



By Pokebrat_J

Released in the year 2126, the Dive Massive Multiplayer Online Role Playing Game known as Yggdrasil was known for a wide array of things. An unprecedented emphasis on player freedom, an in-depth and complex class leveling system, a vibrant in-game economy, and mechanics that make it so that simply having higher numbers was not as important as information and tactics. The game takes place upon the nine leaves of Yggdrasil, each one a world unto itself, filled with unique environments and potent enemies, as well as quests to complete and events one can participate in. There are infinite possibilities within the game of Yggdrasil, and countless mysteries for players to uncover alongside friends and allies.

You will not be one of the players living in the dystopian Japan of 2126, but actually trapped within the game itself. While you are inside the game, you will be able to resurrect through Yggdrasil's standard system, though each death typically carries the penalty of losing five levels. Should your level be lowered enough through repeated deaths, you will respawn with a single level. The game's resurrection system functions flawlessly for you, with no hidden complications or restrictions beyond those that apply to all players. The only way for you to fail here would be getting banned by the Devs, or having your character deleted.

You begin your time here within the first year of the game's launch, and will receive **1000 cp** to help you customize your character.

Classes:

Which of these best describes your playstyle?

Generalist: While not as competitively viable as other builds, there's nothing really wrong with being a jack of all trades. Some hyper specialized players may be able to defeat you in their areas of expertise, but with the sheer number of options at your disposal, you'll rarely run out of ways to respond, to counter and adapt to anything thrown your way.

Craftsman: Adventuring about and slaying monsters is all well and good, but that's not how you like to spend your time. No, you prefer to create, to utilize the resources and tools the game gives you in order to create true wonders. With a mix of artisanal skill and programming knowledge, there is little that you can't make, with some players even attempting to recreate the effects of World Items themselves.

Magic Caster: A staple of the fantasy genre, why swing around a sword or lurk in the shadows when you can throw fireballs at all your problems? At least, that's one way you could go about it. It's just as viable to curse others, or perhaps harness the power of nature to alter the environment, or raise an army of the undead. In truth, the only limit to magic is the amount of spells you can learn, your mana points, and your imagination.

Rogue: With information being so integral to the core of *Yggdrasil's* gameplay, few classes are as good at collecting or denying info than the rogue classes. Players of this archetype tend to prefer a stealthier approach than other builds, avoiding combat all together if they can help it. These kinds of playstyles also prioritize information gathering over actual combat, an essential tool for any serious player.

Support: Your style of play is not very typical, but is without a doubt one of the most essential. Simply put, you prefer to support others, being an essential pillar that elevates the capabilities of others. Whether that's as a general leading their forces, a bard whose songs have a myriad of effects, or just calling upon enough summons to flood the area, you rarely take the spotlight, but anyone would be a fool for ignoring your importance.

Warrior: Sure, some players may prefer to cast magic or perhaps spend their time tinkering, but there's just something so satisfying about hitting your problems really, really hard. While being a warrior may seem simple, there are many ways to approach combat. Do you specialize in getting up close and personal, or so you prefer staying out of range? Perhaps you want to take the strongest blows to the face and not move an inch, or for your fists to flow like water.

Races:

Which race would you like to play as? Age and gender may be chosen freely.

Humanoid: Surprisingly the most popular group of races in the game, the humanoid race options include more than just humans and their variants. As an example, elves of all varieties are notably more agile and magically capable than humans, on top of a number of minor advantages, though at the cost of being more fragile. Dwarfs are stocky and stout, boasting greater physicality than humans as well as being well suited for the underground as well as the forge, though aren't the best when it comes to speed or magic. Humanoids as a whole are unable to access racial job classes, but make up for it with less overall weaknesses or disadvantages compared to the other races, as well as access to more job classes.

Demi-Human: A group of races for those who want to feel just the tiniest bit inhuman, but without fully stepping over the line. Demi-Humans are made up of some of the more fantastical races, such as orcs, goblins, trolls, centaurs, beastmen and the like. With naturally higher stats than the humanoid races, they also have access to racial jobs, helping them further stand out.

Heteromorph [Free/50/100]: The least popular of all the racial options, but also the one with the most customization available to the player, you fully intend to play *Yggdrasil* as a monster. Boasting the highest natural attributes of all the racial categories, heteromorphs can further customize their build and appearance due to racial classes unique to what exactly it is you chose to be. Keep in mind, for all their power, these races also have the most downsides to make up for their inherent strength. For **[Free]**, you will be able to take a race with some benefits compared to the other races, but nothing too special. Slimes, skeletons, insectoids and constructs fit well into this category. For **[50]**, you can instead be one of the more powerful races, offering a wide array of advantages. Vampires, angels, demons and doppelgangers fit well into this category. And finally, by paying **[100]**, you will have access to some of the most powerful races available to players, with whole builds being planned around the potent abilities they offer. Examples of this tier would include dragons and elementals.



General Perks:

Player Character [Free]: As a character in *Yggdrasil*, you will receive a number of benefits that are quite fitting for this diverse DMMO-RPG. In addition to being able to fully customize what you look like within the bounds of your chosen race and access to an inventory, you also benefit from the leveling system. By gaining experience, you can invest in various job classes, of which there are over 2000 of. While you can decide to take one level in one hundred different classes, such a thing won't be very viable, but it does go to show that it is highly unlikely for any two players to share the same build. As you level up, you also receive a number of points to invest in your stats, with high level characters even gaining defenses against low level attacks and effects, be they resistances or outright immunities.

System Integrity [Free]: The developers of *Yggdrasil* may be notoriously hands-off when it comes to balance, but even they have limits when it comes to maintaining their game's stability. Fortunately for you, you seem to have slipped through the cracks in all the right ways. Your constant presence within the game, staying logged in twenty-four seven until the servers finally shut down, will not trigger any automated systems or raise flags with the GMs, and they will only act when you do things that would completely alter or change the game, or when other players report actions that are clearly not allowed. Similarly, in future worlds, your presence will be generally ignored by other higher powers until you decide to actively become a problem for them and their direct followers.

Friendly Fire [50]: It quickly becomes clear that friendly fire is disabled in *Yggdrasil*, making players unable to directly harm or affect anyone they are allied with or in the same guild, as well as any summons they may have. You are no longer bound by such a thing, and can freely enable this mode whenever you want, though be prepared for your friends to have some serious questions if you show this off. Of course, you can always disable it manually, fully able to determine who or what is affected by your magic and skills.

Karmic Balance [50]: While one may be confused about why a character's karma is important to gameplay, they need to remember that *Yggdrasil* is a game where even the smallest of mechanics serve a purpose. It determines what kind of summons one has access to, with good aligned characters able to summon angelic entities for example, as well as how one is affected by certain spells and skills that scale off one's karma. You are now able to see where one's karma lies, with 500 representing paragons of virtue and justice, and -500 representing the immoral and selfish, while those in between 100 and -100 count as being more pragmatic and neutral.

Expanded Loadout [100]: Through the use of a specific and expensive cash shop item, one that any serious *Yggdrasil* player should purchase, you have exceeded the limited number of items one could typically equip. While most players only benefit from two magic rings at any given time, you may now wear a full ten, and benefit from all their effects. Unlike normal, you do not have to determine which ten you are allowed to equip, able to swap these out at any time to wear new rings and benefit from them.

Pro Gamer [100]: *Yggdrasil* is a game that can be surprisingly realistic at times, where the effectiveness of a player can be determined by some of their real world attributes. For example, one is more effective in combat if their real life reflexes and situational awareness are also quite high in the physical world. This is something that is next exemplified in yourself, whose reflexes are as sharp as a blade and can seemingly keep track of everything going on around you.

Multiplayer Experience [200]: Though it is possible, *Yggdrasil* was not made to be a single player experience. It requires multiple players working together to excel, to face every challenge one may come across and prevail. As such, when you work alongside others, events seem to line up where everything seems easier than it should. A towering raid boss may look formidable, but with your friends by your side and everyone knowing what their role is, victory is all but assured.

Refined Builds [200]: Just because one reaches the maximum level of one hundred does not mean that there is no way to change one's builds. After all, each time a player dies, they lose five levels, which is a good excuse to use new classes and see how they function. Though you may lose access to the respawn mechanic granted by the game, you may wish to change things up with your build, which is where this comes in. Once per Jump, you may completely change your entire loadout of job classes for any others you have already unlocked during your time here. This could be swapping out one or two job classes, or completely changing from a warrior build to a craftsman.

Guild Membership [400]: A classic staple of the MMO genre, the guild system is one of the more useful features in *Yggdrasil*. For multiple players to band together, sharing their strength and wealth to take on impossible odds. Should you wish to bring this sense of camaraderie into new worlds, then this is the option for you. You may send an invitation to another person, allowing them to become a member of your guild. By accepting, they will be given access to the *Yggdrasil* leveling system, effectively making them players. They will be able to improve their stats, benefit from job classes, and even more monstrous entities you invite gain access to racial job classes. They are still limited to raising their level to one hundred, and typically cannot resurrect to change their builds without some effort on your part.

Generalist Perks:

Discounts for Generalist are 50% off, with the [100] perk being free.

Generalist Job Levels [Exclusive]: While those who prefer to play the jack of all trades may not have the same potency as players with specialized builds, there is something to be said about variety. After all, while they may be stuck in their narrow fields, the utility you bring could be a match for an entire party. Not only do you have a number of miscellaneous or combined classes already unlocked, but all of your stats will improve at similar rates, if not as rapidly as the other playstyles in their given niches.

