



Overlord: Mass for the Dead

By Automatic_Lock_1355

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Welcome to the world of Overlord: Mass for the Dead. You've arrived in a world that feels familiar but different—like stepping into a story that's still unfolding. The land is shaped by magic and remnants of an old game, YGGDRASIL, but things aren't as they seem. Kingdoms are struggling, powerful beings walk among mortals, and Chaos is slowly twisting everything—warping creatures, bending the rules of reality, and throwing the world into uncertainty. You're here now, and you're part of it, whether you expected to be or not. There's no clear path to follow, no easy answers. You can ally with others, go your own way, or just try to survive in this strange place. What matters is what you decide to do next. The world will keep turning, but how you shape it is entirely up to you.

Take **1000 Choice Points** to fund your adventures.

Starting Location

Roll a **1d8** to determine where you start, otherwise pay 50 CP to choose your Starting Location.

1. The Great Tomb of Nazarick

You awaken deep within the Great Tomb of Nazarick. While still imposing and largely intact, signs of disturbance have begun to emerge—certain areas show minor damage, and the atmosphere feels subtly altered. Let's hope you're a part of Nazarick otherwise you will be asked a lot of pointed questions when they come too.

2. Sea of Possibilities

Welcome to the Sea of Possibilities—if you can really call this place part of the world. It's not quite an ocean, not quite a dream. The sky bends in strange ways, the waves shimmer with colors that have no names, and islands appear where there were none the day before. This place doesn't just ignore the rules of reality—it rewrites them.

No one really knows how this realm came to be, only that it's filled with fragments of ideas, memories, and stories that never came true. Sometimes you'll meet beings here that feel like they walked out of a book that was never finished—or maybe one that was never written at all. They seem just as lost as you.

Time doesn't move normally here. Some moments stretch endlessly, while others vanish before you can hold onto them. You might remember things you've never done. Or forget who you are—just for a little while.

Still, there's something undeniably beautiful about this place. It's quiet, strange, and full of potential. A blank canvas, waiting for someone to paint their story across it. And now, for reasons even the Sea itself may not understand, you're here.

3. Carne Village

Nestled near the Great Forest of Tob, Carne Village is a peaceful farming community. Life here is simple, with villagers tending to their crops and livestock. While the village remains untouched by turmoil, its proximity to the forest brings occasional concerns about wild beasts and bandits.

4. Roble Holy Kingdom

The mountainous regions of the Roble Holy Kingdom have fractured, with entire peaks collapsing into valleys. Monasteries perched on cliffs now hang precariously, and the monks within grapple with the loss of their spiritual anchors. Legends tell of a hidden artifact that can restore balance, but its location remains a mystery.

Take +200 if taken as your starting location and not being part of the Chaos Faction.

5. Slane Theocracy

Within the outer territories of the Slane Theocracy, the local population has started noticing unusual phenomena. While temples still stand and order is maintained, the clergy have begun researching signs of unusual anomalies. With their scrying rituals being hampered in areas affected by the anomalies

6. Baharuth Empire

You find yourself in one of the Empire's outlying towns, where imperial influence is strong but not absolute. Military presence is common, and scouts have reported strange rifts in nearby areas. Though the Empire has yet to react openly, it is clear something is changing, and the response may come soon.

7. Re-Estize Kingdom

The southern reaches of the kingdom have avoided recent conflict, and the atmosphere remains calm. However, signs of decay in governance and whispers of strange beasts in the countryside are growing. Nobles are beginning to reevaluate their priorities, and factions within the kingdom stir quietly.

8. Argland Council State

Within one of the council state's more stable inland settlements, political and magical research continues as usual. However, a few scholars and adventurers have started investigating distortions linked to the so-called "Cracks." The area remains safe, though curiosity—and concern—has begun to spread.

Free Pick.

You are free to choose where you choose from the available options.

Age and Gender

You need to roll your age using a **1d20 + 1d8**.

By default your gender is whatever you were previously.

It is **50 CP** each to freely choose your own age or gender.

Roles

Drop-In

You are dropped into this new universe with no background, memories, or documentation. You can take it with anyone of the roles below with the necessary skill and knowledge to back it up.

Fighter

You have spent your life honing your body through training, battle, or survival. Be it as a soldier, mercenary, or warrior-monk, your experience in combat is practical and hard-earned. You may lack formal magical talent, but your reflexes, strength, and tactical sense are more than enough to level the playing field.

Rogue

You are a creature of the backstreets and shadows. Thief, scout, assassin—your talents lie in moving unseen, striking precisely, and surviving through wit and subtlety. Whether you're motivated by survival, greed, or ideals, you know how to make your presence felt without ever being seen.

Wizard

Through study, intuition, or inheritance, you command the arcane. Whether trained in a formal magical academy or self-taught in the wilds, you've learned to bend mana to your will. While physically frail, your mastery of spells, rituals, and magical theory allows you to reshape reality in small—but growing—ways.

Race

Humanoid (Free)

You are a member of the world's predominant species, encompassing humans, elves, dwarves, and similar beings. Humanoids are versatile and widespread, often forming the backbone of societies across the continent. Your experiences are shaped by the culture and environment of your specific subgroup.

Doll (50 CP)

Artificial beings crafted through advanced techniques, Dolls possess a lifelike appearance and functionality. Often created for specific purposes, they may lack certain human experiences but compensate with precision and resilience.

They get Bend Don't Break Perk for Free

Demi-Human (Free)

Demi-Humans are species that blend human traits with those of animals or other creatures, such as lizardmen or goblins. They often have unique abilities and societal structures, sometimes facing prejudice or misunderstanding from other races.

Undead (200 CP)

Beings that have transcended death, Undead retain varying degrees of consciousness and purpose. Ranging from skeletal warriors to liches, they are often associated with necromantic practices and may be viewed with fear or suspicion.

They get Unfaded Existence for Free

Demon (100 CP)

Originating from infernal realms, Demons are entities known for their cunning and power. They often possess abilities that reflect their otherworldly nature and may have complex motivations or hierarchies.

They get False Truths for Free

Insect (100 CP)

Insectoid beings with characteristics reminiscent of arthropods, such as chitinous exoskeletons and multiple limbs. They may operate within hive structures or independently, exhibiting unique perspectives and behaviors.

They get Profane Lore for Free

Beast (100 CP)

Beast races encompass a variety of animalistic humanoids, including werewolves and other lycanthropes. They often possess heightened senses and physical capabilities, with cultures deeply connected to nature or specific instincts.

They get Battle Field Foresight for Free

Grotesque (50 CP)

Grotesques are beings with distorted or unconventional forms, often resulting from mutations or other anomalies. Their appearances may challenge societal norms, leading to isolation or unique roles within communities.

They get Martial Arts Master for Free

Dragon (300 CP)

Descendants or variants of the mighty dragons, these beings possess formidable strength and longevity. They may exhibit draconic features such as scales, wings, or elemental affinities, commanding respect and awe.

They get +600CP for item section

Angel (200 CP)

Celestial entities embodying order and virtue, Angels often serve higher powers or ideals. They are characterized by their radiant appearances and abilities that reflect their divine origins.

They get +400CP for Perks

Spirit (50 CP)

Intangible beings connected to elemental forces or specific concepts, Spirits interact with the physical world in unique ways. They may be bound to locations, objects, or individuals, influencing events through subtle means.

They get Adept Caster for Free

Slime (50 CP)

Amorphous creatures with gelatinous forms, Slimes are adaptable and resilient. Their simple structures belie potential for growth and evolution, often surprising those who underestimate them.

They get Shadow Walker for Free

Chaos Beast (50 CP)

Manifestations of disorder and unpredictability, Chaos Beasts defy conventional understanding. Their forms and abilities are often unstable, reflecting the chaotic energies that birthed them. Interacting with the world in unforeseen ways, they are both feared and studied.

They get Chaos Logic for Free

Unknown Race (50-400 CP)

YGGDRASIL contained countless hidden races waiting to be discovered, and the New World harbors evolutionary paths that defy conventional categorization. Using this option, you can create your own racial option. You may use the races already outlined in this section as a general guideline on what can be allowed.

Factions

The Re-Estize Kingdom

An old monarchy that's seen better days. The Re-Estize Kingdom is a feudal land of lords and politics, where noble houses pull strings while the common folk look on from the shadows. War, pride, and ambition tear at the seams of this once-great nation. If you believe in lost causes, or the quiet strength of hope, this might be where your journey begins.

The Baharuth Empire

A modernizing empire ruled with a firm grip. The "Bloody Emperor" leads with ruthless efficiency, trading tradition for progress. Industry grows, soldiers march, and change comes swiftly to those who resist. It's a place where ambition thrives—and where one bold decision could change everything.

The Slane Theocracy

To the people of the Theocracy, gods are real—and their will is law. A nation built on divine rule and human supremacy, divided into six powerful sects, each watching the world through its own lens. It's a hard, dangerous land, but for those with faith and loyalty, there's purpose in every step.

Dwarf Kingdom

Carved into the heart of the Azerlisia Mountains, this stoic kingdom of stone and steel endures. Surrounded by enemies and driven by tradition, the dwarves hold fast to their crafts and their pride. If you value patience, resilience, and forging strength in the depths, this is home.

Chaos

No one truly understands where Chaos comes from—or what it wants. It twists the laws of nature, warps living things into nightmares, and spills through rifts in reality like a storm no one can contain. Entire regions have vanished into the fog it brings, and those who

return are rarely the same. Some say it's the end of the world in slow motion; others say it's the beginning of something new. Whatever the truth, aligning with Chaos means embracing the unknown.

YGGDRASIL Player

You were never meant to be here. A player from a long-dead game, now walking in a world that treats you like a god, a threat—or a relic. Armed with skills and items that defy logic, you might shape this world, or be swallowed by it. You're a stranger here... but maybe that's your edge.

They get a Standard World Item for free, or one discount on a Twenty-Ranked World Item

Dragon Lord

Ancient, mighty, and terrifying—Dragon Lords are living legends. They remember the world before Players and gods arrived. Some still rule in secret, others hide in plain sight. If you're one of them, your power speaks for itself... and the world listens, whether it wants to or not.

Nazarick

You serve—or lead—the supreme beings of Nazarick, rulers of a once-virtual realm made real. Bound by loyalty, purpose, and overwhelming power, the denizens of the Great Tomb have arrived in this world with a goal only they truly understand. If you walk these halls, you are more than a piece in a game. You are part of a legend.

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

World Awareness [Free]

You have an uncanny sense of the karma that shapes people's lives. You can feel the true weight of someone's past actions, even if they try to hide it or change by outside forces.

Bend Don't Break [100 CP]

In a world that's constantly shifting beneath your feet, survival isn't just about staying alive—it's about learning how to live in it. No matter where you end up, you pick up on the unspoken rules—how people think, what powers are at play, and the patterns that govern everything. It's not always easy; sometimes the change is overwhelming, and you'll stumble along the way. But each step, no matter how small, teaches you something new. Even when everything feels strange and unfamiliar, you'll find a way to move forward.

Monkey in the Middle [200 CP]

You never asked to be in the middle of anything—but somehow, you always are. Big moments, powerful people, and world-shifting events seem to find you, even when you're trying to stay out of the way. It's like the world is holding its breath, waiting to see what you'll do next. Whether it's opportunity or catastrophe, you won't stay on the sidelines for long. One way or another, the story finds you. Can be toggled on/off.

World-Class Beauty [300 CP]

You possess beauty that seemingly transcends mortal limitations, as if your looks were handmade by a divine artisan. Which, given the nature of YGGDRASIL, they very well might have been. Your appearance has become absolutely flawless, with every feature perfectly proportioned and aligned in a harmony that captivates all who behold you. This isn't merely superficial attractiveness—your beauty becomes an almost supernatural force that can influence the world around you.

Those who see you will be momentarily stunned by your appearance, giving you a critical advantage in first impressions and social encounters. Even the most disciplined minds will find themselves at least briefly affected. Your beauty can inspire devotion in allies, cause enemies to hesitate, and make neutral parties more inclined to favor you.

More importantly, this perk enhances whatever natural charisma you possess, making your words and gestures carry greater weight and meaning. Leaders will find their commands more readily obeyed, performers will find audiences more thoroughly captivated, and

diplomatic efforts will find unexpected success. This beauty adapts perfectly to any form you take or race you become—whether human, elf, vampire, demon, or even undead—manifesting as the ideal version of beauty for that form. Unlike lesser beauty perks, this cannot be negated by magic or special abilities that pierce illusions, as this beauty is fundamentally real and part of your very being.

Additionally, you may toggle this effect between subtle and overwhelming at will, allowing you to blend in when necessary or command full attention when desired.

Unfaded Existence [400 CP]

Death isn't the end for you. The first time it claims you, you'll find yourself drawn back, your body stitched together by the threads of your will. When you die, your essence refuses to fade—pulling you back from the edge. You'll rise again, fully restored, no worse for wear, as if death never touched you. This counts as a 1-up in future jumps and can be used once per jump, or once every ten years, whichever comes first.

Sasuga, Ainz-sama! [600 CP]

Your plans unfold with a mysterious perfection that would make even Demiurge pause to admire their complexity. Like the Supreme Being Ainz Ooal Gown himself, you possess an uncanny ability to stumble into fortuitous circumstances that transform your most desperate improvisations into apparent masterstrokes of genius.

When you act without a clear plan or find yourself backed into a corner, reality itself seems to conspire in your favor. Random encounters provide exactly the information you need. Your instinctive decisions reveal hidden benefits that couldn't possibly have been foreseen. Your thoughtless remarks are interpreted as profound wisdom, and your panicked reactions are perceived as calculated moves in a game several steps beyond the comprehension of ordinary minds.

Your subordinates will view your most mundane actions through a lens of awe, finding intricate meaning in your simplest gestures. When you succeed through blind luck, witnesses will assume you orchestrated events from the beginning. Should you make a mistake, circumstances will conspire to either hide your error or transform it into an apparent masterstroke.

This perk doesn't grant you actual omniscience or perfect planning abilities, yet like the Supreme Being himself, you'll find that your legend grows with each fortunate coincidence, building a reputation so formidable that enemies will second-guess themselves when facing your "incomprehensible intellect."

Remember: it's not about actually being ten thousand years ahead in your planning—it's about everyone else believing that you are.

Ten Thousand Year Plan [1000 CP]

Long have the denizens of the world proclaimed that your intelligence transcends mortal understanding—that your plans span aeons and your foresight knows no bounds. With this perk, their faith becomes reality. What once might have been mere reputation, now manifests as genuine capability, transforming you into the charismatic genius planner, strategist, master manipulator, omniscient mastermind they always believed you to be.

Your mind undergoes a fundamental expansion, granting you processing power that exceeds the most absurd interpretations people might have of your genius. You can maintain awareness of myriad variables simultaneously, modeling complex scenarios and their cascading consequences across the aeons. The plans you devise contain contingencies within contingencies, accounting for factors that ordinary intellects would never even consider.

Just as Albedo and Demiurge believed Ainz could predict the actions of the New World years in advance, you gain a seemingly supernatural insight into cause and effect. With minimal information, you can extrapolate likely outcomes with uncanny accuracy, seeing connections invisible to others. Your ability to read people becomes so refined that you can predict their decisions long before they've even consciously made them.

Your capacity for adaptation becomes divine. No matter how circumstances change, you can seamlessly adjust your strategies while maintaining your ultimate objectives. Even apparent setbacks become stepping stones toward greater victories, incorporated into your grand design with effortless precision.

Most remarkably, your mind retains perfect clarity despite this expansion of awareness. Where Momonga struggled with the weight of his fabricated genius, you wield your intellectual might with the same ease as breathing. The pressure of constant performance vanishes, replaced by genuine mastery that exceeds even the wildest expectations of your most devoted followers.

In essence, you become everything the NPCs of Nazarick believed their lord Momonga to be—not an ordinary being pretending at godhood, but a true Supreme Being whose machinations extend beyond the comprehension of lesser minds. Sasuga indeed.

Fighter

Martial Art Master [100 CP | Discounted for Fighter]

Martial Arts in this world aren't just techniques—they're a discipline of will, instinct, and soul. You start with the ability to use up to ten Martial Arts techniques—stances, counters, strikes, or enhancements, each blending your training with a spark of something deeper. Unlike most warriors, you don't need to be born exceptional to grow. If you hone your skill, push your limits, and train relentlessly, your skill will grow ever more.

Battlefield Foresight [200 CP | Discounted for Fighter]

Some warriors just know how to fight. You know how to win wars. With only a glance, you can read terrain like a map, anticipate enemy formations, and place allies exactly where they'll make the greatest difference. You instinctively grasp the flow of battle—when to charge, when to feint, when to fall back. Even if you're outnumbered or outgunned, you can make strategy feel like fate. And when you stand in the front, shouting orders through grit and blood, people listen—not because you're the strongest, but because they believe you'll get them home.

Vanguard of Tomorrow [400 CP | Discounted for Fighter]

You are the wall that won't fall, the blade that keeps swinging. When others would collapse, your body surges forward, fueled by raw resolve and sheer force of will. Wounds close faster, stamina drains slower, and you can push through curses, toxins, and exhaustion that would cripple a lesser soul. Even against monsters or magic-users far above your level, you will hold the line—and break theirs.

Martial Lord [600 CP | Discounted for Fighter]

Your mastery has gone beyond mortal limits. You are what others aspire to become—perhaps even fear. You can cut through enchantments with a normal blade, strike with such precision you bypass natural armor or magical resistance, and command armies with nothing but your presence. Techniques come to you in moments of clarity, evolving mid-fight. You could duel a dragon, hold your own against a Player, and walk away from it. Even the gods would hesitate before calling you ordinary.

Rogue

Shadow Walker [100 CP | Discounted for Rogue]

Your movements are a study in subtlety. Trained in the arts of stealth, you can detect and disarm traps, scale walls with ease, and move silently through the shadows. Your heightened senses allow you to perceive hidden details, such as reading book titles from a distance or noticing slight irregularities in your environment. While magical detection remains a challenge, your physical stealth capabilities are exceptional.

False Truths [200 CP | Discounted for Rogue]

You have mastered the art of manipulation, allowing you to craft illusions and alter memories with ease. Your deceptions are so convincing that even the most observant individuals may struggle to see through them. Your fabrications are so intricate and compelling that they can shift the course of events, making others believe you are someone entirely different. With this ability, you weave lies that seem like truths and bend reality to your will.

Death's Kiss [400 CP | Discounted for Rogue]

You've perfected the art of silence, moving through the world like a ghost. Your mastery of stealth allows you to pass unnoticed by even the most magical or perceptive of beings. When you strike, there's no trace left behind—no sound, no scent, no blood, and no evidence that you've even made your presence known. When you make your move, your target often has no clue they've been struck until it's far too late.

Umbral Veil [600 CP | Discounted for Rogue]

You have transcended traditional stealth techniques, becoming a master of infiltration. You can bypass magical wards, avoid detection by even the most acute senses, and move through secure areas as if they were open fields. Your presence is so unobtrusive that even magical surveillance struggles to detect you.

Wizard

Adept Caster [100 CP | Discounted for Wizard]

You possess an innate understanding of magic, allowing you to cast basic spells with ease. Your mana reserves are above the world average, as well enabling you to perform spells with minimal preparation.

