

Drowned Aequoria

Drowned Aequoria

Drowned Aequoria is OceaniaRO's ocean-themed starter instance, set in the flooded halls of the lost kingdom of Aequoria. It now has two routes: a solo-friendly breach for new players and small starters, plus the stronger party expedition.

- **Entry NPC:** Tidal Breach, Izlude harbor (148,160)
- **Time limit:** 1 hour
- **Main material:** Coral Reef, used for Ocean Gear and Tideborn weapon crafting

Solo Breach

The solo breach is designed for players who want to learn the instance without needing a full team. It uses a lighter wave setup and a weakened Tide Wraith finale.

Solo Attunement

Before entering the solo breach, complete the attunement once per account. After this is finished, the account can enter the solo route directly in future.

- Hunt 20 Aqua Rings
- Hunt 10 Marins
- Bring 5 Coral Reef
- Bring 10 Crystal Blue

Completing the attunement gives a Coral Sigil as proof. The unlock is saved to the account, so losing the sigil does not remove access.

Solo Flow

1. Clear the reef wave: Aqua Rings and Marins.
2. Clear the drowned sentry wave.

3. Defeat the weakened Tide Wraith and its echoes.
4. Receive the reward, then the current returns you to Izlude after a short delay.

Solo Reward

- 8 Coral Reef
- 50,000 zeny

The solo route has a 4-hour cooldown after a successful clear. The cooldown starts only when the reward is given, so leaving or crashing before the clear should not lock you out.

Party Expedition

The party expedition is the stronger version of Drowned Aequoria. It keeps the full Tide Wraith fight and is better for groups or stronger characters.

- **Party:** required, but a party of one can still open it
- **Leader:** only the party leader can create the expedition

Party Flow

1. Clear the first wave of reef creatures: Aqua Rings, Marins, and Obeaunes.
2. Defeat the drowned Aequorian sentries.
3. Defeat the full Tide Wraith.
4. Each party member still inside receives the clear reward.

Party Reward

- 12 Coral Reef
- 75,000 zeny

Tips

- Use the solo breach to learn the instance and gather steady Coral Reef.
 - Aqua Rings are also a direct Coral Reef source outside the instance.
 - The party Tide Wraith hits much harder than the solo version, so bring water resistance, healing, or friends.
 - Use the Tideward Exit inside the instance if you need to leave early.
-

Revision #4
Created 2026-06-26 01:11:20 UTC by Admin
Updated 2026-07-05 01:14:08 UTC by Admin