Malleable Mindset [100]: In a game as massive as *Yggdrasil*, both in terms of map size and sheer content available, it is essential to be ready for whatever craziness is bound to be thrown your way. Thankfully, it's in the midst of these chaotic moments that you thrive, having developed an uncanny knack for understanding the basic principles underlying any skill or technique after witnessing it in action. While you may not immediately match the expertise of dedicated specialists, you can achieve a workable competency in most fields within a surprisingly short timeframe.

Bringing It Together [200]: With hundreds of different classes available to players, it should go without saying there is a vast array of classes and skills that have a surprising amount of synergy, most of which are completely overlooked simply because they don't fit a certain build or play style at first glance. You have learned how to identify unexpected connections that create emergent capabilities beyond the sum of their parts. Even the most disparate combinations of abilities contribute something meaningful to your overall effectiveness, transforming seeming weaknesses into subtle strengths that shine under specific circumstances.

Gacha Champion [200]: While plenty of *Yggdrasil* is dependent on one's skills and natural talents, there is absolutely an element of luck that is impossible to ignore. And luck is something you have an abundance of, both in and out of the game. Things may be more likely to go your way, but it's when you engage in Gacha or randomized loot that others truly look at you with envy. Getting that ultra rare drop you were looking for on the first try is a common enough event by itself, and engaging in the Gacha system is rarely going to be a waste of money with how often you get the more potent or desired items.

Frugal Habits [400]: One would be surprised at how much economics plays a part in a game all about traveling magical lands and fighting monsters, but it's a core part of the game loop that most decent players get a handle on at one point or another. Of course, it's this space where you thrive, the numbers of profit and gold a symphony under your careful guidance. Not only are you extremely skilled with managing large amounts of finances and figuring out how best to use such resources, but you can very easily come up with the most efficient and productive methods for acquiring even more money.

Power Building [400]: Half the fun of the class system is just coming up with novel and fun builds, no matter how goofy or impractical they may be. But some aren't here to slap some random classes together and call it a day. Oh no, they're here to make the most busted characters possible, and make it everyone else's problem. As one of these power builders, you are a genius when it comes to figuring out how various skills and abilities can best work together, synergizing in ways that elevate them far beyond what they could have been separately. It's even possible to turn this talent of yours towards other means, like designing one's Guild Base or the effects of the gear one wears.

Jack Of All Trades [600]: Where others may shine due to their narrow specialization, surpassing all others when it comes to their chosen fields, such an idea is anathema to you. When a game as large as *Yggdrasil* has taken seemingly everything into account, one needs to master all they can if they want to experience everything it has to offer. While it is impressive that there is no skill you can't become an expert in within a fraction of the necessary time, it is your propensity for using what you know in other fields and applying them to completely separate situations successfully. Apply yourself, and soon you would be able to meaningfully contribute to practically anything.



Ten Steps Ahead [600]: A good player can adapt to even the most unexpected of circumstances, but an amazing one ensures that the battle was won long before combat even started. There are few plotters who could match your mind when it comes to coming up with plans and prep work, and even fewer who can adapt as easily to the unexpected. Of course, the more information you have to work with the more effective these precautions are, but so long as they don't pull out a surprise World Item, there will be little that you can't eventually overcome in time.

Craftsman Perks:

Discounts for Craftsman are 50% off, with the [100] perk being free.

Craftsman Job Levels [Exclusive]: Let others focus on how best to go about whacking things with a hammer or drown hordes of enemies in spellfire, you're not here for that. No, you just want to sit in your safe space and make as much stuff as you want, be it brewing potions that cause others to glow pink or crafting swords that set everything it touches on fire. Not only do you have a number of crafting focused classes unlocked and available to choose from, but the quality of everything you craft will improve as you level up.

Gear Customization [100]: One of the largest draws of *Yggdrasil* was the unparalleled freedom that it gave to its players, not only in how they can play the game or what kinds of characters they can create, but also how they can make their characters and gear look. Unlike many, you can freely alter the cosmetics of any item you can get your hands on without having to use data crystals, so long as it remains in the realm of possibility. A longsword can't be made to look like an anti-tank rifle, but it's more than possible for a Divine-Tier set of armor to look like the basic set given to every new player upon starting the game.

Golden Harvest [200]: Of course, before you can go about crafting your masterpieces, you'll actually need to acquire the resources needed to create such a thing, and while combat can be handled by your friends, it's probably best that you deal with it yourself. It is for the best, as it appears like the resources you harvest are generally of higher quality than they rightly should. After all, shouldn't it be that the best craftsmen work with only the best materials?

Repair Costs [200]: Something you will soon find out is that nearly everything requires *Yggdrasil* coins, and that is hardly an exaggeration. Most relevant to you at the moment, is that it costs quite a bit of coin to repair your gear or structures within your Guild Base. At least, it is for others. Perhaps due a hidden feature from one of your job classes, or maybe just a bug, you have found that it costs you next to nothing to repair various items or structures, requiring a mere fraction of the resources or currency necessary to return them to their proper glory. This also ensures that any upgrades you apply see a similar decrease in costs.

Properly Equipped [400]: It is inevitable that your friends will come to you if they want to get some quality custom gear, as it is rare to get generic items or random loot that perfectly fits what their build requires. They go to you not only because they trust you with the specifics of their builds, but because the items you make are perfectly suited for them in nearly all aspects. Be it a sword, a pauldron or a ring, every piece of gear you create is tailor made to bring out the best of their intended wearer, each piece working in harmony to elevate them far beyond what would normally be possible. They may still be useful when used by others, but they will hardly be able to bring out its full potential.

Restrictive Access [400]: A curious aspect of PvP is that when one player dies, they leave behind a random piece of equipped gear, meaning it is entirely possible to lose those ultra rare drops or custom weapons by mere chance. As a way to keep your precious gear from being used by others, either due to pride or an act of spite, you can place various requirements upon an item, ranging from race to abilities to karma alignment. Alternatively, you could place restrictions on these items to make them more powerful in certain scenarios, in return for it being weaker in all others.

Analytical Deconstruction [600]: Inspiration can come from anywhere, and like many successful people, you find inspiration by stealing the ideas of others wholesale. Now, you can destroy most objects you get your hands on, instantly knowing what steps were taken in its creation and how to recreate it. From there, you may either remake the item in question, or you can use your newfound talent in figuring out ways to improve or alter them to better fit your needs. The only exception to this rule are base materials or resources, and unique items of extreme power, such as the World Items.



Craftsman of the Eternal [600]: Nothing can ever truly last forever, but that doesn't stop those such as yourself from trying anyway. And of all those who have attempted to do so, you are by far the closest to accomplishing it, even if it is just within the bounds of *Yggdrasil*. From here on out, you will find that any items you end up crafting will no longer require maintenance from extensive use or the passage of time, and never seem to run out of magic charge. It is only through intentionally attempting to break them that they would see any damage, and even then it is relatively simple to repair them. For consumable items, their potency will never dilute with age, remaining just as fresh as the second you finished its creation unless aging was necessary to its creation or refinement.

Magic Caster Perks:

Discounts for Magic Caster are 50% off, with the [100] perk being free.

Magic Caster Job Levels [Exclusive]: Is there nothing more perfect for a fantasy setting than a mage? Be it a bearded wizard or an angelic healer or a druid made out of mushrooms, one cannot deny the power and versatility of those versed in magic. You already have a number of these magic focused classes unlocked, and your MP and Magic Power stats will grow to be especially potent as you level up.

Mana Management [100]: While most other players only have to worry about their health and stamina, you must carefully utilize a third resource, one that is as valuable to your playstyle as it is easy to use up; mana. Thankfully, this is an area in which you excel, carefully determining which spells would be more cost efficient to use, as well as when to use them in order to have your mana last as long as is physically possible. After all, it would be extremely embarrassing to waste all of your mana on one big flashy spell at the start of a dungeon, and then be rendered useless for the rest of it.

Back Line [200]: It is well known that during PvP, it is smart to target the magic users first. After all, they are as varied as they are powerful, but are relatively fragile compared to the other playstyles. So it was imperative that you learned how best to keep away from the attention of your enemies until it was too late for them, your fireball already inches away from their face. Of course, when they inevitably *do* make you a priority, you will have to rely on either your teammates to keep them off you, find a way to go back into hiding in order to repeat it all over again, or make a quick exit.

Perfect Timing [200]: An interesting quirk of the 10th Tier spell “Time Stop” is that, while incredibly useful for a number of situations, no attacks will work or can be used until its effects end. As such, some of the most elite magic users of *Yggdrasil* have learned to perfectly time spells so then they will activate the exact moment their Time Stop will end. You may count yourself amongst those elite few, as well as knowing exactly which of your spells would be best to use in a given situation.

Arcane Supremacy [400]: With hundreds of generic enemies roaming *Yggdrasil*, and well over a thousand different spells to choose from, the average player can be forgiven for having a bit of choice overload. From standard and reliable spells, to niche but useful spells, to straight up gimmicks, there are a lot of choices that may just end up useless when faced against an anti-mage build. Fear not, though, as you can now apply a unique buff to your spells, allowing them to bypass resistances and immunities, as well as circumventing other methods of arcane protection.

Dark Wisdom [400]: Ordinarily, the number of spells one can learn in *Yggdrasil* is about three hundred, given that they create a dedicated magic caster. However, such a thing is not so for you, one who either found a hidden quirk in your build, a unique job class effect, or just a bug that no one seems to have fixed. Indeed, there is no limit to the number of spells you can learn, and aren't restricted by job classes or race. While in-game, such things are instantaneous, once you leave you will 'merely' be able to learn a completely new spell within an hour or two.

