Drowned Grove Monsters

All of these live in the Drowned Grove (`cmd_fild05`).

Monster	Level	Property	HP	Type
Drowned Willow	148	Water 2	185,000	Regular
Mangrove Mud Crab	149	Water 1	170,000	Regular
Brine Chorus Frog	150	Water 2	200,000	Regular
Root Hydra	151	Water 3	150,000	Regular
Grove Saltie	152	Water 2	240,000	Regular
Tidebound Elder	154	Water 3	270,000	Regular
Wreck-Bone Shoal	155	Undead 2	250,000	Regular
Raft Spider	156	Water 3	300,000	Regular
Saltrot Elder	158	Poison 2	330,000	Regular
Mire Stalker	159	Water 2	380,000	Regular
Gumboot Gobbler	160	Water 2	2,200,000	Mini-boss
The Mooring Elder	162	Water 3	3,000,000	Mini-boss
The Held Tide	165	Water 4	6,500,000	MVP
Echo of the Held Tide	160	Water 3	900,000	Story encounter

Every monster has its own section below. Drop chances are what you get in game (regular monsters already include the 5x drop rate; bosses drop at 1x).

Drowned Willow

A willow that has stood in seawater since the Night of Broken Scales. It keeps to itself until one of its neighbours is attacked.



Type	Monster
Level	148
HP	185,000
Property	Water 2
Race	Plant
Size	Medium
Attack / Magic attack	1,500 / 900
Defense / Magic defense	110 / 60
Base EXP / Job EXP	8,800 / 9,200 (before the 3x server rate)
Behaviour	Passive. Joins in when a monster nearby is attacked
Looks like	Its own sprite: a waterlogged, blue-grey Willow with kelp vines
Monster ID	26100

Location

Drowned Grove (`cmd_fild05`). 30, anywhere in the grove.

Skills

- Water Attack
- Cold Bolt

Drops

Item	Chance
Saltwillow Bark	30%
Trunk	50%
Crystal Blue	5%

Mangrove Mud Crab

Slow, armoured and bad-tempered. It hits harder than anything that small should.



Type	Monster
Level	149
HP	170,000
Property	Water 1
Race	Fish
Size	Small
Attack / Magic attack	1,650 / 300
Defense / Magic defense	260 / 30
Base EXP / Job EXP	8,600 / 8,400 (before the 3x server rate)
Behaviour	Aggressive
Looks like	Its own sprite: a mud-brown crab
Monster ID	26101

Location

Drowned Grove (`cmd_fild05`). 20, anywhere in the grove.

Skills

- Stun Attack
- Armor Break

Drops

Item	Chance
Crab Shell	50%
Nipper	30%
Coral Reef	10%

Brine Chorus Frog

They sing in groups and mend each other. Deal with them one at a time and they will not let you.



Type	Monster
Level	150
HP	200,000
Property	Water 2
Race	Fish
Size	Medium
Attack / Magic attack	1,550 / 800
Defense / Magic defense	100 / 70
Base EXP / Job EXP	9,400 / 9,800 (before the 3x server rate)
Behaviour	Passive. Joins in when a monster nearby is attacked
Looks like	Its own sprite: a brine-teal frog
Monster ID	26102

Location

Drowned Grove (`cmd_fild05`). 20, anywhere in the grove.

Skills

- Silence Attack
- Water Attack
- Heal (on allies)

Drops

Item	Chance
Sticky Mucus	50%
Crystal Blue	10%
Brine Pearl	1.5%

Root Hydra

Rooted in the lake shallows. It cannot move, and it does not need to: it reaches seven cells.



Type	Monster
Level	151
HP	150,000
Property	Water 3
Race	Plant
Size	Small
Attack / Magic attack	1,500 / 1,100
Defense / Magic defense	70 / 80
Base EXP / Job EXP	8,000 / 8,000 (before the 3x server rate)
Behaviour	Aggressive. Does not move
Looks like	Its own sprite: blue-grey roots on a kelp-green body
Monster ID	26103

Location

Drowned Grove (`cmd_fild05`). 15, in and around the lake shallows.

Skills

- Water Attack
- Water Ball

Drops

Item	Chance
Tentacle	50%
Coral Reef	15%
Saltwillow Bark	10%

Grove Saltie

A saltwater crocodile that followed the tide inland and never saw a reason to leave.



Type	Monster
Level	152
HP	240,000
Property	Water 2
Race	Brute
Size	Medium
Attack / Magic attack	1,900 / 300
Defense / Magic defense	140 / 40
Base EXP / Job EXP	10,400 / 9,600 (before the 3x server rate)
Behaviour	Aggressive. Reacts to spellcasting and switches targets
Looks like	Its own sprite: an olive-brown saltwater croc in a sea-blue shirt
Monster ID	26104

Location

Drowned Grove (`cmd_fild05`). 18, anywhere in the grove.