Profane Lore [200 CP | Discounted for Wizard]

You've uncovered long-lost arcane secrets that others dare not touch. Hidden tomes, secret scrolls, and cryptic manuscripts all whisper the secrets of ancient magics, long lost to the world. With this knowledge, you can begin to unravel spells and rituals thought too dangerous for anyone to wield. These are not the simple spells most wizards use—these are dark and complex, veering into areas of magic that twist reality itself. Maybe you can find a spell that allows you to pierce through the fabric of space, summoning creatures from distant planes, or perhaps you unlock an ancient ritual that bends time to your will.

Arcane Constructs [400 CP | Discounted for Wizard]

You can now craft complex magical constructs with your spells, creating anything from enchanted barriers and sentient golems to elaborate traps and tools that obey your will.

Overmagic Protocol [600 CP | Discounted for Wizard]

You've gone beyond casting spells—you craft them. Drawing from the deepest systems of YGGDRASIL you can create Unique Spells: personalized, high-tier magic that bends reality in ways standard magic cannot. These are the kinds of spells once feared in-game, rivaling even World Items in impact. They take time, effort, and a deep understanding of magical theory to form, and they drain your mana heavily—but their power is undeniable. With each new spell, your mastery grows, allowing your magic to scale with you, adapt, and even tap into the essence of World-Class effects. In your hands, magic becomes something more than a tool—it becomes a legacy.

Faction Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

The Re-Estize Kingdom

Noble Form [100 CP | Discounted for The Re-Estize Kingdom]

You've learned how to move in a world where appearances matter more than truth. Whether you were born to a title or just learned to act like it, you carry yourself with quiet authority. You know how to speak in court without saying too much, how to bow without lowering yourself, and how to be heard without raising your voice

Day by Day [200 CP | Discounted for The Re-Estize Kingdom]

You've seen hope flicker out in the eyes of people who once believed in something. In a kingdom full of broken promises and silent suffering, you've learned how to keep going—not out of glory or ambition, but because someone has to. This perk gives you an inner strength that doesn't draw attention, but never falters. You keep calm under pressure, steady in fear, and kind even when it's hard. Maybe you're not the loudest voice in the room, but when everything falls apart, you're still there. And sometimes, that's what holds everything together

The More You Know [400 CP | Discounted for The Kingdom]

In Re-Estize, surviving means knowing when to speak, when to lie, and when to simply watch. You understand the silent war being played in noble halls and backroom deals. You see how one whispered rumor can unseat a lord—and how a carefully placed debt can win a throne. You aren't just good at politics—you live it, reading people like letters and building alliances out of nothing. The court is dangerous, but with you in the game, it's also manageable.

Undying Light [600 CP | Discounted for The Kingdom]

The world is changing, and the Kingdom is falling—but you haven't given up. Maybe you're trying to save what's left, or maybe you're just making sure it isn't forgotten. Whatever your reason, you inspire something rare: loyalty that doesn't come from fear, but from belief. When things fall apart, people gather around you. And sometimes, that's enough to change everything.

The Baharuth Empire

Paperwork Away [100 CP | Discounted for The Baharuth Empire]

You're not on the front lines, but without people like you, the Empire wouldn't function. You have a natural talent for administration, logistics, and the quiet, often thankless work that holds a nation together. Numbers make sense to you. Reports get filed properly. You can smooth over bureaucratic chaos, organize tangled systems, and keep things moving even when others are overwhelmed. You might not wear a crown or wield a sword, but when something breaks in the state, you're the one they turn to—because you fix things. Efficiently. Reliably. And without needing praise.

Rank Up [200 CP | Discounted for The Baharuth Empire]

You have an inherent drive to reach beyond the status quo. Challenges and setbacks only fuel your determination to grow, pushing you to improve and expand, both in the world around you and in yourself. Where others see only obstacles, you see opportunities, and fate nudges you along the path to success.

Imperial Favor [400 CP | Discounted for The Baharuth Empire]

There's a subtle, invisible thread that ties you to the heart of whatever cause, organization, or ideology you've pledged yourself to, making you feel like you're meant for something greater. You may not fully understand it, but you know that your choices matter more than you expect. Your actions, even the small ones, start to create ripples—people are drawn to follow you, and things seem to fall into place in your favor when you need them most. The doors that used to seem locked now open for you, as if the world itself has a way of bending to guide you toward success. Trust, favor, and the right opportunities show up at just the right time, often when you're in a position to change the course of events. In the back of your mind, you sense that destiny itself is working quietly behind the scenes, steering you in ways that align with your chosen allegiance.

Imperial Will [600 CP | Discounted for The Baharuth Empire]

Loyalty isn't just a word—it's something that runs deep in your veins. It's a quiet understanding that whatever challenges lie ahead, you'll face them without hesitation, because your dedication to your cause never wavers. This inner strength isn't just about your own conviction—it inspires those around you to stand firm as well, creating a bond of trust that can weather even the harshest storms.

The Slane Theocracy

Voice of Slane [100 CP | Discounted for The Slane Theocracy]

You've learned how to speak not just with clarity, but with conviction. Whether at a pulpit, in council, or across a battlefield, your voice carries the weight of doctrine and deep-rooted belief. You know how to stir devotion in allies, unnerve nonbelievers, and invoke reverence without aggression.

Inquisition [200 CP | Discounted for The Slane Theocracy]

Years of training have sharpened your senses to a razor's edge. You've learned to look beyond the surface, recognizing lies and hidden motives with unsettling ease. It's not about raw power; it's about perception. The subtle shifts in tone, the small tremors of guilt, the tells that others miss—these are your tools. You can read a room like a book, sensing who is being truthful and who is concealing something dangerous. People around you might not even know it, but they'll feel the weight of your gaze, knowing you can see more than they're willing to show.

Wisdom of the 6 [400 CP | Discounted for The Slane Theocracy]

The teachings of the Six Great Gods are more than scripture—they're strategy, policy, and truth woven into a nation's survival. You've studied them not just as a believer, but as a scholar and tactician. You can identify heresy by tone, see rebellion in policy, and anticipate the thoughts of enemies shaped by divine history. Even in the chaos of this world, your faith provides structure. To you, belief is more than a comfort—it is a weapon.

Divine Remnant [600 CP | Discounted for The Slane Theocracy]

There's something in you that sets you apart—an echo of the divine, faint but unmistakable. Whether whispered as the descendant of a God-kin or simply touched by the will of something long vanished, you stand a step above the rest. You grow faster, endure more, and wield power that comes as naturally as breathing. Within the Theocracy, this spark earns you reverence or fear, opening doors that remain sealed to most. Elsewhere, it draws attention from those who sense greatness—or danger—in your presence. You are not a god, but the blood in your veins remembers one.

Dwarf Kingdom

Stone Blood [100 CP | Discounted for Dwarf Kingdom]

You're used to the weight of the mountain above you and the cold of stone underfoot. You work well in harsh environments and enclosed spaces, and can read stone and metal like most read books. Whether it's detecting instability in a tunnel wall or recognizing the value of raw ore at a glance, the deep places of the world feel like home.

Trader Joe's [200 CP | Discounted for Dwarf Kingdom]

You were raised under the eye of the old masters—those who remember the Kingdom before decline. You know the traditions of the crafting guilds, the etiquette of merchant clans, and the balance between pride and practicality. This grants you a sharp business sense, fluency in trade customs, and the ability to earn respect among crafters and nobles alike.

Runic Artisan [400 CP | Discounted for Dwarf Kingdom]

Lost to most of the world, the art of rune smithing lives on in your hands. You can inscribe magical runes into armor, weapons, and items, imbuing them with stable enchantments that rival Tier Magic. These creations don't fade or rely on mana once complete—they endure, passed down like heirlooms. With time and practice, you can innovate new rune patterns, making each project a signature piece of magical craftsmanship.

Forge Master [600 CP | Discounted for Dwarf Kingdom]

Yours is not just skill—it is legacy. You command such mastery over metal, magic, and flame that your name could echo across generations. You understand materials at a fundamental level, drawing the potential out of even the most humble ore. Legendary weapons, peerless armor, constructs powered by rune or spell—you can craft them all. Dwarves and kings alike would travel for your work, and even beings of great power might seek your forge. This isn't just about creation—it's about shaping the future with your hands.

Chaos

Chaos Logic [100 CP | Discounted for Chaos]

You radiate an unsettling presence—never overt, always just beyond comprehension. This aura confounds attempts to fully perceive, classify, or predict you. Even reality itself seems unsure of your nature, giving you a subtle advantage in every encounter, especially against those who rely on logic or fixed systems.

Chaos Forge [200 CP | Discounted for Chaos]

You have learned to etch the signature of Chaos onto the world itself. Weapons, armor, tools—or even living beings—can be infused with the unstable essence of the Chaos Zone. These markings twist properties in strange ways: a sword might phase through solid matter, a cloak might blur the memory of its wearer, or a companion may begin to evolve with unpredictable gifts. The more significant the item or creature, the more dramatic the change, though not always in ways you expect. You don't craft in the traditional sense—you awaken. You whisper potential into metal and flesh, and Chaos answers, reshaping it into something wholly other.

Beast of a Thousand Shapes [400 CP | Discounted for Chaos]

Your body is no longer bound by a single shape. Touched by the energies of the Chaos Zone, you can assume the forms of various Chaos Beasts—monstrous entities born of raw, unshaped possibility. You might become a quadruped Chaos Beast, swift and relentless; a winged titan that rains devastation from the skies; a dual-blade predator cutting through armies; or even a draconic force of destruction. Each form alters not only your appearance but your capabilities, granting you their strengths as naturally as your own breath. These transformations are instinctual, fluid, and yours to command. As your bond with chaos deepens, so too does your ability to refine or even invent new forms—each a reflection of your will made manifest through the lens of madness. In a world where form defines fate, you alone remain undefined.

Divine Right [600 CP | Discounted for Chaos]

You are no longer a mere anomaly—you are the voice of the Sea of Possibilities given form. Something vast and unknowable has chosen you not as a servant, but as its anchor in this world. The Cracks in reality, where the Chaos Zone leaks into existence, open at your call. You no longer seek the Chaos Beasts—they answer to you. These grotesque, reality-defying beings can be summoned to your side, their forms shifting with the logic-breaking nature of their birth. Each one reflects a different truth of the chaos they embody—fragmented, terrible, and powerful. You can direct them in battle, unleash them upon enemies, or even

merge your essence with theirs to gain new abilities. Beyond that, your connection to the Cracks allows you to manipulate the terrain, distort magical influence, and interfere with relics tied to divine or systemic order. The world tries to adjust to your presence, but the more it resists, the more it twists around your will. You're not worshipped because of what you do—you're worshipped because nothing else makes sense.

YGGDRASIL Player

Pro Gamer [100 CP | Discounted for YGGDRASIL Player]

You never forgot how to read the world like a player—cooldowns, aggro, min-max potential, all still ring clear in your head. Even without menus or item descriptions, you feel what an ability wants to do, where the numbers should be, and how far you can push a skill before it breaks.

Dev Log [200 CP | Discounted for YGGDRASIL Player]

The world may have changed, but your mind still runs on update cycles. You're unusually good at recognizing when something's been altered—be it a subtle shift in magical behavior, a tweak in how skills resolve, or a newly introduced "mechanic" in how the world functions. You can intuitively sense what's new, what's outdated, and what's exploitable—almost like you're still receiving behind-the-scenes patch data. This awareness allows you to adapt faster than others, and sometimes even prepare for things before they're "announced." To you, the world isn't mysterious—it's just running a different version.

Speed Runner [400 CP | Discounted for YGGDRASIL Player]

The New World is bound by rules—just different ones. But to someone like you, rules are meant to be pushed. You spot exploitable interactions faster than scholars can read them. Whether it's a flaw in magical law, an unexpected synergy in enchantments, or a creature's behavioral pattern, you notice what others miss. You don't cheat the system—you understand it. And through that understanding, you can turn even the strangest quirk into an advantage.

The System [600 CP | Discounted for YGGDRASIL Player]

You are a living fragment of YGGDRASIL made manifest, its mechanics, logic, and structure still echoing in your soul even after the game's end. While the New World operates on unfamiliar laws, you can see through them—levels, class hierarchies, skill trees, even aggro and cooldown systems all register in your mind as clearly as they once did. More than just a memory, this insight lets you reshape your reality: naming and designing new skills, restoring long-lost class mechanics, and crafting hybrid builds that rival the flexibility of World-Class Job holders.

The Dragon Lords

Dragon Blood [100 CP | Discounted for The Dragon Lords]

You are born with an innate connection to the ancient Dragon Lords. This bond grants you a natural affinity for the primal forces of the world, making you far more resilient to elemental and magical energies. Your senses sharpen to the point of being able to detect hidden dangers, shifts in magic, and the flow of energy around you. Your strength, vitality, and instincts are enhanced, putting you on par with the legendary dragons of old. Over time, your body will undergo a transformation, slowly resembling the terrifying might of the ancient creatures, marking you as someone both feared and revered.

Draconic Instincts [200 CP | Discounted for The Dragon Lords]

You are born or gifted with the instincts of the ancient Dragon Lords, giving you an unparalleled intuition in planning and foresight. While you don't know everything, you are capable of perceiving patterns and subtle threads of fate that others miss. Your mind can instantly process a vast amount of information, allowing you to make decisions with uncanny accuracy. You may not always predict every detail, but you can often foresee key turning points and outcomes, guiding your actions based on what feels "right." This instinctual wisdom doesn't make you infallible, but it allows you to stay several steps ahead in situations of conflict, negotiation, or danger. Your strategies tend to adapt and evolve naturally, even when things don't go as expected, and your ability to read people and circumstances makes you a master of indirect influence. Over time, as you continue to grow in power and experience, your insights will deepen, and you'll learn to manipulate the world in subtle but meaningful ways.

Primordial Source [400 CP | Discounted for The Dragon Lords]

You've uncovered an ancient and primal force, one that pulses at the core of the world, filling your very being. This power doesn't just boost your magical strength—it fortifies your soul. You become tougher, more resilient, capable of withstanding both magic and physical harm with ease. Your connection to this source of power also deepens your understanding of the world's forgotten forces, allowing you to tap into ancient abilities once thought lost to time. As you draw from this wellspring of power, your soul grows stronger, becoming more like those of the Dragon Lords themselves. Over time, your very presence begins to radiate the same primal might that once shaped the world, and you gain an understanding of magic and reality that no one else can touch.

Wild Magic [600 CP | Discounted for The Dragon Lords]

You tap into an ancient, primal force—one older than the established laws of magic. Wild Magic doesn't rely on mana or established principles; it draws from life itself, whether your

own, your enemies', or something far deeper. Unlike Tier Magic, which follows the structure of the world, Wild Magic bends reality to your will, shifting it in ways that feel instinctual, like forgotten rites from an era long past. These spells are not learned; they are remembered, fragments of a lost era surfacing from your very soul. Each spell is a mark on the world, reshaping it in ways modern magic cannot touch. Over time, you'll learn to call upon powers that were once wielded by the Dragon Lords old—creating spells that tear at the fabric of space, alter the flow of time, or even create items that bend the rules of the world itself.

Nazarick

No Sin in Loyalty [100 CP | Discounted for Nazarick]

In a place like Nazarick, horror is ordinary, and death is a mercy. You've learned to keep your voice steady and your gaze level, even when witnessing the darkest acts carried out in the name of loyalty or doctrine. This isn't apathy—it's clarity. Whether through numbness, conviction, or understanding, you do not flinch. Your mind remains sharp, your presence unshaken, no matter what cruelty unfolds around you.

Unspoken Mandate [200 CP | Discounted for Nazarick]

You don't hesitate—you interpret, act, and deliver. In a place where hesitation can be fatal and obedience is everything, you've found your strength in carrying out orders with quiet precision. You understand the will behind the words, even when nothing is spoken aloud. Others follow your lead not because they must, but because they trust you'll do what the Supreme Beings would have wanted.

Architect of Dread/Hope [400 CP | Discounted for Nazarick]

In this world and the next, beings of cruelty and ambition see something in you—familiarity, perhaps, or promise. Dark gods, demon lords, corrupt kings, and monstrous creatures find your presence compelling, even admirable. You speak their language, not always with words, but with action, vision, and intent. In future ages and distant lands, those who walk the path of ruin or conquest instinctively sense kinship. They offer you alliances where others face annihilation, and your influence can subtly steer the rise of nations steeped in dread. You are not merely tolerated by evil—you are welcomed as one of its architects. Alternatively, you could instead choose to become a bringer of hope, shifting the effects to target those that are considered as part of the forces of good.

The Return of the 42nd [600 CP | Discounted for Nazarick]

You are something they never expected: a new Supreme Being. Whether reborn, remembered, or simply recognized, the denizens of Nazarick, or your Guild Base, heed your will without hesitation. Even those who should be loyal to others—NPCs crafted by different players—begin to question where their true allegiance lies. The deeper the bond with your guild becomes, the more you awaken traces of its legacy within yourself: access to guild authority, lost magic items, knowledge sealed away since YGGDRASIL ended. You don't just lead it—you shape what it becomes next.

Items

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Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

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General [Undiscounted]

Coin Bag [Free]

At first glance, this pouch seems unremarkable—a simple leather bag tied to your waist. But within it lies a quiet power: an enchantment that regenerates its contents each week. Every seven days, the bag replenishes itself with a fresh supply of wealth. You'll always find around 10,000 gold coins or an equivalent value in local currency, enough to gain the favor of the influential and settle comfortably in most places. But it doesn't stop at coinage—if the local economy is more exotic, it will adjust, offering precious gems, enchanted items, or rare materials that can easily be traded for even more valuable goods or services.

Travel Pass [100 CP]

A worn, ancient medallion bearing a shifting crest, this sigil subtly alters the wearer's aura to match local customs, social standing, or faction alignment. It doesn't grant false authority, but it makes people more likely to assume you belong—reducing suspicion, bypassing minor scrutiny, and smoothing interactions in foreign or hostile environments

Adaptive Chaos Equipment [200 CP]

Crafted from the raw essence of Chaos, this suit of armor and/or clothing adjusts to your surroundings and the threats they present. Whether you find yourself in the heart of a desert, battling magical foes, or navigating treacherous environments, the Adaptive Chaos Equipment molds itself to suit your needs. It provides protection from harmful forces—whether environmental, physical, or magical—and grows more attuned to the chaotic nature of the world.

World Shard Lantern [400 CP]

At first glance, it's just a lantern—worn brass, dim glow, the kind of thing you'd find forgotten in an attic. But when lit, something shifts. The world seems to pause. Hostile creatures hesitate to enter its light, curses weaken at its edge, and the chaotic laws of wild lands seem to settle into something stable and calm. Within its radius, you find peace—a temporary sanctuary carved out of the surrounding madness. It's not indestructible, and it doesn't repel armies, but it creates a space that feels safe, where wounds close easier, minds clear, and magic behaves a little more predictably. The lantern's warmth grows with you; the more you trust it, the more it remembers what safety should feel like. Some say it contains a fragment of a forgotten World Item. Others say it's alive. You don't know the truth—but in your darkest hours, it's the one light that never goes out.

Shooting Star Ring [400 CP]

A deceptively simple band of otherworldly silver, its surface adorned with three stylized stars that appear to streak across the metallic canvas in perpetual motion. Under certain light, faint cosmic patterns shimmer within the metal itself, as though the ring contains a fragment of the night sky.