Abyss of Magic [600]: It is no secret that big numbers are better, even the most clueless of players can understand that. Well, what if you found a way to have the biggest number around, at least when it comes to magic? Simply put, your MP is far larger than it has any right to be, like comparing a lighter to a campfire. While this is obviously useful in firing off a seemingly endless stream of spells, its real use is seen when you overcharge these spells, getting better results the more you pump into them.



The Super Option [600]: There are no spells more potent than the Super-Tier spells, yet in order to keep fights between players from becoming matches of simply who can throw out the most Super-Tier spells, they were given cooldowns. While they may not use MP in their casting, these cooldowns apply to all Super-Tier spells in a given party, not just individual players. Through some unknown method, you are able to change that, able to convert these powerful spells into something you can cast using MP without the party wide cooldowns. Of course, you could also do the opposite, converting your various spells so then they act more like abilities than spells you can cast, though without the shared cooldown. The length of these cooldowns depends entirely on the tier of spell, as a 1st-Tier spell may only require a few seconds of waiting before you can cast it again.

Rogue Perks:

Discounts for Rogue are 50% off, with the [100] perk being free.

Rogue Job Levels [Exclusive]: Let others run around in their shiny plate mail or towering wizard hats, you much prefer staying out of the spotlight. Be it as a dashing thief, a cruel assassin, or an inquisitive sleuth, your playstyle revolves around facing problems from unexpected angles. You already have a number of these subterfuge focused classes unlocked, with your speed and dexterity stats growing to be especially potent as you level up.

Light Steps [100]: One of the major roles of a rogue in any party is to inform them when there are traps, and swiftly making sure that said traps won't be a hindrance for long. This is a role you have taken with gusto, your eyes swiftly locating these tricks, possible ways to avoid or disable them, or even if it's going to be worth all the effort in the first place.

Asymmetrical Warfare [200]: There are countless ways to face combat, as shown with just a casual glance through human history. It seems like you've learned a few tricks from the historybooks, or maybe you are really good at pissing other players off. Either way, others have claimed that fighting you is amongst the most annoying things to deal with, be it because of your overreliance on poisons, ensnaring them in hindering traps, or just your completely unfair playstyle. They may play to have fun, but you play to *win*.

Mask of Many Faces [200]: While there are a number of ways to change one's form in *Yggdrasil*, few of them are actually useful in the way that you're probably expecting. That doesn't invalidate your plans of wearing someone's face and pretending to be them while their friends are completely unaware, but you'll certainly have to work for it. So count yourself lucky that you are a consummate actor, one that could make any movie star seem like an amateur compared to you. Just be sure to brush up on your role and have a good framework before infiltrating that particularly annoying guild.

Counter Intelligence [400]: While it is often up to rogues in a party or a guild to be their primary source for first hand information on various subjects, such as enemy placement or the layout of a dungeon, it can be just as important that they act to ensure others cannot do the same to them and theirs. You are a pro when it comes to misdirecting your enemies, ensuring they never have fully accurate data on you or your allies. Sure, it's impossible for a complete lack of information from getting out, but you can at least work to make sure what does is either contradictory, or outright false. At least, until some of your more meatheaded friends decide to go and break your carefully curated silence.

Modern Shinobi [400]: While some people think that simply having the right gear and abilities makes one a pro player, the real elite of *Yggdrasil* know that they must supplement what is given in game with their own real life skills if they want to be among the best, and you are living proof of that. You actually have a great amount of skill when it comes to moving stealthily, knowing how to avoid the line of sight from most enemies. When combined with the right job classes and skills, it wouldn't be inaccurate to call you a living phantom.

Information Broker [600]: In *Yggdrasil*, information is power. If one side knows enough about their enemy, it is more than likely that they will walk away the indisputable victor. As such, it is your job to ensure that your friends are as well informed as physically possible. If there's a secret, you'll be sure to get your hands on it, having a sixth sense for how best to go about it. And when what you have isn't entirely clear or can only be left up to speculation, you will at least be able to get a close enough guess to work with something useful. But most importantly, you are able to swiftly discern whether the information you've acquired is the real deal, or false data meant to lead you astray.



Untouchable Shadow [600]: Yet for as potent a skillset such as stealth is, there are times when combat is unavoidable, and you would prefer not to shy away from such a thing. Thankfully for your small pool of HP, you go into such situations with the intention of never being hit, and commit to it. You move like the wind, nearly impossible for others to touch, trap or pin down once you start moving and really find your flow. Sure, someone may find a clever way to keep you still, or catch you in a massive AOE, but so long as you avoid situations like that, you should be fine.

Support Perks:

Discounts for Support are 50% off, with the [100] perk being free.

Support Job Levels [Exclusive]: Even if they can go unappreciated by most other players, those who play a supportive role are often the most essential members of any party. Be it various potent buffs, reliable healing, or even just directing their particular band of idiots, there is something there that really calls out to you. You already have a number of these support focused classes unlocked, with your resistances and magical defense stats growing to be especially potent as you level up.

Clear Orders [100]: Has there ever been a time where you're confident that your party is filled with deaf idiots for how often they ignore even the most simple of directions? Well now you can ensure that if they go off script, then it is entirely their own fault, as any orders and commands you issue will not be misheard or cut off early. This also helps in the regard that these commands cannot be misinterpreted by those they are intended for.

Middle Ground [200]: As expected of a massively popular DMMORPG like *Yggdrasil*, people from all walks of life end up finding themselves playing this game alongside one another. This does have the unfortunate side effect that some of these people can have their own quirks or traits that make them exceptionally difficult to work with. That is where you come in, a voice of reason for any group that keeps everyone involved at a level where they can at least regularly work together, or even letting everyone be friends. You also know how best to manage these powerful personalities, making sure there are as few problems with conflicting personalities as is physically possible.

Inspiring Presence [200]: There are times when even the best of players are not enough, and you simply need to drown the enemy in sheer numbers. A bit more difficult for some, but you make it work. This is no doubt helped by the fact that all those you lead or summon are notably enhanced, a number of useful buffs applied to them even without your input. While fielding an army of the undead may not be the most viable tactic in most situations, you can at least be assured that they will do some damage, and your friends will never be opposed to letting you adventure with them.

Core Pillar [400]: Even the greatest of friend groups can go through rough patches, times when their relationships are strained due to outside or inside influence. But where many would have ended up dissolving with a bitter taste being left behind, you are there to keep it all from falling apart. Your role as a moderator and emotional supporter cannot be overstated, acting as a pillar for others to lean on in hard times and bringing them comfort. It is your influence that often brings out the best in others, and keeps even the most strained of friendships from completely falling apart.

Shared Applications [400]: Summons, if used right, can be powerful additions to a fight, though that is often offset by their inherent weakness and inability to equip items. But what if you found a way around that? Due to one of your job class skills, you have found a way to apply the effects of a certain number of your gear to those you summon, or just your followers and pets. These effects obviously won't be as powerful as on the original item, but some minor ones, like removing the need for sustenance, will see no decrease in effectiveness.

Hearts of Man [600]: People are complicated, messy things. Their emotional responses to various stimuli has confounded and confused many a video game nerd, which makes you stand out all the more in your ability to read them like open books. Your talent when it comes to manipulating others, having them act in specific ways is actually quite frightening, as is how easily you can predict the general responses of others. Sure, there may be a curveball thrown your way every once in a while, but even the stupidity of sheep can surprise the greatest of farmers.



Mind of the General [600]: To an outsider, one would be forgiven for being completely unprepared for how in depth and, frankly, realistic warfare can be between players and guilds in *Yggdrasil*. Proper strategy is just as important as the logistics, oftentimes more so. And it takes minds such as yours to defeat the various enemies found within this DMMO-RPG, one seemingly built to understand combat on a large scale. So long as you think things through, have the right resources, and your friends are willing to follow your instructions, victory can be achieved by even the slightest of margins.

Warrior Perks:

Discounts for Warrior are 50% off, with the [100] perk being free.

Warrior Job Levels [Exclusive]: A classic playstyle for a very obvious reason; it is fun to hit people with deadly objects. Be it a knight in shining armor or a scantily clad barbarian waving around a battleaxe, these job classes are not as simple as one may first assume, something you are sure to find out soon enough. You already have a number of these warrior job classes unlocked, with your physical power and defense stats growing to be especially potent as you level up.

Without Hesitation [100]: Many warrior philosophies around the world agree that to hesitate in combat is a sure way to end up dead, and the same can be said here. One must act in the face of danger, be it another player or a World Enemy. There are few that have internalized these lessons like you, capable of ignoring all forms of pain and discomfort in order to focus on actually acting decisively. Nothing shall distract you from what needs to be done.

Armored Up [200]: Just as weapons have evolved throughout history, so too has armor undergone a gradual evolution. Seeing as it was made primarily to defend the one wearing it from harm, you have decided to make full use of that fact in a very literal way. From now on, any damage done to your HP will instead be transferred to your equipment, allowing you to remain in the fight for much longer. Keep in mind, though, that with enough harm even the strongest of armors in *Yggdrasil* will break, so make sure to keep track of the state your gear is in before taking a 10th Tier spell to the face.

Magical Bane [200]: Magic casters are without a doubt the most dangerous enemies one can face, capable of dealing nigh apocalyptic amounts of damage in a short amount of time if they have their build just right. And yet, the majority of them are glass cannons, their incredible firepower balanced by their low defenses. You have turned yourself into the enemy of all magic casters, knowing how to identify and best to take them down before they can become an actual problem.

Flow of Battle [400]: Combat effectiveness extends far beyond one's physical capabilities, taking into account one's environment, awareness of their surroundings, and so much more. One of the more overlooked ones, simply because of how ingrained it is, is the rhythm of a fight, the beat of how they move. It is you who controls the pace of the fight, the tempo at which actions take place. Those you fight cannot help but follow your rhythm, making them highly predictable in when they act. This makes it all the more debilitating when you suddenly break this rhythm, putting them on the back foot as they struggle to adjust to the new pace you've set.

