

Ember Lane Drill

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A fire-lane practice writ for higher levels: cooled slag vermin, vent packs, and a Drill Sergeant who still answers to Cael's forge voice. The Ember Clerk keeps the ledger at the Izlude Company quay next to the Hold desk — drill, not relief; heat without the story clear.

Entry

- **NPC:** Ember Clerk — Izlude **144,169** (Company desk row beside Hold Clerk and Quartermaster Brine; near Tidemark Bounty Board **141,168**)
- **Level:** recommended **70-99** (entry refused below 65 or above 105)
- **Party:** 1-4 (a party of one is fine; only the leader opens the writ)
- **Time limit:** 40 minutes · **Idle timeout:** 5 minutes
- **Cooldown:** **3 hours** per account after a clear

Flow

1. **Cooled slag vermin** — Horong, Jakk, Metaller, and Grizzly in dense packs.
2. **Vent packs** — Explosion, Blazer, Gig, Diabolic, and Kaho.
3. **Ember Drill Sergeant** — a named Kaho with Deleter and Horong escorts.

Clear the waves in order; the map calls each advance. After the payout you are returned to the Izlude Company quay shortly.

Clear Reward

Per party member still on the instance map:

- Base EXP **90,000** / Job EXP **45,000** (rates apply)
- Bronze Coins × **1-3**

- Red Blood ×4 (sometimes two more), Burning Heart ×2

No combat gear, Fire Valkyrie helms, or Forge exclusives — fire mats and Bronze for the high grind. Harbor Reputation stays with Tidemark and Contracts; this writ is the drill lane.

Why Bother

A denser fire grind beside the Izlude Company desks when you outgrow the holds — EXP and ember materials without waiting on the Sundered Forge story cooldown.

Related Pages

- [Saltlock Holds](#)
- [The Sundered Forge](#)
- [Harbor Contracts](#)
- [Harbor Reputation](#)

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