

Tide Patrol

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Company dockhand writ for early and mid grind: chart one whitelist map, name one ordinary monster, and your character wanders a short leash while basic-attacking only that stock. No skills, potions, MVP ink, or rate bonuses.

Entry

Field	Value
NPC	Patrol Clerk
Map	<code>izlude</code>
Coords	156,169 (east of Harbor Dawn Bell on the Company quay)
Level	Base 1-99 (hard stop at 100)
Settings	Status + Stop only (Malangdo / Eden Settings Assistant)

Haven Assist is folded in: the **Poring Haven Guide** can stamp Haven routes; full charts stay at the Patrol Clerk.

How it works

1. Talk to the Patrol Clerk → Start → pick map → pick mob → stamp.
2. Walk yourself onto the charted map (no free warp).
3. The character searches nearby for that mob class only, walks in, and sticks with basic attacks.
4. Empty area → short wander within a leash of where you armed on the map.
5. Leave the map → writ stays **armed but idle** until you return.
6. Soft stop at **90% weight**. Hard clear at Base Level **100**. One active writ per **account**.

Logout keeps the writ armed; login re-arms the timer if you are still ≤ 99 .

Charted maps (v1)

Map	Notes
<code>new_1-1</code>	Poring Haven (former Assist list)
<code>prt_fild08</code>	Prontera Field 08
<code>pay_fild01</code>	Payon Field 01
<code>gef_fild00</code>	Geffen Field 00
<code>prt_fild02</code>	Prontera Field 02 (no Eclipse)
<code>moc_fild01</code>	Morocc Field 01
<code>pay_fild08</code>	Payon Field 08

MVP / miniboss stock is refused. Rates match manual play.

Related

- [Harbor Contracts](#)
- [Tidemark Bounty Board](#)
- [Saltlock Holds](#)
- [Ember Lane Drill](#)

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