The Shooting Star Ring grants its bearer the ability to cast the Over-Rank spell "Wish Upon A Star" without any class restrictions, MP cost, or spell preparation—a power that transcends the normal limitations of magic. While YGGDRASIL's developers intended this as a high-risk gambling mechanic with predetermined outcomes, in the New World this ring manifests as genuine reality manipulation, allowing the wearer to reshape aspects of existence according to their desires.

When activating a charge, you gain instantaneous intuitive knowledge of what can and cannot be accomplished with your wish. The spell's power can overcome nearly any obstacle, bypass almost any protection, and alter reality in ways that would require many specialized 10th-tier spells working in concert to achieve similar effects. Only World Items and powers of equivalent magnitude remain beyond its reach.

Each of the three stars represents a single charge. When expended, that star fades from the ring's surface, gradually reappearing as the charge regenerates over the course of one month. The regeneration process cannot be accelerated through normal means—although the sacrifice of what is known as lifeforce, or EXP can expedite the process.

For those willing to pay a steeper price, the ring offers access to Greater Wishes—reality-altering effects of such magnitude that they would normally cost the caster five character levels per use in YGGDRASIL terms. As a Jumper, you needn't concern yourself with such sacrifices; your premium purchase covers this toll. However, Greater Wishes require three months to recharge rather than one.

The limitations of Greater Wishes remain largely theoretical—even the legendary Ainz Ooal Gown used this power with extreme caution. Tales suggest that a Greater Wish might resurrect the truly dead without penalty, permanently alter fundamental attributes of beings, or even modify the underlying mechanics of magic itself within a limited area.

Choose your words with care when making your wish. The wise wear this ring with constant awareness of their thoughts, for an idle wish in a moment of frustration might cost a precious charge with disappointing results.

World Item [600/1000 CP]

In the vast realms of YGGDRASIL, no treasures commanded more reverence, fear, and desperate desire than the fabled World Items. These reality-warping artifacts represented the absolute pinnacle of the game's item hierarchy, capable of effects so profound they could potentially reshape the fundamental nature of existence itself. With only two hundred in total across the entire game, encountering even one represented a moment that would define a player's entire YGGDRASIL career.

Your path to acquiring such an artifact could have taken many forms. Perhaps you uncovered it through a hidden quest so obscure and demanding that even the game's most dedicated players dismissed it as impossible. Maybe you claimed it as spoils from conquering a rival guild's base, seizing their most precious treasure in the aftermath of a legendary siege. You might have obtained it through combat with another player, emerging victorious from a battle where the stakes were nothing less than history defining. Or perhaps fate simply smiled upon you - a chance discovery in some forgotten corner of the Nine Worlds that forever altered your destiny.

Regardless of how you obtained it, your World Item stands as one of the most significant artifacts in existence. Its form reflects its nature and power - an ornate staff crackling with dimensional energy, an ancient tome whose pages contain fundamental truths of reality, a crystalline orb that holds captured fragments of creation itself, or any other manifestation appropriate to its grand significance.

The power contained within your World Item operates on a scale that renders conventional magic obsolete. Where ordinary spells might heal injuries or manipulate elements, World Items might be able to rewrite the fundamental rules by which existence operates. They could create new forms of life, alter the flow of time across entire dimensions, or establish physical laws that override natural constants. Their effects supersede all conventional resistances and immunities - when a World Item acts, reality must yield to its authority.

Choose the Nature of your World Item:

Standard World Item (600 CP): Your artifact possesses power comparable to legendary items like Atlas, Avarice and Generosity, Billion Blades, Downfall of Castle and Country or the Depiction of Nature and Society. While individually less catastrophic than the most feared World Items, these abilities can generally be activated as desired, providing consistent strategic advantages throughout your adventures. For items that are not part of the Twenty but are one use items like the Caloric Stone, it reappears after being used one month later in your inventory or another place deemed safe.

Twenty-Ranked World Item (1000 CP)

Your artifact ranks among the Twenty - the most feared and coveted World Items in all of YGGDRASIL. However, such overwhelming authority comes with profound limitations, such as being a one time use item. Once used up, the item reappears in your inventory or another place deemed safe after a decade has passed.

The precise nature and appearance of this World Item is yours to determine, tailored to complement your strategic priorities. As a word of warning, implications of possessing a World Item extend far beyond its direct capabilities. The mere knowledge that you wield such an artifact could indeed serve as the ultimate deterrent, but it might also serve as the ultimate temptation.

By default, any custom made World Items are assumed to be an addition to the original 200 World Items. Also any purchased canon World Items are assumed to be duplicates of the originals. How do you justify it? Fanwank it. Maybe the GMs of YGGDRASIL made a mistake and you ended up with a bunch of duplicated World Items, or had the fortune to stumble upon them etc. Alternatively, you may choose to receive the original World Item, though doing so might result in unexpected changes to the canon lore, you have been forewarned.

Either option may be purchased multiple times, with each acquisition granting you another World Item.

Fighter

Boondock Belt [100 CP | Discounted for Fighter]

This belt may look simple at first—a sturdy piece of leather, reinforced with steel—and yet, it's far more than just a piece of equipment. The moment you wear it, you feel the subtle shift in your body, a quiet strength settling in your muscles and joints. The enchantment is woven into the belt. It doesn't make you invincible, but it works in the background, boosting your stamina and making every movement just a little bit faster, a little bit sharper. You find that you're able to fight longer without tiring, to push through fatigue when your body is ready to give up. It's the kind of support that feels like it's always there when you need it, allowing you to endure where others might falter. If nothing else it is usefully as a makeshift whip.

Battle Born Steed [200 CP | Discounted for Fighter]

This mount is all you can ask for in order to get from point A to B. Whether it takes the form of a sturdy warhorse or something more exotic, it adapts to your needs, ensuring you have a reliable companion for both travel and combat. It's not just built for speed or strength—this steed has been enchanted to handle all sorts of terrain and obstacles without tiring, making it ideal for long journeys or tough environments.

Guild of Warriors [400 CP | Discounted for Fighter]

This durable, redeployable stronghold was designed for warriors who never stay in one place for long. When summoned, it forms a fortified camp complete with barracks, sparring grounds, and a planning hall—modest at first, but resilient against the elements and most magical interference. While it doesn't conjure troops from thin air, it naturally becomes a hub for mercenaries, squires, and fighters drawn by your growing legend. The more you rely on it, the more it grows—expanding with training arenas, reinforced armories, or specialized rooms that reflect your leadership style. Whether you're regrouping after a siege or training the next generation of sword arms, this mobile guild serves as your foothold wherever war takes you.

Warpaths End [600 CP | Discounted for Fighter]

A full combat ensemble crafted from fragments of World-Class Gear and reforged using the lingering will of a fallen battlefield god. The armor set adapts perfectly to your body, offering overwhelming defense without sacrificing movement—and the longer you're in combat, the stronger it gets. Critical blows trigger a battlefield-wide intimidation effect, draining enemy morale and empowering your strikes. In moments of dire peril, the armor awakens its latent power, letting you tear through magical effects and dimensional interference like cloth—if only for a few minutes.

Rogue

Silent Stitcher [100 CP | Discounted for Rogue]

To the untrained eye, it's just a worn leather roll of tools: thread, needles, miniature hammers, and tiny vials of resin. But in your hands, this is a master artisan's lifeline. This is a compact, magically attuned repair kit capable of mending everything from torn leather to cracked armor plating. It works on mundane and magical gear alike, seamlessly restoring structural integrity and even patching up enchantments—though the deeper the damage, the longer it takes. It doesn't heal wounds or conjure replacements, but in the field, when your cloak's glyphs are flickering or your gear's failing at the worst moment, this little kit is the quiet answer that gets you back on your feet.

Gravepick Key [200 CP | Discounted for Rogue]

It looks like a rusted, old-fashioned key—nothing special. But in the hands of someone who knows how to listen to locks, it sings. This doesn't open every door—it opens the right ones. Most sealed passage, hidden compartment, or magical lock not tied to a powerful enchantment or spell will give way, with only the faintest resistance. It works slowly, reverently, like unlocking something meant to stay buried. It even reveals hidden entrances you might have missed—false walls, floor panels, vaults tucked behind enchantments. The more you use it, the more attuned it becomes to your instinct, guiding your hand toward places best left forgotten... and occasionally warning you when a door should remain closed.

Temple of Assassins [400 CP | Discounted for Rogue]

Hidden away in the world, this is your personal sanctuary—a place for quiet reflection, training, and strategizing. It doesn't appear as anything special at first, but once summoned, it melds into the environment around it, its structure shifting to blend in perfectly. Inside, it's a different world: training rooms, secluded spaces for planning, and areas for rest all come together in harmony. The Temple is yours to shape, growing as you use it, adapting to your needs. As your reputation spreads, it becomes a safe haven for like-minded individuals—other rogues, mercenaries, or those seeking a quiet place to hone their craft. Over time, it becomes more than just a hideout: it's a reflection of your growing influence and ambitions. You'll find the temple offers everything you need, from alchemical supplies to weaponry, and even a network of like-minded individuals to help you when you need it most.

Cowl of the Shadow Prince [600 CP | Discounted for Rogue]

Worn by a legend whose name was never known, this dark, hooded cloak carries the weight of a thousand silent kills and a lifetime of secrets. When drawn over your head, it cloaks your presence in more than just shadow—people forget they saw you, even as you slip past them. Light seems to turn away. You don't vanish, but you may as well have. The cowl deepens your instincts, sharpening your awareness of nearby movement and magical detection. In moments of true danger, it lets you melt into the darkness entirely, slipping through walls or appearing behind your target with barely a whisper.

Wizard

Inkbound Guide [100 CP | Discounted for Wizard]

It's a battered little book—leather scuffed, corners curled, and faint burn marks along the spine. But open it, and you'll find a shifting array of magical notes, diagrams, and half-finished spells that seem to reorganize themselves around your current needs. Part spellbook, part arcane notebook, the Traveler's Grimoire is attuned to your magical growth. It doesn't hold infinite knowledge, but it remembers everything you do, and occasionally fills in gaps—offering small insights or nudges when you're missing a key component in your theory or incantation.

Arcane Wayfinder [200 CP | Discounted for Wizard]

No larger than a brooch or pendant, this device contains a softly glowing crystal housed in enchanted silver, and it always knows where magic is thickest. More than a compass, it gently guides you toward concentrations of arcane energy—forgotten ruins, leyline nexuses, unclaimed artifacts, or hidden laboratories—if such places exist within reasonable distance. It doesn't break wards or solve puzzles, but it points the way, helping you thread through magical interference and layered illusions.

College of the Arcane [400 CP | Discounted for Wizard]

Tucked into a corner of the world few notice, the College doesn't demand attention—but those who need it always find their way. From the outside, it appears differently to every visitor: a tower swallowed by ivy, a floating citadel, a quiet ruin with a single lit window. But once you cross the threshold, you'll know it for what it is—a sanctuary of knowledge and magic, bound to your will and tailored to your approach. The halls rearrange themselves to your pace of learning, with libraries, spellwork chambers, and lecture rooms forming and fading as needed. There are no teachers unless you want them, but there are echoes—records of ancient casters, preserved dialogues, half-ghosts of long-dead masters who still debate in the corners. As you grow, so does the college, quietly reflecting your specializations, your philosophy of magic, even your fears. It is not defenseless, either. Should it be threatened, the college responds with subtle, elegant fury, protecting its legacy—and yours—with arcane traps, illusions, and defenses shaped by your own arcane signature.

Robe of the East [600 CP | Discounted for Wizard]

At first glance, it's just a beautiful robe—gilded in soft gold thread, its fabric light as breath and warm as memory. But the moment you slip it on, there's a quiet shift, like stepping into the role of someone greater. The robe doesn't make you feel powerful—it makes you remember that you already are. Magic comes easier, smoother, like it's meeting you halfway,

and your thoughts feel clearer, steadier in the storm. When you rise into the air, it's not with a roar, but a hush—as though the world itself is holding its breath. This isn't armor, and it's not a crown. It's something more intimate. It's comfort in the midst of battle. It's the weight of every mentor's hopes, every spell learned late at night. And in those quiet moments, when you're unsure if you're enough, the robe wraps around you like a whisper: You've come farther than you think.

Faction Items

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The Re-Estize Kingdom

Colors of the Crown [100 CP | Discounted for The Re-Estize Kingdom]

It's just a banner, they'll say—cloth and thread, nothing more. But you know better. This banner has weight, not just in its stitching, but in what it means. It bears your crest, your colors—something deeply personal, whether it's the symbol of a noble house, a cause you've taken up, or simply the mark of someone who refuses to be forgotten. When it's raised, soldiers straighten their backs, villagers watch with quiet hope, and enemies hesitate. It doesn't cast spells or roar with magic—it reminds people that someone is still fighting for them.

Oathbound Ledger [200 CP | Discounted for The Re-Estize Kingdom]

At first glance, the Oathbound Ledger might seem like just an old book—its cover worn and its pages yellowed with age. But to those who understand its true value, it's something far more important: a living testament to loyalty and trust. When you strike a deal, forge an alliance, or swear a personal oath, this book is where it all begins. If desired, the moment someone makes their vow, their name is written in ink, and the Ledger keeps their word safe, just as they promised. But it's not just a record—it's a reminder. If someone tries to break their word, the ink will begin to fade, and a cold feeling will settle in the air, a quiet warning of what's to come. The deeper the betrayal, the colder the sensation. On the other hand, when promises are honored, the ink feels warmer, as if the book itself is acknowledging the bond.

Lord's Estate [400 CP | Discounted for The Re-Estize Kingdom]

A grand but humble abode, this manor offers a comfortable and secure residence. The manor is spacious, with an elegant interior featuring richly appointed rooms, a well-stocked library, and a training yard for practicing combat or magical arts. The manor also includes a private garden, a small stable, and hidden passages perfect for escape or smuggling goods.

Razor Edge [600 CP | Discounted for The Re-Estize Kingdom]

Once thought to be a weapon born of legend, Razor Edge is a broadsword unlike any other. With its striking teal blade and ornate golden hilt, it looks like something from a time long past. But its true power lies in its simplicity. There are no flashy enchantments or glowing runes—just a blade so sharp it seems to defy the laws of the world. It cuts through the toughest armor as though it were mere cloth, making even the most formidable foes seem fragile.

The Baharuth Empire

Imperial Standard [100 CP | Discounted for The Baharuth Empire]

It looks like a simple signet ring—worn steel, the Empire’s crest (or equivalent) etched deep into its face—but its weight isn’t measured in gold. This was once worn by a mid-level diplomat, a battlefield quartermaster, or perhaps a minor noble—no one remembers now. But its authority lingers. With it, doors open that would stay shut, tongues loosen around you, and minor functionaries instinctively defer. It doesn’t command armies or rewrite laws, but it lends the quiet legitimacy of the Empire’s voice to your own.

Golem Squad [200 CP | Discounted for The Baharuth Empire]

These 4 golems were forged by the greatest craftsmen the Baharuth Empire ever produced—masters of enchanted metallurgy and battlefield design. But they weren’t made in your image... not at first. That came later. While their cores hold the Empire’s enduring brilliance, everything else—the shape of their armor, the way they move, the tools they carry—is yours to decide. Want heavy-plated brutes built for shock-and-awe? Done. Sleek, agile sentries with retractable blades and silent steps? Just say the word. Their design evolves with you, not just growing stronger, but smarter—adapting to your style, your commands, your instinct.

Colosseum Of Champions [400 CP | Discounted for The Baharuth Empire]

It rises like a monument to ambition—stone and steel shaped into a perfect ring of thunderous applause and spilled blood. This *colosseum* isn’t just a place for sport. It’s a crucible. Here, names are made and reputations shattered. You own it, in name and in function. If you so choose, it can appear wherever you go, forming on the edge of a city or deep in the wastes, always drawing crowds, challengers, and would-be legends. The rules are yours to write. Fights can be ceremonial or lethal, staged for politics or genuine trial by combat. Those who emerge victorious from your arena don’t just walk away stronger—they walk away changed.

Ring of Twilight [600 CP | Discounted for The Baharuth Empire]

At first glance, it’s just a simple band—blackened silver, set with a dull violet stone that never catches the light. No one remembers who made it, or when. It’s passed from hand to hand in quiet trades and desperate bargains, always finding its way to those on the edge of something greater—or something terrible. While worn, your body defies time: no aching joints, no fading strength, no hesitation in your movements. And your mind... remains yours. No voice can whisper into your thoughts, no spell can twist your will. It doesn’t make you invincible, but it makes you whole.

The Slane Theocracy

Medallion of the Faithful [100 CP | Discounted for The Slane Theocracy]

A simple medallion of burnished stone, worn smooth by touch and time, etched with a sigil of old scripture. When worn, it grants more than comfort—it grants presence. Doors open a little quicker. Voices hush when you speak. Even the defiant pause before raising a hand against you. It's not magic in the flashy sense; it's conviction made tangible. With it, you carry the quiet weight of someone who speaks with faith, and others feel it—whether they want to or not.

Judicators Vestiment [200 CP | Discounted for The Slane Theocracy]

They may look ceremonial—layers of deep indigo and silver-threaded white, high-collared and weighty—but these robes were designed for more than ritual. Woven from blessed fibers resistant to corruption and dark sorcery, they offer steady protection against curses, mind-affecting spells, and the creeping taint of undead magic. Subtle enchantments reinforce your presence; your footsteps echo louder in the minds of others, your words strike deeper, your silence weighs heavier.

Summon Crystal [400 CP | Discounted for The Slane Theocracy]

A translucent shard warm to the touch, the Summon Crystal holds a flicker of divine energy waiting to be called. When activated—whether through a whispered prayer or a surge of will—it calls forth a celestial ally shaped by your nature: an angel wreathed in light, a radiant elemental, or something stranger still. The summoned being fights with unwavering loyalty, its strength scaling with your own. If it falls, the crystal dims and cools, inert for the rest of the day—but by dawn, its light returns, quietly ready to answer you again.

Crown of Wisdom [600 CP | Discounted for The Slane Theocracy]

Once cradled by the heads of priestesses and prophets during the holiest rites, this ceremonial circlet is more than a symbol—it's a conduit. Forged from mythril-threaded silver and inlaid with an array of polished gems, each attuned to divine schools of magic, the crown's centerpiece is a large, obsidian-hued crystal that pulses faintly with stored power. When worn, the crown doesn't simply enhance your magic—it elevates it. Spells you once struggled to cast come naturally, while those beyond your reach now shimmer within your grasp, as though the very heavens are guiding your hand. It sharpens divine magic most of all, allowing for feats normally reserved for saints, angels, or those chosen by the gods. Most crowns of its kind exact a price, slowly eroding the mind and identity of the

user—but this one is different. Whether reforged, blessed anew, or simply an outlier, it bears none of that flaw. Its power is clean, controlled, and loyal to its bearer alone.

Dwarf Kingdom

Ember Light Token [100 CP | Discounted for Dwarf Kingdom]

It's just a tiny shard of emberglass, warm in your palm and easy to forget in a pocket. But when the cold sets in, or when your hands tremble from exhaustion, it's there—steady and sure. It doesn't blaze, it doesn't shine—it just glows faintly, like the last coal in a dying hearth. Yet that's enough. With it, you don't lose your grip in the middle of a delicate weld, don't miss the hollow echo in a wall you're not supposed to break. It doesn't whisper answers—but somehow, it always nudges you in the right direction.

