

Immortal Realm: Your First Hours on the Shard

A visual onboarding guide
to professions, survival,
and thriving in New Haven.



The Path to Catching Up

Day 1



70+ Primary Skill

Day 5



Working Secondary Skill

Day 10



Starter House Deed

Day 14





Guild Discord Integration


Endgame skill levels (100+) and Powerscrolls are a longer arc. Basic competency and community integration take only two weeks of regular play.

Optimal for
Beginners


Warrior


 **Core Skills:**
Swordsmanship,
Anatomy, Healing


Solo Survivability
 Excellent

Learning Curve
 Smooth


Paladin


 **Core Skills:**
Swords + Chivalry


Solo Survivability
 Excellent via Close
Wounds/Consecrate

Learning Curve
 Moderate

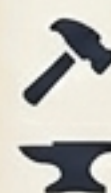
Mage


 **Core Skills:**
Magery, Eval Int,
Med, Resist

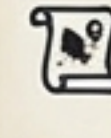
Solo Survivability
 Low early

Learning Curve
 Punishing 1-50

Blacksmith

 **Core Skills:**
Crafting + Mining

Solo Survivability
 Relies on Fighters


Learning Curve
 Requires UO
Knowledge

Starting choices are not permanent. You can retrain any skill on any character later.
Most players eventually run a primary fighter/mage and a secondary crafter.

 MAPS

 LOGBOOK

 BESTIARY

 GUILD

Arrival: The New Haven Safe Zone

At character creation, you must select (T) New Haven from the city list. The shard uses stock UO creation—if you pick Britain, you will spawn there.



Trammel Facet

Zero PvP. This is a protected learning environment.



The 10-Minute Launch Sequence

1



OPEN BANK.

Stand near a banker NPC and type `bank` to access your shared account storage.

2



FIND THE INN.

Locate the rendezvous point for new-player quest givers.

3



BUY SKILLS.

Pay gold to the trainers near the docks to instantly hit 30 in your starting skills. Do not grind from 0.

4



ACCEPT QUESTS.

Take on tasks to learn basic verbs (combat, gathering) and earn initial gold and Time tokens.

The 60-Minute Dashboard



Primary Skill

Target 50 (Warriors fight rats, Mages use dummies, Crafters mine).



Secondary Skill

Target 30 (Buy from trainers or casually grind).



Gear

Acquire sturdier replacement armour/weapons (starting gear breaks fast).



Wealth

Stash valuables safely in the bank (death scatters inventory).



Knowledge

Read the in-game Help (Access via paperdoll; bracket-prefix commands documented in the Commands Reference).

Hitting 3 out of 5 in your first session is a success. If you hit all 5, you are ahead of schedule.

The Progression Triad



Fighter Loop

Action: Push primary combat to 70.

Passive: Train Anatomy & Healing simultaneously in combat.

Milestone: Relocate to mid-tier monster spawns (Britain, Vesper, Trinsic).



Mage Loop

Action: Cast at New Haven training dummies to 50 Magery.

Passive: Gain Eval Int and Meditation while casting.

Milestone: Hit 50 Magery to unlock Recall and Runebook fast travel.



Crafter Loop

Action: Train mining to 50 at public-safe safe iron deposits north of New Haven.

Economy: Blacksmithy & Tailoring follow naturally. Sell excess to vendors.

Milestone: Integrate into a guild supply chain for materials.

The Guild Advantage

Q&A Support

A safe space to ask “Is this normal?” without feeling silly.

Group Content

Access to encounters that are punishing or impossible solo.

Shared Housing

A secure base of operations outside the starting zone.

You
(New Player)

Shared Assets

Access to guild banks and pooled crafting resources.

Joining a guild in Week 1 makes Week 2 exponentially easier.
Pick the first friendly Discord you find—you can always change later.

Exploring the Custom Layer

College of Surgeons

The bespoke institution handling player maladies and specialized medical treatments.



Hand-Authored Quests

Bespoke world content driven by named NPCs, rewarding players with unique Time tokens.



Civic Verbs

Public interactions (Examinations, donations, attestation requests) available even to non-guild members.

You don't have to engage with this institutional layer on day one, but it is the system that distinguishes Immortal Realm. Most retained players join an Order within their first month.

WHAT DOESN'T WORK



Entering Felucca at 30 Skill

You will die and be looted. Powerscrolls require Felucca, but you do not need them in month one.



NPC Vendor Reliance

NPC pricing is poor. Player crafters will undercut them by a wide margin.



Skipping Starter Quests

Grinding low-level monsters is slower. Starter quests offer the optimal gold-per-minute for a new character.



Day-One Multi-Clienting

Allowed, but leads to massive information overload. Stick to one character until you know the world.

Ask before you hit a wall.



Smart: "What's the best way to get to 50 Magery from here?"



Painful: "I just burned 3 hours doing this wrong!"



1

Join the #new-players channel on the official Discord (linked on the download page).

2

Keep the Commands Reference and Travel Guide open on a second monitor.

3

Review the Immortal Realm Custom Systems guide when you are ready for advanced mechanics.