The Drowned Grove

A flooded willow forest on the old Papuchica border, east of Zenhai Marsh. The sea came in here on the Night of Broken Scales and never fully left. The willows hum, the water ignores the moon, and something very large is eating boots.

Map	`cmd_fild05`
Suggested level	140 to 170
Monster levels	148 to 160, mini-bosses 160 and 162, MVP 165
How to get in	Macka the Puntman in Comodo (179, 143), after his entry quest
Requirements	Base Level 140, and the first lore quest (Whispers of the Drowned) finished
Rules	No Memo, no Dead Branches
Story	Chapter 2 of the Night of Broken Scales: The Grove That Kept the Tide

Getting there

1. Finish **Whispers of the Drowned** with Scholar Liora in Izlude, and reach Base Level 140.
2. Ask Liora about the Company scouting slip.
3. Find **Macka the Puntman** in Comodo, south of the plaza beside the pond. His fare is 20 Sticky Mucus and 10 Trunk, paid once.
4. After that, Macka poles you in for free whenever you like.

Macka also waits at the grove landing (24, 158) to take you back to Comodo. A Butterfly Wing works too.

Who is there

NPC	Where	What they do
Macka the Puntman	Landing, 24, 158	The way out. Swaps Odd Left Boots for TCG Cards

NPC	Where	What they do
Surveyor Halloran	Landing, 30, 163	Story. Makes Grove Salve and the Landing Bell Charm
Mooring Posts	North 120, 340. South 200, 70. East 330, 230	Tide marks, read during the story
Landfall Bell	East shore of the lake, 265, 203	Story
The Harbour Willow	Beside the bell, 268, 207	Story

Monsters



Drowned Willow, Tidebound Elder, Saltrot Elder, The Mooring Elder, Gumboot Gobbler, The Held Tide and its Echo



Mangrove Mud Crab, Brine Chorus Frog, Root Hydra, Grove Saltie, Wreck-Bone Shoal, Raft Spider and Mire Stalker

Most of the grove is Water property, so Wind weapons and spells do well. Two monsters break the pattern: the Saltrot Elder is Poison and the Wreck-Bone Shoal is Undead.

Monster	Level	Property	Notes
Drowned Willow	148	Water 2	Passive, but helps its neighbours
Mangrove Mud Crab	149	Water 1	Slow, very high Defense
Brine Chorus Frog	150	Water 2	Passive, heals other monsters

Monster	Level	Property	Notes
Root Hydra	151	Water 3	Lake shallows only. Does not move, long reach
Grove Saltie	152	Water 2	Aggressive, causes Bleeding
Tidebound Elder	154	Water 3	Caster, helps other monsters
Wreck-Bone Shoal	155	Undead 2	Aggressive
Raft Spider	156	Water 3	Aggressive and fast
Saltrot Elder	158	Poison 2	Aggressive caster
Mire Stalker	159	Water 2	Aggressive, the strongest regular monster
Gumboot Gobbler	160	Water 2	Mini-boss, every 50 to 70 minutes
The Mooring Elder	162	Water 3	Mini-boss, every 60 to 80 minutes
The Held Tide	165	Water 4	MVP, around the lake, every 120 to 130 minutes

Full stats, skills and drops for every monster are on the **Drowned Grove Monsters** page. Every monster in the grove has its own look, so run the patcher before you go in.

What to hunt for

- **Saltwillow Bark** from the willows and Root Hydras. Surveyor Halloran turns 5 Bark and 2 Sticky Mucus into 5 Grove Salves.
- **Brine Pearls**, a rare drop from most of the grove. 40 Pearls and a Tideknot make a Landing Bell Charm.
- **Coral Reef and Crystal Blue**, for Maren's Ocean Gear, the Tidal Breach and Tideforged upgrades.
- **Odd Left Boots** from the Gumboot Gobbler. Macka swaps each one for 2 TCG Cards.
- **Sundered Aether Shards** and **TCG Cards** as MVP rewards from the Held Tide.

The tide

The grove counts as a water map for Tide Affinity. Every Held Tide kill raises the server-wide tide meter by 1.

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