Skills

- Bleeding
- Critical Slash

Drops

Item	Chance
Reptile Tongue	50%
Anolian Skin	30%
Brine Pearl	2%

Tidebound Elder

An Elder Willow bound to the grove's tide. It casts from range and comes to help other monsters.



Type	Monster
Level	154
HP	270,000
Property	Water 3
Race	Plant
Size	Medium
Attack / Magic attack	1,500 / 1,700
Defense / Magic defense	120 / 110

Base EXP / Job EXP	11,800 / 12,400 (before the 3x server rate)
Behaviour	Aggressive. Helps nearby monsters
Looks like	Its own sprite: a sea-green Elder Willow
Monster ID	26105

Location

Drowned Grove (`cmd_fild05`). 15, anywhere in the grove.

Skills

- Cold Bolt
- Frost Diver

Drops

Item	Chance
Saltwillow Bark	40%
Elder Branch	10%
Crystal Blue	10%
Brine Pearl	3%

Wreck-Bone Shoal

The bones of fish that came in with the sea, still swimming. Undead property in a zone that is mostly Water.



Type	Monster
Level	155

HP	250,000
Property	Undead 2
Race	Undead
Size	Medium
Attack / Magic attack	1,850 / 600
Defense / Magic defense	130 / 50
Base EXP / Job EXP	11,600 / 11,000 (before the 3x server rate)
Behaviour	Aggressive. Reacts to spellcasting and switches targets
Looks like	Its own sprite: bleached, weed-stained fish bones
Monster ID	26106

Location

Drowned Grove (`cmd_fild05`). 10, anywhere in the grove.

Skills

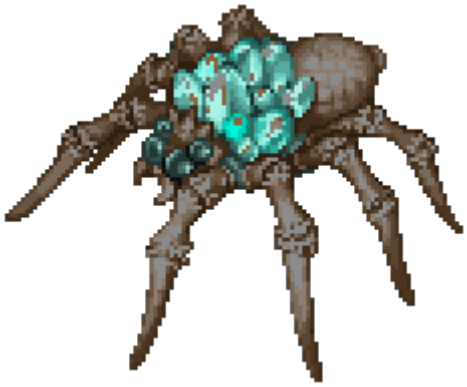
- Undead Attack
- Curse Attack

Drops

Item	Chance
Skel-Bone	50%
Coral Reef	15%
Brine Pearl	2%

Raft Spider

A hunting spider the size of a cart that runs on the surface of the water. Fast, with a three-cell reach.



Type	Monster
Level	156
HP	300,000
Property	Water 3
Race	Insect
Size	Large
Attack / Magic attack	1,300 / 400
Defense / Magic defense	110 / 60
Base EXP / Job EXP	12,800 / 12,000 (before the 3x server rate)
Behaviour	Aggressive. Reacts to spellcasting and switches targets
Looks like	Its own sprite: a dark wet-brown spider with sea-glass eggs
Monster ID	26107

Location

Drowned Grove (`cmd_fild05`). 12, anywhere in the grove.

Skills

- Poison
- Agility Up (below 60% HP)

Drops

Item	Chance
Bug Leg	50%

Item	Chance
Cobweb	40%
Brine Pearl	3%

Saltrot Elder

An Elder Willow the salt has turned. Poison property, and it lays Venom Dust under your feet.



Type	Monster
Level	158
HP	330,000
Property	Poison 2
Race	Plant
Size	Medium
Attack / Magic attack	1,650 / 1,900
Defense / Magic defense	130 / 120
Base EXP / Job EXP	14,200 / 14,800 (before the 3x server rate)
Behaviour	Aggressive. Reacts to spellcasting and switches targets
Looks like	Its own sprite: a pale, salt-crusted Elder Willow
Monster ID	26108

Location

Drowned Grove (`cmd_fild05`). 8, anywhere in the grove.

Skills

- Poison Attack
- Poison
- Venom Dust

Drops

Item	Chance
Saltwillow Bark	40%
Poison Spore	50%
Brine Pearl	4%

Mire Stalker

The top of the grove's food chain, short of the bosses. It speeds up when it is hurt.