Stalwart Shield [400]: There are perhaps few roles as overlooked yet essential in an MMO as that of the Tank, the wall that protects the more squishy members. To be the mighty bulwark that shields them from all harm is something that speaks to you on a fundamental level, and so you have put in the effort to be the best tank you can be. When it comes to defending your allies from harm or keeping the enemy's attention focused on you, there are few who are better. Best to make sure that your defenses are up to the task, because a fragile shield is an unreliable one.

The Immovable Object [600]: Is there any better feeling than taking an enemy's strongest hit right to the face, dusting yourself off and asking for more? You certainly don't think so, seeing as you have turned yourself into a veritable wall that is impossible to be torn down. Not only is your damage negation truly staggering, as at max level anything below 9th Tier spells or similar is completely ineffective against you, but armor you wear will see an incredible increase to its protectiveness. Even status effects can be held off far longer than they have any right to be, or even outright ignored.



The Unstoppable Force [600]: What use is taking a hit when the obviously superior method is getting rid of an enemy long before they can even strike? Possessing a preternatural sense for combat, you are a true menace on the battlefield, noticing and capitalizing on even the slightest of weaknesses, even ones they themselves were not aware of. This also helps you determine where and when it would be best to strike, as well as what weapons or forms of attack would work best against a target. To watch you fight would be akin to witnessing a force of nature, an inevitable presence that will tear down all in its path.

Humanoid Perks:

Discounts for Humanoid are 50% off, with the [100] perk being free.

Racial Limits [Exclusive]: The humanoid races manage to avoid the extreme specializations that create crippling weaknesses while maintaining access to the broadest range of development options. Your potential remains unlimited by the arbitrary restrictions that constrain other racial categories, and untethered from contradictions found within your abilities. Just as people throughout history have used everything they can to ensure their own victory, so too will you.

One of Us [100]: Should you spend any amount of time actually interacting with the players of *Yggdrasil*, it should become fairly obvious that the devs do not simply tolerate in-game racism towards non-humanoids, but seem to actively encourage it, implementing certain job classes that require the constant PKing of heteromorph players. So while some people may feel offended, it is entirely possible for you to ignore this. Simply put, those belonging to one of the humanoid races are less likely to attack you without provocation or discriminate against you. Not to say that it's impossible, just that they would at least think twice before doing so.

Adventuring Party [200]: Isn't it everyone's dream to go out on adventures with a colorful bunch of personalities? Sadly, not every player will be quite as open as the fantasies, often having strict requirements before one can join a party or Guild. Strangely enough, you seem to be the exception to this trend, as others are less stringent of your actual qualifications when you want to join their group. So long as you put your best foot forward, you'll surely be made a part of them.

Silver Tongue [200]: There have been many debates as to what the most valuable real life talents or skills are while playing an MMO, but most overlook a rather simple one; being a likable person. After all, what use is playing a game with hundreds of players if you can't even make a single friend? Well, that certainly won't be a problem for you, as your likable charm is enough to get all but the most misanthropic and spiteful of gamers to at least have a positive impression of you as a person.

Human Spirit [400]: A strange phenomenon, when given the chance to make a character, many players decide to go with the boring route of a human fighter as opposed to the countless other fantastical combinations. What is it about this playstyle that attracts so many? Perhaps looking at a player like you may shed some light on the situation. When the odds aren't in your favor, when faced with powers far beyond yourself, when defeat is all but inevitable, you find yourself even more determined to continue fighting on in the face of hopelessness, pushing everything to the limits in order to snatch victory from the jaws of failure by the slimmest of margins. So long as you stand proud and fight on in the face of such impossible power, there will always be the chance of success.

Monster Slayer [400]: The nine realms of Yggdrasil are filled with all manner of wonder and terror, the vast majority of which are more than ready to throw their lives away in an effort to see you fall, some of whom may in fact be other players. And throw away their lives they shall, for you hold in your heart a special hatred for anything non-humanoid, finding all kinds of ways to defeat them. Creating plans to exploit their natural abilities in order to give you an edge is almost second nature to you, as is relentlessly abusing any weakness they may possess.



Demi-Human Perks:

Discounts for Demi-Human are 50% off, with the [100] perk being free.

Racial Jobs [Exclusive]: While some of the job classes you now find yourself having access to aren't exactly the most game breaking, they do their best to make the most of what advantages a demi-human has over humanoids, seamlessly synergizing them with abilities seen in standard job classes. For one example, a troll warrior would be better able to leverage their might and slow regenerative abilities compared to a troll who just so happens to be a warrior.

Base Instincts [100]: It is said that animals had much better senses than humans, noticing things long before they ever did. You now see the truth in such a statement, as your own senses are better than they have any right to be. While you won't be able to claim that your nose is better than a bloodhound, or your eyes are better than a hawk, yours are certainly good enough to help you notice all kinds of little details, pointing out what you would have previously missed with almost embarrassing ease.

Brutal Survival [200]: Life can be short and brutal, even in the real world. Count yourself lucky that you are made of hardier stuff. From here on out, you will find that your defenses and resistances have seen a noticeable increase, giving you just enough of an edge to barely claim victory from a fight that would have previously died in. As an added benefit, any poisons you find yourself being afflicted with are far less effective against you than they should, making them merely a minor nuisance to be ignored while you focus on the real threat in front of you.

Primal Savagery [200]: In their walled cities, humanoids have grown soft and comfortable, protected from the harshness of the nine realms, at least according to some roleplayers. It seems like you're really leaning into it, and it's having a real effect! From here on out, you will find your melee damage and physical strength are notably improved, higher than what someone of your level really should be capable of. Additionally, your melee attacks are harder for others to predict.

Pack Dynamics [400]: Humans seem to have this annoying habit where, if one is loud enough or says the right words, then they are placed in charge even when they really shouldn't be. Now you can live out that most fantastical of fantasies, being both competent and in charge. So long as you can actually prove that you are in fact the most qualified person to lead a group, be it as a small team or large guild of players, then others will soon follow your lead. Some at the top may have some issues with this, but even they will be able to see the usefulness of having someone like you close by.

Tribal Chief [400]: Power in the real world is held where others believe it to be, but here in *Yggdrasil*, power can be quantified. You follow the rule of the strong, where those with strength can take what they want when they want it. Once you defeat another player, you can actually choose which piece of their gear or equipment is left behind and claim it for yourself. When facing off against enemies that don't work with similar mechanics, then you can simply lay claim to anything that they own, or perhaps even subjugate the defeated themselves. In such cases, this will be limited by how much of a power gap exists between the two of you, the larger it is in your favor determining how successful you are in making them yours.



Heteromorph Perks:

Discounts for Heteromorph are 50% off, with the [100] perk being free.

Racial Levels [Exclusive]: The main draw of the heteromorphic races is just how customizable they are, abilities and powers differing wildly based on the race in question. You now have full access to the entirety of your racial classes, granting unparalleled customization of your form. Depending on what you choose, even your appearance may change to better represent the power you have gained.

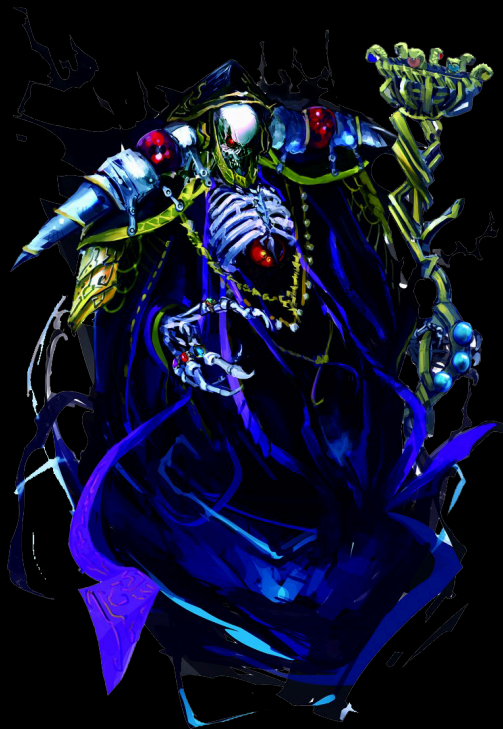
Disguise Self [100]: Despite what other games would have you believe, the option to play as the monster is not as popular in *Yggdrasil* as other such games. Often discriminated against and hunted down, there are in fact many heteromorphic races that are capable of hiding just how inhuman they actually are. Being one such example yourself, you are able to disguise yourself as yet another humanoid race, nearly indistinguishable from them with the exception of a minor detail or two. You will still have access to your racial abilities, but those reliant on specific inhuman body parts will quickly shatter the illusion of what you are.

Natural Advantage [200]: The thing that sets apart the heteromorphic races from the others are the various racial abilities at their disposal. Be it specific forms of magic inherent to you, potent resistances, or even just different aspects of your biology, it is safe to say that from a purely mechanical perspective, heteromorphs are better than humanoids. Somehow, you've found a way to make this difference in capability even more dramatic, as your natural gear and various racial abilities are more potent than they really should be. As an example, not only would an insectoid's carapace require no maintenance like actual armor as is normal, but it is even capable of matching Legendary-Tier gear at level one hundred if you decide to focus on upgrading that even passingly.

