

Complete Guide for Beginners

By Yin Yang Sect (Mortal Domain S1)

You can visit my youtube channel for more detail information: (Some blue lines in this doc are the attached video links, please check them)

<https://youtube.com/playlist?list=PL-5Xx99yjwt8-Oj7229Ca6Xwee7F7k9iR8>

Important note: Overmortal is a really difficult game to play properly. I recommend play as F2P to Incarnation stage in the first run to understand the basic before deciding to pay in the 2nd run. If you can reach Virtuoso as F2P in 1 day game (before the 2nd day reset pills attempt), you are 1 step ready in this cultivation journey: Guide video below

[30 minutes to Foundation F2P](#)

[1 day to Virtuoso F2P](#)

I. First game impression note:

II. Starting On Your Journey:

A. Tutorial:

B. Post-Tutorial:

III. Main guide

A. Resources Management:

1. Spiritium:

2. Fateum / Destium - Premium Currency:

a. Fatevillion: What to buy:

b. Other stuff (Highly Recommended):

3. Reveal Stone:

4. Citrine / Sect contribution:

B. Cultivation and Breakthroughs:

1. Cultivation:

2. Breakthroughs:

C. Combat:

1. Abilities:

2. Technique:

3. Curios:

4. Equipment (Gear / Relic):

5. Pet:

D. Game Activities:

1. Server Activities:

a. Beast Invasion:

b. Demon spire:

c. Demonbend Abyss:

d. Sect Meditation:

e. Sect Clash:

2. Cross-Server activities:

a. Weekly Activities: Adventure, Beastwaves, Starcraper (reading question mark for detail information):

b. World Apex / Cult-de-sect:

c. Otherworld Invasion:

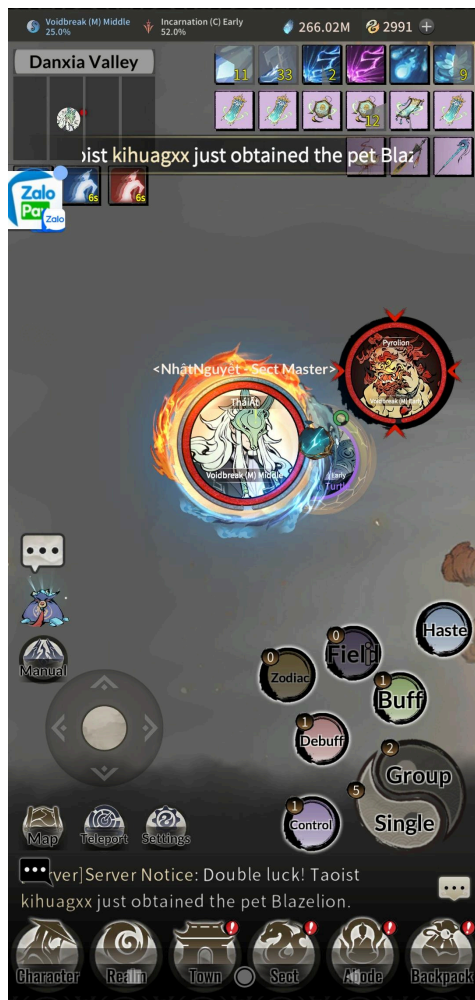
E. Preparation before reaching Void Break stage:

