**Goal for The Partroxis**

**Requirements**

**Solution**

Vanion: Death Gate
1. Accept at first room with Garx.
2. Enter Partroxis
3. Enter Foothills run 4us, kill Hendry, loot Accursed Dagger.
4. Run n4d, enter partroxis
5. Enter ocean portal, then enter partroxis to return to Garx.
6. Uncurse the dagger and give Garx the dagger and he will give you the first key called Grax's Trust.
7. Enter partroxis and enter tree.
8. Unlock north, run 2nu and kill elf for map. Return to Grax, Run d2s2u, enter partroxis, enter ocean, enter partroxis.
9. Give Grax map for another key, Grax's Hope. Enter partroxis again.
10. Enter canyon, run ese5n and find and kill a Dwarf for Strange Vision.
11. Return to Garx to give Vision Xar for another key, Grax's Ambition.
12. Enter partroxis and enter ocean, run 5e.
13. Find Wylor and kill him for the prisoner.
14. Return to Grax and give him the prisoner.
15. Garx will tell you to enter the labyrinth and free his people.
16. Enter partroxis and enter new world.
17. Inside is a patryn who will explain to you the rules, begining from that
room, here is the order:
Mountains, Through the Woods, The Forest, Swampy Path, The Forest,
Along a River, The Desert, The Desert, The Wheat Fields, Mountains,
Mountains, A Cave, Wheat Fields, Wheat Fields, kill dragon and enter portal.
18. After you enter portal, this is the order of rooms.
The Swamp, The Swamp, River of Blood, A Small Cave, A Small Cave,
Passage of Time, The Swamp, The Forest, Wheat fields, Wheat fields,
Mountains, Wheat fields, Along a River, Wheat Field, kill all the souls and
enter portal.
19. Once inside that portal, this is the order of rooms.
Mountains, The Desert, The Swamp, The Desert, Wheat field, A Cave,
A Cave, Mountains, Mountains, Plains, enter portal and your done.
20. Once you make it through that, you get the area portal handed to you.
Now give him the Xar's conquest and he will give over the lvl 210 EQ
(which is solely based on class). Stats on the items are this.

Here's the \*almost\* complete description of Death Gate
Labyrinth. It's pretty easy to navigate it with that
description. "safe" rooms mean that mobs don't attack
you if you are sneaking. Sometimes other mobs don't
attack you either, but it's random. I strongly recommend
putting a charmed mob into the room 9, since lots of
further rooms have 2 exits with the same name, one of
them leading to room 9. If you have a mob there, you
just scan and go to the room without the mob.
So, here it goes:

# Room Name DamType Mob Name
1 In the Mountains !safe A Mountain of Rock
2 Through the Woods !safe The Rabid Tiger-man
3 The Forest !safe The man eating wolfen
4 Swampy Path slash the Buck Toothed Lizard-Man
5 The Forest scratch the Living Tree
6 Along the River slime the Furious Flying Fish Man
7 The Desert !safe The Quicksand
8 The Desert acidic bite the Flesh Eating
9 The Wheat Fields !safe The Living Vines
10 In the Mountains !safe The Gigantic Bulette
11 In the Mountains air a Bird of Prey
12 A Cave !safe The Labyrinth Assassin
13 The Wheat Fields !safe Vision of a False Gate
14 The Wheat Fields GATE!safe The Hungry Dragon
15 The Forest \*safe\* A Bloodthirsty Tiger-Man
16 The Swamp pierce the Cold Hearted Lizard-Man
17 The Swamp scratch the Insane Patryn
18 River of Blood !safe Flowing Blood
19 A small Cave !safe A collapsing cave
20 A small Cave !safe The Dream Eater
21 Through the Passage of Time !safe Reality Check
22 The Swamp !safe Blood Sucking Vines
23 The Forest !safe The Golden Haired Assassin
24 The Wheat Fields !safe Mass of Flying Dismembered Body Parts
25 The Wheat Fields !safe Bloodthirsty Killer Gerbils
26 In the Mountains smash A Monster Bulette
27 The Wheat Fields !safe the Thing
28 Along the River !safe The Big and Deadly Dragon
29 The Wheat Field GATE!safe Soul of the Damned
(Type "Enter Gate" to jump step 30)
30 In the Mountains !safe Lesser Chaodyn
31 In the Mountains !safe Dilusions of Hope
32 The Desert !safe Swarm of Blood Sucking Bio-chemical Gn
33 The Swamp !safe It
34 The Desert !safe Your Worst Nightmare
35 The Wheat Field slash Walking Suit of Armor
36 A Cave flaming bite Lesser Labyrinth Dragon
37 A Cave magic Insane Patryn
38 In the Mountains flaming bite Labyrinth Dragon
39 In the Mountains !safe Hell Hound Behemoths
40 A vast Expanse of Plains !safe Chaodyn

