

Poring Haven

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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

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