Surpassed Banes [200]: In an effort to balance the game, the devs of *Yggdrasil* ensured that in many cases, every advantage was paired with a disadvantage. Just as magic casters can dish out truly astounding levels of damage but are incredibly fragile themselves, the same is true for many heteromorphic races. Except, what if you managed to find a way to mitigate such a thing? That is exactly what you've done, having stumbled upon a way to make your racial weaknesses and vulnerabilities less harmful against you, perhaps even removing them outright once you reach higher levels. A level one hundred werewolf player would still be affected by a weapon made of silver, but it won't be any more effective than any other weapon of its quality tier.

Apex Evolution [400]: The true benefit of the heteromorphic race is its branching evolutionary lines, where three people choosing the same race could end up with wildly different results. But what if you didn't have to choose? What if you could get the best of all worlds and become the best version of yourself you could be? That is more possible than you could have known, as you have managed to unlock a series of hidden job classes that do exactly that. Now you no longer need to pick and choose if you'll be a vampire that specializes in blood magic or one that focuses on their undead flesh, as you could simply choose to be both. Should you not be a heteromorph yourself, or wish for more use outside of the bounds of *Yggdrasil*, then you will *just* be able to find ways to get the best of any two options if given any kind of choice, no advantages being outweighed by the potential downsides.

Monster Lord [400]: Every man dreams of being king at least once in their lives, to be the most important person in the room, to have others follow your word to the letter. Now you can live out exactly that fantasy, as you can now enforce your will upon weaker NPCs of your chosen race, requiring at least a ten level difference in your favor for you to convert them. Once under your control, they will act similar to Mercenary NPCs, following your commands to the best of their programming. For now, this merely acts as a kind of improved charisma towards players that share your same race, but after the servers shut down this shifts so then those with stronger wills are more easily able to resist your influence. As an added benefit, you will also possess greater resistance towards the special abilities from other heteromorphic or such entities.



Items:

All Classes receive an additional [300] to spend in this section only. You may discount two items from each price tier, with discounted [50] and [100] items becoming free. You may freely import any related items you own at your discretion.

Starting Gear [Free]: It would be quite unfair for a majority of players if they were fully expected to start the game with no equipment. Thankfully, the notoriously shitty devs are not that cruel, and gift every new player a low tier set of equipment fitting for their starting classes. Warriors may receive a set of iron armor and a weapon, while magic casters could receive robes that slightly boost MP recovery.

Bottomless Pitcher of Water [50]: With how realistic this game can be at times, it can be a tad annoying to manage hunger and thirst mechanics on top of everything else, especially since players cannot even taste them. Still, you never know when you need a reliable source of water, either for a puzzle or as a bizarre requirement for a secret job class. This crystal pitcher is always full of crystal clear water, kept at a cool temperature.

Cauldron of Daghdha [50]: An iron cauldron with engravings of fields of wheat and twisting vines heavy with fruit. By sacrificing one gold coin into the cauldron, it can produce any type of food item within its vessel. A curious detail about this magical synthesized food is that when it conjures out flesh items, as if one were to ask for fish, the item produces food in such a way that the fish are devoid of bones and organs.

Daily Bonus [50]: Due to how the mechanics of the game works, gold is a very precious resource that must be used if you wish to do almost anything. After all, it's hard to hoard every gold piece you come across when you have to constantly pay for gear maintenance without the right levels, to name but one use. As such, you will now receive five hundred Yggdrasil coins per day.

Exchange Puppet [50]: A strangely carved statuette that can fit in one's palm, this is but one of many items players can get from *Yggdrasil's* gacha system, even if it is a fairly common one to encounter. When given to another person, you may swap places with them at any given time, though they must be within a range of one kilometer to activate. You will receive five of these each week.

Health Potions [50]: A staple of practically all fantasy games, and most games in general, these items are used to recover one's HP. The crimson liquid within will not expire over time, and in a pinch can even be used to harm the undead, due to the positive energy granting it its healing properties. You will receive twenty of the lesser variants each week.

Infinite Haversack [50]: A leather sack that, despite what the name advertises, is not actually capable of holding an infinite amount of things. Instead, it can hold up to five hundred kilograms worth of items that can be stored in one's inventory, with the exception of other infinite haversacks. When placed within, the haversack does not change in its weight, and can be stored in your inventory without issue.

Minimum [50]: The job class known as Minimum is one of many gimmick classes available to players, granting a niche benefit that can be fun to play around with but is not often used during competitive PvP. Still, the ability to change the size of your avatar may be useful in some scenarios, leading to the creation of this Cash Shop Item which will temporarily grant you the abilities of the job class in question.

Quick-Change Item [50]: Changing one's equipment to better suit any given scenario can take valuable time, especially if one is jumped by a whole bunch of PKers. This set of ten wooden sticks, each fifteen centimeters in length with space in the middle for something to be carved, is but one solution to this problem. Breaking it will allow you to instantly swap out your loadout with predetermined items, one per each stick. You will receive new Quick-Change Items each time one is used or broken.

Ring of Sustenance [50]: A gold ring that depicts two wolves chasing the Sun and Moon, it is a fairly common item to run across. It offers an easier solution to ignoring hunger and thirst mechanics, but at the same time takes up one of the wearer's two ring slots, unless you use a certain item to expand the amount you can equip. In the future, you will find that it also removes the wearer's need for sleep as well.

Spectacles of Translation [50]: A pair of spectacles that reshape themselves to best fit the one using them, and look quite stylish on even the most goofy of avatars. The wearer will be able to read almost any written text as if it were their native language, so long as there is at least one person alive who can read it. As it is, it's just a means to assist in solving riddles written by annoying intellectuals.

Arcane Hourglass [100]: A Cash Shop item that is invaluable for magic casters, taking the form of a slender hourglass made of crystal clear glass, though there is no sand held within. A number of spells and abilities, most notably the Super-Tier spells, require a long activation period. By breaking this item, one can reduce that time to zero, instantly casting it. Like all consumables, though, its true value shines when the user knows the right time and place to use it. When used, you will receive a new one the next day.

Black Belt [100]: This Relic-Tier item takes the form of a black leather belt, embroidered with silver towards the ends. Despite the name, this item is not just useful for builds revolving around unarmed combat, but rather any build. Wearing it will see an increase in the speed of one's attacks, as well as helping to improve their ability to dodge incoming damage. One can see why this would be popular until they can acquire Legendary or Divine-Tier items.

Circlet of Iron Will [100]: A silver circlet, with a pink gem cut into the shape of an eye embedded within the front. This Relic-Tier item is useful for those who desire some form of protection against mental and psychic effects. Be they spells that instil great fear in a target or cause them to be confused, this circlet will make you highly resistant to such things.

Gold and Silver Necklaces [100]: A bound pair of Relic-Tier items, taking the form of gold and silver necklaces with a charm attached. While they may not offer any notable buffs, their nature allows the two wearers of these necklaces to communicate with one another without the use of the Message spell. This line of communication cannot be blocked or hampered, making them quite useful for communicating with different groups when multiple pairs are used.

Haste Boots [100]: A pair of golden boots with wings engraved on the sides, reminiscent of a certain god of the Greek Pantheon. A staple in most other RPGs dating back to the very start, wearing these will improve the user's movement speed, as well as keeping their traction even while on slippery terrain such as ice or floors affected by the grease spell. They may be simple effects, yet ones that have proven useful in many scenarios.

Mirror of Remote Viewing [100]: A floating mirror may seem to be more of a novelty than something actually useful, but you would be wrong. It has been enchanted with a scrying spell, allowing one to view any outside environment within a few miles of the user. It can only focus on one location at a time, however, and one can expect more experienced players to have ways to go unnoticed by this magic item, but it is still handy in the right circumstances.

Necroplasmic Mantle [100]: A blood red cape that flows dramatically in the wind, said to be based on some American superhero comic from more than a century ago. The effect placed on it is just as brutal as that character was, as a small portion of your health will be restored with each enemy you kill. As an added bonus, it will also offer some resistance to weather effects, just as any good cloak should.

Potion Stockpile [100]: As is a staple of the genre, there are many different kinds of potions one can get their hands on in this fantasy game. From restoring health and mana to effects that mimic specific lower tier spells, there is quite a lot of mileage one can get by using these wisely. While you may eventually be able to craft more powerful ones yourself, these ones have the benefit of replenishing themselves over time without any extra cost.

Racial Seeds [100]: Even if you think that you've chosen a good race for your build, there may come a time when you realize that you may have made a bad call, or find an even better option you hadn't previously thought of. That is where these series of items come into play, each one allowing you to change your race after certain criteria have been met. For example, if you want to become a devil, you would need to kill a large number of good aligned individuals or NPCs while holding the Fallen Seed in your inventory. Thankfully, these are able to be used multiple times, though only one player at a time may benefit from its usage.

Summoned Mount [100]: At a certain level, it is common to see players have their own customized mounts, with there even being some job classes that center around it. This object will allow you to summon a rideable creature of your choice to your side, one that will seemingly scale with your own speed to make sure it won't become irrelevant. Be it a classical horse, a massive wolf, a giant bird, or even a small dragon, it should be noted that without the previously mentioned job classes, your chosen mount will not be well suited towards combat, only travel.

Epigoni [200]: This hand-held board embedded with seven jewels is a useful tool for anyone who doesn't have access to a rogue. When used, it will allow one to open doors or undo locks that would require up to a level 90 rogue to deal with. This only has seven charges at a time, indicated by the jewels becoming dull when a charge is used up, and will require one day per use to recharge.

Horn of the Goblin General [200]: Many items found in *Yggdrasil* seem unimportant or weak, only to have hidden benefits that require certain conditions to unlock. This leather bound horn is one such item, looked down upon as it only summons a dozen low level goblin mercenary NPCs to fight by your side. However, you've managed to unlock its true power, as upon using this horn a second time, you can summon an army of five thousand goblins to aid you, all of them being about level thirty.