Forge Harness [200 CP | Discounted for Dwarf Kingdom]

It's not ornate. No gold trim, no glowing sigils—just leather worn smooth with use and rings of burnished steel. But it's solid. The kind of gear that doesn't quit on you when the air gets thick with smoke and every swing feels heavier than the last. Slip it on, and you'll feel the difference—your footing steadies, your breath evens, your strength holds a moment longer. Crafted for those who work close to fire and danger, it dampens heat, shrugs off stray sparks and shrapnel, and gives your arms that extra push when you're forging something that matters. It won't win you praise from highborn smiths, but every soot-covered apprentice and veteran craftsman will nod in quiet respect.

Rune Forged Crucible [400 CP | Discounted for Dwarf Kingdom]

It doesn't look like much at first—just a stone case with old runes etched into its surface, worn smooth from travel. But when you unfold it and light the forge, it breathes like something alive. The heat is clean, the tools familiar, as if they've been waiting for your hands. Metal bends easier here, impurities rise without a fight, and even stubborn alloys take to enchantments like they were born for it. It's not flashy, and it's not meant to impress—just to work, and work well, wherever you are.

Sword of the Lost [600 CP | Discounted for Dwarf Kingdom]

A sword that has passed through countless hands over the ages, its blade is etched with strange markings and faint scars of past battles. At first glance, it looks like an ordinary weapon, but its true power lies in its ability to absorb magic. The blade draws in any spells or enchantments that come into contact with it, slowly siphoning away their energy and storing it within the sword itself. This magic can be wielded by the user at a later time, allowing for devastating counterattacks or bolstering their own abilities. While this makes

the sword highly effective against magic users, it also grants the wielder a unique advantage: the ability to shape the absorbed magic into new forms, transforming a foe's power into a weapon against them.

Chaos

Chaos Stone Collection [100 CP | Discounted for Chaos]

These stones, deep purple and glistening with an otherworldly sheen, seem unassuming at first—rough and jagged, with edges that catch the light like dark veins of amethyst. Each of the 10,000 stones holds a fragment of the world's fractured chaos, a shard of reality that never quite found its place. When you use one, you feel the laws of nature stretch and warp, time hiccupping or objects shifting with a mind of their own. After each use, they disappear for a week, regenerating in silence before returning, once again ready to shift reality on a whim

Whispering Veil [200 CP | Discounted for Chaos]

This tattered, translucent cloak seems to shift in and out of existence, never quite solid but always present. When worn, it envelops you in the same unstable nature that chaos itself is woven from. The veil muffles the world around you, making you harder to notice and allowing you to slip between the cracks of reality. Not only does it render you nearly invisible in crowds or at night, but it allows you to walk through thin barriers of the world—walls, locked doors, and simple magical barriers are less of a challenge when the Veil is active. It also dampens the minds of others, leaving you with an eerie quiet as they are momentarily distracted or unable to notice your presence for short periods of time. However, prolonged use will leave you with an uncanny sense of being watched, as if the veil itself is whispering its own secrets to you.

Crawling Spire [400 CP | Discounted for Chaos]

You never build it—it builds itself. Stone coils from the ground like a spine, glass forms in impossible curves, and doors open before they're fully real. If you so choose, the Spire can appear wherever you remain too long, growing like a tumor in the world's skin. Inside, the layout never stays the same, but it always feels like home. Laboratories, armories, shrines to forgotten gods—all shaped by your needs and moods. It's a fortress, a sanctum, a wound in reality that refuses to heal. And for some reason, the stars always shine brighter above it

World Crack [600 CP | Discounted for Chaos]

You don't find the Crack—they find you, blooming like scars in places the world has quietly given up on. A shimmer in the air, a jagged rupture in stone, a whisper where no voice should be—step close, and reality begins to stutter. Time drags, distance folds, and magic feels... wrong, like it's remembering something older. This place doesn't follow rules; it remembers what came before them. And within its warped core, Chaos Beasts wait—monstrous, silent things shaped from broken truths and dreams that never settled. They don't speak, but they know you. They were made for you. When you call, they move. The Cracks don't close. They open wider the more you lean into them, a sanctuary no sane world would claim, but one that answers only to you. The choice is ultimately yours, whenever you choose to leave it closed, or opened wide to unleash chaos upon the world.

YGGDRASIL Player

Potion Collection [100 CP | Discounted for YGGDRASIL Player]

A set of several dozen Mana and HP potions, carefully prepared for those who push their limits in every battle. The vibrant blue Mana potions hum with energy, instantly replenishing your magical reserves so you can keep casting without hesitation. The deep red HP potions are your lifeline, rushing through your veins and knitting your wounds back together with uncanny speed. Whether you're in the heat of combat, exploring forgotten ruins, or facing down an impossible situation, these potions will keep you going. And when the dust settles, the collection will replenish itself by the end of the week, always ready for whatever comes next.

Starting Kit [200 CP | Discounted for YGGDRASIL Player]

It isn't flashy, but it's dependable—gear tailored for the early grind. This kit provides a full set of beginner-grade equipment matched to your chosen archetype. Fighters receive a sturdy longsword, a steel-backed shield, and reinforced plate armor; Rogues are outfitted with a pair of lightweight daggers, a collapsible shortbow, and flexible leathers built for mobility; Mages begin with an engraved staff attuned to a basic school of your choosing and enchanted robes that offer minor resistance to magic.

Powered Armor [400 CP | Discounted for YGGDRASIL Player]

This suit of Armor is a masterpiece of technology, seamlessly blending advanced engineering with the strength of a warrior's spirit. Upon wearing it, the suit becomes an extension of its user, augmenting their strength, speed, and durability to levels far beyond human capability. The armor is designed for both offensive and defensive superiority, offering enhanced mobility with the ability to fly at incredible speeds and traverse harsh environments, including underwater, without breaking a sweat. With internal offensive systems that allow for devastating attacks from every part of the suit—be it the wrists, shoulders, or even the feet—the wearer can turn the tide of battle with a single strike. The armor also stores powerful magic, allowing its user to unleash devastating spells from within its frame. Whether you're fighting on the ground or soaring through the sky, this Armor makes you a force to be reckoned with, offering a unique combination of physical prowess and magical power that gives its wearer the upper hand in almost any situation.

Guild Base [600 CP | Discounted for YGGDRASIL Player]

A guild is only as strong as its base, and with the Guild Base, you can ensure your guild has everything it needs to thrive. This stronghold isn't just a place to rest or store your loot—it's a customizable fortress designed to cater to your guild's every need. From

state-of-the-art training rooms and crafting stations to libraries and defensive fortifications, the Guild Base becomes the heart of your guild's operations.

Take 1000 Guild Point (GP)

The Dragon Lords

Ashen Born Trophies [100 CP | Discounted for The Dragon Lords]

They look like remnants—charred bones, blackened scales, fragments of horn too scorched to shine. But to a Dragon Lord, they are more than keepsakes. These ten thousand fragments are trophies of long-dead enemies, burned to ruin in battles no one remembers but you. Each piece still hums with the echo of what it once was: a knight's last stand, a sorcerer's scream, a beast's final breath. You can crush them for power—burning one floods you with a rush of vitality, restoring your magic or mending your wounds—or simply keep them close as a reminder of what you've endured. They regenerate each week, crawling back into your vault like old sins, or another place of your choosing. To others, they're morbid. To you, they're familiar.

The Hoard [200 CP | Discounted for The Dragon Lords]

Before there were kingdoms or crowns, there were hoards—deep places where dragons slept with one eye open and magic curled like smoke in the dark. This vault is one of those places, hidden not by locks or guards, but by wild magic—untamed, ancient, and impossible to chart. Folded into a secret pocket of reality, it drifts just beyond reach, its entrance shifting with your will or your need. Inside, the air hums with dormant power. The floor is littered with old coins, rusted artifacts, and rare metals that haven't seen the surface in centuries. Anything stored here begins to change: blades sharpen, enchantments stir, forgotten relics breathe again. Even sleep comes deeper here, threaded with dreams of fire and flight. You don't just keep treasure here—you grow it. As long as you endure, so does your hoard.

Poor Lords Abode [400 CP | Discounted for The Dragon Lords]

You don't build it. You find it—buried under time, tucked in the broken spine of the world, where even the wind sounds tired. Cracked stone towers lean against the sky, half-consumed by roots and silence. No maps lead here, but somehow, it calls to you. Inside, the halls remember battles, betrayals, and desperate magic—layers of history left behind by players and heroes who once thought themselves powerful enough to cage a Dragon Lord. They failed. Their stories echo in the shattered enchantments, the rusted blades wedged in the walls, the strange symbols burnt into the stone. But it's yours now. You can raise it anew—make it a lair, a sanctum, a monument to what endures.

Take 600 Guild Point (GP)

Remote Armor [600 CP | Discounted for The Dragon Lords]

You don't wear it. It moves on its own—silent, graceful, deadly. Born from a forgotten ritual and forged in magic older than names, this suit of armor isn't just a construct—it's a companion. It responds to your will without words, fighting alongside you or in your place with perfect timing and brutal precision. Every inch of it reflects your intent: from the materials it forms from—bone-white porcelain, obsidian, celestial steel—to the way it fights, whether like a duelist or a beast. You can shape it as you please, and it will adapt as you grow. Weapons emerge where needed, enchantments ripple through its surface like a second heartbeat, and when the world thinks you've fallen, it rises in your stead. A shadow of your presence—one that never tires, never speaks, and never lets you face death alone.

Nazarick

Crest of Nazarick [100 CP | Discounted for Nazarick]

A small, onyx-black medallion etched with the guild's crest, seemingly unremarkable at first glance. However, the moment you hold it, a subtle shift occurs. The denizens of Nazarick take notice—while it doesn't command obedience, there is a shift in the air, a silent acknowledgment of your presence. When you present it, even the lowliest NPC seems to give you a moment's respect, and the ever-closed doors of the Tomb creak open before you. The sigil doesn't grant you absolute control, but it carries a weight that carries some measure of influence in a place where hierarchy is everything

Magic Mirror [200 CP | Discounted for Nazarick]

It hangs in a quiet chamber like a relic forgotten by time—an oval mirror rimmed in tarnished bronze, its surface dark and still until you will it to be awake. Then it ripples, smooth as water, revealing sights from across the New World and beyond. You don't need a name, a place, or even a clear image in your mind—just intent. Mountains, cities, strongholds hidden by spell or shadow, even the locked rooms of a rival's heart—if it exists, the mirror can find it. Anti-scrying magic falters under its gaze, bending like frost in sunlight, and barriers meant to obscure or deceive simply crack. The images it shows are crisp, alive, and you can follow a single soul through crowds or watch armies from above as they march unaware.

Adaptive Chaos Equipment MK2 [400 CP | Discounted for Nazarick]

Forged in the deepest forges of Nazarick, this Equipment is a marvel of magical engineering. This set of gear is not static; it evolves in response to its user's needs and the threats they face. In the heat of battle, it can shift its form—transforming from heavy armor to agile robes, or from a sword to a spear—adapting to the wielder's combat style and the enemy's tactics. Infused with chaotic magic, it draws upon the user's experiences, growing stronger and more attuned with each encounter. Over time, it becomes a personalized extension of the user, reflecting their journey and battles fought.

The Tomb of Nazarick [600 CP | Discounted for Nazarick]

The Great Tomb of Nazarick stands as the epitome of the guild Ainz Ooal Gown's might—a sprawling, multi-leveled dungeon renowned for its impenetrable defenses and the formidable beings that guard its halls. Each of its ten floors is meticulously designed, housing powerful NPCs like Albedo, Shalltear, and Demiurge, each with unwavering loyalty. The tomb is not just a fortress but a living entity, with its own ecosystem of traps, treasures, and secrets. Acquiring the Tomb grants you dominion over this bastion or another created

Guild Base equivalent to it, allowing you to command its guardians, access its vast resources, and wield its influence in the world.

Chaos Relic

It doesn't gleam with divine light or radiate serene power—instead, it pulses with a rhythm that doesn't quite match the world around it. A Chaos Relic begins as something ordinary: a worn blade, a fractured ring, a forgotten staff. But once claimed by Chaos, it sheds its limits and becomes something... else. The relic warps into a tool of immense, unpredictable power—its form distorted, its purpose magnified. Whatever it once was, it now functions on the level of a World Item, capable of feats most could only dream of. If you already own the base item, the transformation comes at half the cost, as if Chaos remembers its earlier shape.

-Dragon Fang (600CP)

The Dragon Fang is a weapon of raw, untamed power, forged from the energies of wild magic and chaos. Its blade, wide and brutal, seems to pulse with an energy all its own, shifting between a spectrum of deep violet and fiery red hues. The metal appears warped, as if the very fabric of reality struggles to contain its form. Its edges are serrated, not in the conventional sense, but in a way that makes them look as though they are perpetually reshaping themselves—never quite the same, always adapting to the flow of magic around it. When swung, the blade hums with a low, almost imperceptible vibration that seems to warp the air itself, creating an oppressive presence. But what truly sets the Dragon Fang apart is its ability to bypass any form of defense. No armor, magical shield, or defensive spell can block its strike. The sword's chaotic nature allows it to pierce through any barrier, physical or magical, as if those protections were made of nothing more than paper.

-Ring of Twilight Dawn (600CP)

Born from the raw, untamed forces of Chaos, the Ring of Twilight Dawn is an artifact of unimaginable power. This isn't something crafted by mere hands—it is an object forged by the very essence of reality bending and warping. The ring's surface shimmers with a radiant, shifting glow, a reflection of twilight forever caught between day and night. As you slip it onto your finger, a surge of pure chaotic energy courses through your being, instantly lifting all limitations that once bound you. No longer constrained by the normal laws of power, you exist at your absolute peak, free from any form of decay or degradation over time. The ring shields you from the theft of your strength, nullifying any attempts to drain or suppress your power. Additionally, the chaos-infused magic of the ring accelerates your growth, allowing you to grow in strength far beyond the boundaries of mortal or even divine limits. This artifact doesn't just protect your power—it actively enhances and

expands it, ensuring that with each passing moment, you become an ever-growing force of nature, beyond the reach of those who might wish to diminish you.

-Crown of Chaos (600CP)

Once a simple conduit of arcane focus, this circlet has been utterly transformed by the tides of Chaos. Its form is regal yet unsettling—polished silver twisted with veins of flickering, prismatic energy, and a central gem that never reflects the same light twice. Upon your brow, the crown hums with sentience, threading its will through your magic. Hostile spells curve away, turned back on their casters as if scorned by the very air around you. Every incantation flows easier, drawing less mana, bending less effort. And somehow, impossibly, the crown lets you reach higher—casting spells you shouldn't yet command, forcing the arcane to kneel.

-Abyss Blade (600CP)

It began as something old and half-forgotten—a relic meant to unmake magic. But when Chaos touched it, the weapon changed. Its surface is a smooth, unsettling purple-black, like bruised glass under moonlight, streaked with faint pulses of amethyst and deep violet fire that shift across the blade like slow lightning. It radiates no heat, no aura—only quiet dread. When unsheathed, the air feels thinner, as if the blade is drawing something in. Spells falter before it, unraveling mid-cast, and enchantments peel away like dead skin. It ignores magical armor, shatters barriers, and cuts through resistance as though it were never there. With each severed spell, the weapon drinks deep—pulling the arcane essence into its core. That energy can be held, simmering beneath the surface, or released in an instant as pure, chaotic force—wild, shaped, or something in between. It doesn't resist magic. It makes magic fear you.

-Chaos Tear (600CP)

It wraps around you like a second skin, not cold metal but something alive—aware, responsive. The suit remembers its past life, built in YGGDRASIL's golden age as the pinnacle of Powered Armor design. But Chaos found it, bled into its seams, and now it's more than a machine. It learns as you move, reshaping itself to fit the rhythm of your breath and the weight of your will. The surface shifts colors with a thought—deep crimson, bone white, abyssal black—whatever feels right in the moment. You don't fire weapons from it so

much as will them into being—shoulder-mounted cannons that punch holes through reality, spell-forged projectiles that ripple with too much power to be fair. And it scales with you, quietly keeping pace as you grow stronger, smarter, more dangerous.

-Starlight Plate (600CP)

The armor, once a tool of judgment and power, has been transformed into a weapon of overwhelming force through the infusion of Chaos. Its design is as beautiful as it is deadly, shifting in color between gleaming moon-silver and abyssal black, or other colors, reflecting the will of its wearer. Floating weapons orbit the suit, each one a perfect extension of your command—blades, spears, and cannons (or other combinations) hovering weightlessly, ready to strike at a thought. The suit is also fully remote-controlled, allowing you to operate it from a distance, whether for strategic advantage or when you're otherwise occupied. As you grow in power, so too does the armor, adapting to your every need, amplifying your physical strength and magical might to levels that rival the most formidable of beings. It channels wild magic into devastating, untamed bursts of power, turning the battlefield into your canvas, while enhancing your melee strikes to deliver cataclysmic blows. This is more than just armor—it's a warform, an embodiment of Chaos and Wild Magic in harmony, reshaped by your presence.

-Light of the Forgotten Realm (600CP)

It doesn't look like much at first—just a brass lantern, dulled with age, the kind of thing you'd expect to find gathering dust in some forgotten corner of a ruin. But the moment you light it, you feel something shift. The air stills. The world goes quiet. Born from the remnants of a shattered World Item and steeped in the pulse of Chaos, this lantern doesn't just glow—it opens a doorway. The light it casts doesn't reach outward so much as inward, folding space until a hidden place unfurls just for you. A private world, a refuge tucked between the cracks of reality. No one else can see it, no one else can follow. Inside, the rules feel softer. Magic flows easier, healing comes quicker, and the constant weight of the world lifts from your shoulders. It reflects you in strange ways—grows with you, responds to your moods, reshapes to your needs. Some say the lantern is alive, or that it remembers the time before things fell apart. You don't know for sure. All you know is that when you're tired, hunted, or just need to breathe, it's there. Waiting. Warm. And always yours.

-Lord of War (600CP)

It began as a relic of conquest—an artifact once forged to turn the tide of battle through sheer force and unshakable command—but Chaos has transformed it into something far greater. Dark, burnished plates ripple with crimson lines that pulse faintly beneath the surface, as if echoing the rhythm of a war drum only you can hear. Once worn, it molds to your body like instinct, amplifying not only your physical might but your presence on the battlefield. Time seems to slow as your movements sharpen and your strikes land with uncanny precision, while those around you begin to fall in line, their actions harmonizing with yours without a word. Weapons you wield strike with the authority of a hundred battles, breaking through defenses both mundane and magical. Every clash fuels the relic further, amplifying your physical might, tactical insight, and raw destructive capability. The longer you remain in conflict, the more unstoppable you become, as if war itself rallies behind you. You are the storm that ends wars.

