(807, 'tinky', 34, '58.182.121.46', NULL, 'Note: As usual, done with invis and sneak off. Use invis and sneak at own risk.

WARNING

1. DO NOT ATTEMPT THIS GOAL WITHOUT THE FOLLOWING:

- Good stats overall

- Decent amount of hp

- ''Banish'' spell or equivalent

2. Many PK rooms in the area. Be careful.

Okay, on with the solution. It''s not very much different from the Area Quest one, but there are a few new things to note.

1. Start in the room "A Secluded Corner" and say "yes".

2. You will be teleported to a new room "Death''s Gate". Enter the gate in the room.

3. You will be teleported to a new room "The Nexus", where Xar is. Type ''listen Xar''.

Xar, Lord of the Nexus says, "Tell me your troubles my child, for only I can understand you."

Xar, Lord of the Nexus says, "Welcome to the Nexus my child. I have a task for you if you wish to undertake it. If you wish to do it for me, just ask and I shall tell you what it is."

Xar, Lord of the Nexus says, "To ask, just say "quest". Or if you will quest without further ado, type accept."

Xar, Lord of the Nexus says, "For hundreds of years my people, the Patryn, have been in the living hell known as the Labyrinth. I was the first to escape that hell, yet I will not be the last."

Xar, Lord of the Nexus says, "Our sworn enemy, the Sartan, do not yet know of our return, and this is why I ask of you this favor. I have heard that the Sartan are a violent, yet intelligent and imaginative race. Travel to the four worlds they have created with the sundering, and bring me back proof of their existence in those worlds."

Xar, Lord of the Nexus says, "I wish to know what we are up against, if they have grown stronger or weaker, if they even exist at all. Upon discovering the proof in each world, return to me and I shall reward you."

Xar, Lord of the Nexus says, "Beware though, do not let temptation overcome you, for it may lead to your demise. Take extreme caution in each of the worlds as to not let them know I have sent you or that my kind has returned."

Xar, Lord of the Nexus says, "if you do, you may not be able to return to this place. If by some chance you happen to bring me what I need from all four worlds, I shall give you a reward well worth your time, and send you on a final quest for even greater reward."

Xar, Lord of the Nexus says, "If you agree to this quest, please type ''accept''."

4. Type ''accept''.

Xar, Lord of the Nexus says, "Good luck, and hurry. As soon as you complete your task, my people shall attack and conquer the worlds."

\*\* Goal Added : Visit the four worlds of Deathgate and bring back proof.

Type ''goals deathgate'' for full details on this quest.

\*\* Task Added : Find proof of violence amongst the Sartan.

\*\* Task Added : Find proof of intelligence amongst the Sartan.

\*\* Task Added : Find proof of imagination amongst the Sartan.

\*\* Task Added : Find absolute proof of the Sartans'' existence.

5. Enter the gate in the room to teleport to a new room called "Death''s Gate" with 5 portals in it. Now enter maelstorm.

6. You are now in the maelstorm area. Run 4us and kill Hugh the Hand for an Accursed Dagger (PK ROOM). Cast ''remove curse'' on yourself so that the dagger can be given away.

+-----------------------------------------------------------------+

| Keywords : ancient dagger accursed |

| Name : The Accursed Dagger |

| Id : 227640546 |

| Type : Weapon Level : 190 |

| Worth : 5,000 Weight : 1 |

| Wearable : wield |

| Flags : hum, magic, V3 |

+-----------------------------------------------------------------+

| Weapon Type: dagger Average Dam : 171 |

| Inflicts : pierce Damage Type : Pierce |

| Specials : sharp |

+-----------------------------------------------------------------+

7. Run 4d and enter gate. Now enter ocean, and enter gate again to go back to Xar. Give Xar the dagger to get Xar''s Trust (key).

You give The Accursed Dagger to Xar, Lord of the Nexus.

Xar, Lord of the Nexus says ''You have done well my child.''

Xar, Lord of the Nexus says ''For your efforts I give you this.''

You receive Xar''s Trust from Xar, Lord of the Nexus.

Xar, Lord of the Nexus says, "You have my trust now, do not let me down, you have more worlds to explore. From those worlds, I need some proof of the Sartan''s existence or demise."

