

Recent Fixes

August 12, 2026 — Harbor Pets

- **Harbor Pets** — five Haven familiars (Aqua Ring, Cream Ring, Green Apple Poring, Love Poring, White Poring). Catch with candy from the **Harbor Pet Broker** (Izlude pier). Feed **Tide Jelly**. Soft loyal bonuses only.
- Marine+ Company rank: one free starter egg (Aqua or Cream).
- Rare egg drops from matching Haven mobs.

See Game Systems → [Harbor Pets](#).

August 12, 2026 — Tide Engine & Harbor Season

Major systems pass. Most NPC pieces load with `@reloadscript`; combat hooks need a map-server rebuild.

World & combat

- **Tide Engine** — Spring Tide is a real coastal pressure window, not only a spawn announce. Draw **Tide Affinity** at the Izlude Tidegauge.
- **Card hunt announces** — Monster card drops broadcast globally with your personal kill count on that mob. Check with `@orokills <mob>`.
- **Aetherion fallout** — Remake vs leave-broken now leaves a lasting lean (aura + coastal combat).

Tidemark Company

- **Harbor Reputation** — personal Company standing (0-1000) at the **Harbor Ledger** beside the Broker. Ranks unlock bounty bonuses, Saltwalker discounts, cheaper Elite

Poring Haven

- Soft aquatics (extra Marins / Aqua Rings / Hydras)
- Spring Tide flood + high-tide fringe
- **Haven Favor** milestones at the Guide (50 / 150 / 400)
- Beginner Assist polish (nearest target, stick, Base Level ≤ 60)

Story systems

- **Choir pressure** — unheard echo maps press lightly; Aequoria scales with voices heard
- **Tideforged weapon memory** — resonance binds to the exact equipped weapon unique id

Handy commands

Command	What it does
@oronext	Next story step
@orolore	Lore summary
@orotide	World tide
@ororep	Harbor standing
@orokills <id name>	Card-hunt kill count

See new Game Systems pages: Tide Engine, Harbor Reputation, Tideforged Weapon Memory, Aetherion Choice, Card Hunt Announces.

July 21, 2026 (evening) - The Ember Addendum

- **NEW INSTANCE: The Sundered Forge** - the fire mirror of Drowned Aequoria. Solo, 4h cooldown, entry at the Forge Rift in Morroc (beside Cael). Requires *Embers of the Sundering*. Drops fire materials for the Sunfire path. What waits at the bottom has been on duty for two thousand years - and cannot be relieved the way the sea's soldier was.

- **Poring Haven - The Poring Court** - the Poring King is now a living spawn with court/defeat announcements and a 60s respawn; **Poring Rally** mini-event every 2 hours (odd hours, :10) with Crown Couriers carrying Bronze Coins; the **Jelly Census** counts every poring culled and throws a server-announced bonus rally each 10,000th kill.
- **Seasonal Rallies** - the Rally dresses for the calendar: Love Rally (Feb), Aqua Rally (Jun-Aug), Pumpkin Rally (Oct), Snow Rally (Dec).
- **The Tidewright's Apprentice** - new beginner quest in Poring Haven (Apprentice Nerin) that teaches the water-gear loop and hands you a head start toward Maren's Ocean Gear.
- **FIX: Choir Stone relocated** - the Choir Stone now stands in Izlude beside the Tidal Breach; sing before descending (song holds until logout). Also resolves an issue where NPCs placed inside the Aequoria instance were not copied into runs.

July 21, 2026 - The Broken Scales Update

The largest content drop since launch. All content is live now.

- **Lore Story Quests** - a five-quest story arc across the world (any level, story-focused). Complete all five to become a **Lorekeeper**. Start: Scholar Liora, Izlude harbor.
- **Relieve the Tideward** - Lorekeeper-only capstone that permanently changes how you can face the Tide Wraith in Drowned Aequoria.
- **Tidemark Bounty Board** - daily rotating hunt contracts at Izlude harbor. Three tiers; top tier pays faction tokens.
- **The Choir Roster** - six hidden Faded Echoes scattered in classic dungeons. No markers. Progress tracked at the Choir Memorial, Izlude.
- **Monument of the Broken Scales** - permanently records the first 10 Lorekeepers and the first player to relieve the Tideward.
- **The Rising Tide** - a server-wide tide meter fed by everyone's activity. At 100, the Spring Tide breaks. Check the Tidegauge in Izlude.
- **The Driftline** - send a message in a bottle to a random fellow player. Posts at Izlude, Alberta, Comodo, Malangdo. One per day.
- **The Saltwalker** - a roaming merchant, one town per hour, never announced. Find him.
- **The Sea-Post** - something at the Izlude waterline answers letters. It takes a day to reply. It signs its letters "D."

See the Game Systems book for guides: Lore Story Quests, Tidemark Bounty Board, Relieve the Tideward, The Choir Roster, and Signs on the Tide.

This page tracks notable recent OceaniaRO launch updates, fixes, and balance passes so players can see what has already been changed.

2026-07-04 - Launch Balance & Clarity Pass

- **100+ Eden mission boards:** reward tuning was increased for early launch testing. Base EXP and Job EXP now scale higher than before, with Job EXP pushed slightly further to smooth class progression.
- **World Tour Ticket loop:** 100+ board completions now have a chance to award World Tour Tickets, giving higher-level missions a small economy reward instead of being pure EXP.
- **Custom item previews:** Curio Crafter, Ossian the Wreckwright, and Sable the Wingwright now show clickable item previews before players commit materials.
- **Currency guide:** Tide Concierge now explains Coral Reef, World Tour Tickets, Cash Points, and how those currencies fit into crafting, voting, playtime, and supporter systems.
- **Cash shop polish:** early +5 and +6 weapon/armor refine tickets were added to the cash shop. Higher refine support remains focused through the custom refiner and World Tour Ticket route.

2026-06-30 - Poring Haven & QoL

- **Poring Haven** moved to the old novice grounds, **new_1-1**, and now includes classic Porings, Drops, Poporings, and Marins alongside custom variants.
- **Poring Haven Guide** was added at **new_1-1 (66,115)** for healing and warping back to Malangdo.
- **Persistent QoL settings** were added through the Settings Assistant, allowing players to save autoloot and show-exp preferences across logins.
- **Drowned Aequoria** was stabilized during launch testing so the instance remains reliable while future pacing changes are worked on.

Previously Fixed

- **Sunfire ArmorLevel errors**
- **Rose to Flower drop fix**
- **Invisible Drowned Aequoria exit NPC**
- **Champion-mob sprite crash** - handled by disabling the problematic sprite setup and patching client-side mappings
- **Shadow gear landing in Etc** fix

Current Watchlist

- 100+ leveling board reward feel
- Custom craft item value compared with Ocean board rewards and Paradise gear
- Drowned Aequoria pacing, Coral Reef income, and future monster/wave expansion
- Player feedback from the beginner route and early economy testing

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