

Game Systems

- [Systems Overview](#)
- [Drowned Aequoria](#)
- [Supporter System](#)
- [Tidemark Company Mercenaries](#)
- [Attendance Rewards](#)
- [Vote for Points](#)
- [Lore Story Quests](#)
- [Tidemark Bounty Board](#)
- [Relieve the Tideward](#)
- [The Choir Roster](#)
- [Signs on the Tide](#)
- [The Sundered Forge](#)
- [Oceania Archive Cosmetics](#)
- [The Tide Engine](#)
- [Harbor Reputation](#)
- [Tideforged Weapon Memory](#)
- [Aetherion Choice](#)
- [Card Hunt Announces](#)
- [Harbor Pets](#)
- [Harbor Contracts](#)
- [Saltlock Holds](#)
- [Ember Lane Drill](#)
- [Storm & Earth Keepers](#)
- [Tide Patrol](#)

Systems Overview

This page introduces the core systems used across OceaniaRO. It is intended as a starting point before each system gets its own dedicated guide.

Why This Page Exists

Private servers often include custom progression, quality-of-life tools, and convenience systems that differ from a default setup. This overview gives players one place to understand the big picture.

What To Expect From This Book

- Pages for progression systems
- Pages for convenience features
- Pages for reward loops and custom mechanics
- Clear notes on anything that works differently from standard expectations

Typical Areas To Document

- Starter progression systems
- Custom currencies or token systems
- Warping, healing, storage, or utility services
- Reward systems and daily activities
- Refining, upgrades, or item progression differences
- Any custom content that changes how players should approach the game

How Players Should Use This Section

- Read this book when something feels unfamiliar.

- Check here before spending resources on a system you do not fully understand.
- Use linked pages for more detailed explanations as the wiki grows.

Next Step

As more systems are confirmed for OceaniaRO, this book should branch into focused guides for each major feature.

Drowned Aequoria

Drowned Aequoria

Drowned Aequoria is OceaniaRO's ocean-themed starter instance, set in the flooded halls of the lost kingdom of Aequoria. It now has two routes: a solo-friendly breach for new players and small starters, plus the stronger party expedition.

- **Entry NPC:** Tidal Breach, Izlude harbor (148,160)
- **Time limit:** 1 hour
- **Main material:** Coral Reef, used for Ocean Gear and Tideborn weapon crafting

Solo Breach

The solo breach is designed for players who want to learn the instance without needing a full team. It uses a lighter wave setup and a weakened Tide Wraith finale.

Solo Attunement

Before entering the solo breach, complete the attunement once per account. After this is finished, the account can enter the solo route directly in future.

- Hunt 20 Aqua Rings
- Hunt 10 Marins
- Bring 5 Coral Reef
- Bring 10 Crystal Blue

Completing the attunement gives a Coral Sigil as proof. The unlock is saved to the account, so losing the sigil does not remove access.

Solo Flow

1. Clear the reef wave: Aqua Rings and Marins.
2. Clear the drowned sentry wave.
3. Defeat the weakened Tide Wraith and its echoes.

4. Receive the reward, then the current returns you to Izlude after a short delay.

Solo Reward

- 8 Coral Reef
- 50,000 zeny

The solo route has a 4-hour cooldown after a successful clear. The cooldown starts only when the reward is given, so leaving or crashing before the clear should not lock you out.

Party Expedition

The party expedition is the stronger version of Drowned Aequoria. It keeps the full Tide Wraith fight and is better for groups or stronger characters.

- **Party:** required, but a party of one can still open it
- **Leader:** only the party leader can create the expedition

Party Flow

1. Clear the first wave of reef creatures: Aqua Rings, Marins, and Obeaunes.
2. Defeat the drowned Aequorian sentries.
3. Defeat the full Tide Wraith.
4. Each party member still inside receives the clear reward.

Party Reward

- 12 Coral Reef
- 75,000 zeny

Tips

- Use the solo breach to learn the instance and gather steady Coral Reef.
- Aqua Rings are also a direct Coral Reef source outside the instance.
- The party Tide Wraith hits much harder than the solo version, so bring water resistance, healing, or friends.
- Use the Tideward Exit inside the instance if you need to leave early.

Supporter System

OceaniaRO's supporter system is built around a simple promise: everything important should be playable, and points should mostly save time, smooth out setup, or unlock cosmetics.

\n\n

Design Direction

\n

Support is rewarded with looks, convenience, and time saved, not raw power. The cash shop is intentionally focused on travel, manuals, support scrolls, storage helpers, and other quality-of-life items.