Xar, Lord of the Nexus says, "Now go, and return to me when you have something more that I seek."

\*\* Task Done : Find proof of violence amongst the Sartan.

8. Enter gate again, and this time enter citadel. You will be teleported to the citadel area.

9. Unlock north with Xar''s Trust. Run 2n;open up;run u and kill an elf for a Map of the Star Chamber (PK ROOM).

+-----------------------------------------------------------------+

| Keywords : star chamber map |

| Name : a Map of the Star Chamber |

| Id : 227662298 |

| Type : Trash Level : 150 |

| Worth : 10 Weight : 1 |

| Flags : magic, nosave, V3 |

+-----------------------------------------------------------------+

10. Run d2s2u and enter gate. Enter ocean;enter gate to be back at Xar. Give Xar the map to receive Xar''s Hope (key).

Xar, Lord of the Nexus says, "Yet again you prove your worth to me my child. Now receive this gift which I give you."

You receive Xar''s Hope from Xar, Lord of the Nexus.

Xar, Lord of the Nexus says, "Now go, you have still more worlds that I need you to visit and bring me what i need from. The day of my people''s revenge draws near."

\*\* Task Done : Find proof of intelligence amongst the Sartan.

11. Enter gate. Now enter river to be teleported into the river area. Run esen and use Xar''s Hope to unlock north. Go north and kill one of the dwarves wandering around for a Strange Vision (PK ROOM).

+-----------------------------------------------------------------+

| Keywords : strange vision |

| Name : a Strange Vision |

| Id : 227566220 |

| Type : Trash Level : 152 |

| Worth : 0 Weight : 0 |

| Flags : magic, nosave, V3 |

+-----------------------------------------------------------------+

12. Go back to the first room of the river area and enter gate. Enter ocean;enter gate to get back to Xar. Give the Strange Vision to Xar to receive Xar''s Ambition (key).

You give a Strange Vision to Xar, Lord of the Nexus.

Xar, Lord of the Nexus says ''Take this, as it will help you in your travels.''

You receive Xar''s Ambition from Xar, Lord of the Nexus.

Xar, Lord of the Nexus says, "You have almost completed your vision and victory is almost within my grasp. Go to the last world and bring me back what I want."

Xar, Lord of the Nexus says, "When you return, my people shall conquer the world. You will have done us a great favor."

\*\* Task Done : Find proof of imagination amongst the Sartan.

13. Enter gate;enter ocean to get to the ocean area. Run 3e and use Xar''s Ambition to unlock east. Run 2e and kill Samah for a Sartan Prisoner (PK ROOM).

+-----------------------------------------------------------------+

| Keywords : sartan prisoner samah |

| Name : Sartan Prisoner |

| Id : 227533821 |

| Type : Trash Level : 179 |

| Worth : 0 Weight : 50 |

| Flags : magic, nolocate, nosave, V3 |

+-----------------------------------------------------------------+

14. Run 5e and enter gate. Give Sartan prisoner to Xar for Xar''s Conquest.

\*\* Task Done : Find absolute proof of the Sartans'' existence.

Xar, Lord of the Nexus says, "Now, I ask of you one final task before you receive your prize."

Xar, Lord of the Nexus says, "Venture into the Labyrinth and free our people. Then, and only then, will we attack and conquer the worlds that have been left for us. I will be waiting for you when you return from that horrid place. Then, when we meet again, give me this without delay or converse and you shall receive what you deserve."

You receive Xar''s Conquest from Xar, Lord of the Nexus.

Xar, Lord of the Nexus says, "Now go, our people die by the minute."

\*\* Task Added : Navigate the Labyrinth to receive Xar''s reward.