Kal Kan Premium [200]: A nod to one of the financial backers of the game, Kal Kan is a rare bait used to draw out powerful, tamable creatures. When these beasts consume this bait, they will be made easier to tame for specific job classes. Since this is the premium version, this also doubles as delicious pet food that meets all of a creature's nutritional needs, and leaves them full no matter how large or small they may be.

Library of Scrolls [200]: Scrolls are actually fairly useful things, being single use spells that don't require MP and can be used by anyone. So consider yourself lucky that you've managed to acquire a truly staggering amount of these magic items, the spells ranging from First Tier to the Ninth, with the lower the tier the more numerous the scroll with said spell. This stockpile will replenish itself after a week.

Ring of Mastery Wand [200]: An ultra rare artifact dropped by a boss monster, it is a necessary tool for any high level magic caster, if only because it allows such a versatile playstyle to have even more options. When activated, it will allow the wearer to attune to any wand, making it usable regardless of any racial or job class restrictions it may have possessed. It requires at least an hour before it is ready to attune them to a different wand, swapping out what their previous one.

Shooting Star Ring [200]: Hailed as the greatest of all Cash Shop Items, few can match the power of this silver ring. The standard version holds the ability to cast the Super-Tier spells known as Wish Upon A Star three times before breaking. This will give you a choice between ten pre-generated wishes, ranging from dispelling nearly all status effects to resurrecting a target without any loss of exp or levels. Yours simply requires a month to recharge after these charges are used. Post-Jump, you simply need to state what your wish is, and it may take effect so long as it isn't pitted against something like a World Item.

Tome of Strategies [200]: A leather bound book made by a generous player, meant to help newcomers adapt to *Yggdrasil*. In a game where knowledge is heavily guarded, this is a welcome relief, detailing not only useful tips and tricks to make the game easier, but reliable farming areas, tactics for dealing with most dungeons and enemies, among other things. There's even a section all about PvP, though that isn't as detailed as the other sections, partially because of the unpredictability of other players and their builds.

Wand of Resurrections [200]: The perfect item for either the paranoid, or whose friends could be generously described as suicidal. As one could have predicted from the name alone, this wand allows one to resurrect a target without any cost, not even a loss in levels. Be they players or NPCs, this wand will have ten charges before requiring a month to replenish its energy.

Blood of Jormungandr [400]: Sometimes, a powerful item doesn't take the form of a mighty weapon or some other piece of equipment, but rather a trap just waiting to be set off. Able to be applied to an area of your choosing, this will release a deadly purple gas that can affect even level one hundred players within seconds, causing them to perish so long as their race counts as living. Those such as undead or automatons are unaffected, and there's nothing stopping you or your allies from its effects.

Data Crystals [400]: One of the fundamental building blocks in *Yggdrasil*, these crystals are what make the flexible system of customization in the game possible. Data crystals can be used in customization for all facets of the game, ranging from changing the qualities of items and locations, crafting NPCs, designing personal weapons, altering player appearances, changing abilities, and so on. Be thankful that you won't need to go out farming for these, as you will be receiving regular shipments of high quality data crystals on a near weekly basis.

Legendary Gear [400]: It is not just having the right build or good strategy that makes a good player, but also the quality of their gear. Having put in the work of crafting and customizing your own gear, or maybe just getting lucky with drops, you've managed to get a complete set of this Legendary-Tier gear, putting you on a level equal to most high tier players. You will receive a full set of armor, three pieces of jewelry, and two rings of legendary quality, all designed to your specifications.

Powered Suit [400]: Added in an update and useful to help new players level up quickly, or to assist players whose build was not suitable for combat, this mechanized power suit will let one live their dreams of fighting monsters in a giant metal robot. While it may take up most available inventory slots, leaving them able to wear necklaces and other decorative equipment. While worn, all stats with the exception of HP and MP will be replaced with the suit's, an effect that is not well regarded by high level players fielding their own gear.

Ring of Resurrection [400]: There is no better advantage one can have than a do over, and this magic item is perhaps the closest a player can have to such a thing. An upgraded variant of the Cash Shop item Ring of Lesser Resurrection, this will allow the wearer to resurrect five times without losing any levels or experience points. Each spent charge will take a year to be restored, so do not walk heedlessly into danger.

Sealing Crystals [400]: There are many spells that allow a player to summon various entities, from the classic angels and demons to eldritch fae monstrosities. These series of crystals will allow you the ability to summon these entities without the required magic caster levels, and do not require MP to activate or maintain. Having received a sizable amount that will replenish soon after its use, the levels of the summons depend on the quality of the crystals, and without specific job classes, you may only have one active at a time.

Caloric Stone [600]: A unique material and one of the hidden World Items of *Yggdrasil*, this is considered to be the ultimate crafting material. Be it applied to a weapon, piece of armor, or even having it act as a golem's core, it will greatly empower them to a level beyond even Divine-Tier equipment, only surpassed by true World Items. Alternatively, it could be used on an NPC during their initial creation, greatly enhancing their base power beyond what any player could have achieved at similar levels. Once it has been used, you will receive a new Caloric Stone after a year, ensuring that you will never truly run out.

Divine Gear [600]: The highest tier of items one is capable of crafting outside Guild Items and World Items, it's fairly common for most players to not possess even a single Divine-Tier item. Boasting some of the most potent buffs and abilities that equipment can offer, you will receive a full set of armor, three pieces of jewelry, and two weapons of divine quality. They can be of any design and have a plethora of effects, but regardless of what you choose, these are items that can make a fight between equals a cakewalk if they don't have any equipment of a similar tier themselves.

Prismatic Ore Mine [600]: While the many worlds of *Yggdrasil* host all manner of fantasy metals, including mithril and adamantine, it also includes some that are above those as they are to common steel. Prismatic ores are a series of seven unique materials that are more valuable than adamantine due to their improved durability and inherent magical properties. Apoithakarah, Scarletite, Star Silver, Celestial Uranium, all of them possessing their own unique magical property, and are necessary for the construction of Divine-Tier equipment. This mine will give you regular shipments of these seven materials automatically, on top of what you can manually excavate. Fear not about running out, as these ores will fully replenish after a few weeks.

World Item [600]: When the World Eater consumes all but nine of the World Tree's leaves, the remnants of two hundred leaves were scattered all across the nine realms, and have become the most powerful and legendary items in all of *Yggdrasil*. Count yourself blessed, for you now claim ownership of these items, whose abilities often break the balance of the game. Perhaps you would be a fan of the Draupnir Ring, which can generate nearly half a million Yggdrasil gold per day, on top of replicating any singular piece of crafting material in your possession a total of nine times. Or maybe you would prefer the Yggdrasil Sapling, whose replenishing leaves can take on the properties of any high tier ingredient, while using all two hundred of them at once can let you mimic the effect of another World Item, though at a much reduced potency. If your chosen World Item is one of the Twenty, which can only be used once before vanishing, it will reappear in your Warehouse at the start of every Jump. This option may be taken multiple times.

Guild Base Customization:

*When a group of players band together to form a guild, they will often take over or build a structure to act as a home base, a place for them to store valuable items, build up their strength, or just hang out with their friends. It was common enough that it would make sense for you to be deprived of one yourself. As such, you will receive **2000 Guild Points** in order to design a new base for yourself. While it can be placed anywhere, after your time here it will be connected to your Warehouse, and may import it into future worlds. You can also convert **CP** into **GP** at a rate of 1:2.*

Import [Free]: Do you have a structure you're already attached to, or maybe have the perfect property to have your base placed on? You may freely import any property you own and make it into your Guild Base, applying any purchases made here onto it. Of course, it will be subject to the rules of *Yggdrasil* during your time here, including the upkeep costs and the potential to lose ownership of it while you are playing the game.

Aesthetics [Free]: It wouldn't make sense for you to have a guild base and not be able to decorate or design it to your specifications. As such, you have full creative freedom for how your base looks. This doesn't just include architectural styles or mood lighting, but what kind of base it actually is. Perhaps you want to go for the classic underground dungeon, or a singular large building like a castle, though it could just as easily be a fully functional city, yet some might appreciate a massive pirate ship.

Entrance [Free]: Though the differences between each individual Guild Base are as numerous as class combinations themselves, all of them must adhere to a certain number of rules. It is impossible for you to completely close off your base entrance, incurring penalties that increase over time, up to and including losing the rights to your base entirely. Additionally, every area within your guild should be theoretically accessible for others, be it through open paths or the use of specific teleportation items. Post-Jump, these will no longer apply, and can be disregarded should you so choose.

Guild Item [Free]: This is arguably the most important item that your guild could ever have, for its very presence keeps your guild base functional. Straddling the line in between the potency of a Divine-Tier item and a World Item, it can be of any form of gear and have almost any effect applied to it that won't break the rules or structure of the game. It would be best to protect it, though, as the destruction of this item will lead to your guild no longer having ownership over the guild base, and everything inside becoming hostile as it now considers you invaders. While theoretically possible, you will not be able to restore control over your guild base until the end of your time here. Post-Jump, this will no longer be a factor, allowing you to freely use your Guild Item and carry it with you without fear of losing what you've built.

Throne Room [Free]: The very heart of your Guild Base, it is here that the guild master is able to access the Guild Base Master Command List, granting you a whole host of information and possible actions. This can range from knowledge of various NPC statuses, the statuses of your defenses, enabling or disabling traps and other hazards, toggling the spawn rates of POPs, and a whole host of other functions. Should your base be mobile, then you can direct its movements from this area. Despite the name, it need not appear as an actual throne room.

