

New Player Guide

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Starting Out

This guide is for players who have just reached the point of logging in and want a clean path into the early game.

First Priorities

1. Read any welcome or starter messages the server gives you.
2. Check your inventory for beginner items or starter supplies.
3. Look for the first helpful NPCs, such as healer, warper, tool dealer, or starter guide NPCs.
4. Join the Discord if you have not already so support is close by.

Set Yourself Up

- Make sure your save point is sensible.
- Learn where your core utility NPCs are.
- Check whether the server uses custom starter areas, Eden-style progression, or a central guide hub.

oRO Academy Registrar

For a clearer Eden gear path, visit the **oRO Academy Registrar** in Eden Group HQ at **moc_para01 32,35**. The Academy gives simple one-time hunting trials that reward practical Eden equipment without needing to follow the older Eden NPC maze.

- **Foundation Trial [Lv 11+]** - hunt Poring, Drops, Poporing, or Marin targets for Eden Weapon I, Eden Team Uniform II, Eden Team Boots II, and Eden Team Manteau I.
- **Field Trial [Lv 40+]** - hunt Orc targets for Eden Weapon II choices, including Eden Staff II, plus Eden Team Uniform III and Eden Team Boots III.
- **Vanguard Trial [Lv 70+]** - hunt Vadon, Marina, Skeleton, or Mummy targets for Eden Weapon III choices and stronger transition gear.

Use the Academy alongside the normal Eden boards, Poring Haven, and the Malangdo warper. If you are unsure which weapon to pick, ask in Discord before claiming the reward.

Early Progression Mindset

- Do not rush into spending all of your early zeny.
- Focus on getting familiar with the server's flow before chasing perfect efficiency.
- Use the wiki to understand systems before committing to a build path.

What To Read Next

- Useful Commands
- Game Systems
- Classes and Builds
- Community and Support

Note

This is a starter version of the New Player Guide and will become more specific as OceaniaRO systems and progression details are documented.

Malangdo Capital Hub

New characters now begin their OceaniaRO journey in **Malangdo**, the floating island capital, instead of the old Prontera or Izlude tutorial flow.

Why Malangdo Matters

Malangdo is not just a new spawn point. It has been built into the main player hub so important services are easy to reach from the start.

Core Services In Malangdo

- **Malangdo Warper** - Access towns, Poring Haven, and Eden HQ.
- **Kafra** - Storage and save point services.
- **Job Master** - Class change support.
- **Healer** - Native healing support in the hub.
- **Tool Dealer** - Basic supplies.
- Relocated supporter and convenience NPCs.

What To Do When You Arrive

1. Learn where the Kafra and healer are.
2. Check the warper destinations so you know how to move around quickly.
3. Look for any supporter or utility NPCs you may need later.
4. Use Malangdo as your mental anchor point for early progression.

Why This Helps New Players

Putting major services in one hub reduces travel friction and makes the early game easier to understand, especially for players returning to Ragnarok after a long break.

Poring Haven

Poring Haven

Poring Haven is OceaniaRO's custom early leveling field, set in the old novice grounds at **new_1-1**. It mixes classic starter monsters with OceaniaRO's custom poring line so new players can level, farm, and learn the server's custom reward loop in one place.

Field Structure

- Classic starter mobs — Porings, Drops, Poporings, and Marins help smooth out early leveling.
- Soft aquatics — Extra Marins, Aqua Rings, and Hydras teach the water/Coral Reef loop without leaving the Haven.
- Custom porings — Themed poring variants provide extra drops, cards, and trial targets.
- Poring King — A living mini-boss that ties into the mercenary token system and the Rising Tide.

Getting There

- Use the Malangdo Warper and choose Poring Haven.
- The **Poring Haven Guide** at 66,115 heals, warps to Malangdo or Izlude, reports King/Census/tide, and manages Beginner Assist / Haven Favor.

Why It Exists

Poring Haven gives players a custom leveling space that feels more directed than standard wandering. It also feeds into custom cards, hunt-board trials, Tidemark mercenary tokens, early economy materials, and Harbor Reputation.

Poring King Sigils

The Coral Sigil, Storm Feather, and Abyss Pearl that can drop from the Poring King are Tidemark Company faction tokens. They are not vendor trash.