Welcome to OverMortal / 一念逍遥

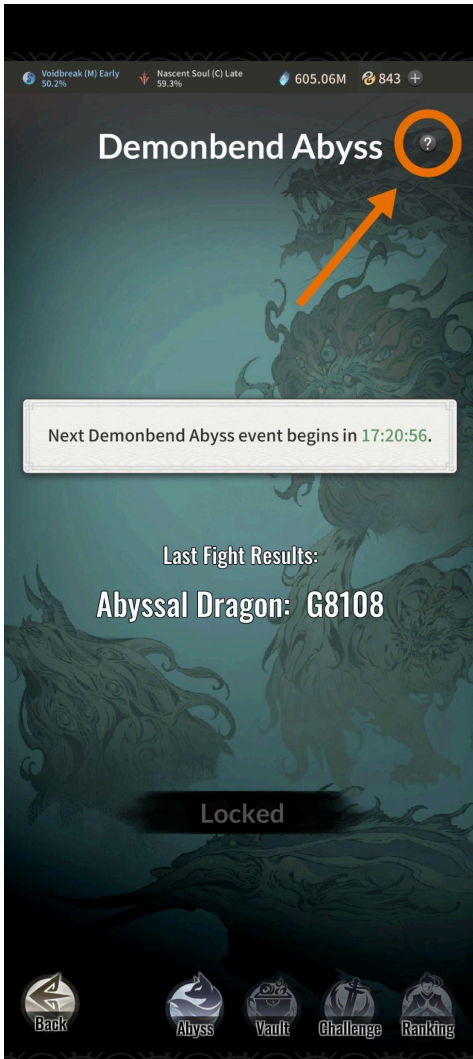


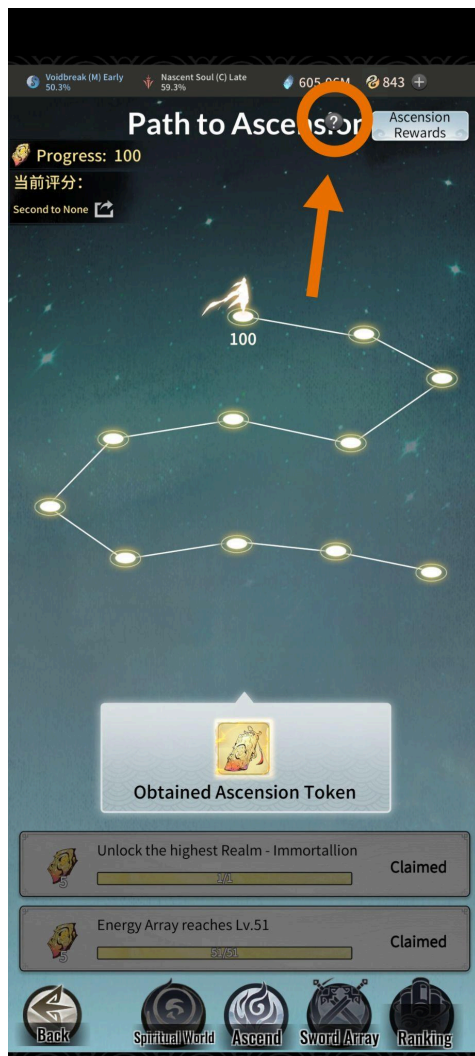
I. First game impression note:

- OverMortal is an idle mobile game that is very little to not at all time consuming (only 15 minutes daily to finish important stuff; maximum time for idle rewards is 13 hours). The free time can be used for fighting if you enjoy battle xD.
- The game has ads to collect rewards but only 4 fixed ads and 2 random ads(no forced ads).
- OverMortal is not a lonely-cultivating game but most activities are built around the sect (a group of cultivators). You can fight with your sect, cultivate with your sect & chat with them so try to be active with everyone.
- The most important thing in the game is your cultivation stage, each stage is a huge boost in overall strength like in xianxia novels, it's impossible to defeat higher staged cultivators in normal situations -> Make resources your priority on/for your cultivation stage.
- The combat system: you can actively control your character in map, attack & move (there are Auto mode and Manual mode).



- The game describes every activity and feature in detail, this can be found in a small question mark icon.





II. Starting On Your Journey:

A. Tutorial: : [Magicka or Corporia ? Which stats affect PvP outcome ?](#)

The tutorial will show you around the game and will let you choose between 2 cultivation path:

Magicka: Mainly focuses on MP and Magic Atk/Dmg

Corporia: Mainly focuses on HP and Physical Atk/Dmg

TIPS: Magicka is easier to play while Cor is harder in early game but really good in late game

IMPORTANT: You must have patience as this is an idle game and do not give up too early. Many fun contents are waiting for you.

B. Post-Tutorial:

- It's time for your own road to the Immortal World to begin! Sect comes first and you can join or create your own sect after reaching Foundation early.