\n\n

How To Earn Cash Points

\n

- \n
- **Daily claim:** speak to the Tide Concierge once every 24 hours.\n
- **Vote rewards:** vote for OceaniaRO through the account panel, then claim pending rewards from the Vote Herald in Malangdo.\n
- **Playtime vouchers:** speak with the **Voucher Attendant** at Eden Group HQ (`moc_para0140,25`). Cash Point Vouchers accrue while you play, capped per day. (Malangdo desk removed.)\n
- **Attendance:** the 20-day attendance board includes useful support items and vouchers.\n

\n\n

Cash Shop Focus

\n

The in-game cash shop is for convenience. It is not intended to replace hunting, crafting, bossing, or trading with other players.

\n\n

Recommended First Buys

\n

- \n
- **World Tour Ticket:** useful for event and support systems.\n
- **Giant Fly Wing:** quick party repositioning while leveling or hunting.\n
- **Kafra Card:** open storage while out in the field.\n
- **Battle Manual / Job Battle Manual:** short progression boosts for leveling sessions.\n
- **Bubble Gum:** useful when farming materials, cards, or custom quest drops.\n
- **Blessing and Increase Agi Scrolls:** cheap solo convenience when no buffer is nearby.\n

\n\n

Popular Convenience Items

\n

- \n
- **Infinite Fly Wing Box:** a 7-day movement convenience item. This is priced higher because it is very useful.\n
- **Boarding Halter Box:** temporary mount-style movement convenience.\n
- **Life Potions:** small sustain tools for field grinding.\n
- **Speed Potions:** useful for travel and farming routes.\n
- **Elemental Converters:** fire, water, wind, and earth converters for common hunting setups.\n
- **Elemental Resist Potions:** fire, water, wind, and earth resistance options for harder maps.\n
- **Aspersio and Wind Walk Scrolls:** niche support scrolls for solo play or small groups.\n

\n\n

Tide Concierge

\n

The Tide Concierge remains the main supporter NPC for daily claims, resets, and special supporter options.

\n

- \n
- **Daily Cash Points:** free, once every 24 hours\n
- **Stat Reset:** 50 Cash Points\n
- **Skill Reset:** 50 Cash Points\n
- **Mystery Costume Box:** 100 Cash Points\n

\n\n

World Tour Tickets

\n
World Tour Tickets are a light utility currency used by event and support systems.

- \n
- \n
 - Earned from attendance and selected automated events.\n
 - Used for support buff packs and travel-style convenience.\n
 - Also appears in the cash shop for players who want extra convenience.\n

\n\n

Fairness Rule

- \n
- \n
 - No cards, endgame stat gear, or direct combat gear power should be sold through points.\n
 - Boosts should stay short-term convenience tools, not PvP or WoE dominance buttons.\n
 - Cosmetics and convenience should also have reasonable in-game paths over time.\n

\n\n
Last updated July 2026 for the expanded cash shop and vote/playtime reward systems.

Sep 2026: Zeny/ticket cosmetic shops (Boutique / Emporium / Curio) now sell look-only costume-slot pieces — no AllStats/HP/ATK power. Cash/QoL still does not buy combat power.

Tidemark Company

Mercenaries

The **Tidemark Company** is a seafaring mercenary order that contracts custom companions to worthy players. Three branches, three roles, and token-based contracts.

The Mercenaries

- **Tidewarden** - Tank, melee, water property, very durable.
- **Galestrider** - Ranged DPS, wind property, fast and mobile.
- **Deepcaster** - Magic DPS, water property, high burst but fragile.

Broker Location

Tidemark Broker, Izlude harbor at **140,164**, near Maren the Tidewright.

What Are The Poring King Sigils?

The **Coral Sigil**, **Storm Feather**, and **Abyss Pearl** are **Tidemark Company faction tokens**. If a player gets one from the Poring King, they can save it and use it to forge a temporary mercenary contract.

- **Coral Sigil** - Tidewarden tank theme.
- **Storm Feather** - Galestrider ranged theme.
- **Abyss Pearl** - Deepcaster magic theme.

Contracts

- **Normal:** 30 minutes, 1 faction token.
- **Elite:** 60 minutes, 3 faction tokens.

Contracts are token-only. There is no zeny purchase path, but the broker can exchange **Bronze Coins** for faction tokens at **1 Bronze Coin each**.

How To Get Tokens

- Hunt the **Poring King** in Poring Haven.
- Buy them from the Tidemark Broker for **1 Bronze Coin** each.

Cooldown and Notes

- 15-minute cooldown after calling a mercenary.
- If you try too soon, the contract is returned unused.
- Only one mercenary can be active at a time.
- Mercenaries are meant to help with leveling and farming, not replace regular progression.