- Coral Sigil — Tidewarden (tank) contracts
- Storm Feather — Galestrider (ranged) contracts
- Abyss Pearl — Deepcaster (magic) contracts

Take them to the Tidemark Broker in Izlude harbor. One token = Normal contract; three tokens = Elite (two if you are Tidebound rank — see Harbor Reputation).

Beginner Assist Mode

Toggle at the Guide or Settings Assistant. In Poring Haven only (Base Level **60** and below):

- Targets the **nearest** allowed starter mob
- Sticks until that mob dies or leaves range
- Does not move you or use skills
- Resumes after revive if still in the Haven

Allowed targets include Poring, Drops, Poporing, Marin, Aqua Ring, Cream Ring, Green/Red Apple Poring, and Hydra.

Haven Favor

Every kill in the Haven raises **Haven Favor**. Talk to the Guide to claim milestones at **50 / 150 / 400** (coins, coral, EXP, and more).

The Poring Court

- The Poring King holds court — arrival/defeat announced on the field; ~60s respawn; feeds the Tidegauge and Harbor standing.
- **Poring Rally** — odd hours at :10, 20-minute surge + Crown Couriers with Bronze Coins. Seasonal themes (Love / Aqua / Pumpkin / Snow).
- **Jelly Census** — server-wide cull count; every 10,000th kill triggers a bonus rally.
- **Spring Tide flood** — when the world Spring Tide breaks, the Haven floods with aquatics for 30 minutes (Tide Couriers pay coral/coins; better pay at higher Harbor rank).
- **High-tide fringe** — when world tide ≥ 50 , odd hours at :40 can wash a short aquatic fringe onto the field.

Player Advice

- Start with Nerin's apprentice samples, then Maren in Izlude for Ocean Gear.
- Keep King sigils for mercs.
- Card hunting? Use `@orokills Poring` (or any mob) — card drops announce globally with your count.
- Story pointers: `@oronext` · Harbor standing: `@ororep`

Rumor: something else washed up on this field long ago. A deckhand in Malangdo pays for answers.

Related Pages

- Tidemark Company Mercenaries
- Harbor Reputation
- Tide Engine
- Card Hunt Announces
- Beginner Gear Path

Beginner Gear Path

This page gives new and returning players a simple equipment route from first job through early Renewal farming. It is not the only path, but it is the cleanest path while learning OceaniaRO.

Quick Route

1. **First Job Starter Pack** - change from Novice at the Job Master to receive a class weapon, potions, fly wings, manuals, and gums.
2. **oRO Academy Foundation Trial [Lv 11+]** - speak with the oRO Academy Registrar in Eden Group HQ. This introduces simple monster hunting and rewards early Eden equipment.
3. **oRO Academy Field Trial [Lv 40+]** - the next Academy step, rewarding stronger Eden weapons and armor for the midgame climb.
4. **oRO Academy Vanguard Trial [Lv 70+]** - prepares characters for late second-job and early third-job farming with another equipment upgrade.
5. **Paradise Outfitter [Lv 100+]** - pick up Paradise gear once you reach the early Renewal bracket.
6. **Ocean Hunt Board** - work on custom headgear trials when you want account style, useful stats, and a longer goal.
7. **Crafting NPCs** - use Curio, Celestial, Wreckwright, and Tideborn systems once you start collecting materials from Poring Haven, Aequoria, and other routes.

Where To Go

- **oRO Academy Registrar:** Eden Group HQ, [moc_para01 32,35](#).
- **Academy Gear Path board:** just south of the Academy Registrar in Eden Group HQ ([moc_para01 34,33](#)).
- **Settings Assistant:** Eden Group HQ and Malangdo. Use the Beginner gear path option for a quick reminder.
- **Malangdo Warper:** Useful Spots > Eden Group HQ.
- **Poring Haven:** Malangdo Warper > Useful Spots > Poring Haven.
- **Ocean Hunt Board:** Eden Group HQ, near the quest boards.

Recommended Flow

Start in Malangdo, change to your first job, then use the warper to reach Eden Group HQ. Pick up the Academy trials as you level, use Poring Haven and regular fields for early progression, then move into Eden boards, Ocean Hunt Board rewards, Paradise gear, and crafted custom gear.

Notes

- Academy trials are per character, so each character can build their own starter gear path.
- The Academy is designed to be easier to locate than the older Eden item quest chain.
- Custom crafted gear is intended to grow over time. If something feels underpowered, please post feedback in Discord so it can be adjusted.