[Sect Activity & Sect management guide](#)

III. Main guide

A. Resources Management:

[Resources management detail from Mortal World to Spiritual World](#) not yet translated

1. Spiritium: [How to farm Material & Spiritum in Realm](#)

Main currency in the game, used in market, forging, crafting, etc. .

Market:

What to buy:

- Atlas (for rewards on exploration)
- Rare and above cultivation pills (for faster cultivation)
- Monster core (for crafting pills)
- Stats elixirs (for extra stats)
- Demonroot (for pet skills)
- Kunlun jade (for voidite/inventory storage)

Note:

- Refresh the market daily depending on how much spiritium you have. You can get epic or above items every 5 refreshes. (10 refreshes maximum available daily).
- The market refreshes every three hours so checking it from time to time is highly recommended.

Q: You don't want to miss some amazing items.

2. Fateum / Destium - Premium Currency:

Note:

Destium: the only source of this currency is from top-up

Fateum: the source of this currency is several (main quest, daily / weekly tasks, game activities, top-up, etc.

Destium and fateum have the same rate in buying goods (you can change which one to be used first in the game setting)

a. Fatevillion: What to buy:

- [2] Cultivation Bag (Must) (for epic/legendary pill)
- Cultivation Elixir until pass 120% elixir effect for f2p.
- Demonlure (for better farming in realms)
- You can consider buying anything you want at a 70% discount.

Note: Fatevillion resets every minor (early /mid /late) and major breakthrough so do not forget to buy important items beforehand. Minor breakthrough example:

Connection 9 to Connection 10; Major breakthrough example: Connection 10 to Foundation early.

b. Other stuff (Highly Recommended):

- Buy technique points at least once; first daily purchase is 50 fateum = 100 technique points.
- Construct sect 1 time 50 fateum.
- F2P or even Monthly/ Season pass players must not buy any fateum pack in the early game even in weekly activities or event fateum pack.
- Refreshing quests that are lower than rare quality in Bounty Quest & Sect Tasks 1 time can be considered (guarantee rare and above quality when refresh).

*Important note: When reaching Incarnation Early, bounty quest can stack up to 15 & Sect tasks can stack up to 25. If you don't get epic or above legendary quest, you can leave them until the following days for auto reset that will save you hundreds of fateum daily.

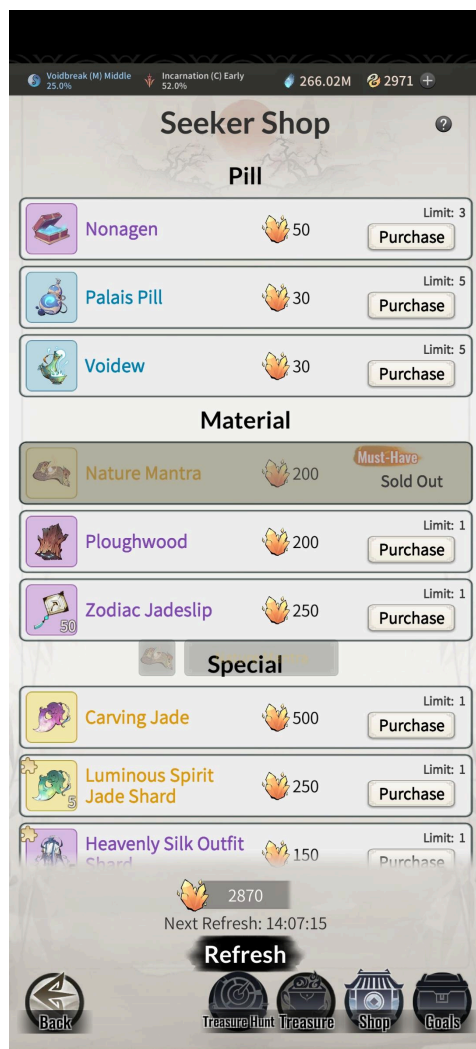
- Garden tiles: it's best if you have at least 24 tiles when reaching voidbreak.

3. Reveal Stone:

- Most important note: Free to Play (F2P) players do not have many sources to get reveal stone (you can have much in the early game but it's really difficult to obtain later).