Attendance Rewards

OceaniaRO includes a **20-day attendance ladder** designed to reward regular logins with a mix of convenience items, support currency, and special prizes.

How It Works

A calendar window appears when you log in. You can collect one reward per day and climb the reward ladder over twenty days.

Reward Structure

- **Days 1 to 6:** EXP and drop boosts, Yggdrasil Berries, Card Fragments, and Cash Point Vouchers
- **Day 7:** Old Card Album
- **Days 8 to 13:** More boosts, berries, boxes, and fragments
- **Day 14:** 3 Coral Sigils, enough to forge a Tidemark Elite mercenary
- **Days 15 to 19:** Boxes, fragments, a faction token, and more Cash Point Vouchers
- **Day 20:** Costume Blue Dragon Wings

Why It Exists

The attendance ladder gives players a friendly early push without locking power behind payment. It works as a one-time head start and feeds into other custom systems such as mercenaries and the supporter economy.

Important Note

This is intended to be a free progression support system, not a pay-to-win mechanic.

Vote for Points

OceaniaRO includes a **Vote for Points** system that rewards players for supporting the server on external listing sites.

How It Works

- Players vote for OceaniaRO on supported server-list sites.
- A web callback credits points to the shared Cash Points balance.
- A Discord announcement can be triggered for each successful vote.

In-Game Connection

The system is represented in-game by the **Vote Herald** NPC, which ties voting into the supporter and utility ecosystem.

Why It Matters

This gives players a non-donation way to contribute to server visibility while still receiving useful rewards in return.

Current Status

The core vote and callback flow exists, but full public launch depends on completing the external vote-site registrations.

Related Systems

- Supporter System
- Attendance Rewards
- Tide Concierge

Lore Story Quests

OceaniaRO has a five-part chain of **story quests** that send you around the world uncovering the server's custom lore: the drowned kingdom of Aequoria, the Sundering of the ember realm, and the founding of the Tidemark Company. They are **story-focused and open to any level** - no hard fights, just travel, dialogue, and light gathering from easy monsters.

Each quest stands alone and can be done in any order. Complete all five and return to Scholar Liora to be named **Lorekeeper** - a title with consequences beyond bragging rights.

The Five Quests

Whispers of the Drowned

- **Start:** Scholar Liora, Izlude harbor (near Maren the Tidewright)
- **Route:** Izlude → Byalan Dungeon F1 → Izlude
- **Bring:** 5 Crystal Blue, 3 Shell
- Something sings in Byalan Dungeon. Find it, listen, and learn what really walked the halls of Aequoria the night it drowned.

Embers of the Sundering

- **Start:** Ashen Pilgrim Sable, Morroc (near Cael the Ashwright)
- **Route:** Morroc → Morroc Ruins → Morroc
- **Bring:** 5 Red Blood
- The last pilgrim of the ember-folk tradition needs someone to read the Scorched Stele - and what it says changes the history of two catastrophes.

The Tidemark Ledger

- **Start:** Quartermaster Brame, Malangdo
- **Route:** Malangdo → Alberta → Comodo → Geffen → Malangdo
- Deliver twenty-years-late wages to three retired Tidemark mercenaries, and hear the Company's founding from the people who lived it.

The Night of Broken Scales

- **Start:** Historian Edda Vell, Juno
- **Route:** Juno → Payon → Geffen → Juno
- A historian has noticed something disturbing about the dates of the world's two great calamities. Gather the testimony that proves it.

A Crown for the Poring King

- **Start:** Deckhand Pipo, Malangdo docks
- **Route:** Malangdo → Poring Haven → Malangdo
- **Bring:** 10 Jellopy, 1 Clover
- Why does the Poring King drop official Tidemark faction tokens? Pipo wants answers. The answer involves a shipwreck and a knighting ceremony.

Rewards

Each quest pays zeny, Base/Job EXP, and **Bronze Coins**. Finishing all five earns the **Lorekeeper** recognition from Scholar Liora, a 10 Bronze Coin bonus - and unlocks something more. Lorekeepers should speak to Liora again.

Related Pages

- Drowned Aequoria
- Tidemark Company Mercenaries
- Relieve the Tideward

Tidemark Bounty Board

Tidemark Bounty Board

The Tidemark Bounty Board stands at the Izlude Company quay (**141,168**). The Tidemark Broker keeps the Company annex just north of the desk row. It posts daily rotating hunt contracts — the same three contracts for the whole server, changing at midnight.

How It Works

- Three tiers, one contract per tier per day.
- Accept a contract at the board; kills count anywhere in the world.
- Return to the board when the count is filled to collect payment on the spot.
- You can abandon a contract and re-accept it, but each tier pays only once per day.
- Kept contracts feed the **Rising Tide** and raise **Harbor Reputation**.
- Longer kill counts post with **Quartermaster Brine** at the Company quay beside this board (Izlude **150,169**) — see [Harbor Contracts](#).