-Cloak of the Old Man (600CP)

It hangs on your shoulders like a whisper from a forgotten age—soft as smoke, heavy with memory. Once a relic meant for slipping through shadows and stepping between places, the cloak has been changed by Chaos, reshaped into something older, stranger, more aware. Its fabric doesn't just bend light—it refuses to be seen, warping perception and attention until you're not just hidden, but unremembered. Step through one shadow, and you might emerge halfway across a battlefield, or behind a locked door that was never meant to open. Voices hush around you. Magic loses its grip. You don't walk unseen—you become a question no one knows they should ask. And beneath that silence, there's something ancient curled in the threads, something that listens when you speak softly and answers with movement, protection, or the quiet opening of a path no one else can find. This isn't just a tool for spies or assassins—it's the mantle of someone the world no longer understands, and cannot follow. This cloak isn't just a tool; it's a piece of something forgotten, something that moves beyond the limitations of time and memory itself.

-Robe of Heaven (600CP)

At first glance, it seems like a work of art—gilded gold thread woven through silken fabric that shimmers subtly with every movement. The soft texture almost feels like air, light but rich, as if the very fabric understands the weight it carries. As soon as you put it on, a quiet shift happens, almost imperceptible, yet profound. The robe doesn't just rest on you—it melds with your being, its power wrapping around you like a second skin. It's not just clothing; it becomes an extension of yourself, a reflection of your inner strength. The chaos-infused essence woven into its threads enhances every spell you cast, pulling magic from the depths of your soul and giving it form, creating an effortless flow of power. With

each movement, you feel more grounded, more focused, as if the robe is guiding you, helping you tap into something beyond your current limits. It feels alive, shifting subtly as you grow, constantly adapting to you as though it knows you better than you know yourself. Whether you stand in quiet contemplation or face down a storm of magic, it offers not just protection but an unwavering confidence, a whisper in your ear reminding you that, no matter what comes, you are ready.

Base Builder

The Guild Base is more than a structure—it's your dominion, a reflection of your Guild's will, values, and power. Constructed using GP at a ratio of 1 CP to 2 GP, it serves as both a strategic fortress and a home for your forces. As part of your transition into the New World, you may designate any followers as POP Units, integrating them into the base's automated defense and support systems. Companions, meanwhile, are able to be converted into NPCs, able to dwell, work, and defend within the base as part of its living ecosystem. A dedicated World Items Vault is also available, allowing for the safe storage and unique interaction of these reality-bending artifacts with your base's functions. For those seeking the option to fiat-back any upgrades or modifications, ensuring the base evolves with your journey across settings...it's yours. If you've previously established a Guild Base through Overlord (the Series) or OOC supplements, you may choose to import and further develop that base.

Guild Weapon

Much like the Staff of Ainz Ooal Gown, the Guild Weapon is the physical embodiment of your authority as Guild Master and the heart of your Guild Base itself. This powerful artifact though has a crucial vulnerability, it's not indestructible - its destruction would result in the dissolution of the Guild. As such it is strongly suggested you do not allow anyone to damage it. With that being said, your Guild Weapon may take any form that can be reasonably wielded by a single individual - be it a sword, spear, dagger, staff or any other form that suits your aesthetic and practical needs. What matters most is not its shape, but the craftsmanship poured into its creation. Choose one of the following tiers based on how much you're willing to invest:

- **Basic Guild Weapon (Free):** Crafted with materials of modest quality and utilizing a moderate portion of its potential data capacity, this Guild Weapon serves both as your authority symbol and combat tool. It resonates with your abilities.
- **Advanced Guild Weapon (200 GP):** Forged with high-quality materials and utilizing most of its potential data capacity, this superior Guild Weapon elevates your capabilities to impressive heights. It significantly amplifies your class abilities.
- **Mythical Guild Weapon (400 GP):** A masterpiece created with the highest-class materials possible and utilizing every fragment of its data capacity, this exceptional Guild Weapon represents the pinnacle of what's possible with Yggdrasil crafting. It dramatically enhances your character build.
- **Caloric Stone Infused Guild Weapon (600 GP):** Beyond the pinnacle of what should be possible! This one of a kind Guild Weapon has been infused with the power of a Caloric Stone. The benefits provided are quite obscene to say the least.

- **World Guild Weapon (1200/2000 GP):** In the final years of YGGDRASIL, whispers spread among the most dedicated Players of an impossible achievement - a hidden quest of such staggering complexity and requirements that even the game's most accomplished guilds dismissed it as mere rumor. Those few who pursued these whispers discovered a multi-layered challenge created by the developers themselves: the forging of a Guild Weapon that transcended its normal limitations to achieve something unprecedented in the game's history.

The quest's requirements were as demanding as they were obscure. Not only did it demand the crafting of a Divine Guild Weapon using the finest materials and most skilled artisans, but it required the ultimate sacrifice - a Caloric Stone, one of the World Items whose reality-altering power was considered too precious to expend on anything less than world-changing necessity. Yet for those few guild masters willing to make such an investment, the reward defied all expectations: their Guild Weapon would transcend its origins to become a genuine World Item, the first and only player-created artifact ever allowed to achieve such status.

Your World Guild Weapon retains all the capabilities of a Divine Guild Weapon - dramatically enhancing your abilities, providing comprehensive protections, and serving as the ultimate symbol of your authority. However, it has evolved beyond these limitations into something far more profound. As a true World Item, it possesses the reality-warping capabilities that define such legendary artifacts, while maintaining its unique nature as both weapon and Guild authority symbol.

Unlike standard World Items that exist as discrete objects, your World Guild Weapon seamlessly blends the portable nature of a personal weapon with the cosmic significance of a reality-altering artifact. It cannot be taken from you against your will, returns to your hand across any distance, and maintains its connection to your Guild Base regardless of dimensional barriers or temporal displacement. The weapon's World Item nature grants it absolute immunity to all forms of destruction, negation, or interference - even other World Items cannot permanently separate you from it or suppress its power.

The true magnificence of your World Guild Weapon lies in its customizable World Item ability, which you may design according to your preferences and strategic needs. This power can even operate on the same scale as the legendary Twenty, capable of fundamentally altering reality according to your will.

Choose the nature of your World Item power:

Recurring Authority (1200 GP): Your weapon possesses an ability comparable to standard World Items. These powers, while individually less catastrophic than the Twenty, can generally be activated as desired. Perhaps your weapon can manifest infinite copies of itself for allies to wield, restructure the social hierarchy of entire civilizations, or generate endless wealth from nothingness. Such abilities provide consistent strategic advantages that compound over time.

Ultimate Authority (2000GP): Your weapon harbors power rivaling the legendary Twenty - abilities on par with Ouroboros or Five Elements Overcoming. These reality-shattering capabilities can achieve virtually anything imaginable: granting any wish, fundamentally rewriting the laws of physics, conquering death itself, or reshaping entire dimensions according to your will. However, such overwhelming power demands restraint - once activated, these ultimate abilities enter a decade-long period of dormancy before they can be invoked again.

The choice between recurring utility and ultimate authority reflects different philosophies of power. Recurring abilities provide consistent advantages that can be deployed tactically throughout your adventures, while ultimate authority offers the capacity to overcome any obstacle or achieve any goal, albeit with careful timing and consideration.

Regardless of which path you choose, your World Guild Weapon represents the pinnacle of what was possible in YGGDRASIL - a unique fusion of personal weapon, Guild authority, and cosmic artifact that has no equal in the game's history. Its very existence marks you as someone who achieved the impossible, transforming what should have been merely a symbol of guild leadership into a tool capable of rewriting the fundamental laws of existence itself.

If the World Guild Weapon tier is taken alongside the Custom NPC Guild Weapon option, then their Custom NPC form will innately possess the protection of the World. As such, while they can still take damage as a normal NPC, they will possess the ability to resist World-altering effects.

Size

Your base isn't just built from stone or bound by spells—it's shaped by your will. Its size reflects the scale of your ambition, the weight of your legacy, and the shadow you cast across the world. Whether a hidden sanctum or a vast dominion, each tier tells a different story: of quiet rulers, rising powers, of gods who no longer need to whisper, or a blend of each if bought together. This is where your dream takes form—and how far it dares to reach.

- Sanctum (Free): Tucked away in some forgotten corner of the world, this place is small—deliberately so. Just enough space for quiet work, hidden rituals, or a handful of trusted souls. Perfect for those who prefer to move in shadows, or simply need somewhere to think without the world pressing in.
- Stronghold (150 GP): Solid, practical, and unmistakably yours. This is a real base—a command post, a training ground, a sanctuary. Set into a mountain, hidden in dense forest, or carved into a noble's stolen keep, it has enough space to support a serious

force and remind others: you're not just passing through.

- Citadel (300 GP): Grand halls, high towers, and a presence that can't be ignored. A place of power and purpose, built for a guild that's here to shape the world, not just survive in it. Whether it's arcane research, strategic conquest, or divine rule, your citadel offers the space and structure to make your vision real.
- Fortress-Realm (400 GP): This isn't a base. It's a kingdom, a legend, a place people whisper about across borders. Its scale defies common sense—shifting levels, hidden domains, maybe even its own laws of nature. Whether it exists on a mountain's spine or inside a mirrored dimension, it is unmistakably yours. Name it, and the world might just bend to that name.

Layout

Whether humble or imposing, the form of the base speaks volumes to what kind of ruler you are, outcast, god, or a blend of each if taken together... and what kind of future you're building. Be forewarned only the first purchased Layout option grants its related Rooms and Misc options for free, the rest must be bought as normal.

- Tower (100 GP): A solitary spire that pierces the sky and stands above the dust of the world. From its heights, you can watch the rise and fall of nations, map the stars, or simply admire the silence. Favored by scholars, seers, and those who prefer distance to noise, the tower is where knowledge gathers like stormclouds.

Get Arcane Workshop for free

- Fortress (150 GP): Forged for battle and tested in flame, the fortress is where warriors rest and armies rise. Its walls are thick with purpose, its gates speak in steel, and every hallway remembers the sound of marching boots. It's a place that doesn't flinch when war comes knocking—because war lives here.

Get Command Hall for Free

- City (200 GP): Not just a base, but a living organism of trade, chatter, and ambition. Streets wind through marketplaces, plazas ring with footsteps, and taverns hold more secrets than dungeons ever could. The city base is ideal for guilds that thrive on commerce, diplomacy, or simply the joy of being surrounded by their own small empire.

Get Commerce District and Everclean for Free

- Castle (200 GP): Every step echoes with grandeur, every corridor leads to history in the making. The castle is where rulers dine, decree, and dazzle. With tall towers, grand feasting halls, and enough throne rooms for all your egos, it's for those who want to be kings and queens in more than name.

Get Combat Arena for Free

- Mansion (200 GP): Velvet curtains, golden chandeliers, endless wine, and just the right touch of theatrical flair. The mansion is the dream of comfort made real, a decadent retreat for those who'd rather laugh in silk than bleed in chainmail. Whether you're entertaining guests or living like a demigod behind the scenes, this is where elegance meets indulgence.

Get Grand Menagerie for free

- Dungeon (100 GP): Beneath the surface, the air grows colder, the walls shift, and the base itself becomes a trap wrapped in shadow. Dungeons aren't built for beauty—they're built to be remembered by the unlucky few who make it inside. From puzzles to pitfalls, from false corridors to shifting floors, this is a home for the sadist, the strategist, or anyone who takes pride in hearing an invader's final scream echo through stone.

Get Hidden Vault and Lavish Quarters for free

NPC Customization

In Yggdrasil, a Guild Base's strength is measured not just by its defenses but by the NPCs that populate it. What's the point of conquering a realm if you don't have the staff to manage it?

- Basic POPs (Free): Every Guild Base possesses the fundamental capability to generate unlimited numbers of NPC creatures and beings to serve as defenders, laborers, and inhabitants - collectively known as Spawn NPCs or simply POPs. These automatically generated entities form the backbone of your Guild Base's population, providing both security and functionality while requiring no direct investment of your precious NPC levels. Unlike your custom-crafted NPCs, POPs spawn naturally from the environment and nature of your Guild Base, reflecting its themes, alignment, and purpose.

Regardless, you may customize them to a certain extent if desired. Your Guild Base generates creatures up to level 30, representing competent but ultimately limited defenders and servants. While individually modest in power, these POPs can be spawned in considerable numbers, limited primarily by your Guild Base's size and ability

to support them. A large base might field thousands of these creatures simultaneously, creating formidable armies through sheer numbers despite individual limitations.

- **Basic NPC Levels (Free):** Beyond the POPs that populate your domain, are the Custom NPCs - beings crafted with deliberate purpose, specific roles, and carefully designed capabilities. These servants represent your direct investment in loyal NPCs, each one shaped according to your vision and requirements.

Unlike the generic nature of POP spawns, every custom NPC can be tailored down to the smallest detail: their appearance, personality, skills, equipment, backstory, and most importantly, their relationship with others. The creation process allows for unprecedented customization, as such you may choose whatever character build you wish for them, such as Tank, Healer, Damage Dealing (DPS), Support or even Hybrid etc.

By default though, they are assumed to be as loyal as a generic NPC might be, as well as their classes, skills, equipment and appearance being of a decent quality, however certain purchasable options might change that. As such, you will be granted 2000 NPC levels. This represents enough capacity to create a core group of specialized servants or a larger number of more modest NPCs, but serious expansion will require some additional investment.

- **Guild Ring (200 GP):** Much like the legendary Rings of Ainz Ooal Gown that allowed its guild members to navigate the Great Tomb's vast halls with ease, your guild possesses its own collection of Guild Rings - powerful artifacts that serve as both symbols of membership and practical tools for organizational efficiency. These ornate pieces of jewelry, crafted with intricate designs that reflect your guild's aesthetic and heraldry, grant their wearers unprecedented mobility within your domain while serving as unmistakable marks of authority and belonging.

Each Guild Ring allows its wearer to teleport freely to any location within your Guild Base, completely bypassing magical wards, physical barriers, and defensive measures that would normally prevent such transit. The rings incorporate sophisticated security measures that ensure they remain beneficial rather than becoming vulnerabilities.

Most importantly, they possess an inherent intelligence that recognizes hostile intent and malicious purpose. Should someone attempt to use a Guild Ring with the intention of harming your organization, infiltrating sensitive areas, or conducting unauthorized activities, the teleportation function simply fails to activate. This protection extends beyond obvious threats to include subtle forms of betrayal, reconnaissance missions, or any action that would ultimately prove detrimental to your interests.

Your ability to create additional Guild Rings ensures that your guild can expand without losing the mobility advantages these artifacts provide. Each new ring automatically

integrates with your existing security system, maintaining the same protective measures and access restrictions as the originals.

- **Expanded NPC Levels (200 GP):** The fundamental limitation in NPC creation lies not in imagination but in available levels - a finite resource that determines both the quantity and quality of custom servants you can possess. For every purchase of this option your NPC level capacity will grow by another 1000 levels.
- **NPC Loyalty (200 GP):** Within the hierarchy of a guild, loyalty follows predictable patterns established from its inception. While NPCs demonstrate respect and obedience to all Supreme Beings within their guild, their deepest devotion remains reserved for their original creator - the individual who shaped their fundamental nature, personality, and purpose. This creates potential complications when multiple Supreme Beings operate within the same faction, as NPCs will instinctively prioritize the commands and welfare of their maker above all other considerations.

This enhancement fundamentally alters that dynamic, establishing you as the primary focus of devotion for all NPCs within your sphere of influence. Whether through mystical resonance, administrative authority, recognition of your supreme leadership or simply being their actual maker, all NPCs now regard you with the same level of unflinching, eternal loyalty they would show their creator.

- **NPC Appearance (200/400/600 GP):** The appearance of your servants reflects directly upon your guild's prestige and capabilities. While functionality remains paramount, the visual impression created by your NPCs speaks volumes about your attention to detail and the resources at your disposal. In worlds where first impressions can determine the outcome of negotiations, conflicts, and alliances, ensuring your NPCs present themselves appropriately becomes a matter of strategic importance.

This enhancement affects all NPCs affiliated with your guild. Custom NPCs are the primary beneficiary of this option, with all other NPC types being one tier lower. The improvement applies regardless of their race, role, or original design parameters, ensuring a consistent standard of presentation throughout your domain.

Choose one of the following tiers to determine the aesthetic quality of your guild NPCs:

Enhanced Beauty (200 GP): Your NPCs all possess notably attractive appearances within the bounds of their respective races and roles. Skeletal servants maintain pristine bone structure and elegant proportions, while living NPCs display pleasing features and good health. Their equipment appears well-maintained and properly fitted, their posture confident and purposeful. Visitors to your domain will immediately recognize that your guild maintains high standards in all aspects of its operations.

Striking Beauty (400 GP): Your NPCs now possess genuinely impressive appearances that draw admiration and respect. Your NPCs exhibit beauty, handsomeness, or commanding presence appropriate to their nature - even traditionally monstrous races display forms that inspire awe rather than revulsion. Their natural charisma increases substantially, making them more effective in social situations and diplomatic encounters. The visual impact of your guild's members leaves lasting impressions on all who encounter them.

World-Class Beauty (600 GP): Your NPCs now possess beauty that seemingly transcends mortal limitations, as if their appearances were crafted by artisans of a divine make. Every feature achieves perfect proportion and harmony, creating forms that captivate all who behold them. This transcendent beauty adapts flawlessly to any race, form, or nature - whether human, elf, demon, undead, or stranger entities - manifesting as the absolute ideal of attractiveness for that particular type of being.

Skeletal servants become hauntingly elegant rather than merely frightening, their bone structure achieving perfect symmetry and grace. Demonic NPCs radiate dangerous allure rather than simple menace. Even slimes and other typically formless creatures develop aesthetically pleasing shapes and movements that make them unexpectedly appealing to observe.

This world-class beauty extends beyond mere physical appearance to encompass voice, movement, and presence. Your NPCs speak with captivating tones, move with fluid grace, and project an aura of refinement.

The strategic advantages of such enhancement cannot be overstated. Diplomatic missions become dramatically more likely to succeed, infiltration operations benefit from targets being naturally inclined to trust and assist your agents, and even combat effectiveness improves as enemies might find themselves hesitating to harm beings of such extraordinary beauty.

- **Beef Gate NPC (600 GP):** Within the Great Tomb of Nazarick lies perhaps the most infamous example of overwhelming defensive capability - the 8th Floor Hierarchy. This collection of defenses represents power so overwhelming that it could theoretically repel invasions of fifteen hundred maximum-level players working in perfect coordination. Such defensive measures transcend normal strategic considerations to enter the realm of absolute deterrence, where numerical superiority becomes meaningless against carefully designed overwhelming force.

Your guild now possesses its own equivalent to this legendary defensive structure - with supporting systems specifically designed to render invasion functionally impossible. This is not merely a powerful guardian or elaborate trap network, but a comprehensive defensive arrangement that operates on principles of absolute superiority rather than graduated resistance.

The exact nature of your ultimate defense remains entirely customizable according to your guild's theme and your personal preferences. Perhaps it manifests as a singular entity of such overwhelming power that it exists in a different category from normal combatants - a being whose presence alone warps the fundamental rules of engagement. It might instead take the form of an environmental challenge so extreme that survival requires capabilities beyond what even elite forces can muster, or a puzzle-guardian whose defeat demands knowledge that simply cannot be obtained through conventional means etc.

The supporting defensive systems around your ultimate guardian are equally formidable, designed to ensure that circumventing the challenge remains impossible. Spatial locks prevent teleportation past the guardian, dimensional barriers block alternative routes, and reality anchors ensure that the enemy cannot bypass the intended confrontation. These measures guarantee that anyone seeking to penetrate your guild's deepest secrets must face your ultimate defense on its own terms.

