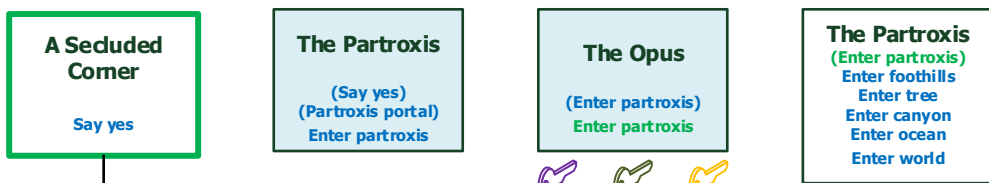


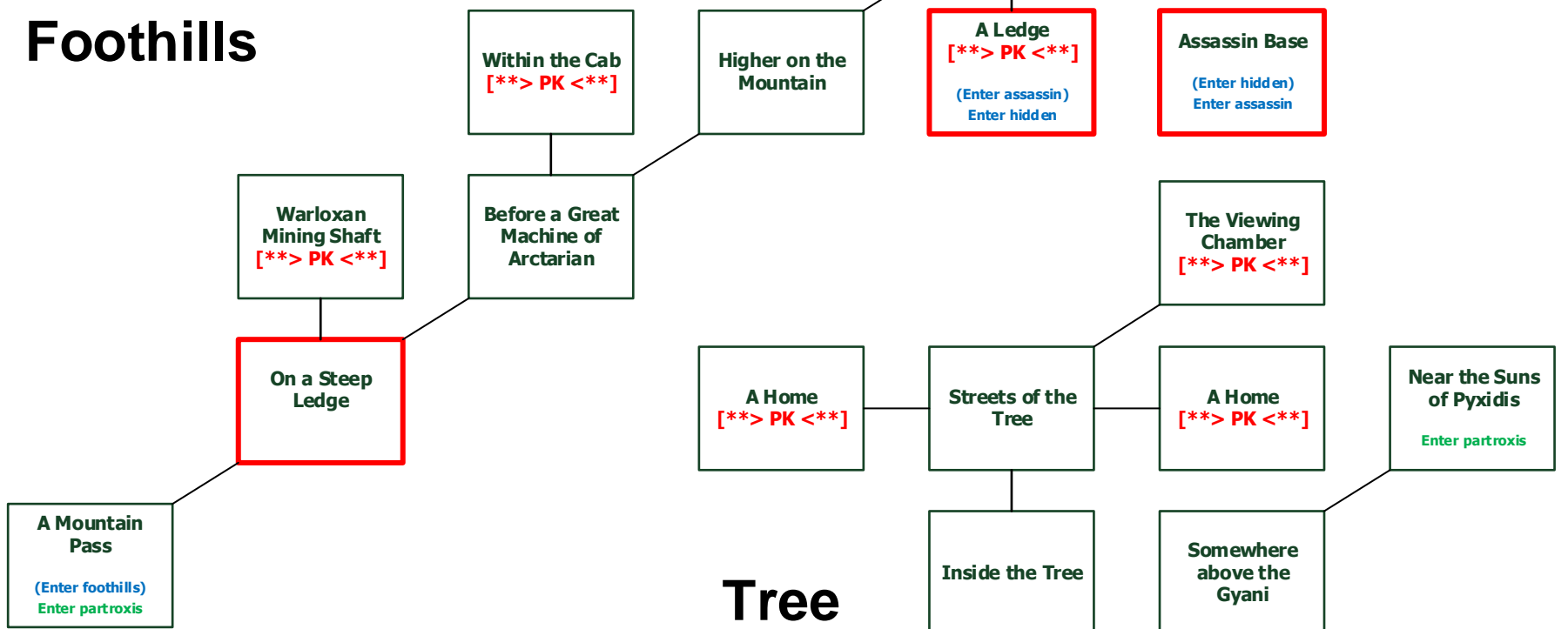
Partroxis Level: 180-201

Mapped by StarsOscar

The Partroxis

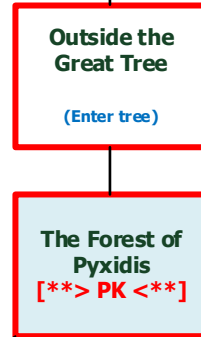


Foothills

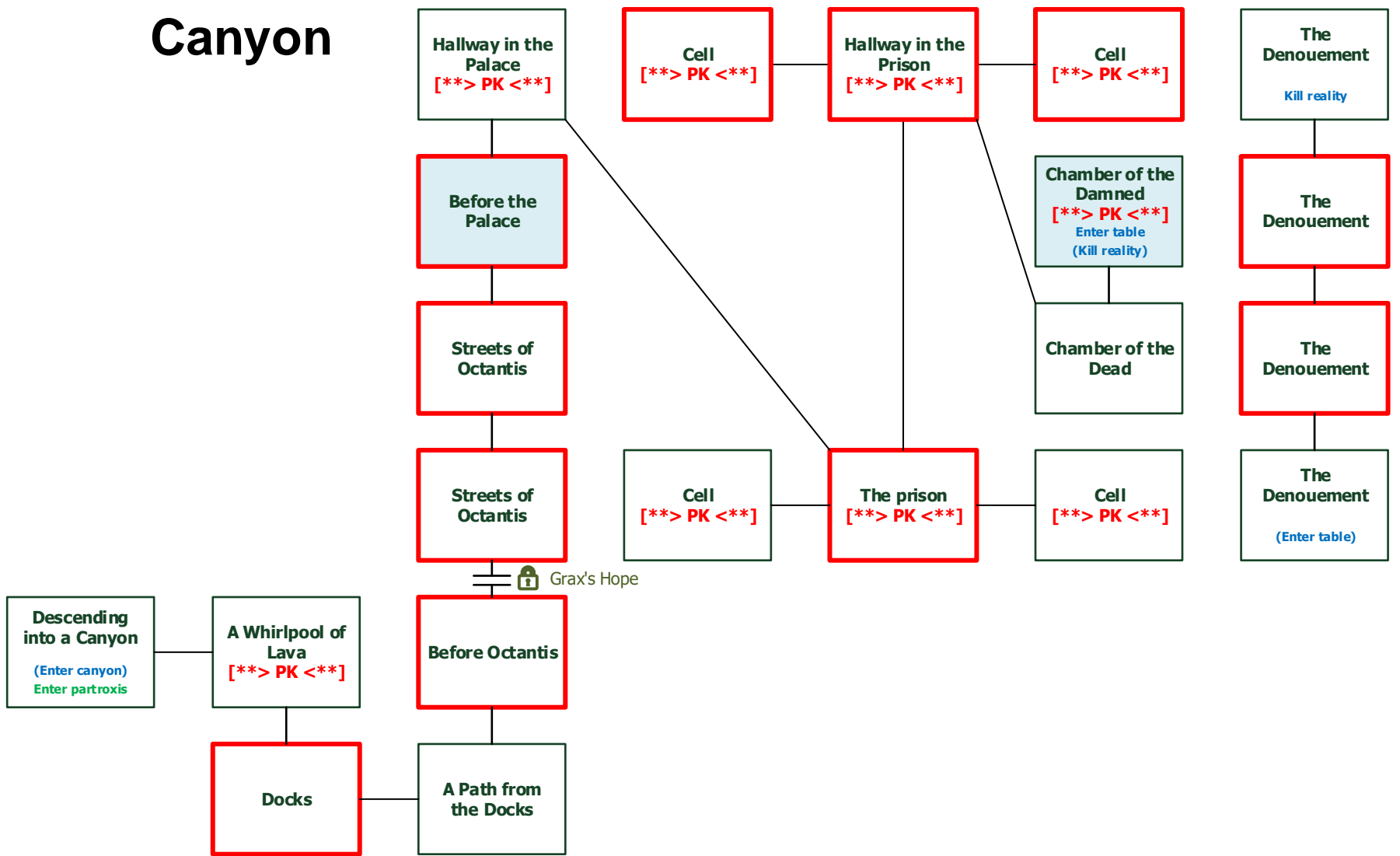


Tree

Grax's Trust

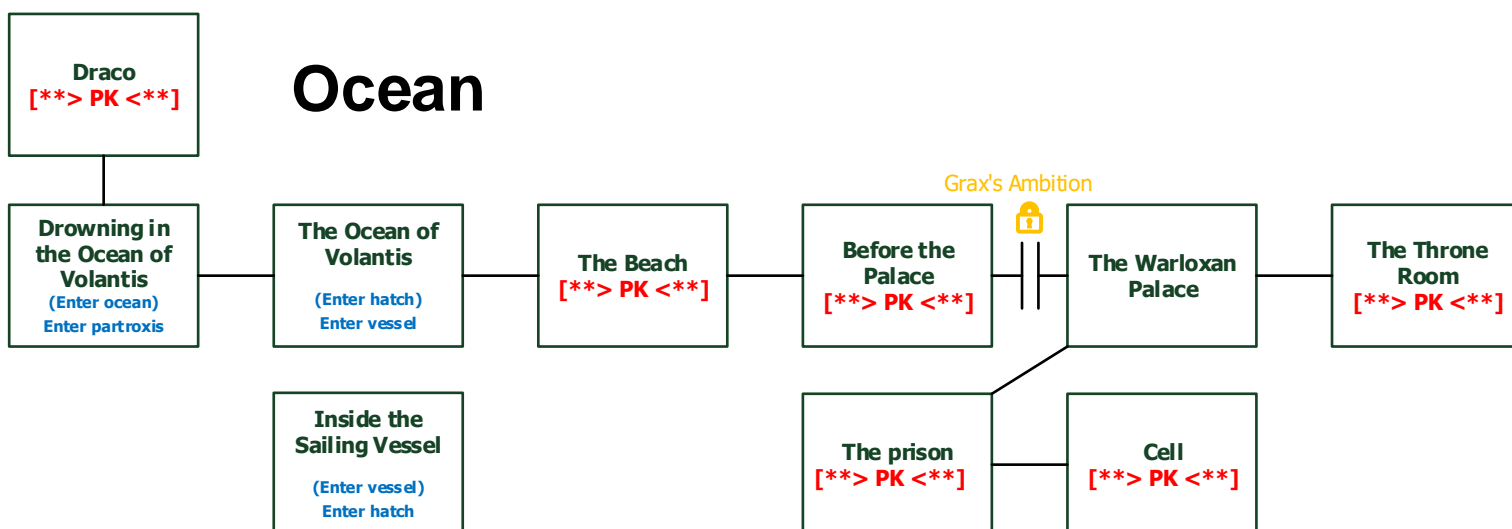


Canyon



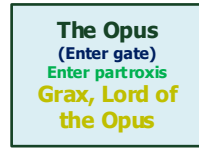
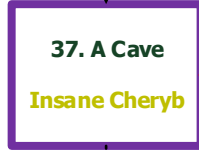
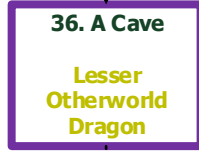
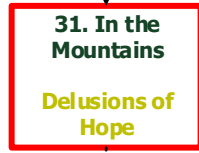
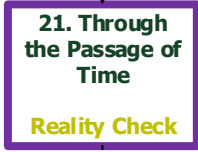
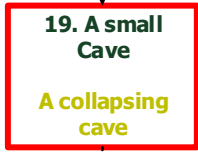