Type	Monster
Level	159
HP	380,000
Property	Water 2
Race	Fish
Size	Medium
Attack / Magic attack	2,300 / 500
Defense / Magic defense	170 / 60
Base EXP / Job EXP	16,000 / 14,600 (before the 3x server rate)
Behaviour	Aggressive. Reacts to spellcasting and switches targets
Looks like	Its own sprite: a murky swamp-teal lizard
Monster ID	26109

Location

Drowned Grove (`cmd_fild05`). 10, anywhere in the grove.

Skills

- Piercing Attack
- Critical Slash
- Agility Up (below 50% HP)

Drops

Item	Chance
Anolian Skin	50%
Mystic Frozen	2%
Brine Pearl	5%

Gumboot Gobbler

Every puntman on the coast will tell you about the Gumboot Gobbler: a toad as big as a punt that eats boots, and only the left one. They are all exaggerating. It is bigger. Ask Macka in Comodo for the full story.



Type	Mini-boss
Level	160
HP	2,200,000
Property	Water 2
Race	Fish
Size	Large

Attack / Magic attack	2,900 / 1,200
Defense / Magic defense	180 / 70
Base EXP / Job EXP	320,000 / 260,000 (before the 3x server rate)
Behaviour	Aggressive. Reacts to spellcasting and switches targets
Looks like	Its own sprite: a huge mud-brown toad
Monster ID	26110

Location

Drowned Grove (`cmd_fild05`). 1, roams the whole grove. Respawns 50 to 70 minutes after it is killed.

Skills

- Teleports away if attacked from where it cannot reach you
- May teleport away below 30% HP
- Water Attack
- Armor Break
- Stun Attack
- Summons 3 Brine Chorus Frogs

Drops

Item	Chance
Odd Left Boot	100%
TCG Card	15%
Sticky Mucus	50%

The Mooring Elder

The largest of the Tidebound Elders, with roots in the bank itself. It calls four Drowned Willows to its side.



Type	Mini-boss
Level	162
HP	3,000,000
Property	Water 3
Race	Plant
Size	Large
Attack / Magic attack	2,400 / 2,600
Defense / Magic defense	150 / 160
Base EXP / Job EXP	420,000 / 340,000 (before the 3x server rate)
Behaviour	Aggressive. Reacts to spellcasting and switches targets
Looks like	Its own sprite: a dark navy Elder Willow with glowing vines
Monster ID	26111

Location

Drowned Grove (`cmd_fild05`). 1, roams the whole grove. Respawns 60 to 80 minutes after it is killed.

Skills

- Teleports away if attacked from where it cannot reach you
- Cold Bolt
- Frost Diver
- Storm Gust
- Summons 4 Drowned Willows

Drops

Item	Chance

Saltwillow Bark	100%
Elder Branch	50%
Elunium	20%
Oridecon	20%

The Held Tide

The MVP of the Drowned Grove. The tide the willows called in, standing up. It is tied to the last steps of the Chapter 2 story.



Type	MVP
Level	165
HP	6,500,000
Property	Water 4
Race	Formless
Size	Large
Attack / Magic attack	3,600 / 3,200
Defense / Magic defense	220 / 180
Base EXP / Job EXP	2,400,000 / 1,800,000 (before the 3x server rate)
MVP EXP	1,200,000
Behaviour	Aggressive. Reacts to spellcasting and switches targets
Looks like	Its own sprite: a deep storm-blue water spirit, drawn large
Monster ID	26120

Location

Drowned Grove (`cmd_fild05`). 1, around the lake. Respawns 120 to 130 minutes after it is killed.

Skills

- Teleports away if attacked from where it cannot reach you
- Water Attack
- Water Ball
- Storm Gust
- Wide Freeze (below 60% HP)
- Earthquake (below 30% HP)
- Summons 3 Tidebound Elders

Drops

MVP rewards (given to the MVP):

Item	Chance
Sundered Aether Shard	20%
TCG Card	30%

Regular drops:

Item	Chance
Tideknot	100%
Elunium	25%
Oridecon	25%
Gold	15%

Echo of the Held Tide

A weaker shape of the Held Tide that the story lets you call at the Landfall Bell, so the chapter can be finished without a party. It gives no EXP and drops nothing.



Type	Story encounter
Level	160
HP	900,000
Property	Water 3
Race	Formless
Size	Large
Attack / Magic attack	1,900 / 1,500
Defense / Magic defense	120 / 80
Base EXP / Job EXP	None
Behaviour	Aggressive. Reacts to spellcasting and switches targets
Looks like	Its own sprite: a faded, ghostly version of the Held Tide
Monster ID	26121

Location

Drowned Grove (`cmd_fild05`). Called by striking the Landfall Bell during the story.

Skills

- Water Attack
- Water Ball
- Frost Diver

Drops

None.

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