The Tiers

Dockhand

Easy harbor aquatics (Marins, Vadons, Aqua Rings and the like). Pays zenry, EXP, and 2 Bronze Coins (+ Harbor standing bonus). Doable by fresh characters.

Marine

Mid-tier shipping-lane work (Obeaune, Marse, Swordfish...). Pays zenry, EXP, and 4 Bronze Coins (+ standing bonus).

Wraithwatch

Deep-water hunts near wraith territory (Merman, Strouf, Deviace, Penomena). Pays zeny, EXP, 6 Bronze Coins, one random Tidemark faction token, and the largest standing gain.

Harbor bonuses

Higher Company ranks add extra Bronze on payout (see Harbor Reputation). Tidebound+ also forges Elite mercs cheaper at the Broker.

Why Bother

Steady Bronze Coins and faction tokens outside Poring King hunting, plus tide + standing progress. Clear all three tiers daily for the full payout.

Related Pages

- [Harbor Reputation](#)
- [Tidemark Company Mercenaries](#)
- [Tide Engine](#)
- [Drowned Aequoria](#)
- [Lore Story Quests](#)

Relieve the Tideward

Relieve the Tideward is the capstone of the lore quest arc - available only to players who have completed all five [Lore Story Quests](#) and earned the **Lorekeeper** title.

It builds on what Lorekeepers learned in Byalan: the Tide Wraith of Drowned Aequoria is not a monster. It is the kingdom's last soldier, still standing a two-thousand-year watch, because the order relieving him of his post was never sung.

How To Start

Once you are a Lorekeeper, speak to **Scholar Liora** in Izlude again. She has an idea that will take you back to the Drowned Echo - and then to someone with the authority to end the longest watch in history.

What You Get

Without spoiling the journey: Lorekeepers who complete it permanently learn the **Unfinished Verse**. A **Choir Stone** now stands in Izlude beside the Tidal Breach. A verse-knower who sings there before descending changes the Tide Wraith encounter for their **entire run** (the song holds until logout) - solo or party:

- The guardian surfaces as the **Tideward of Aequoria** - a weakened, honorable final fight with unique dialogue.
- Verse-knowers present at the clear receive the **Tideward's own sigil** on top of the normal instance rewards.
- One singer covers the whole party - bring a Lorekeeper friend.

Notes

- Story content, any level - the hard part is earning Lorekeeper, not the fights.
- Singing is optional each run. Skip the stone before entering if you want the standard Tide Wraith fight.
- After the first relieved-clear, return to Scholar Liora and Commandant Reyes for the epilogue.

Related Pages

- [Lore Story Quests](#)
- [Drowned Aequoria](#)
- [Tidemark Company Mercenaries](#)

The Choir Roster

The Choir Roster

A stone at Izlude Scholar's Plaza (south of Kafra, **139,140**): the **Choir Memorial**. Its inscription claims that the Night of Broken Scales left echoes in every corner of the world — six faded voices, still waiting to be heard.

There are no quest markers and no directions. The echoes must be found. This page will only tell you what the Memorial itself tells you.

The Six Voices

- A hermit under the mountain temple
- A rat-catcher beneath the capital's streets
- A shaman in the orcs' dark halls
- A miner in the dead pit
- A sailor in the sunken ship
- A knight of the fallen keep

Each echo remembers the Night of Broken Scales as it was felt in that place. Speak to them — that is all they ask.

Choir pressure

Hearing (or not hearing) the voices changes how some places feel:

- On an echo's home map, an **unheard** voice presses lightly; a **heard** voice softens the corner
- **Drowned Aequoria** scales with how many voices you have found
- Completing the Choir eases Aequoria's halls (and the Memorial reward)

The Saltwalker still sells soft region hints for a Bronze Coin.

Completion

The Choir Memorial tracks how many voices you have heard. Hear all six and return for zenry, EXP, Bronze Coins — and a server-wide announcement.

Community note: found one? Decide as a server whether to share locations or keep the hunt alive. The wiki stays spoiler-free.

Related Pages

- [Signs on the Tide](#)
- [Tide Engine](#)
- [Lore Story Quests](#)
- [Relieve the Tideward](#)
- [Drowned Aequoria](#)

Signs on the Tide

Signs on the Tide

Since the Choir Memorial appeared, other strange things have been reported along Oceania's shores. Some are understood. Some are not. This page records what is known.