+-----------------------------------------------------------------+

| Keywords : Xars conquest |

| Name : Xar''s Conquest |

| Id : 227720338 |

| Type : Treasure Level : 1 |

| Worth : 100 Weight : 1 |

| Flags : glow, hum, magic, nosell, burn-proof, nolocate, |

| : nosteal, V3 |

+-----------------------------------------------------------------+

15. Now for the difficult part. Enter gate and enter perfect. You will now be in the maze known as "Perfect World". The patryn in the first room will explain the rules of the maze to you. Basically, there is no way out once you open north and go north into the maze. If you need to get out without finishing the maze, you will have to drop a rock that you buy for 25k from the patryn. You may NOT use hunt in the maze;using the hunt command results in you being returned to the first room with the patryn and you''ll have to start all over. So if at any time you wish to leave, type hunt (anything);buy rock;drop rock and you''ll be teleported to global recall.

16. Now, on to how to solve the maze. PLEASE READ THE ENTIRE SECTION BEFORE YOU ATTEMPT TO SOLVE THE MAZE OR YOU WILL BE SORRY.

a. Basically, each room of the maze has 6 exits (north, south, east, west, up, down) and only ONE is ever correct.

b. There is indeed an order of rooms available on Light maps, but sometimes the exits are similarly named and you won''t know which one of them is the correct one. The only solution is to go through to exit and test to see whether you see new mobs that were not in the previous rooms.

c. If you see an old mob, chances are you took a wrong exit and ended up in one of the earlier rooms. Remember which wrong exit you took, go back there and start over.

d. There are programs and scripts that others use to help them track the rooms, but I don''t use these. I usually solve the maze by printing a copy of the map on paper and writing down the directions as I go along. That way it''s easy for me to find my way back to where I went wrong.

e. Note that the exits of Perfect world remain the same AS LONG AS THERE IS NO REPOP. Every time there is a repop, the directions of the correct exits change. So if you were in the middle of the maze when it repops, yes, you''re screwed because all the previous directions you noted down are now wrong.

f. Hence, I suggest doing a SENSE LIFE before attempting the maze. Make sure you have a good 10 to 15 minutes at the very least to complete the maze.

g. If you get attacked by the hostile mobs in the maze (and yes you will be, sometimes they attack and sometimes they don''t, I have no idea why or when) and you do not think you can kill fast enough to complete the maze before repop, use BANISH to instantly kill the mob so you don''t waste your time. This is very important. In fact I recommend banishing all mobs and not bothering to kill them because time is really of the essence here. Please also note that the mobs here CANNOT be strangled.

h. Note down each correct direction as you go along, this is important. Continue navigating this way until you reach the final room.

i. For the order of the rooms, please see the guide below.

First Section

In the Mountains, Through the Woods, The Forest, Swampy Path, The Forest, Along a River, The Desert, The Desert, The Wheat Fields, In the Mountains, In the Mountains, A Cave, The Wheat Fields, The Wheat Fields.

Enter gate found in the last room "The Wheat Fields.

Second Section

The Swamp, The Swamp, River of Blood, A Small Cave, A small Cave, Through the Passage of Time, The Swamp, The Forest, The Wheat fields, The Wheat fields, In the Mountains, Wheat fields, Along a River, The Wheat Field.

Enter gate found in the last room "The Wheat Field".

Third Section

In the Mountains, The Desert, The Swamp, The Desert, The Wheat field, A Cave,

A Cave, In the Mountains, In the Mountains, A Vast Expense of the Plains.

Enter gate found in the last room "A Vast Expense of the PLains" to be teleported to the room "The Nexus" where Xar will be waiting for you.

17. Xar will ask you if you have completed the labyrinth, or something to that extent. Give him Xar''s Conquest to get a piece of equipment depending on your primary class.

You give Xar''s Conquest to Xar, Lord of the Nexus.

Xar, Lord of the Nexus says, "You please me Tinky. Never before have I seen such courage or bravery in one of my people, short of myself."

Xar, Lord of the Nexus says, "For your troubles, I now reward you."

You receive +Patryn Infinity Belt+ from Xar, Lord of the Nexus.

\*\* Task Done : Navigate the Labyrinth to receive Xar''s reward.

\*\* Goal Completed: Visit the four worlds of Deathgate and bring back proof.

INFO: Tinky entered the Death Gate and returned victorious.

Xar, Lord of the Nexus says, "Is there anything else I can do for you? If so, bow to me."