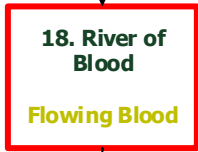
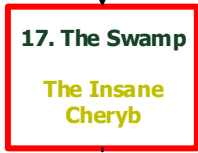
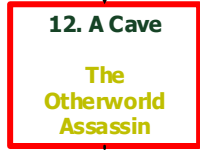
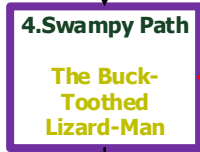
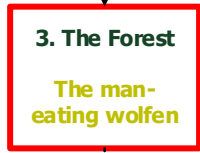
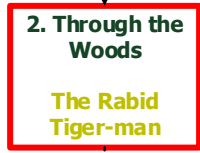
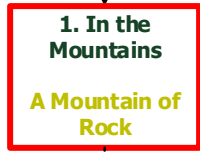
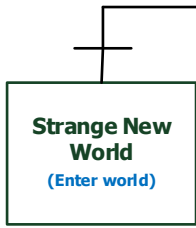
Grax's Hope

Ocean



Grax's Ambition

New World



Additional Legend

Custom exit (custom exit destination)

Random One Way

Misleading exit

Room with aggrressive see invisible and detect hidden mobs

Mob name in room

The New world is a series of random maze rooms. Each of the rooms has a unique mob that can be used to identify the room. All of the rooms are no recall and no portal. To get to the next room see the exits from the current room but beware of **misleading exists** that will take you backwards. The numbers are not part of the room names and are added for identification. In order to get out without completing the whole journey hunt any mob and buy a rock from the Cheryb Sitter. Almost every mob is aggressive, and some of them are see invisible and detect hidden, so remember to get invisible and hidden after the fight.