The strategic value extends beyond mere protection to encompass the confidence and security such defenses provide your guild. With absolute security assured for your most critical assets, you can pursue aggressive strategies knowing that your core infrastructure remains safe. Your NPCs operate with the assurance that their home cannot fall, while you gain the freedom to take calculated risks that would be unthinkable without such comprehensive protection.

- Custom NPC Guild Weapon (600 GP): Among the more obscure legends whispered in YGGDRASIL's later years was the tale of a Guild Weapon that could transcend their nature as a mere object and become something unprecedented - a living being that retained all their authority and power while gaining the complexity of true consciousness. This transformation required completing one of the game's most hidden and demanding quest lines, one so obscure that even its existence remained disputed among the player base.

Through a series of trials and tribulations that tested leadership, sacrifice, and copious amounts of grinding, you have finally managed to achieve the impossible, your Guild Weapon awakened to true sentience while maintaining every aspect of its original function and power. Your Guild Weapon has undergone this legendary transformation, manifesting as a custom NPC of extraordinary nature and power.

In its humanoid form, which you may customize according to your preferences, it appears as a being of striking presence and undeniable authority. Whether you envision them as an elegant advisor, a stalwart guardian, a mysterious sage, or any other form that appeals to you, their appearance reflects both their nature and their deep connection to you.

As a Custom NPC, your sentient Guild Weapon possesses all the characteristics expected of such beings. That means you may customize their personality and disposition as you desire, with them by default being loyal to you above all else. In case of death as a custom NPC, they revert back to their previous form as a normal Guild Weapon but retain their sentience, at which point they have the choice of resurrection just like a normal custom NPC or waiting a full day until they get automatically resurrected.

- Expanded POPs (200/400/600/800 GP): The true limitation of POP spawns lies in their power ceiling and your Guild Base's capacity to support them. Choose one of the following tiers to determine the maximum strength of your spawned creatures:

Enhanced POP Spawns (200 GP): The maximum level that your POPs can reach increases to 40, producing notably more capable creatures while your Guild Base's capacity to support them grows substantially. These POPs represent genuinely formidable opponents to most intruders, possessing abilities and powers that can challenge those in the realm of heroes. Your base can now maintain significantly larger populations of these enhanced creatures.

Superior POP Spawns (400 GP): Your POPs can now reach up to level 50, entering the realm of truly dangerous entities that pose serious threats even to mid-level opponents. These creatures possess sophisticated abilities, tactical awareness, and power levels that make them valuable assets rather than mere cannon fodder. Your Guild Base's enhanced capacity allows for maintaining vast armies of these superior beings.

Legendary POP Spawns (600 GP): The pinnacle of POP generation allows creatures up to level 60 while dramatically expanding your Guild Base's support capacity. These legendary POPs represent elite-tier entities whose individual prowess is enough to even bypass high tier nullification defensive abilities which normally protect one against attacks below those of level 60.

Divine POP Spawns (800 GP): The ultimate expression of POP generation allows creatures to reach up to level 71 - entering the vaunted realm of gods where beings can gain access to Super-Tier abilities and transcendent powers. These POPs that reach such heights represent entities that have crossed the threshold from what can be considered mortal into something approaching godhood, with them becoming a force of nature capable of altering the battlefield through reality-warping abilities.

They can now possess the sophistication required to utilize Super-Tier spells or equivalent supernatural Skills one might associate with Martial Arts, making them not merely defenders but genuine forces of divine retribution. Your Guild Base's capacity reaches truly staggering proportions, able to support vast legions of these god-like beings whose mere presence reshapes the fundamental nature of your domain. The New World would have to mobilize their trump cards to face even a handful of such

creatures, yet your Guild Base can spawn them in numbers that defy common sense.

- **NPC Character Build (200/400/600/800 GP):** While raw levels grant a certain level of power available to your NPCs, the quality and synergy of their racial and job class combinations determines how effectively they utilize their power. In YGGDRASIL's complex character development system, the difference between a haphazardly constructed character and one built with careful planning and optimization could be staggering - even at identical levels, superior class selection and synergy could result in performance gaps that determine victory or defeat.

By default, your NPCs possess competent but unremarkable builds - functional combinations of racial heritage and job classes that allow them to fulfill their basic roles without particular distinction. While adequate for routine operations, such standard builds leave significant potential unrealized, representing missed opportunities for specialization, synergy, and exceptional capability.

This enhancement fundamentally improves the sophistication and optimization of your NPCs' character builds, ensuring they maximize their potential through superior class selection, optimal progression paths, and synergistic combinations that amplify their individual strengths. The improvement can affect not only combat effectiveness but all other aspects of their capabilities, from crafting and knowledge skills to social interactions, specialized techniques etc.

The upgrade applies retroactively to existing NPCs while automatically improving all future creations. Rather than simple random improvement, the optimization focuses on creating builds that serve your guild's needs while expressing each individual's intended role through their mechanical capabilities. Custom NPCs are the primary beneficiary of this option, with all other NPC types being one tier lower.

Choose one of the following tiers to determine the level of improvement to your NPCs' character builds:

Adequate Character Build (200 GP): Your NPCs now possess well-planned builds that eliminate obvious inefficiencies and capitalize on straightforward synergies. Their racial and job class combinations work together harmoniously, with each level contributing meaningfully to their overall effectiveness. While not groundbreaking, these builds ensure your NPCs perform reliably in their intended roles without the weak points or dead levels that plague hastily constructed characters. The improvement is noticeable but not dramatic, representing solid competence rather than exceptional brilliance.

Optimized Character Build (400 GP): All affiliated NPCs gain access to notably superior build optimization, incorporating advanced synergies and sophisticated class progression paths. Their abilities complement each other in ways that create emergent capabilities beyond what individual classes could provide alone. Rare racial classes and

specialized job paths become available where appropriate, allowing for unique combinations that grant distinctive advantages. Your NPCs now demonstrate genuine expertise in their fields, with builds that approach what dedicated min-maxers might achieve.

Legendary Character Build (600 GP): Your NPCs' builds reach the level of true artistry, incorporating exotic class combinations, legendary racial heritages, and progression paths that most players never discovered. These characters possess synergies so sophisticated that their abilities multiply rather than merely add together, creating performance levels that seem to defy their apparent capabilities. Hidden classes, ancient bloodlines, and forgotten techniques become available to create builds that represent the pinnacle of what careful planning and vast knowledge could achieve.

World-Breaking Character Build (800 GP): The ultimate expression of character optimization grants your NPCs access to build qualities that transcend normal limitations. They possess class combinations so perfectly harmonized that they seem to operate according to different rules than standard characters, their synergies creating capabilities that approach the miraculous. Mythical racial classes thought impossible to obtain, legendary job progressions available only through the most obscure methods, and combinations that create entirely new categories of ability become available to your NPCs.

These transcendent builds often incorporate elements that blur traditional boundaries - warrior-scholars whose combat prowess enhances their magical research, craftsmen whose artistic creation literally reshapes reality, or diplomats whose social skills can rewrite fundamental truths about relationships and loyalty. The mechanical optimization reaches levels where individual NPCs can perform feats typically requiring entire teams, their perfectly synchronized abilities creating multiplicative rather than additive effects.

To clarify, build optimization automatically scales appropriately to each NPC's level and intended role - a level 30 NPC won't possess the same exotic classes as a level 100 NPC, but their build will be equally well-optimized within their total amount of respective levels. The improvements never compromise the NPC's intended personality or role, instead finding ways to express these characteristics through superior mechanical choices. All NPCs retain their individual identities while gaining access to build sophistication that maximizes their potential within your guild's structure.

- **NPC Equipment (200/400/600/800 GP):** The equipment wielded by your NPCs serves as both a reflection of your guild's capabilities and a crucial determinant of their effectiveness in fulfilling their roles. While raw levels and abilities form the foundation of their power, the quality of their gear can mean the difference between competent performance and truly exceptional achievement.

In worlds where magical items can fundamentally alter the balance of power, ensuring

your NPCs possess appropriate equipment becomes a matter of strategic necessity. By default, all your NPCs possess basic equipment suitable to their roles and levels - functional but unremarkable gear that allows them to perform their duties without special distinction. However, investment in superior equipment transforms your guild from merely competent to genuinely formidable, with each tier of enhancement providing access to increasingly powerful and prestigious equipment.

This enhancement affects all NPCs affiliated with your guild, automatically providing them with equipment appropriate to their level, role, and the tier purchased. Custom NPCs are the primary beneficiary of this option, with all other NPC types being one tier lower. The equipment manifests according to each individual's needs and aesthetic preferences while maintaining consistent quality standards throughout your guild base.

Choose one of the following tiers to determine the quality of equipment available to the NPCs of your guild:

Standard Equipment (200 GP): All your NPCs gain access to well-crafted gear. While not extraordinary, this equipment surpasses what most individuals could afford or obtain, providing solid performance enhancements and reliable functionality. Your NPCs now present themselves with professional-quality gear that marks them as members of a serious organization, earning respect from those who recognize quality craftsmanship.

Superior Equipment (400 GP): All NPCs now wield superior equipment, representing some of the finest conventional items available. This gear provides substantial performance bonuses and often includes minor magical enhancements or special properties. Your NPCs stand out distinctly from common soldiers or typical adventurers, their superior equipment immediately marking them as elite professionals. The visual impact alone often deters potential troublemakers while inspiring confidence in allies.

Legendary Equipment (600 GP): Your NPCs gain access to masterwork items, equipment that transcends normal craftsmanship to enter the realm of legendary quality. These items often possess significant magical properties, unique abilities, or historical significance. NPCs equipped with such gear become genuinely formidable opponents capable of challenging seasoned opponents, while support staff gain tools that allow them to perform near-miraculous feats within their specializations.

Divine Equipment (800 GP): The pinnacle of equipment quality grants all your NPCs access to the best items, representing the absolute height of what was achievable in YGGDRASIL. Level 100 NPCs might possess complete sets of Divine-tier equipment while even lower-level NPCs wield gear that would be the envy of veteran players. This represents a comprehensive upgrade that transforms your entire guild into a force capable of tackling some of the most difficult challenges YGGDRASIL had to offer.

Rooms and Misc

Well size is good and all but it's what is on the inside that counts.

- L lavish Quarters (100 GP): Step inside and feel the weight of comfort and luxury surround you. Plush furnishings, sumptuous meals, and soothing baths make this space a sanctuary where you and your guild can relax in style—fit for nobles and royalty alike.
- Everclean (100 GP): No more worries about dust, grime, or the aftermath of battle. Magic keeps your entire base spotless at all times, so you never have to waste effort—or your followers' time—on cleaning. Blood and mud wash away like they were never there.
- Training Hall (200 GP): A space designed to sharpen blades and minds alike. Here, your guild members and followers can train safely, pushing their limits with challenges tailored to all skill levels. Progress comes faster when you have the right tools and environment.
- Artisan Workshops (200 GP): These rooms are a haven for creators—from blacksmiths hammering out armor to alchemists brewing rare potions, chefs crafting exquisite dishes, and more. Skilled followers assist in turning raw materials into finely crafted treasures.
- Arcane Workshop (200 GP): A quiet, magical laboratory filled with rare ingredients and enchanted tools. Overseen by master mages among your followers, it's the perfect place to brew potions, enchant gear, or unlock the mysteries of the arcane.
- Hidden Vault (200 GP): Concealed behind powerful wards and traps, this secret chamber guards your most precious treasures and dangerous artifacts. Only those you trust can step inside, and even then, it's no easy task.
- Hall of Echoes (200 GP): A vast hall lined with enchanted mirrors and sound amplifiers, designed to carry your voice far and wide. Perfect for rallies, announcements, or sending messages that reach every corner of your base.

- Command Hall (300 GP): The nerve center of your guild base, where leaders gather around a grand table to strategize and oversee operations. Advanced surveillance and security measures keep the space safe, accessible only to those you trust.
- Commerce District (300 GP): A lively collection of shops, casinos, spas, and entertainment venues designed to draw visitors and fill your coffers. It's the beating heart of guild trade and profit, buzzing with opportunity.
- Mana Reservoir (300 GP): A magical wellspring of energy, this reservoir steadily replenishes mana for your guild's spells, enchantments, and magical devices—ensuring you never run dry in critical moments.
- Alchemy Garden (300 GP): A lush sanctuary of rare and magical plants, carefully tended by expert herbalists within your followers. This garden guarantees a steady supply of ingredients essential for potions, poisons, and other alchemical wonders.
- Biome Zone (400 GP): Vast chambers that recreate the world's most diverse environments—from scorching deserts to dense jungles and open savannahs. Perfect for research, recreation, or safely storing rare flora and fauna. Multiple zones can be combined for even richer variety.
- Combat Arena (400 GP): A grand colosseum where guild members and followers can test their skills and tactics under safe, controlled conditions. The rules and settings are flexible, allowing everything from friendly sparring to fierce competitions.
- Spirit Nexus (400 GP): A sacred focal point where spiritual energies converge, enabling communication with spirits, summoning ethereal allies, or gaining glimpses into other realms. The air hums with otherworldly power here.
- Grand Menagerie (400 GP): A sprawling, well-tended habitat for exotic beasts, magical creatures, and loyal mounts. Whether for defense, companionship, or show, this space nurtures the living wonders of your guild.

- Grand Library (600 GP): More than a collection of books—it's a treasure trove of knowledge that spans every imaginable subject. From ancient magic tomes to battle tactics and stories from distant lands, it's a sanctuary for scholars and strategists alike.
- Mercenary Hall (600 GP): A bustling hub where skilled mercenaries await hire for any mission—be it protection, espionage, or assassination. The more you invest, the greater the numbers and quality of your hired blades.
- Divine Treasury (1000 GP): Far beyond the modest coin stores of a standard Guild Base, or even the impressive wealth of a legendary treasury, the Divine Treasury represents the absolute pinnacle of resource collection and management. This is not merely a repository of wealth, but a nexus of nearly limitless possibility where treasures beyond mortal comprehension are stored in quantities that would beggar belief.

The Divine Treasury manifests as a sprawling complex of vaults, display rooms, and secure chambers, expanding seemingly without end to accommodate whatever wonders you choose to store within. Its dimensions transcend conventional space, with entire sections devoted to specific categories of treasure – from gold coins, crafting materials to artifacts of world-ending potential and so on.

Within these hallowed halls rests an utterly staggering quantity of Yggdrasil gold coins – enough to maintain even the most extravagant Guild Base operations for millennia without concern. The wealth contained here is so vast that you could resurrect your entire roster of high-level NPCs simultaneously, repeatedly, while activating every gold-consuming trap and effect in your base, and still not notice any rise in expenditure.

Beyond mere currency, the Divine Treasury houses an unparalleled collection of magical items from across the spectrum of power. Legendary weapons line entire corridors, divine-class equipment fills dedicated chambers, and countless of othermagical trinkets are stored in categorized drawers and display cases. For every standard item type in existence, you seem to possess multiple variants of exceptional quality.

Security for this incomparable wealth is appropriately formidable. Beyond the standard protections of your Guild Base, the Divine Treasury possesses its own dedicated defensive systems, including unique traps that activate only within its confines, guardian constructs that patrol its halls, and environmental hazards that render unauthorized access virtually impossible.

The Divine Treasury stands as both your greatest resource and most impressive achievement – a reflection of your Guild's might.

Defenses

When you want those pesky intruders to get off your lawn.

- 100 GP – Fortified Walls

Your base is encircled by walls crafted from rare, sturdy materials, strengthened through expert craftsmanship and ancient techniques. These walls are designed to withstand prolonged sieges and relentless attacks, offering a reliable barrier that can absorb impact and resist damage, buying precious time against any invader.

- 100 GP – Automated Defenses

A network of mechanical weapons—ranging from automated crossbows to ballistae and catapults—lines your battlements. These devices automatically detect and strike hostile forces with deadly precision. Their consistent, unyielding barrage serves as a powerful deterrent, softening enemies before they can reach your walls.

- 200 GP – Expanded Defenses

The fortress's protective measures are dramatically increased, doubling the number of walls, traps, moats, and automated weapons. This expansion not only thickens your defense lines but also adds layers of complexity, forcing intruders to navigate a maze of obstacles designed to slow, injure, and exhaust them.

- 200 GP – Elemental Barrier Moat

Surrounding your base, a moat teems with elemental energy—fiery flames, biting frost, crackling lightning, or other elemental forces of your choosing. Anyone unfortunate enough to fall in suffers intense elemental damage that deters further approach. Investing more allows you to blend multiple elements, making the moat a volatile and unpredictable hazard.

- 300 GP – Trap-Infested Corridors

The hallways and passages within your base are riddled with countless traps, from razor-sharp blades and pressure plates to hidden magical wards and explosive runes. While individually manageable, the sheer volume of these traps overwhelms intruders, forcing them to tread carefully or risk being worn down by constant danger.

- 300 GP – Puzzle Locks

Intruders activating these traps find themselves ensnared in a chamber where the only escape lies in solving a cunning puzzle. These riddles test mental agility and patience—whether it's a logic puzzle, memory challenge, or cryptic riddle. It's a psychological barrier designed to delay and frustrate, ensuring that only the most clever or persistent can proceed.

- 400 GP – Anti-Magic Wards

Mystical wards envelop your stronghold, disrupting enemy spellcasting and blocking attempts to spy on your base via magical means. These wards prevent teleportation and scrying, weakening hostile spellcasters caught within their radius and allowing you to track any magical activity, keeping your secrets secure from prying eyes.

- 400 GP – Shifting Passages

The interior layout of your base becomes fluid and unpredictable, with corridors and rooms shifting their positions and connections at random intervals. This constantly changing maze confuses and disorients invaders, causing them to lose their bearings and stall their progress, making the base as much a trap as a fortress.

- 500 GP – Lethal Traps

Deadly traps lie in wait—hidden mechanisms and arcane devices that unleash fatal magic upon triggering. These traps are capable of delivering instant death or crippling blows, sparing no mercy for intruders. Only beings of extraordinary resilience can withstand their effects, and even then, they emerge weakened and vulnerable.

- 500 GP – Illusory Veil

A powerful illusion cloaks your base, obscuring it from detection and disguising its true nature. The outer veil prevents enemies from pinpointing its location, while the inner illusions bewilder those who manage to breach the outer defenses, making navigation confusing and causing hesitation, giving your defenders the upper hand.

- 600 GP – Hazardous Surroundings

The environment around your base is transformed into a perilous gauntlet. Whether it's an ever-burning lava field, a poisonous swamp, or a wild forest crawling with dangerous creatures, reaching your stronghold requires navigating treacherous terrain that discourages or outright destroys unwelcome guests.

- 600 GP – Divine Safeguards

Your defenses are blessed—or cursed—with divine power. Walls shimmer with reflective energy that bounces attacks back at aggressors; automated weapons strike with enhanced force and inflict debilitating effects; traps react with unnatural precision. The entire fortress becomes a living embodiment of holy or unholy wrath, making any assault a near-impossible task.

Special Option

The good stuff

- Arcane Beacon (100 GP)

A glowing tower that emits a steady magical signal, enhancing communication and coordination within your guild. It also helps locate lost allies nearby and slightly boosts the potency of minor spells cast within your base.

- Runic Workshop (200 GP)

A dedicated crafting room infused with arcane energy where your followers can imbue weapons, armor, and items with runic properties more quickly and efficiently. This forge accelerates creation and raises the quality of enchanted gear.