The Tidegauge (Tide Engine)

A coral pillar at the Izlude Company quay (**153,165**) showing a number out of 100: the **world tide**. It rises with the whole server's activity — Aequoria clears, kept bounty contracts, lore beats, King kills, and more — and ebbs slowly on its own.

When it reaches 100, the **Spring Tide** breaks for **30 minutes**:

- Sea creatures surge onto the fields south of Prontera (Tidal Heralds carry Coral Reef and Bronze Coins)
- Coastal maps carry Spring Tide **combat pressure**
- Poring Haven floods with aquatics
- Players on key coastal maps get a short Spring lean

Tide Affinity: at the Tidegauge, draw a 20-minute blessing that scales with the current mark (1 hour cooldown). Higher tide = stronger Affinity. Lorekeepers get a small extra seal.

The gauge also shows your Tidemark standing and, if chosen, your Aetherion path.

Harbor Ledger

Beside the Tidemark Broker — personal **Harbor Reputation** with the Company. See the Harbor Reputation page. [@ororep](#)

The Driftline

Bottle-posts at four shores: Izlude, Alberta, Comodo, and Malangdo. Write a short message (one per day), cast it to sea, and the current delivers it to a random other player at another shore — with a small gift attached. Every message is delivered exactly once. Be kind; the harbor watch reads over the sea's shoulder.

The Saltwalker

A salt-crusted merchant who is only ever in one town at a time and moves every real hour. He is never announced. Reported sightings: Izlude, Morroc, Payon, Comodo, Juno, Malangdo — in some order. He sells salvage for Bronze Coins, one rotating daily rare, and — for a single coin — hints toward Faded Echoes you have not yet found.

Higher Harbor ranks get Bronze discounts.

The Sea-Post

Divers speak of a brass cylinder at Izlude Scholar's Plaza (**142,140**, south of Kafra), near the Tidal Breach, that contains dry paper underwater. Those who have written into it say something writes back — a day later, in real time, signed only "D."

Nothing more will be recorded here. Some correspondence is private.

Related Pages

- [The Tide Engine](#)
- [Harbor Reputation](#)
- [The Choir Roster](#)
- [Aetherion Choice](#)
- [Lore Story Quests](#)
- [Drowned Aequeria](#)

The Sundered Forge

The **Sundered Forge** is the fire mirror of Drowned Aequoria: a solo instance set inside a burning shard of the shattered ember realm.

Entry

- **Entry NPC:** Forge Rift, Morroc - beside Cael the Ashwright
- **Requirement:** complete *Embers of the Sundering* (read the Scorched Steele) from the Lore Story Quests
- **Mode:** solo · **Time limit:** 1 hour · **Cooldown:** 4 hours per account

Flow

1. Clear the cinder wave - Cinder Wisps and Ash Kahos.
2. Face **The Ember Tideward**: the Sundering's own unrelieved sentinel, armored in cooled slag.

Reward

Red Blood, Burning Hearts, Bronze Coins, 50,000 zeny and EXP - the fire-material counterpart to the Breach's Coral Reef, feeding the Sunfire Shadow path.

A Warning

Players who have relieved the sea's Tideward report something disturbing here. The Ember Tideward recognizes the Unfinished Verse... and it does not work. "*The fire's verse died with the fire's choir.*"

The sea's soldier could be relieved. The fire's soldier, it seems, cannot. Not yet. Someone should tell the scholars.

Related Pages

- Drowned Aequoria
- Sunfire Quest
- Relieve the Tideward
- [Ember Lane Drill](#)

Sundered Aether Shard

Item **55040** — a splinter of Aetherion glass torn free when something large enough to matter breaks. Used as the Tideforged / Tideborn catalyst. Sources include MVP drops and the Tideborn Arsenal kill ledger (flavour/wiki pass — no rate change).

Oceania Archive Cosmetics

Fairness note (Sep 2026)

Boutique, Traveler's Emporium, and Curio Crafter **540xx** pieces are **look-only costumes** (costume slots, no combat bonuses). The clean **522xx** costume lane is unchanged. Previously parked **551xx** archive costumes that lacked equip slots are now wearable costume armor.

Oceania Archive Cosmetics

The Oceania Archive is a curated set of cosmetic items being tested and released in batches. The items listed here are the currently active archive cosmetics with confirmed wearable visuals.

Note: Archive 551xx costumes that were parked as unequippable Etc items are now costume-slot armor. Some worn sprites may still look incomplete — report the ID if so. If an item is not listed here, it is not part of the active cosmetic rotation yet.

How To Use This Page

- Use the item ID if a staff member asks you to test or report an item.
- These are cosmetic visuals only unless a specific NPC or event says otherwise.
- If a costume appears invisible, broken, or causes an error, report the item ID and a screenshot in Discord.