- Do not spend any reveal stone in your early game. Save them up until you reach Voidbreak because we need hundreds of thousands of reveal stones to buy Nature Mantra.

H: don't worry it's not required to get 100k, yes we need even much more than that to max cosmic laws but any amount saved up is good enough



H: seriously don't spend any of it until voidbreak or you will regret it :(

Q: You all better follow this or Shifu will get mad and train you to death. Hahahaha

4. Citrine / Sect contribution:

- Citrines can be gathered in sect realms/ through mining spiritual vein.
- Don't forget to gather citrines daily. There is a limited amount of time for you to gather resources; 2 hours daily and 7 hours weekly. Thus, you should occupy the vein with the highest reserves possible.



- Use citrine mostly on Ability Manuscript, buying other stuff can hugely slow down your ability progression.
- Sect contribution can be obtained by constructing; doing sect task; feeding the sect pet; and doing Demonbend Abyss. Using sect contribution to buy needed forging blueprint and alchemy formula.

B. Cultivation and Breakthroughs:

How to reach Virtuoso in 1 day Free 2 Play

1. Cultivation:

- Only use rare and above quality pills to optimize your cultivation daily. Respira is another feature to increase your cultivation exp for a certain amount(can crit/give higher exp than usual).
- Again, do not forget to buy cultivation bags in Fatevillion (cultivation bags of your main path).
- If you are F2P and pay less than \$2000 monthly, focus on your main path only. Do not afk cultivate both paths because the more time you spend on the other path, the more you delay your main path.

Q: If you equalize your path, you'll regret it, like me. Hahahaha.

2. Breakthroughs:

- It is important to craft breakthrough pills to use for breakthrough bottleneck.
- We can fail to breakthrough and it delays the time for the re-breakthrough. Common and uncommon pills are used to shorten the waiting time. Blue and above breakthrough pills can be used to breakthrough; using high quality pill can hugely reduce the delay failed time
 - The delay time increases after each major stage.
- Never forget to use all pill and respira attempts before major breakthroughs. Pill and respira attempts refresh after major breakthroughs.

Q: It's such a waste of attempts ah.

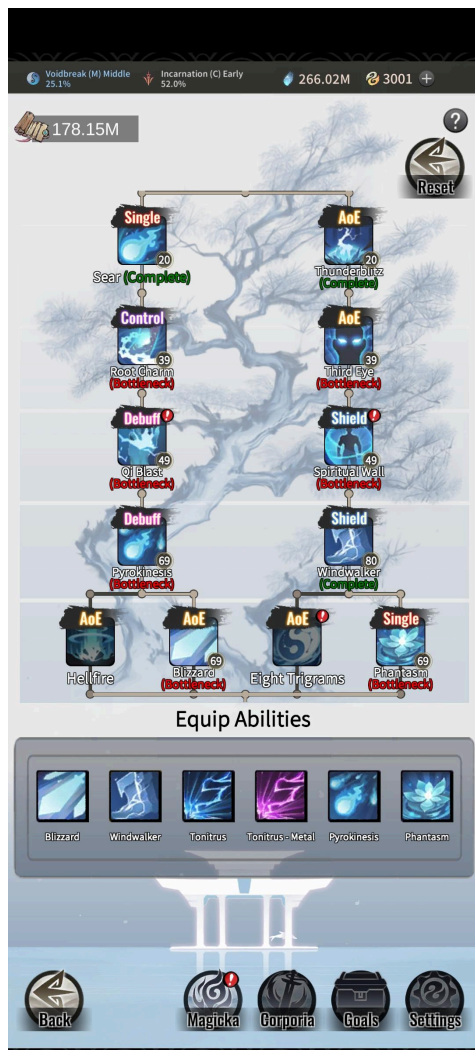
C. Combat:

1. Abilities: [Ability detail from Incarnation to Wholeness](#)

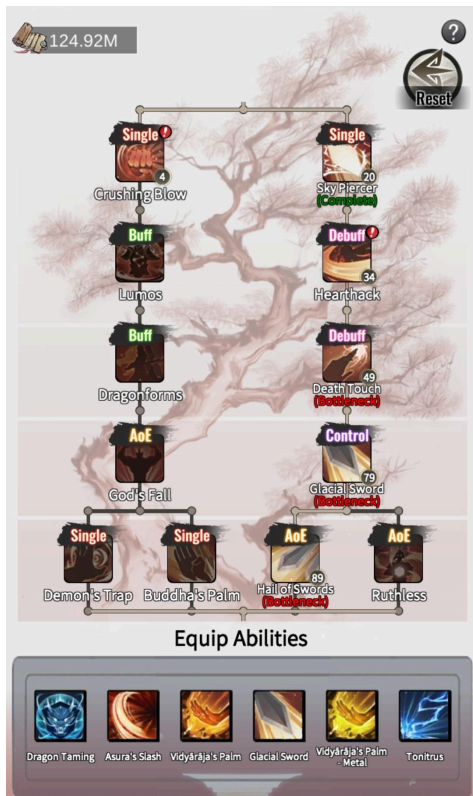
Important note: If you build properly to my build, you only need to reset when having **at least 200k citrine**. Blizzard & Hail of sword are good enough, no need to rush for Phantasm & Demon Trap. If you build wrong previously, you can consider reset to follow my build.

- We have many abilities for each path and you're free to experience it yourself. We will only suggest a good starting in this guide.

Magicka goes for Blizzard first:



Corporia goes for Hail of Sword first:



2. Technique:

Technique Build Details

- Focus more on the techniques that help increase your cultivation. Most importantly, the abode aura bonuses, additional pill attempt bonuses, and pill effect bonuses. Respira doesn't give much so it depends on you if you want to get the additional respira attempt bonuses and respira effect bonuses.

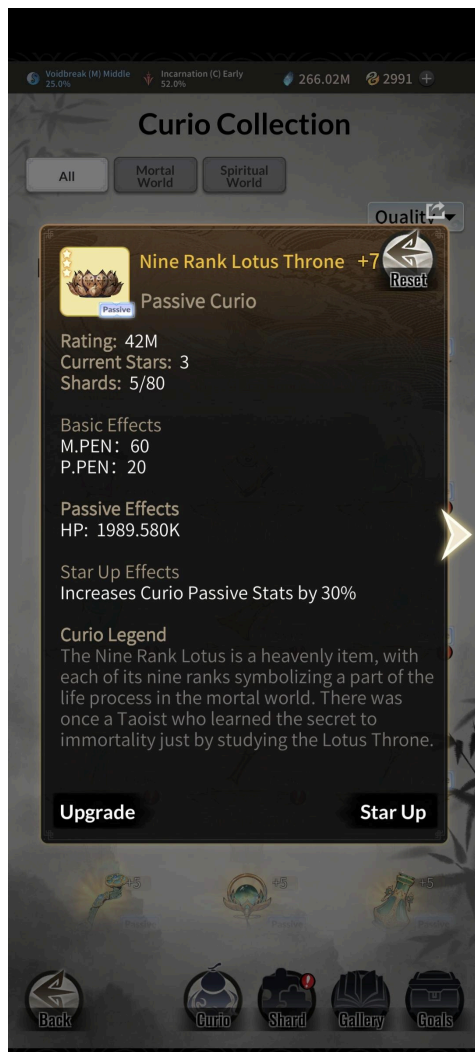
3. Curios:

Curios are the highest source of BR points. You can get curios mainly from treasure hunt and from weekly events - adventure (There are more sources of curios when reaching Voidbreak Stage).

