-Opo Necklace and use four Sleeping Potions and get 100TP. When you wake, use your Blink Bands first charge, eat some Persikos au lait, and a steamed crab for extra defense.
3. Charge in. Whack maat a few times, Jump and High Jump until he summons his Wyvern. When he does this, don't panic. Simply hit switch target to Maat's Wyvern, and unload Penta Thrust on it, while still engaged on Maat. This will drop Maat's Wyvern and your Wyvern will use a breath attack on Maat.
4. At this point, Maat can be dangerous. Super Jump and run out of aggro range, this will cause your Wyvern to tank Maat and hopefully eat his weapon skill instead of you! Use your Blink Band again, use a potion to restore some HP and use your Icarus Wing if you have one.
5. If your wyvern died, simply summon him back (you should have had him stacked) and then unload Penta Thrust for an easy win. If you didn't, just carry on whacking away and use jumps again and he should fall.

The all out attack method involves a similar approach, . Just swap out defense food for attack food and make sure you have an Icarus Wing.

You should sleep to 300 TP and Penta Thrust Maat right off. Penta Thrust has a pretty decent damage modifier at 300 TP so it should really hurt Maat, especially since accuracy isn't a huge problem here. Maat will summon his Wyvern Instantly after this however, which is when you should take the Icarus Wing and Penta Thrust his Wyvern to drop it instantly. Finish Maat off with Jump, High Jump and Penta Thrust again should you get the TP.

This method is more dangerous, as you have a good chance of taking a weapon skill, but it will give you a faster clear time. Some prefer to ignore Maat's Wyvern altogether, and use the second Penta Thrust right on him. All of these methods mentioned have worked before.

Please bear in mind this was written in the perspective of a Dragoon before the two hour update, but this method should still be pretty effective, especially the conservative method.

Monk

by Strifey, Ragnarok

If you're trying Maat battle as MNK any time before 69, you're probably screwed, but feel free to try. I tried once at 66, twice at 67, and failed miserably every time. I then waited until 69, and beat him easily. Of course 70 would be even better.

Items:

4x Sleeping Potions

1x Opo-opo Necklace

1x Vile Elixir +1 (optional - I defeated Maat as I was going into the item menu to use mine)

1x Coeurl Sub (or your choice of a good attack food)

1x Persikos au lait

1x Icarus Wing

- 1) Trade Maat a Monk's Testimony and he'll Teleport you to Balgas Dais and be waiting for you inside the BC.
- 2) Equip your Opo-opo necklace and enter the BC.
- 3) Once you're in, use your 4 Sleeping Potions to get your TP to 100% (25% per, with Opo-opo necklace equipped).
- 4) Use your Coeurl sub, run up to where you begin the fight, and begin Boosting for Chi Blast.
- 5) At 9 or 10 boosts, use Focus and Dodge so that you waste no time (or so you don't forget) when it's time to Chi Blast.
- 6) At 11 Boosts, engage Maat and use your Chi Blast.
- 7) Use Raging Fists, Icarus Wing, Raging Fists, Hundred Fists, then continue to spam Raging Fists each time you get 100% TP
- 8) This should go without saying, but use Chakra as soon as he takes off about 200-250HP (whatever your cap for Chakra is - x3 VIT with Temple Cyclas equipped).
- 9) If you get down to around 400HP and Maat still has a bit to go, or you just want to be safe, use your Vile Elixir +1. Also, you do NOT need to get Maat to 0% HP in order to win. He gave up for me at around 10-15%, but it may vary.

If all goes well, congratulations on beating Maat and coming one step closer to reaching level 75!

Red Mage

by Rexfactor, Ramuh

Items required:

1x vile elixer +1

1x vile elixer

1x Proether

1x Wind Staff

Items that help:

MP + gear (Astrals, Serket ring, ect)

INT+ gear (Genis ring, Custom gear ect)

- 1) Obtain a Red mage Testimony, easily acquired from the Pots in Temple Of Uggalepih (Elshimo Uplands)
- 2) Set up Macro's for The Elixers, Aero 3, Chainspell, Protect IV, Shell IV, Diaga, Stoneskin, Phalanx, INT equipment, and Staff
- 3) Take off all INT equipment (Its roumered, but not proven, that Maat copies your statistics. I did it, it worked. no harm trying)
- 4) Trade Maat the Testimony, (Wearing nothing) and get teleported to a burning circle.
- 5) Enter the Burning circle, still wearing nothing, by trading it, the Testimony.
- 6) Use your equip macros
- 7) Buff with Protect, Stoneskin, Phalanx, Shell
- 8) Use the Pro-Ether
- 9) Run up to the edge of the fight area, but DON'T walk onto it.
- 10) Chainspell. REMEMBER not to stand in the arena. Or else Maat will come in and pull a few punches.
- 11) Cast Diaga. this lowers his defence, and also has the added bonus of removeing any shadows he may have cast. (With Blink)
- 12) Spam Aero 3. you might get 5, or 6 before you have no mp.
- 13) Use a Vile Elixer. (This is also dependant on your own hp. if its low, use it.)
- 14) Spam Aero 3. if hes still Alive.....
- 15) Use a Vile Elixer +1
- 16) Spam Aero 3
- 17) Gloat with your victory. He cant be still alive.
- 18) Maat GIVES you a warp scroll. I warped from Bastok, only to realise i had a scroll.
- 19) Talk to Maat to receive the ability to get to Level 75!

Tips, and tricks.

- This method is really effective on Winds day. The wind staff does better Aero's on winds day.

- This method is really expensive. Results come at a price.
- Test your Macros!!! i Died once, because i had to manually select Chianspell, causing me to panic, which lead to me dieing.
- Don't silence Maat. This will cause him to turn into a Monk. He will give up spell casting sooner or later, but later is definitely preferred.
- Use a Testimony, to see what your up against. you can never be too prepared.
- If you cant afford the gear, ask a friend to borrow theirs. I'm sure they'll Understand.
- There are other methods around. I have a Friend who used a Sleep, Bind, Nuke technique. He came around eventually. 1/17 I believe was his Final Score.
- This is a great method for beating the server record. Try skipping the buffs, Until chainspell is Cast. It'll be close, but a record, is a record.....