Size [Free/100/200/400]: Now we get around to actually determining the size of your Guild Base. This affects practically everything in your guild, such as the amount of POPs you are allowed to spawn at any given time, the amount of facilities you can maintain, as well as how difficult it will be for other players to besiege, though it will also determine just how expensive the daily maintenance for it will be. For **[Free]**, your base is on the small side, perhaps the size of a large castle. For **[100]**, your base is actually of a respectable size, with an area near that of a town. For **[200]**, your base is on par with that of Nazarick in terms of size, easily a small city all on its own in terms of area coverage. Finally, by paying **[400]**, yours is a base of previously unheard of proportions, covering a similar area to that of Tokyo and its many districts, though that does mean it is one of the most expensive to maintain.

NPC Levels [Free/50/100/200]: Every Guild Base allows for the creation and housing of player made NPCs, utilizing the same race and job class systems as those of normal players, though the AI depends on how much data a player is willing to allocate or program themselves. However, the available levels for these custom NPCs is limited, with only 750 available for **[Free]**. By paying **[50]**, though, you may increase the amount of levels available, bringing it up to 1,500. With **[100]**, you can further increase it to 3,000 available levels. With a final payment of **[200]**, you will have exceeded the limit of what is typically allowed, granting you 6,000 levels to allocate among the NPCs as you see fit

POP Spawns [Free]: While NPCs are an important part of your Guild Base's defenses, those are not the only options for protectors. Your base is able to spawn an unlimited number of generic beings and monsters up to level thirty to guard and protect your base, the only limit to how many you may have active at a given time being the size of your guild base. Their exact looks and races depend on what your guild base aesthetics are, so an underground tomb may favor undead beings like skeletons and ghosts, while a shining metropolis may have armies of elves in shining armor. This doesn't have to remain constant, as you could mix and match different POPs depending on a given area's aesthetic, if you managed to diversify your base. Should any be killed, they will soon be replaced at no cost to the guild.

Base Sustenance [50]: With how complex the mechanics of the game are and how many different factors of gameplay have been considered by the developers, it should come at no surprise that hunger and thirst systems were implemented to even NPCs and certain types of POPs. Should you want to cut down on costs towards this frankly annoying mechanic, then you can remove these needs for any guild members, NPCs, and POPs that would ordinarily require them, such as the humanoid races.

Exchange Box [50]: An upgrade to the ordinary item shredder, the Exchange Box would ordinarily destroy items placed within in return for an appropriate amount of *Yggdrasil* gold. Yours is special, in that it is not limited to only exchanging items from *Yggdrasil*, but rather any item you may encounter on your travels. The gold granted by said item depends entirely on its quality and rarity, though that is not this upgrade's main benefit. Simply put, you can exchange any form of currency to *Yggdrasil* gold at the same rate, so placing ¥100 would result in you receiving 100 gold coins.

Forum Access [50]: Despite how cagey many of the players are about sharing actual information, that doesn't mean that nobody shares anything. In fact, this forum page you have access to is proof of the opposite. You may interact with this website as though you were on an actual computer, though that will be the extent of your interactions with the real world. Post-Jump, this upgrade will allow you to access almost any forms of internet you may encounter.

Guild Map [50]: For those of you with trust issues, this screen available to you will prove a blessing. Having access to this special guild map will allow you to pinpoint the exact location of all guild affiliated NPCs and guild members while they are inside the base. This even applies to POP spawns and guild mercenaries, in case those were also a concern of yours.

Lavish Quarters [50]: Someone sure had a lot of time on their hands, or preferred their base to be as realistic as possible. This will ensure that there are dedicated rooms and relaxation areas for your NPCs, appropriate barracks for your POPs, as well as guest quarters for any visiting players. These offer no utility other than for roleplaying, but that may change in the future.

Modern Media [50]: As fun as playing a DMMO-RPG may be, sometimes you may want to take a break from this frankly overwhelming game. Seeing as you are unable to log off, this is the next best thing. Within your Guild Base is a library containing a near complete collection of all media up to the year 2126, composed mostly of movies, shows and books, with some additional videogames available, though none will work with the virtual reality features common nowadays.

Puzzle Traps [50]: For those enjoyers of mind games and thinking your way around problems, there are a number of areas in your base locked to outsiders through riddles and puzzles. These can be as elaborate or simple as you want, but the only requirement to these puzzles and riddles is that they must be actually solvable, even if the answer isn't made apparently obvious.

Quality Furnishings [50]: Why would anyone want their Guild Base to look like a dump? The seat of their operations within *Yggdrasil*, the perfect place to present their power and influence is not something that can easily be tarnished, least of all one belonging to you. Simply put, your entire base is a work of art, created to the closest thing to aesthetic perfection available to the game's tools. Additionally, most areas unless specified will be automatically cleaned of all rubbish or dust, soon returned to its pristine form.

Specialized Facility [50]: A Guild Base is not just a place for players to hang out and enjoy themselves, but a structure to grow one's strength in safety, be that in better understanding the game's mechanics or, in this case, ensuring that your guild has the very best resources and services available to it. You now have an upgraded variant of some kind of facility, or facilities, within your base. Perhaps your mines have an increased yield, or your apothecaries produce higher quality potions, though it could just as easily be restaurants whose food provide a wide array of buffs. This option may be taken multiple times.

Teleportation Jewelry [50]: While navigating and traversing your base should be difficult for invaders, that doesn't mean the same must apply to you and yours. Thankfully, these rings are there to ease the burden of travel, allowing those allied with your guild the ability to teleport anywhere within the base freely, without fear of activating traps unless specifically designed for those wearing them. You will have fifty of these rings to start out, and do have the ability to make more if needed.

Advanced Traps [100]: While your base already has a number of traps for the ambitious invader, sometimes you need more to bring down a raid party of max level players. As such, the traps all throughout your base are notably more dangerous and harder to avoid, even for those at level one hundred. As an added bonus, these seem cheaper to activate and maintain than they otherwise should be.

Economical [100]: Running a Guild Base is an exercise of careful planning and consideration, figuring out what would be best to spend gold to maintain and run, and what would be best to deactivate at any point of time. It is fortunate that you have already done the legwork in that regard, as with just this option your guild finances are breaking even, and should be sustainable for now, so long as you don't make many risky purchases or have to constantly resurrect NPCs.

Fortified Walls [100]: As is characteristic for *Yggdrasil*'s focus on player freedom, players are rarely ever limited in how they can approach a problem, even if that solution is literally carving an alternative route. Such a plan may have its merits, but it is hardly worth it in your base, where the many structures that make it up are notably more difficult to destroy or manipulate for any not affiliated with your guild. Sure, one can punch their way through walls until they reach the guild item, but they will have long been swarmed by enemies before success was ever a possibility.

Hazardous Location [100]: The first part of any proper base that one should consider is not layout or what to fill it with, but location. After all, who cares how many enemies are besieging it if they can't even make it to the entrance? Your base is difficult for most others to approach, be it due to strategic placement, such as hovering in the air, or due to a plethora of nearby hazards, like being surrounded by a poisonous swamp.

Next Gen Upgrade [100]: Though you may make certain decisions regarding your Guild Base here, that does not mean that they are the only ones that can be made, nor should they. A large focus of *Yggdrasil* was for players to test out what did and didn't work and bases are no different. As such, you will find your base retaining any upgrades or additions you subject it to, becoming flat-backed unless you want it removed.

Outer Defenses [100]: Of course, you are not limited to placing defenses only within your Guild Base. Indeed, the area directly outside of your guild base is also peppered with defenses and traps, with such examples including magical lasers targeting fast moving objects, pockets of deadly gasses, or actual landmines. Needless to say, it is not outside the realm of possibility that some might not even be able to make it to the front door of your base.

Secret Passages [100]: If *Yggdrasil* is a game filled with mysteries and hidden secrets, why can't your base do the same? You will find that your base is littered with hidden routes and secret passages, allowing for easier traversal for those that know the layout. While only the most keen of observers, or a particularly lucky idiot, will be able to notice them, that doesn't mean they can't be led to dangerous areas with strategic design.

Training Hall [100]: Experience is quite easy to gather in the game, be it from defeating monsters or completing quests, but that doesn't mean it is without its own hazards. For those of you who seek strength in safety, these training areas are the perfect place to grind exp, even if all one does is craft endless iron daggers. Even post-Jump, when the guild is no longer bound by the game's limitations, it will remain a good place to improve one's skills and abilities at an accelerated rate.

Crafting Stations [200]: Not everyone enjoys fighting giant monsters or raiding other guild bases. Some players simply enjoy having the ability to create whatever weird and wacky item they want, and who are we to deny them. All throughout your base are dedicated areas for constructing various items, which also work to improve the quality and effectiveness of them. Be it a god slaying sword or the perfect alchemical concoction, know that you only work with the best.

Hidden Location [200]: All this talk of intruders and invaders besieging your base is predicated on the idea that they would even be able to find it in the first place. This upgrade will make it unlikely for the casual player to ever locate your Guild Base, making it well hidden in the environment as well as resistant towards attempts to magically divine its location. Maybe it's tucked away in an obscure location, or a field of impenetrable mist envelops the area surrounding it, or you have placed actual illusions over the entire structure.

Item Shop [200]: The Cash Shop is an invaluable resource to the players of *Yggdrasil*, allowing them to purchase a wide array of useful and potent items at the cost of *Yggdrasil* gold or actual money. At the end of your time here, you may have ended up losing access to this shop without this option. Not only will you be able to access the shop after your time here, but you will find the items available for purchase updating with each new world you visit.