Poring Haven Packs

Item ID	Name	Slot	Theme
55100	Costume Tide Poring Pack	Low	Poring Haven Packs
55102	Costume Leaf Poring Pack	Low	Poring Haven Packs
55103	Costume Mist Poring Pack	Low	Poring Haven Packs
55109	Costume Panda Island Pack	Low	Poring Haven Packs

Item ID	Name	Slot	Theme
55110	Costume Ember Explorer Pack	Low	Poring Haven Packs
55111	Costume Golden Poring Pack	Low	Poring Haven Packs

Festival Balloons

Item ID	Name	Slot	Theme
55112	Costume Island Angel Balloon	Low	Festival Balloons
55113	Costume Moon Rabbit Balloon	Low	Festival Balloons
55114	Costume Honey Bear Balloon	Low	Festival Balloons
55115	Costume Coral Fox Balloon	Low	Festival Balloons
55116	Costume Drift Ghost Balloon	Low	Festival Balloons
55117	Costume Market Pig Balloon	Low	Festival Balloons
55118	Costume Ocean Heart Balloon	Low	Festival Balloons
55119	Costume Pearl Heart Balloon	Low	Festival Balloons
55120	Costume Twilight Heart Balloon	Low	Festival Balloons
55121	Costume Blue Celebration Balloon	Low	Festival Balloons

Aether Wings

Item ID	Name	Slot	Theme
55122	Costume Sunwake Phoenix Wings	Low	Aether Wings
55123	Costume Embercurrent Wings	Low	Aether Wings
55125	Costume Blood Tide Wings	Low	Aether Wings

Item ID	Name	Slot	Theme
55126	Costume Glacier Tide Wings	Low	Aether Wings
55127	Costume Icewake Wings	Low	Aether Wings
55128	Costume Nightreef Fairy Wings	Low	Aether Wings
55129	Costume Pearl Fairy Wings	Low	Aether Wings
55131	Costume Balance of the Tides	Low	Aether Wings
55132	Costume Avalon Shore Wings	Low	Aether Wings
55134	Costume Aetherion Wings	Low	Aether Wings

Aether Auras

Item ID	Name	Slot	Theme
55135	Costume Sunburst Battle Aura	Mid	Aether Auras

Southern Relics

Item ID	Name	Slot	Theme
55136	Costume Umbral Valkyrie Helm	Top	Southern Relics
55139	Costume Azure Valkyrie Helm	Top	Southern Relics
55140	Costume Verdant Valkyrie Helm	Top	Southern Relics
55141	Costume Rosetide Valkyrie Helm	Top	Southern Relics

Aetherion Relic Set

Item ID	Name	Slot	Theme
---------	------	------	-------

55152	Costume Aetherion Ring	Mid	Aetherion Relic Set
55153	Costume Aetherion Ornament	Mid	Aetherion Relic Set

Active Working IDs

Quick copy list for testing:

55100, 55102, 55103, 55109, 55110, 55111, 55112, 55113, 55114, 55115, 55116, 55117, 55118, 55119

Reporting Issues

If you find a visual issue, please include the item ID, your class, your character gender, and a screenshot. This helps us tell the difference between a missing sprite, a slot conflict, and a client patch issue.

The Tide Engine

The Tide Engine

The Rising Tide is no longer only a number on a pillar. OceaniaRO's **Tide Engine** makes the world mark matter in combat and on the coasts.

World tide

- Tracked server-wide (0-100) on the **Tidegauge** in Izlude
- Rises when players keep contracts, clear breaches, finish lore beats, topple Kings, and more
- Slowly ebbs over time
- At **100**, Spring Tide breaks and the gauge resets toward a lower mark

Spring Tide (30 minutes)

While active:

- Prontera south field surge (Marins, Aqua Rings, Obeaunes, Swordfish, Tidal Heralds)
- Poring Haven flood (aquatics + Tide Couriers)
- Soft Spring lean on players already on key coastal maps
- Coastal combat pressure (map-server build)

Tide Affinity

At the Tidegauge → **Draw Tide Affinity**:

- ~20 minutes
- 1 hour cooldown
- Scales with current `$oro_tide`
- Stronger near Spring; Lorekeepers get a small bonus

- Weaker refresh when entering Byalan / Haven / Izlude / Spring field while tide ≥ 20

Commands

- `@orotide` — current world tide
- `@ororep` — your Harbor standing (separate from the world tide)

Related Pages

- Signs on the Tide
- Harbor Reputation
- Poring Haven
- Drowned Aequeria

Harbor Reputation

Harbor Reputation

The Tidemark Company keeps a personal ledger — separate from the world tide, Haven Favor, and the tokens in your bag.

