

Saltlock Holds

Saltlock Holds

A flooded warehouse drill for mid-level parties: clear the aisle vermin, crack the reef-stock crates, and put down the Foreman Crab. The Hold Clerk stamps the writ at the Izlude Company quay — salt air, dense packs, and a clean payout when the holds go quiet.

Entry

- **NPC:** Hold Clerk — Izlude **147,169** (Company desk row beside Quartermaster Brine and Ember Clerk; near Tidemark Bounty Board **141,168**)
- **Level:** recommended **40-75** (entry refused below 35 or above 85)
- **Party:** 1-4 (a party of one is fine; only the leader opens the writ)
- **Time limit:** 60 minutes · **Idle timeout:** 5 minutes
- **Cooldown:** **2 hours** per account after a clear

Flow

1. **Aisle vermin** — Kukre, Vadon, Crab, and Plankton in dense packs.
2. **Reef-stock crates** — Cornutus, Marse, Marina, Shellfish, and Phen.
3. **Foreman Crab** — a named Crab with Hydra and Kukre 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 **45,000** / Job EXP **22,500** (rates apply)
- Bronze Coins × **1-3**

- Sticky Mucus ×6, Solid Shell ×4, and a chance at Coral Reef ×2

No combat gear, Valkyrie helms, or faction power pieces — mats and standing-adjacent Bronze for the mid grind.

Why Bother

A short party (or solo-party) loop between Tidemark hunts and later forge work — EXP, Bronze, and coastal materials without a story gate.

Related Pages

- [Harbor Contracts](#)
- [Drowned Aequoria](#)
- [Ember Lane Drill](#)
- [Tidemark Bounty Board](#)

Revision #2

Created 2026-09-23 06:59:42 UTC by Admin

Updated 2026-09-23 08:58:45 UTC by Admin