Primary Paladin:

+-----------------------------------------------------------------+

| Keywords : patryn infinity belt |

| Name : +Patryn Infinity Belt+ |

| Id : 227745954 |

| Type : Armor Level : 210 |

| Worth : 7,000 Weight : 6 |

| Wearable : waist |

| Flags : unique, glow, invis, held, burn-proof, V3 |

+-----------------------------------------------------------------+

| Stat Mods : Constitution : +8 Damage roll : +20 |

| Hit roll : +10 Saves : +10 |

| Intelligence : +2 Dexterity : +1 |

| Luck : +1 Strength : +1 |

+-----------------------------------------------------------------+

| Resist Mods: Light : +40 Water : -20 |

| All magic : +9 All physical : +12 |

+-----------------------------------------------------------------+

Primary Cleric:

Object ''light shining nexus'' is type light, extra flags glow hum magic burn-proof.

Weight is 1, value is 0, level is 210.

Worn take.

Affects damage roll by 10.

Affects hit roll by 10.

Affects wisdom by 10.

Lore shows this item is from The Death Gate.

Primary Thief:

Object ''patryn life basis heart rune'' is type armor

Extra flags: glow hum magic burn-proof held.

Weight is 1, value is 0, level is 210.

Worn take body.

Armor class is 55 pierce, 62 bash, 63 slash, and 53 vs. magic.

Affects constitution by 10.

Affects damage roll by 10.

Affects hit roll by 10.

Primary Warrior:

+-----------------------------------------------------------------+

| Names : patryn master runner labyrinth |

| Desc : +Master Runner of the Labyrinth+ |

| Type : Armor Level : 210 |

| Worth : 0 Weight : 1 |

| Wearable : take legs |

| Flags : glow hum magic burn-proof |

+-----------------------------------------------------------------+

| Armor : Pierce : 57 Bash : 55 |

| Slash : 65 Magic : 42 |

+-----------------------------------------------------------------+

| Stat Mods : Dexterity : +10 Damage roll : +10 |

| Hit roll : +10 |

+-----------------------------------------------------------------+

18. This is the part which is different from the original area quest. To get the portal, you must now type "bow Xar". There is a chance (I''m not sure how many percent) that Xar will now give you the area portal, Death Gate.

If he does not give you the portal, he says the following:

Xar, Lord of the Nexus says, "You are a brave one, Tinky but you will need to find me at least once again before I reward you with a special gift. Until then, good-bye my friend."

+-----------------------------------------------------------------+

| Keywords : entrance death gate |

| Name : Death''s Gate |

| Id : 227751923 |

| Type : Portal Level : 180 |

| Worth : 0 Weight : 0 |

| Wearable : hold, portal |

| Flags : glow, hum, held, V3 |

+-----------------------------------------------------------------+

19. Regardless of whether you got the portal, you can quickly go back to the area if it hasn''t repopped. Remember the directions you noted down earlier? You can now combine them into a speedwalk to quickly navigate through the maze and reach Xar again. Here is a sample of the one I combined, starting from the first room of the maze "In the Mountains":

run 3se2u2ews3d;enter gate;run nued2ewduwsnen;enter gate;run 2dsuwunues;enter gate

Keep repeating this and bowing to Xar to repeatedly attempt to farm the portal. You can do this as many times as you like before the area repops. Note: You DO NOT need to give Xar''s Conquest to Xar if you are here to farm the portal again, as you have already completed the area goal earlier.', 0, 1257952328, 1257952477, 'tinky', 369),

(1162, 'lordsation', 30, '68.23.86.183', NULL, 'i did this as pthief

+-----------------------------------------------------------------+

| Keywords : life basis heart rune |

| Name : +Heart Rune+ |

| Id : 1011935209 |

| Type : Armor Level : 210 |

| Worth : 7,000 Weight : 6 |

| Wearable : body |

| Score : 358 |

| Material : flesh |

| Flags : unique, glow, invis, burn-proof, V3 |

| Notes : Item has 4 resistance affects. |

+-----------------------------------------------------------------+

| Stat Mods : Dexterity : +8 Damage roll : +23 |

| Hit roll : +15 Saves : +10 |

| Strength : +4 |

+-----------------------------------------------------------------+', 0, 1366666320, NULL, NULL, 369),