There are 2 ways to power up curios: Upgrade and Star Up

Upgrading impacts in Early game and less in Late game

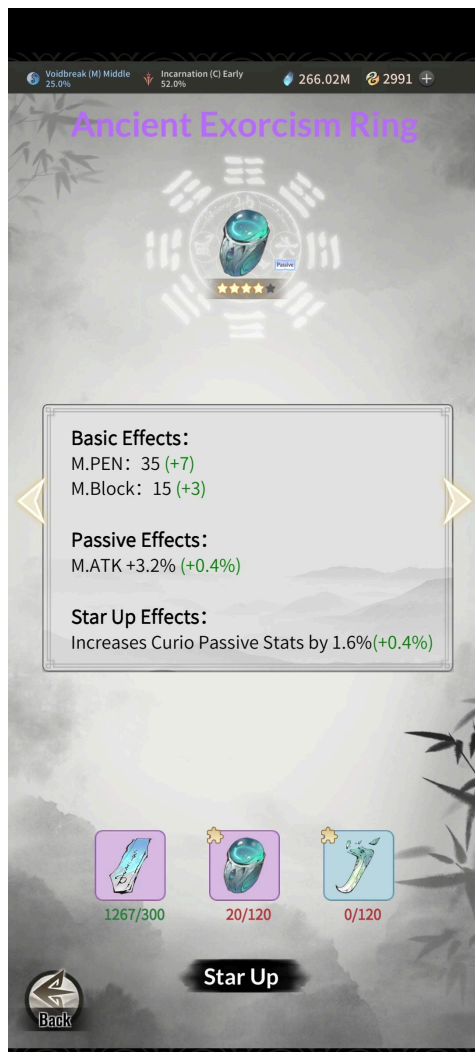
Star up impacts any time of the game.



- You should focus on upgrading epic and legendary curios or curios giving Abode aura / Exp Pill effect bonus > main ATK (M.ATK if magicka or P.ATK if corporia) > HP (Corporia more priority than Magicka) & MP (Magicka more priority than Corporia) > ability / relic increase reduction . The rest can be skipped because you will have hundreds more of above curio types in the following stage; never enough HP MP ATK curio for you to upgrade.
 - Only level-up your growing curios after you have completed the current conditions.
- *Growing Curios - curios that get higher stats when completing a certain condition.
The example is below photo:



- Equally star up your curios to get Pen and Block stats (important stats). For example, if you main magicka, you should star up curios providing $M.Pen > M.Block$ & $P.Block > P.Pen$



- Rare/Epic Curio shards are required for upgrading epic and legendary to 4/5 stars and can be obtained by excessing shards from 5 star curio.

4. Equipment (Gear / Relic):

To upgrade an equipment, we can augment and carving.

It's recommended to equally augment and carving your equipment for buffs, you can check the resonance tap for buff reference.

Weapon can be up to 30 lv higher than others

Blue and purple equipments can be used to be carving



Q: Pray first because forging depends on luck.

5. Pet: [Pet guide in detail](#)

- Upgrade 1 pet only, it's really costly to maximize a pet
- Should advance Pet manually because automatically will make your essence unbalanced for example:

Lets call 4 type of essence as A B C D

You have: A = 21; B C D = 20

If it requires 10 A and 10 random

Automatic feature will take 20 A

Then after automatically $A = 1$; $B C D = 20$

- For F2P, before wholeness, you can use the pet that you have the most copy then follow my guide here after being wholeness: [Pet guide in detail](#)
- For non F2P, can consider to follow my video guide above.

D. Game Activities:

Note: Each activity has their own description in the small question mark, reading it carefully.

1. Server Activities:

a. Beast Invasion:

There will be server bosses spawning in every map on 12p.m & 6p.m utc+7 on server time. Players attack and kill them for rewards:

- Total dealt dmg reward ranking that can receive once per day.
- Killing Boss (Last hit) rewards that can be received twice per day (once at 12pm & once at 6pm).

b. Demon spire: [How to kite monster in Demonspire](#)

It's like climbing tower activity in other games. You will get a forging stone every 5 floors (really important).

The top 10 first reaching every 100 floors will get a bonus but not much.

c. Demonbend Abyss:

(Sect activity, from 9am to 10pm on server time, Monday; Wednesday & Friday)

Every sect member can attack the sect's boss for 10 minutes. The higher the damage dealt, the better the rewards.

We have individual reward & sect reward.

Important note: You get damage buff for more members attacking together so you should set up a time for all members to attack Abyss together.

d. Sect Meditation:

(Sect activity, from 9am to 10pm on server time, Tuesday & Thursday)

Every sect member can go to the training ground to get idle cultivation exp.

Important note:

-You can get exp buff for more members meditating together so set a time for everyone like above Abyss.