Where

Harbor Ledger on the Izlude Company annex (**141,174**), beside the Tidemark Broker (**138,174**) — north of the quay desk row.

Standing

- Score: **0-1000** (`@ororep` anytime)
- Ranks unlock perks and one-time gifts at the Ledger

Rank	Standing	Perks
Dockhand	0-49	—
Marine	50-149	+1 Bronze on bounty payouts
Wraithwatch	150-399	Saltwalker Bronze –1; Spring Haven courier bonus
Tidebound	400-799	Elite mercs cost 2 tokens; +2 Bronze on bounties
Company Seal	800+	Saltwalker –2; Tidal Herald bonus pay

How standing rises

Examples (not a full list):

- Bounty claims (more for higher tiers)
- Harbor Contract turn-ins (Izlude Company quay)
- Forging Normal / Elite merc contracts
- Harbor Dawn Bell (Izlude Company quay, beside Brine / Tidegauge)
- Poring King / Haven Favor milestones
- Aequoria clears
- Tidemark Ledger lore, Nerin's intro, Aetherion choice

Rank gifts

Claim at the Harbor Ledger when you reach a new rank (coins, tokens, coral, etc.).

Related Pages

- Tidemark Bounty Board
- Tidemark Company Mercenaries
- Signs on the Tide
- Poring Haven

Tideforged Weapon Memory

Tideforged Weapon Memory

Ossian rebuilds a weapon's shape. The **Tideforged Mentor** in Eden listens for whether *this* blade has started to remember you back.

How it works

1. Wield a supported Tideborn base weapon (or its Tideforged form).
2. Kill monsters with it equipped — each kill adds **resonance** to that **exact item** (unique id), not every copy of the name.
3. At **300** resonance, awaken the equipped **base** weapon into its Tideforged form (materials + zenry).
4. Refine level and cards are preserved.

Supported weapons

Black Halberd, Highness Staff, Oriental Black Sword, Soaring Bird, Strike Eagle, Cat Pow, Dorcus, Negi, Kundun Staff, White Rabbit (and their Tideforged forms for continued memory).

Tips

- Two identical Halberds do **not** share memory — fight with the one you plan to awaken.
- Older type-based resonance pools still work as a fallback / migration into a blade's first fights.
- Mentor: Eden Group HQ (`moc_para01`).

Related Pages

- Where To Get Gear

- Ocean Gear Quest
- Sunfire Quest
- Drowned Aequoria
- The Sundered Forge

Aetherion Choice

Aetherion Choice

When you have forged full **Ocean Gear** and **Sunfire, Maren the Tidewright** at Izlude Scholar's Plaza (**142,143**, south of Kafra) will speak of the Aetherion — the shattered balance of the Night of Broken Scales.

You choose once:

Remake

Bind what tide and fire can still hold together.

- Lasting remake aura (water/fire lean, small ATK/MATK)
- Stronger personal payoff during **Spring Tide** strikes
- Storm/Earth keepers in Comodo and Payon acknowledge the path

Leave broken

Refuse to rebuild a cage. Hard kindness.

- Lasting endurance aura (HP / stun resist lean)
- Better at **weathering** coastal Tide Engine pressure
- Storm/Earth keepers still stir — the surface must hold itself in pieces

Where it shows

- Login / key map refreshes apply your aura
- Tidegauge text reflects your choice
- @oroIore / Lore Codex / @oronext

Related Pages

- Ocean Gear Quest
- Sunfire Quest
- Tide Engine
- Signs on the Tide
- Lore Story Quests
- [Storm & Earth Keepers](#)

Card Hunt Announces

Card Hunt Announces

When a **monster card** drops, OceaniaRO announces it globally with your personal kill count on that mob:

“ [Card] Player obtained Poring Card after 1284 Poring kills!

Tracking

- Counts are per character, per monster
- Credited to the loot-priority player on each kill
- Counts start from kills after the feature went live (map-server rebuild)

Commands

```
@orokills Poring  
@orokills 1002
```

Shows your recorded kills and reminds you that cards from that mob announce with that count.

Tips

- Great for public hype on rare cards without spoiling drop rates
- Works with Haven card hunting and classic card farms alike

Related Pages

- Poring Haven
- Poring Haven Cards
- Cardsmith Marlow

Harbor Pets

Harbor Pets

The Tidemark Company licenses soft coastal familiars from **Poring Haven**. They follow you, eat Tide Jelly, and give tiny loyal bonuses — they do **not** fight. For combat companions, use Tidemark mercenary contracts.

Where

Harbor Pet Broker on the Izlude Company annex (**144,174**), beside the Harbor Ledger / Tidemark Broker — north of the quay desk row.