- Pillar of Radiance (300 GP)

A mystical tower that fires concentrated beams of pure light, incinerating enemies and cities from a distance. The Pillar slowly recharges over 48 hours but can be powered faster by channeling additional energy.

- Mystic Warding Circle (400 GP)

A vast arcane circle inscribed around your base that disrupts hostile magic. It weakens enemy spells, nullifies curses, and creates a protective barrier that slows down magical projectiles, making your guild a tough target for any sorcerer.

- Ethereal Cloak (500 GP)

A shimmering, semi-transparent shield that surrounds your entire base, rendering it partially intangible. Attacks—both physical and magical—pass through harmlessly or lose much of their power, while your followers move freely, turning your stronghold into a ghostly fortress.

- Siege Engine (600 GP)

A massive war machine combining engineering and magic, capable of launching heavy projectiles or elemental blasts. This terrifying device can batter enemy fortifications and scatter invading forces with brutal efficiency.

- Temporal Anchor (700 GP)

This device bends the flow of time around your base, protecting it from time-manipulating magics and granting your followers accelerated healing and the ability to briefly slow time during combat.

- Celestial/Demonic Wards (800 GP)

A divine shield that wards your guild against curses, dark magic, and hexes. It also gently heals your followers during battle and bolsters their morale with an inspiring holy presence.

- Phantom Sentinels (900 GP)

Ethereal guardians bound to your will, these ghostly warriors patrol your halls invisibly. They can materialize instantly to confront intruders, passing through walls and shrugging off physical attacks, instilling fear and offering unmatched protection.

- Worldbreaker Cannon (1000 GP)

The ultimate siege weapon—a colossal cannon powered by arcane and mechanical forces. It unleashes devastating blasts that can level an entire Country, demanding vast energy and preparation but promising unstoppable destruction.

- Guild-Linked World Item (1200 GP)

In the hierarchy of Yggdrasil's treasures, World Items stand alone at the summit – artifacts of such incomprehensible power that they can rewrite the fundamental rules of reality itself. While most World Items exist as discrete objects that can be carried and wielded, there exists a rarer, more profound category: those that have become permanently integrated into the very fabric of a Guild Base's existence.

Much like how the Great Tomb of Nazarick possesses the Throne of Kings, your Guild Base now houses its own Guild-Linked World Item, permanently affixed within your domain and extending its reality-warping influence throughout your territory. The precise nature and appearance of this World Item is yours to determine, tailored to complement your Guild's theme and strategic priorities.

By default, any custom made Guild-Linked World Items are assumed to be an addition to the original 200 World Items. Also any purchased canon Guild-Linked World Items are assumed to be duplicates of the originals. How do you justify it? Fanwank it. Maybe the GMs of YGGDRASIL made a mistake and you ended up with a bunch of duplicated Guild-Linked World Items, or had the fortune to stumble upon them etc. Alternatively, you may choose to receive the original Guild-Linked World Item, though doing so might result in unexpected changes to the canon lore, you have been forewarned.

This option may be purchased multiple times, with each acquisition granting your Guild Base another permanently integrated World Item.

Companions

Companions can purchase more companions.

Companion Create/Import [50-200]

So you want to create your own crime fighting sidekick or family? Do you want to rule St. Canard at the head of your own Dreadful Duo, Threatening Three, Frightful Four, Fearsome Five, Sexy Six, Scary Seven, Eviscerating Eight, or even the Nightmarish Nine? Well create/import a single companion into any origin and race for 50cp each or eight for 200cp. Each companion gets a 1000CP for their build.

Canon Companion [100]

So you want to take any other existing character from this world. Well then this option is for you.

Gloopie [Free]

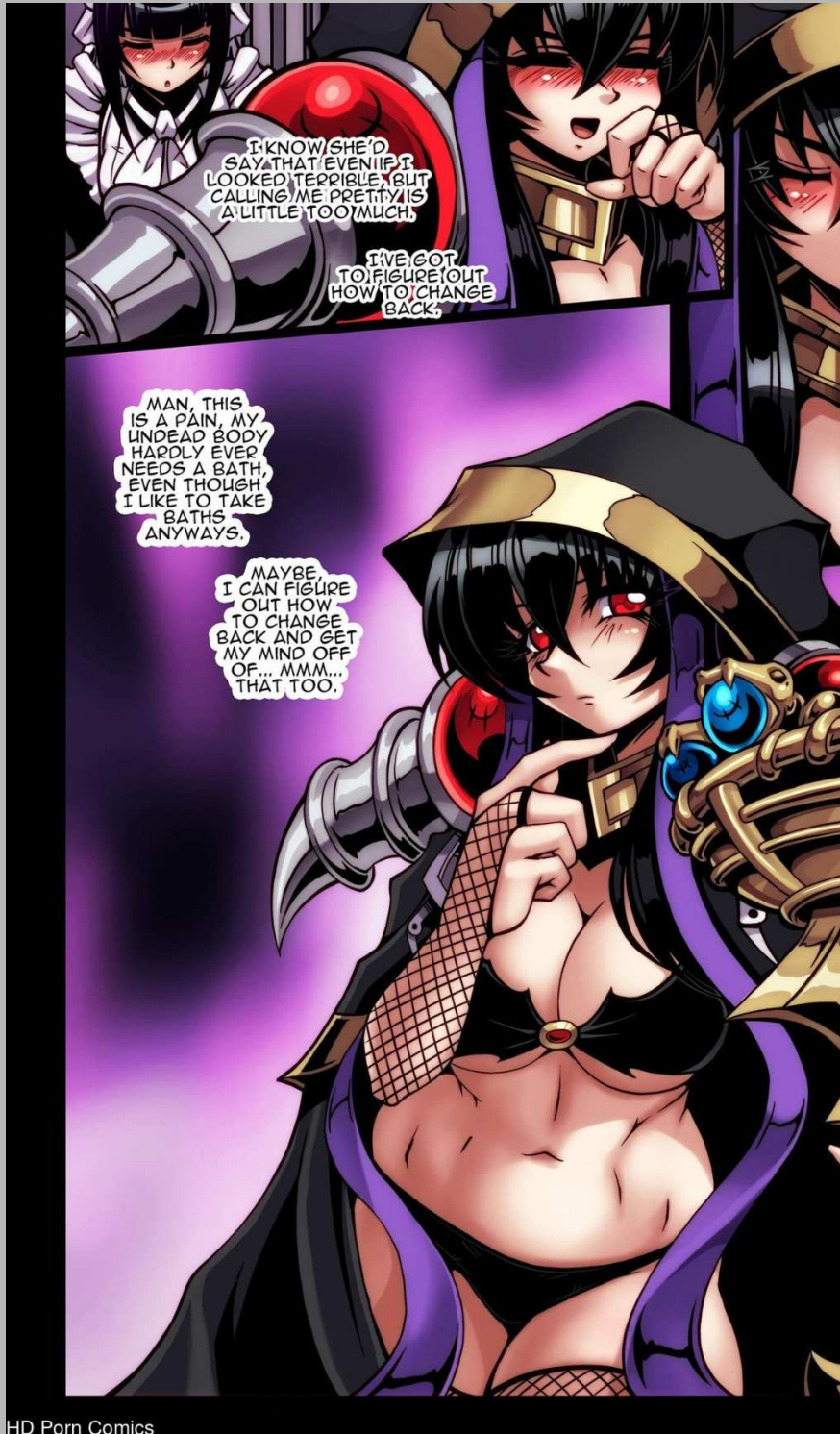
She squishes when she walks—not out of clumsiness, but because that’s just how she’s made. She’s playful, loyal, and endlessly curious, often mimicking the tone and gestures of those around her in charmingly exaggerated ways. Despite her bubbly demeanor, she’s more than just comic relief—her amorphous body allows her to shift shape, squeeze through impossible gaps, or even form protective shields on instinct. She’s immune to most physical attacks, absorbs magic to varying degrees, and regenerates at a startling rate. Somewhere between mascot, pet, and deeply trusted friend, she latches onto you—figuratively and occasionally literally—as her favorite person. And while she might not always understand the world’s rules, she’ll break them without hesitation to stay by your side. She will let you customize her appearance, voice, and even abilities to suit your taste, but no matter the form, she’ll always be your weirdly wonderful, wobbly shadow.



The Dread Empress [Free]

Created in a parody of a certain undead overlord by another, she exudes a mysterious aura, but with a playful twist. Fair, clear skin contrasts with the elaborate robes she wears, designed to hint at her grandeur while intentionally leaving more exposed than is typically appropriate for someone of her stature. The robes, though regal in their construction, are cut (extremely) daringly, with flowing fabric that leaves her shoulders and midriff bare (a bit more than just that, but more on that later), as if she's straddling the line between elegance and confidence in the face of her undead nature. Her glowing, otherworldly eyes often convey the weight of a ruler, but there's a mischievous gleam in them that betrays her more whimsical side. While her loyalty to you is absolute, it often results in an over-the-top display of devotion, accompanied by dramatic gestures that blend arcane power with a flair for theatricality. She takes her role as protector seriously, but her spells come with a touch

of pomp, laced with the essence of performance—she may cast the most fearsome magic, but she'll do so with a flourish that would make even the gods pause. Beneath the dramatic exterior, however, she carries a quiet warmth, a being whose loyalty runs deeper than her humorously exaggerated antics, forever loyal but never without a sense of charm and wit.



Alternative looks for those who want them.



The Crownless Seraphim [Free]

She carries herself with a grace that's almost too perfect—every movement precise, every glance calculated, as if she were sculpted for admiration and command alike. Her appearance mirrors that of a certain infamous guardian: cascading black hair, obsidian horns curving back like a crown, and robes tailored a little too elegantly to be practical—revealing just enough to unsettle, yet draped in a way that suggests nobility. But unlike the original, her wings are pure white, vast and pristine, marking her as an angelic being with a presence both holy and haunting. Though born of a twisted reflection, there's nothing half-hearted about her. She watches you with golden eyes full of unsaid promises, her loyalty etched into her very soul—not because she must, but because you are hers. She doesn't wait for orders—she anticipates needs, hovers a step behind, and watches anyone who nears you with a smile too calm to be harmless. She's beautiful, faithful, and terrifying in equal measure... and she only has eyes for you.



The Unfailing Star [Free]

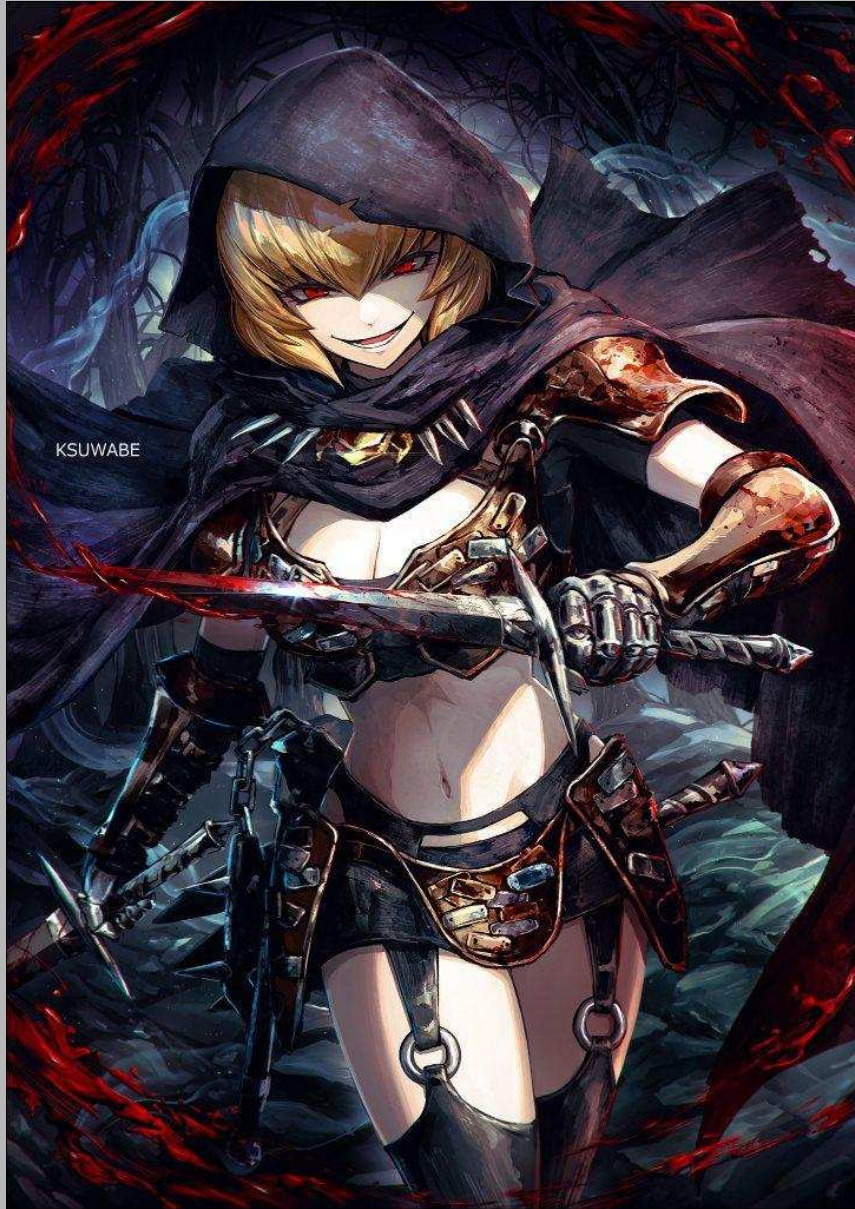
She's a princess who may not always grasp the complexities of the world, her innocence sometimes leading her astray, but her heart is always pure and loyal. With a bright smile and a bubbly demeanor, she often comes off as a bit clueless, misinterpreting situations in the most endearing ways. Despite her occasional lack of understanding, there's a depth to her, a strong, unshakable faith in those she cares for that makes her undeniably charming. She's not simply "dumb" but rather innocent, constantly trying her best even when things don't go as planned. But beneath that sweetness, there's an unsettling intensity in the way her eyes darken when she notices someone drawing too close and wishes you harm. To her, there is no world without you, and anyone who dares to step between that bond will quickly learn just how far her loyalty goes. She's not just devoted—she's fiercely protective, willing to do anything to keep you safe, and the strength of her feelings could make anyone feel the weight of her unwavering devotion.



Ravaging Tempest [Free]

She's a whirlwind of energy wrapped in a deceptively small frame, her messy blonde hair framing a face that can shift from cheerful to deadly in the blink of an eye. Her eyes, sharp

and full of unrestrained excitement, betray the gleam of someone who finds joy in the chaos of battle. It's not that she's bloodthirsty—it's more that she thrives on the rush of combat, the raw intensity that makes her feel truly alive. Her attire, simple and practical, is stained with the marks of countless battles, showing that she values function over form (for the most part). She grins with a mischievous gleam, her wild energy only tempered by the deep well of loyalty she holds within. Beneath her manic glee is a devotion to you that runs so deep, it borders on obsession. She watches over you with a protective fierceness, and though her methods may seem reckless, there's no doubt that she would do anything to keep you safe. The line between devotion and madness is thin, and she would cross it without hesitation if it meant preserving the bond she feels with you.



Master of Sass and Strategy [Free]

They're the type of person who's got your back, no questions asked. Quiet, but sharp—always noticing the things everyone else misses, and never afraid to throw in a sarcastic comment or two when the mood needs lightening up. This Bro for life is the friend who's got a plan for everything, even if it's just a casual night out, and somehow, everything always works out because they've already thought ten steps ahead. When things go sideways, they're the first to step in and make sure you're good, always figuring out the best way to handle whatever comes your way. He's loyal to the core, but it's not all about grand speeches or big gestures. It's in the little things—the way they're always there when you need advice or help, and how they can turn a disaster into something you'll laugh about for weeks. You never have to ask twice, and that's what makes them so damn reliable. Plus, they can totally read a room, so don't be surprised if they notice a problem before you do and already have a solution ready. Just don't let them overthink things too much—they've got a tendency to analyze everything to death. But, hey, they've still got your back through it all, and that's what counts.



Scenarios

The Crown of Ashes

The Re-Estize Kingdom is dying—bleeding from within. The noble factions are fractured, the people cry out for order, and old enemies gather beyond the borders, waiting for the final crack. The royal line is fading, and those with power turn inward, clawing for scraps. In this chaos, you are pulled into a game where blades speak louder than diplomacy and loyalty is a currency few can afford. Whether you rise as a reformer, tyrant, or shadowed puppet master, one truth remains: the kingdom is yours to claim, or to bury. How you wear the crown—bloody or bright—is up to you.

Reward

You gain the Dragon Fang, a weapon born of chaos and raw magic, its blade wide, heavy, and ever-shifting—like a wound in reality that refuses to heal. Serrated in unnatural ways and glowing with colors that don't belong in this world, the sword cuts through all defenses, magical or mundane, as though they never existed. Its strikes echo with the weight of something older than laws, older than logic. But more than a weapon, you also gain dominion over the Re-Estize Kingdom, now reformed under your rule. Whether you choose to take the throne, rule in secret, or shape its destiny from the shadows, the kingdom bends to your will. Miracles of talent and potential begin to surface in its borders—heroes, tacticians, and sorcerers of terrifying promise, all born under your reign as if greatness is now part of the land's design. This kingdom is more than territory. It is your legacy—and in future worlds, it follows you. It may manifest as a long-lost kingdom rediscovered, a hidden nation emerging from the fog of myth, or a sovereign land that's always quietly existed, waiting for your hand to shape it once more.

Ashes of Ambition

The Baharuth Empire has always been a place where order means everything—where every soldier knows their place, every noble plays their role, and strength is respected above all else. Its towering walls and sprawling cities speak of discipline carved into stone and tradition passed down through generations. But lately, something's shifting beneath the surface—a strange, wild energy that threatens the very Empire itself. Whispers of chaos stir in dark corners, secret cults move unseen, and even the most steadfast leaders find themselves uneasy. Now, the question isn't just about land or power—it's about whether the Empire will hold onto its old ways or be remade by forces far beyond its control. What you choose to do won't just change borders on a map; it will shape the very soul of the Empire itself.

Reward

You receive the Ring of Twilight Dawn, a stunning artifact born from the raw, untamed forces of Chaos itself. This ring isn't a simple trinket crafted by mortal hands—it's reality's very fabric, twisted and woven into a radiant band that shimmers with a shifting glow, caught forever between the fading light of dusk and the first breath of dawn. When you wear it, a surge of chaotic energy courses through you, instantly shattering every limitation that once held you back. Time loses its grip; your strength cannot be stolen or suppressed. Instead, the ring feeds your power, accelerating your growth beyond mortal or even divine bounds, making you a force of nature impossible to diminish. Along with this, you inherit the capital of the Baharuth Empire, a place that defies the era's standards with its advanced magic and technology. In future journeys, this city can either quietly exist as a hidden gem or be retroactively woven into your world's history, shaping events from the shadows.

Where Angels Tremble

The Slane Theocracy is a land where faith shapes everything—from law to life itself. Towering cathedrals and zealous priests hold sway over the people, enforcing a strict divine order. Yet beneath this unshakable devotion, old tensions simmer. The gods are absolute, but forbidden whispers of chaos and heresy stir in secret corners. Your arrival disrupts this fragile balance. How you navigate between unwavering faith and unpredictable chaos will not just challenge the Theocracy's beliefs—it could reshape its very foundation, changing what it means to serve divinity in a world on the edge of upheaval.