-On the first week after the server launched, we have Sect Legacy activities that will x2 rewards in Sect Meditation time (9am to 10pm utc+7). You can do sect legacy from 8am but you will not get x2 reward till 9am so remember to do Sect Legacy from 9am.

e. Sect Clash:

(on 9pm server time, Saturday only)

Every sect that has a barrier located in the same realm will be gathered on a battlefield. You get some points for killing enemy cultivators, enemy sect array & monsters on the map (More information in the question mark).

2. Cross-Server activities:

a. Weekly Activities: Adventure, Beastwaves, Starcraper (reading question mark for detail information):

Beastwaves: https://youtu.be/pLqsnPgezPg?si=J2_-G7nwtYMaP4rd

Starcrapper:

https://youtu.be/xqYL7eW_Tho?si=JQyK3KV6q-PKwOSg

Adventure: <https://youtu.be/ne45zhT2HRo?si=bIN8RDjQfxKTTrcg>

not yet translated

- For F2P, the main rewards in weekly events are per round, normally free to play players and light spenders can only finish round 1. Therefore, spending all event tokens in one event is a waste, so you should stop and save the tokens after finishing round 1 for the next event, else you will have to spend fateums and citrines to finish round 1.

- For Light spender, stocking to get creation jade (detail in above video)

- For Whales, the main rewards are the top 10 leaderboard rewards including unique creation jade for upgrading creation artifacts.

Note: Being F2P or light spender makes it really difficult to compete for top 10 rewards because it's a cross server event where you have to compete with multiple servers. Therefore, using fateums & citrines for their own purpose is the best choice rather than spending it on weekly event items.

b. World Apex / Cult-de-sect:

World Apex Gameplay

(From 9pm utc+7, Sunday only)

The question mark describes it really well, so it's better if you experience it yourself. The most important thing is that these activities focus more on occupying objectives to win.

Note: If your sect in sect clash activity cant compete for ruler in a realm, 1st realm for example, you can consider moving your sect barrier to the 2nd realm so your sect can still have a ticket to attend world apex and receive huge rewards.

c. Otherworld Invasion:

(From 10am to 10pm utc+7, Saturday & Sunday).

- Taoist from one server can invade another server to kill local taoist & monsters for points in 10 minutes.

- When killing more than 3 taoists, you will get 3 more minutes to invade & get wanted by local taoists (your location is revealed and everyone can teleport to kill you).

Note: If you do not have a higher cultivation stage than most taoist of the other server, you need to be careful before any invading or you will get punished by numerous taoist in there regardless of how much you paid in the game, But you can quietly farm monsters for points and kill taoist in the last minutes for extra time.

Otherworld Invasion store: You should exchange exp Pills & curio shard only.
Exchange both curios for Pen & Block stats

d. X- Server Duel: [Easily get top 1 reward in X - Server Duel:](#) not yet translated

NOTE: There will be more activities unlocked in the higher stage and you can easily understand by reading their descriptions.

X-server Duel store:

For low rank players, 50 starup stone is a must then saving for later stage, you will have to buy much in later stage.

For high rank players, you can exchange carving jade

E. Preparation before reaching Void Break stage:

Note: In the final closed beta test version, there is a 38 days countdown since the server launched to open the gate to the Spiritual World (the requirement to reach Void Break). It can be adjusted in the official release version so we will know soon.

1. Do not redeem daily/weekly perks (tasks) if you know youre going to reach voidbreak that week/day
2. At least 200m spiritum.
3. As much Fateum and fate token as possible so we can buy voidbreak pill bags, law fragments in fatevillon.
4. Saving as much reveal stone as possible for Nature Mantra.

5. Saving treasure trove (above 3 chests for new rewards after reaching Voidbreak).
6. Saving citrine to upgrade spiritual skills; Sect contribution for many new stuffs
7. Recommend 24 garden tiles to plant Law Fruits or at least 21 tiles.

Besides, I have paid service for P2P players. You give me your monthly budget, I will help you use your budget in the most effective way by supporting daily throughout the month. Detail DM me in Discord, thanks!



From Yin Yang sect,

September 1st, 2022

