

The Tide Engine

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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 Aequoria

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