Reward

Alongside the Crown of Chaos, you gain a personal scripture—an elite team of devout followers bound not by nation or creed, but by a chilling mix of faith, loyalty, and terrifying competence. Each member is handpicked by fate or Chaos itself: powerful casters, sacred warriors, and cunning tacticians who regard you not merely as a commander, but as the axis upon which their entire world turns. They don't wait for orders—they anticipate, act, and shape the world in your image. In future worlds, they do not fade into memory; they evolve with you, always remaining among the most formidable forces in any setting, rivaling legendary heroes and the greatest of nations. Whether they root out threats in silence or form an unbreakable shield at your side, they are your will made manifest, your voice delivered through spell and blade alike. And as for the crown itself—this is no mere ornament. A circlet of polished silver threaded with flickering, prismatic energy, it pulses like a living thing, resonating with your presence. Worn upon your brow, it bends the arcane to your will, enhancing your magic, reducing its toll, and disrupting hostile spells before they can even reach you.

The Blackened Vault

The Dwarven halls echo no longer with hammers, but with silence—a silence thick with dust, dread, and the weight of what once was. This mountain kingdom, once a bastion of stonecraft and invention, was not undone by war or treachery, but by something older, deeper—an ancient force that rose from the depths, warping the very laws of magic and metal. Faced with a threat their runes could not bind and their steel could not pierce, these dwarves sealed away their greatest works and vanished into myth. Now, the deep places stir once more: runes pulse with strange light, long-dead forges belch embers into the dark, and something vast waits beneath the stone. Whether you come to reclaim their legacy or reshape it as your own, the mountain watches. And it remembers.

Reward

Your reward is twofold: the Abyss Blade and a fortress-city lost to time. The blade itself is a thing of quiet dread—its surface dark and fluid-like, streaked with violet fire and pulsing with stolen magic. Spells unravel mid-cast in its presence, enchantments crumble, and magical defenses cease to exist. Every spell severed is consumed, the energy absorbed into the blade's core and released as chaotic force at your command. But it is the city that truly crowns your power: a vast, hidden stronghold carved into a hollow mountain beneath a frozen tundra, built with architectural genius lost to the ages. Its walls are layered with enchanted alloys, its defenses automated and ancient, and its vaults hold secrets long buried—forges fueled by unknown fire, constructs waiting to be born, and blueprints penned in languages no longer spoken. In future worlds, it will either lie in wait beneath the surface or rise anew as a forgotten power—an empire in miniature, shaped in your image.

Endless Hunger

Chaos tears through the land, shattering reality itself and flooding everything with raw, unpredictable energy. In this wild, broken world, the usual rules don't apply—only those who can harness the storm within stand a chance. Your task? To take control of this chaotic realm, whether by bending it to your will or letting the monstrous Devourer of the Nine Worlds consume it whole. The choice is yours: will you rise as the ruler of this madness, or fight to protect what's left and face the Devourer head-on?

Reward

You gain control over several World Cracks—unstable tears in reality that pulse with raw chaotic mana, disrupting enemy magic, distorting time, and reshaping the battlefield itself. These cracks are living conduits of chaos, shifting and growing as you command, warping

the flow of energy and twisting fate around you. Alongside this, you unlock the terrifying power to summon a lesser avatar of the original World Boss—the Devourer of the Nine Worlds, a colossal and nightmarish entity whose very existence threatens to consume all realms. This summoned avatar fights with savage intelligence and overwhelming strength, channeling the primal force of chaos and destruction. Together, these powers mark you as a force beyond mortal reckoning, a wielder of the apocalypse's edge, forever linked to the endless hunger of the Devourer. This terrifying bond ensures the Devourer's avatar will respond to your summons either within ten years or by the end of the current jump—whichever comes first—making your power both fearsome and imminent.

The Last Patch

You wake up in a world that feels like a game you once loved—but something's gone deeply, terribly wrong. The sky flickers like a broken screen, and the ground beneath your feet shifts when you're not looking, as if reality can't quite remember what it's supposed to be. Old raid zones lie half-buried in glitching terrain, their bosses long dead or twisted into something worse. It's all eerily familiar—like YGGDRASIL, but stretched thin and fraying at the edges. Nothing works the way it used to, and the rules you once relied on are gone or broken beyond repair. Here, you're not just a player—you're something more. This place is asking you to decide: try to fix what's left, or let the old world die and shape the chaos into something new.

Reward

Your reward is twofold: the Chaos Tear, a living suit of armor fused with wild, reality-warping energy, and a command base—a forgotten relic from an earlier system cycle once used by administrators or developers, now fractured and tainted by chaos. This command base allows you to subtly bend the rules of the world: alter terrain, skew encounter rates, create fortresses, or shroud entire regions in fog and mystery. You receive 1000 GP points to spend on this base, or if you already possess one, you can combine the two pools to upgrade and expand your existing command center. The armor clings to you like a second skin—responsive, adaptive, and eerily alive—changing shape and color at a thought, manifesting weapons that bend space and hum with barely contained power.

Legacy of the Wild

As you stand amidst the remnants of this once-great race, the echoes of their power resonate within you. The path ahead is yours to choose: will you seek to restore the glory of the Dragon Lords, mastering the lost art of Wild Magic, or will you forge a new destiny, reshaping the world with the remnants of their power? The world you enter is heavy with the memory of vanished greatness. Long ago, Dragon Lords ruled not just through might,

but through Wild Magic—a soul-fueled, ancient art that bent the fabric of reality without need for tiered spells or mana pools. These dragons were not mere beasts, but sovereign minds who shaped empires and held dominion over sky, land, and the strange magics that pulsed beneath it. But that era is dying, fractured by wars with invaders from beyond the stars and broken by time itself. Now only a few True Dragon Lords remain, hiding their legacies and guarding secrets that could upend the world once more. You arrive in the ruins of their age, where scorched leylines glow faintly and ancient shrines pulse with forgotten power, stirring as if recognizing something in you. Whether you choose to rekindle the old majesty of dragonkind or twist their forgotten power into something entirely your own, the echoes of their will now answer to you.

Reward

Your reward is twofold: the Starlight Plate and the long-buried Throne of Wyrmglass. The armor—if it can even be called that—is a warform in every sense, forged not in smithies but in moments of cosmic upheaval. It clings to you like memory made metal, its surface flickering between moon-silver, deep void-black, or whatever hue your will demands. Orbiting you are weapons that hover like stars caught in your gravity—lances, blades, or cannons shaped by instinct, responding without hesitation. The suit grows with you, amplifying strength and spell alike, weaving wild magic into every blow until your presence alone turns battlefields strange. The Throne, on the other hand, is a relic left behind by a vanished Dragon Lord—a fusion of control center and arcane engine, hidden in the bones of a forgotten sanctum. Once reawakened, it becomes an extension of your mind, allowing you to manipulate ley-lines, alter terrain, veil entire strongholds in illusion, or erect impossible defenses across vast distances.

Shadows Reborn

Nazarick lies in shadows, a monument to unrivaled power and cold precision—its vast halls carved from dark stone and echoing with the whispers of long-forgotten enchantments. Once a bastion of sorcery, strategy, and ruthless ambition, it was sundered by the tides of chaos, left dormant and fractured beneath layers of dust and silence. Now, the air hums faintly with the rekindling of ancient magics, and the echoes of armored footsteps stir once more. This is not merely a tomb, but a living fortress—one built to endure eternity, its defenses layered with spells that warp reality and guardians forged in the crucible of unyielding loyalty. To restore Nazarick is to reclaim a throne not just of stone and steel, but of influence and fear, breathing life back into a kingdom that commands respect across realms. As the fortress awakens, so too does its dark glory—an unshakable force shaped by your will, destined to leave its mark on the world forever

Reward

You reclaim the Staff of Ainz Ooal Gown, a relic pulsating with the concentrated arcane might of the tomb itself. It channels magic with devastating precision, bending reality and warping fate to your command. Alongside it, you awaken the Legion of Eternal Guardians—the tomb's elite enforcers, forged from magic and steel, who embody perfect loyalty and deadly skill. This legion is not just an army, but an extension of your will, acting with ruthless efficiency and unbreakable resolve. Most importantly, you restore the tomb to its peak pre-transition power—its defenses revitalized, its magical wards restored, and its influence radiating once more like an unshakable fortress in the world. As you grow, so do their powers and numbers, becoming a living embodiment of Nazarick's dark glory and your unchallenged dominion.

World Saviour/World Enemy

(Restricted to those who purchased the Guild Base/Poor Lords Abode/The Tomb of Nazarick item)

The final hour of YGGDRASIL has come and gone, but instead of returning to your original world, you and your guild have been transported to the New World—one already under siege. This world faces imminent destruction from Kuyō, the Devourer of Nine Worlds, a World Enemy known for consuming entire worlds and has already begun infecting this one with chaotic rifts and its miasma.

As the dust settles around your newly materialized guild, you find yourself in command of your NPCs who have mysteriously gained sentience. The surrounding territories are fractured—kingdoms, empires, and city-states all struggling against both each other and the growing corruption spreading across their lands. None seem to possess the strength or knowledge to combat the true threat looming over them all.

Your goal, at present, will be as follows:

Establish Dominance - Conquer, subjugate, or diplomatically incorporate at least 70% of the New World's territories under your rule. Unlike Ainz's subtle approach, time is of the essence—you cannot afford centuries of careful manipulation.

Contain the Corruption - Locate and seal the primary rifts that allow Kuyō's influence to seep into this world. These rifts spawn increasingly powerful entities and spread toxic miasma that transforms both land and inhabitants into twisted abominations.

Gather the World Items - Many World Items likely lie scattered across the New World, each guarded by formidable entities or hidden in nearly unreachable locations. Back in YGGDRASIL, these artifacts were known to possess massive power. Enough to even resist the authority of World-altering effects.

If you wish to stand a chance against the World Devourer, barring you and yours already possessing World-breaking power, then you will need them. Find them, and do all in your might to keep them away from the hands of the unworthy, lest they find themselves in the hands of agents of The Devourer. The only saving grace is that the World Enemy itself is currently too busy gorging itself to go out and personally find those World Items.

Defeat The Heralds - Before confronting Kuyō directly, you must defeat his champions — beings of immense power, equivalent to some of the toughest enemies YGGDRASIL had to offer, who have already established a foothold in this world and command legions of corrupted beings.

Defeat the Devourer of the Nine Worlds - Using the knowledge, power, artifacts and allies you've gathered, you must permanently deal with Kuyō. Its current state is that of a larva, but as time passes, it will grow in strength. Once it has sufficiently matured enough, it will personally arrive in the New World and finish what it once started. How you deal with it is up to you, just make sure it no longer is a threat to you and yours.

World Saviour/World Enemy - Two final choices stand before you, depending on how you dealt with Kuyō.

If you have slain the Devourer, then you'll have the opportunity to partake of its power, and by using that to devour the New World yourself, you will be rewarded with the following perk, **World Enemy**, granting you the power and all that it entails.

Alternatively, by saving the New World, and rejecting the temptation of more power by destroying it yourself, you will be rewarded with the following perk, **World Saviour**. The power in question can be considered the World Enemy's good counterpart in what it is supposed to represent, both in power and authority.

Remember, the challenge increases as time progresses. The longer you take to expand your territory, the more corrupted the remaining lands become. The more corruption spreads, the more powerful the Heralds grow. Should the Heralds remain undefeated by the eighth year, it will begin direct assaults against your territories with overwhelming force.

Reward

Permanent ownership of all territories conquered during the scenario. If the New World has not been destroyed, then it becomes permanently bound to your Guild Base, allowing you to take it with you to future jumps. Your Guild Base's NPCs, defenses, facilities, magical systems etc are upgraded, far beyond YGGDRASIL's original limitations. The World Items obtained remain in your possession, each possessing World-class abilities. And of course, the perk **World Saviour/World Enemy**.

Begin your conquest, Guildmaster. The New World awaits its savior... or its new enemy.

Drawbacks

Self-Insert [+0]

So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Another Universe [+0 CP]

Do you want to go somewhere else? Maybe there is a games, cartoons, or comics version you would rather go to.

It's All Real [+0 CP]

Now you can include events and canon from other media that includes this setting or its characters whether this is games, cartoons, comics, or even commercials it is up to you.

Supplement [+0 CP]

Sometimes you already have a story you love—a path you've walked, allies you've chosen, a home you've built. This option lets you treat everything here as a supplement to that. No need to replace or redo anything. Just pick and choose what speaks to you, whether it's new perks, base upgrades, or the occasional odd artifact.

Plot is King [+0 CP]

You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

Extended Stay [+100 CP]

For each purchase of this your time here is extended 10 years.

Fan Theories are Cannon [+0]

You got some fan theories that you ascribe to, or fanon that you want to be canon in your chosen universe, well with this you can.

Maybe some of the main characters are secretly evil?

Maybe the entire setting was nothing more than a stage production?

Maybe the bad guy actually has a tragic backstory and is a kind father of three?

Whatever the fanon theory, it is now fact in the version of the Goof Troops universe you're about to enter.

Broken HUD [+100]

You got your very own heads-up-display. Sadly it is next to useless. It activates in combat and narrates obvious movements that you and your opponents make to you (e.g. 'Enemy dodges your attack' or 'you received x damage!') as well as an assortment of random irrelevant stats (such as Coolness, Cuteness or Puns for example) receiving a Stat Up

Post-battle. No, this can't be skipped. It is more annoying than actually a hindrance to anything.

That Language Issues [+200]

It turns out that people from the New World have a different language from the YGGDRASIL players. Whether one side has to learn the language of the other party or some take the time to learn the language, it will take some time to overcome this barrier... this drawback will derail the usual plot due to communication issues.

Senseless [+200]

You can opt to lose a sense for this Jump. Of course every sense counts due to the fact that there are lots of dangers here. For every sense you decide to lose: sight, sound, smell or touch and taste (these two as one); you gain 200 CP. You could technically lose all of them for a budget deal of +1000 CP combined but that sounds like hell to me.

No Time for Plotting [+200]

Instead of arriving six months in advance you arrive six months late instead. If you are part of Nazarick, you won't be able to stop them from invading its neighboring states any more. If you aren't part of Nazarick, well the same problem arises. Depending on other drawbacks you may also say goodbye to any 'canon' timeline from now on (which would usually be some time around the Plains massacre).

Heroes of the New World [+200]

Any named fighters of the new world now start out at Level 50-60 (if they don't already) and unnamed combatants also receive a minor power boost. It is also easier for anybody to raise their level. They are not quite at the level of Nazarick but at least not just cannon fodder. As for why it is a drawback, it also causes Nazarick to take its foes more seriously, escalating any potential conflicts.

Echoes of YGGDRASIL [+400]

It turns out that Nazarick isn't the only thing that made it out from that game. Every once in a while random monsters (which may have any Level from 1-100) will pop out of nowhere in random places. These monsters aren't sentient. As their 'reasoning' only consists of lines of code, they attack anyone and anything that isn't one of them in the area and then move on.

Guild Wars [+200/400/600]

When YGGDRASIL's servers shut down, a cosmic anomaly occurred—and it wasn't just your guild base that was transported to the New World. The which brought you here, has also pulled other guilds to the New World, each materializing in different regions of this reality. Now, as you struggle against the corrupting influence of the Devourer of Nine Worlds, you must also contend with rival Players and their loyal NPC servants who have their own agendas for this new realm.

+200 CP: Rival Guild

A single additional guild base has appeared, belonging to a mid-tier guild that once competed with yours in YGGDRASIL. While not immediately hostile, this guild remembers past conflicts and views your presence with deep suspicion. They will actively compete with you for resources, territories, and influence over the New World's native powers. Their leader is smart and will try to take measures to counter your known strategies.

+400 CP: Guild Alliance

Three additional guild bases have materialized, forming a loose alliance against external threats—including you. These were once guilds in the top 50 in YGGDRASIL's rankings, each specializing in different aspects of gameplay. One excels in PvP combat, another in economic wealth, and the third in information gathering and covert operations. Together, they possess resources and NPC numbers worthy of their rank. This alliance is pragmatic rather than ideological, leaving room for diplomacy, but they view your guild as a potential existential threat that must be dealt with. Their leaders coordinate regularly and will systematically undermine your efforts to establish dominance.

+600 CP: Guild World War

In a cruel twist of fate, nine guilds of YGGDRASIL that were in the top 10 in YGGDRASIL's rankings - besides Ainz Ooal Gown, have appeared across the New World. These guilds include former top-tier competitors from YGGDRASIL's glory days, several of which possessed World Items of their own. Collectively, they command armies that would greatly dwarf the forces of canon Nazarick, with multiple level 100 NPCs at their disposal. Worse still, these guilds have already begun forming a coalition specifically designed to hunt and eliminate any possible threats to their reign —with you and yours being at the top of their list. At least three of these guild leaders possess strategic intellect rivaling Punitto Moe, and all have extensive experience in guild warfare.

Lockdown [+600]

You have no **Out Of Context** items, powers, or warehouse.

Multiplayer Game [+600]

In the end YGGDRASIL is a Multiplayer Game, isn't it? As such each of the factions you didn't pick is getting their own Champion that is absolutely loyal to said faction. Every champion also gets all of their own faction-related Items and Perks.

A G(u)ilded Cage [+600/1000/2000 GP, requires a Base]

Usually it is a good thing to have reliable allies in this world. Your guild base is better equipped than it should be but this has a price on its own as the usual POPs and NPCs are not as loyal as they should be... luckily they'll go back to being your loyal followers once the Jump is over.

+600 GP: Exact Words

Your NPCs and the like will eagerly follow your commands... and that's about it. They have no ambition to follow your orders beyond your spoken or written command. Even with any intel and the like you have to carefully word your commands otherwise they will use it to get a break. They are not willing to harm you at least.

+1000 GP: Passive Resistance

Here they are secretly hoping that someone is going to take you out. They are willing to take liberties with the orders given to secretly sabotage your efforts to accomplish anything in this Jump. Unless you wreak havoc among these forces, they are at least not willing to start an open rebellion or assassination attempts.

+2000 GP: Vive la Revolution

OK, the NPCs and whatever else is in your Base wants your head on a pike. The base residents will stop at nothing to kill you and they will eagerly collaborate with anyone else in order to accomplish that goal.

Decisions

You have three choices ...

Go to next Jump

Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Notes

- Ok here's the 3rd
- Thanks to everyone that helped with the editing and special thanks to Zennishi for their additions to the jump
- Disclaimer location descriptions are a bit rough and it supposed to indicate that the jumper is inserted in 6 months before Nazarick Arrives
- Base items of the Chaos Relics
 - Razor Edge >>Dragon Fang
 - Ring of Twilight >>Ring of Twilight Dawn
 - Crown of Wisdom>>Crown of Chaos
 - Sword of the Lost >>Abyss Blade
 - Powered Armor>>Chaos Tear
 - World Shard Lantern>>Light of the Forgotten Realm
 - Warpaths End>>Lord of War
 - Cowl of the Shadow Prince >>Cloak of the Old Man
 - Robe of the East>>Robe of Heaven
- For base property if you really ...really want to import a property but haven't done so in a base Supplement or OOC thing... Just go for it and ignore the requirements.

Change Log