GATE is a portal that leads to the next room. There is
also a portal in the 40th room. It leads to Xar. Once
you pass the labyrinth and enter the last portal, you'll
receive the Death Gate portal.

Enjoy

- in the canyon is the portal to the 7th gate rooms(enter death at dwarf)
(kill reality for getting out)

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PARTROXIS KEYS:

NOTE: To get back to Grax and to recall - In the room The Partroxis, with all the portals, enter ocean and enter pratroxis.

- Grax's Trust: enter pass, run 4us to Hendry, kill and get the accused dagger, remove curse, run n4d;enter partroxis;ent ocean;ent part ,go visible, give Grax the dagger

- Grax's Hope: enter tree, run 2nu, kill the elf, get the map, run d2s2u;enter partroxis;ent ocean;ent part , back to Grax, be visible, give map Grax

- Grax's Ambition: enter canyon, follow path and find dwarf with Strange Vision, kill dwarf, get vision, back to Grax, be visible, give vision Grax.

- Grax's Conquest: enter ocean, run 5e, kill Waylor, get Warloxan Prisoner, run 5e;ent prat , back to Grax, be visible, give prisoner Grax.

**Reward**

+-----------------------------------------------------------------+
| Keywords : patryn cape runner |
| Name : +Runner's Cape+ |
| Type : Armor Level : 210 |
| Worth : 7,000 Weight : 6 |
| Wearable : neck |
| Flags : unique, glow, invis, burn-proof, V3 |
+-----------------------------------------------------------------+
| Stat Mods : Intelligence : +11 Damage roll : +11 |
| Saves : +11 Luck : +3 |
| Wisdom : +2 |
+-----------------------------------------------------------------+
| Resist Mods: Acid : +40 Mental : -20 |
| All magic : +9 All physical : +12 |
+-----------------------------------------------------------------+

+-----------------------------------------------------------------+
| Keywords : patryn infinity belt |
| Name : +Patryn Infinity Belt+ |
| Type : Armor Level : 210 |
| Worth : 7,000 Weight : 6 |
| Wearable : waist |
| Flags : unique, glow, invis, burn-proof, V3 |
+-----------------------------------------------------------------+
| Stat Mods : Constitution : +9 Damage roll : +20 |
| Hit roll : +10 Saves : +10 |
| Intelligence : +3 Wisdom : +1 |
+-----------------------------------------------------------------+
| Resist Mods: Light : +40 Water : -20 |
| All magic : +9 All physical : +12 |
+-----------------------------------------------------------------+

+-----------------------------------------------------------------+
| Keywords : patryn life basis heart rune |
| Name : +Heart Rune+ |
| Type : Armor Level : 210 |
| Worth : 7,000 Weight : 6 |
| Wearable : body |
| Flags : unique, glow, invis, burn-proof, V3 |
+-----------------------------------------------------------------+
| Stat Mods : Dexterity : +8 Damage roll : +22 |
| Hit roll : +12 Saves : +10 |
| Strength : +4 |
+-----------------------------------------------------------------+
| Resist Mods: Electric : +40 Water : -20 |
| All magic : +9 All physical : +12 |
+-----------------------------------------------------------------+

Portal (all classes get this)

Object 'entrance death gate' is type portal, extra flags glow hum.
Weight is 0, value is 0, level is 180.
Worn take hold.
Lore shows this item is from The Death Gate.