How to get one

1. Buy a tame at the Broker (or find a rare egg drop in the Haven).
2. In **Poring Haven**, stand by the matching monster and use the tame.
3. Hatch the egg at a pet breeder NPC.
4. Keep them fed with **Tide Jelly**.

Capture can fail — keep a spare candy.

The five familiars

Pet	Tame (Broker price)	Cordial	Loyal
Aqua Ring	Coral Candy — 8,000z	Max SP +25	Max SP +50
Cream Ring	Cream Taffy — 8,000z	Max HP +50	Max HP +100
Green Apple Poring	Haven Green Apple — 8,000z	VIT +1	VIT +2, HP recovery +5%
Love Poring	Love Lollipop — 18,000z	LUK +1	LUK +2, Critical +1
White Poring	Pearl Sugar — 22,000z	FLEE +3	FLEE +5

All five eat **Tide Jelly**, 500z at the Broker.

Company starter egg

Marine Harbor rank or higher can claim **one** free starter egg at the Broker (Aqua Ring or Cream Ring). Check standing with `@ororep` / the Harbor Ledger.

Tips

- Soft bonuses only — intimacy matters (Cordial → Loyal).
- Egg drops from matching Haven mobs are uncommon collectibles, not a farm route.
- Vanilla pets (Poring, Marin, etc.) still work as before.

Related Pages

- Poring Haven
- Harbor Reputation
- Tidemark Company Mercenaries
- Signs on the Tide

Harbor Contracts

Harbor Contracts

The Tidemark Ledger keeps the long counts at the Izlude Company quay — paperwork for the kills that fill a day, not just a dock turn. Short work still posts at the Tidemark Bounty Board beside Quartermaster Brine; he handles the rest.

Where

Quartermaster Brine on Izlude (**150,169**), Company desk row beside the Tidemark Bounty Board (**141,168**) and Tidegauge (**153,165**). Hold Clerk and Ember Clerk share the same quay desks.

How It Works

- Pick a contract in your level band; kill the named stock anywhere in the world.
- Report back to Brine when the count is full to collect payment.
- **Two completions per day** (per character); one active contract at a time.
- The same mob cannot be claimed twice on the same day.
- First abandon is free; a second starts a **2-hour lockout**.
- Completions raise **Harbor Reputation** and pay Bronze Coins, materials, EXP, and Zeny — no combat gear, Mission Points, or costumes.

Tiers

Tier	Level band	Kill count	Standing	Bronze	Materials
Dock Ledger	20–49	100	+3	2	Sticky Mucus ×8
Lane Clearance	50–79	100 or 200	+6	3 / 4	Shell ×5 / Coral Reef ×2
Deep Cut	80–99	200	+10	5	Crystal Blue ×3

Tier	Level band	Kill count	Standing	Bronze	Materials
Company Seal Work	100+	200 or 400	+15	6 / 8	Red Blood ×3 / Mystic Frozen ×2

Base/Job EXP and Zeny scale with the tier and count you take.

Why Bother

Steady standing and Bronze between Tidemark dailies — the long counts that keep the Company ledger honest.

Related Pages

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

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](#)

Ember Lane Drill

Ember Lane Drill

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](#)

Storm & Earth Keepers

Storm & Earth Keepers

After the **Aetherion Choice**, two keepers begin to stir — not to forge yet, but to listen. Dialogue-first coastal beats; no Storm/Earth gear path yet.

Storm (Comodo)

Step	Where	What
Meet	Wind-Scarred Keeper — Comodo 188,158	First talk after Aetherion; small first token
Wake	Same keeper (return)	"The sky bruised overnight" — points south to the beach stake
Listen	Wind-Bruised Stake — Comodo 172,122	Remake: bind wind without owning it · Refuse: let the gale keep its name
Token	Return to the Keeper	Blue Potions + Bronze Coins — still no forge

Earth (Payon)

Step	Where	What
Meet	Rootwarden — Payon 163,67	First talk after Aetherion; small first token
Tremor	Same keeper (return)	Wells trembled — points to temple-root soil
Listen	Temple-Root Wellmark — Payon 152,58	Remake: scar you can walk on · Refuse: mountains that learned to stay
Token	Return to the Rootwarden	Blue Potions + Bronze Coins — still no forge

Notes

- Gate: `oro\_aetherion >= 1` (Maren's choice at Izlude Scholar's Plaza).
- Lore Codex updates when one or both keepers have been heard.
- Forging waits on a shard that has a body — intentional teaser cap.

Related Pages

- [Aetherion Choice](#)
- [Lore Story Quests](#)
- [Signs on the Tide](#)

Tide Patrol

Tide Patrol

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	izlude
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](#)