Mercenary Library [200]: Mercenary NPCs are entities that one can summon to act as companions and protectors of an area, their loyalty dependent on who summoned them and any guilds they are associated with. While they don't have the same creative freedom as a custom NPC, they are still useful to have around and beef up the protection of your base, on top of not using any of the allocated NPC levels. This library of replenishing scrolls will allow you to summon these Mercenary NPCs at the cost of *Yggdrasil* gold, and no additional upkeep beyond hunger and thirst, if that is even a concern for what you've summoned in the first place. In future worlds, these will gain new types of scrolls that can summon new Mercenary NPCs depending on the settings you visit.

Profit Margins [200]: Gold is everything in *Yggdrasil*, required to do basically everything in the game. As such, many guilds will need a way to ensure that you rarely, if ever, run out of it. This was a problem quickly addressed by you and yours, as your Guild Base now has a number of services and facilities whose sole purpose is dedicated towards generating gold. You can flavor them to be actual businesses or jobs for NPCs or POPs to take, but that's from a purely roleplaying aspect. After all, it's not like that gold mine you filled with dwarves is nothing more than a lore appropriate set dressing.

Resource Acquisition [200]: While gold is highly important, that is not the only resource available to players that they can utilize. For the players who are more industrious rather than adventurous, now you won't need to go out and risk life and limb over that final bit of metal to finish up that Divine-Tier blade you've been working on, as your Guild Base has a number of reliable ways of generating various crafting resources. Maybe it is a series of mines filled with rare materials, or a small forest that cultivates certain monsters for NPCs to 'hunt down' and collect their drops.

Shifting Layout [200]: *Yggdrasil* is a game with a heavy emphasis on the power of information, and with each breach of your defenses more people will know the extent of your Guild Base. A simple way of making them doubt what they know of your base would be to change things up every time someone enters, something easier said than done. Yet done it is, for there are mechanisms in place for you to change the layout of your guild in some manner. Perhaps it's just rotating corridors to have them lead to other areas, but it could be just as likely for your base to function like a massive rubik's cube when needed.

Teleportation Traps [200]: As someone who knows the pain of walking from place to place, you know that traversing large distances can be such a hassle. Yet for as much time is saved due to the wide array of teleportation options available to the average player, it can just as easily be something that invaders can exploit. Now, though, that is a very bad idea. There are a number of traps for those who are unauthorized to teleport within your base outside of specific areas, forcibly changing their destination for one that will prove a fitting punishment. This also makes it so then those unaffiliated with your guild are unable to teleport into your base from the outside.

Competitive NPCs [300]: With how many NPCs you are allowed to create and design, one could be forgiven if they are not as effective as the average player. That isn't good enough for you, and so efforts have been undertaken to rectify that. Not only do all custom NPCs have competitively viable builds for PvP, even those with more emphasis on a single gimmick or a classic archetype, but the AI that controls them is actually well programmed. They won't be a match for veteran players, obviously, but your NPCs will at least give them a virtual black eye.

Denial of Information [300]: Information is power, an idiom that is more true in *Yggdrasil* than perhaps any other game on the market. So it should come to no surprise that there are a myriad of ways to magically acquire information on almost any given target or subject, and just as many methods for its denial. Your Guild Base has been outfitted with a number of protections towards these scrying attempts, making it extremely difficult for any such information gathering methods to pierce its defenses.

Golden Clearance [300]: Money will always be a concern for *Yggdrasil* players, but especially those who have to keep up with the maintenance costs of a Guild Base. Any chance to cut corners or ease up on funds usage is one that should be taken, as you no doubt are well aware of. Thanks to clever planning and data allocation, you will find that all functions as well as the maintenance costs are overall much cheaper than they have any right to be. Even resurrecting NPCs takes up only half the gold as it normally would.

High Level POP [300]: The limits placed upon POPs make a large amount of sense not only from a lore standpoint, but also a mechanical one. After all, who wants to invade a dungeon populated with what is essentially an army of mid level players, even if they rely mostly on stats? That is the exact mindset behind your decision to take this, elevating the maximum level of your POPs from thirty to fifty. Now you can enjoy the salty tears of seething invaders as they call you a hacker instead of getting good.

Invader Locator [300]: Know your enemy, and know yourself, and you shall never know defeat. Wise words, ones that you have taken to heart when you managed to install this to your guild base. These screens will allow you to pinpoint the exact location of all invaders and hostile entities within your Guild Base, be they rampant NPCs or players that think themselves sneaky. Only the power of a World Item or higher would be able to keep them hidden from your eyes.

Legendary Equipment [300]: It is not just the build one applies to their character or the tactics they use that makes one a dangerous opponent, but also the gear they have access to. The same is true when applied to custom NPCs, even if they may not always be as capable as a veteran player. From here on out, you will find that any NPCs your base is populated with is decked out in some of the best gear available, with most having a full set of Legendary-Tier gear with a single Divine-Tier item added in to give them that extra edge, perfectly suited for their builds and programming. Even the gear of your POPs will see an upgrade, if not one so drastic as that.

Mobile Base [300]: Perhaps one of the rarest types of dungeons that your guild could have laid claim to, your guild base is one capable of movement. This may not seem like a big deal, but the ability to completely change the area surrounding your base, or even abandoning a previous location once it was discovered is a boon that cannot be understated. Perhaps your guild takes on the form of a flying ship, its flag waving as the wind passes it by, or maybe you'd prefer a teleporting castle the size of a mountain?

Simultaneous Attacks [300]: It appears as though your base is among the most hated kinds of dungeons, as well as one of the more difficult ones to complete. Simultaneous Attack Dungeons are ones with simple gimmicks, but it is one that no player likes to encounter, being that dungeons of this caliber require several parties working in unison along different routes to complete. They were typically designed so that everyone would meet up at the boss room to face a raid boss together, though it is questionable how long even the largest parties can survive your base while separated from one another.

Battle Arena [400]: A grand coliseum constructed for one thing alone; the glory and thrill of battle! For those of you who prefer the combat aspects of *Yggdrasil* over anything else, this is possibly the perfect way to keep you entertained while your guildmates are off living their real lives. This structure will allow you to create and dismiss simulacra of any enemy you have previously defeated, with the exception being raid bosses and World Enemies. Not only is it a great way to farm experience, but grinding rare drops from rare enemies as well. If you want to face off against another player, however, expect the AI to be less effective than the original.

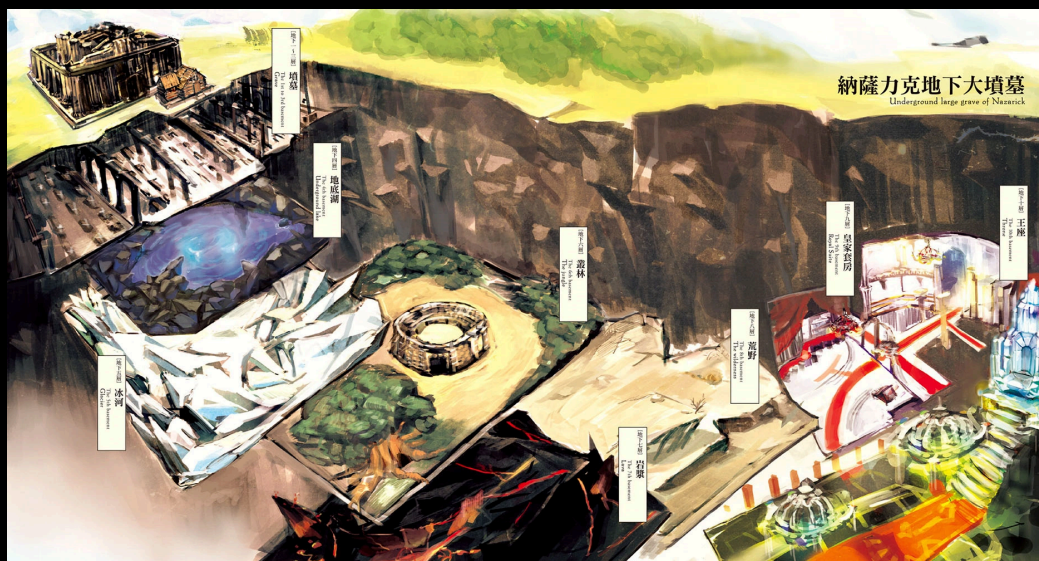
Death Trap [400]: A Guild Base is meant to be a guild's unassailable fortress, a safe haven amidst all the realms of *Yggdrasil*, so why should you make it easy for anybody to try invading it? Abusing practically every system in the game on top of clever layout planning, you have constructed your base to be something truly unfair, which even entire guilds would have great difficulty in storming. Sure, you may not be able to stop an endless tide of players out for your Guild Item, but a hundred or more should be doable.

Guild-linked World Item [400]: Every player covets the rare World Items, rewards from impossible quests and deeds that fundamentally break the balance of the game when used. And while many take the form of weapons or armor, to think they are so limited is the height of foolishness. You know from experience, as your guild now has one such World Item bound to it, granting your base a unique advantage over most others, on top of offering the structure some level of overall protection from other World Items. Do you possess the Well of Knowledge, which will store the experience and knowledge of any slain in the base until one drinks from its water, as well as temporarily granting the consumer an unlimited amount of MP? Though, perhaps the True Cross is more to your liking, which makes it so then no debuffs may be applied to those belonging to the guild while within the Guild Base, on top of gravely harming all nearby unholy entities, including non-allied players. Of course, it could be neither of these, instead being one known only to you, for the powers of the World Items are infinite in possibility and supreme in power. This option may be taken multiple times.

Legendary Treasury [400]: The end result from years of grinding, from countless adventures and innumerable dungeons pillaged until nothing remained behind. Your base boasts one of the most impressive stores of gold, magic equipment and crafting items in the entire game. It is enough to keep the Guild Base running for well over a century by itself, requiring truly irresponsible levels of spending and constantly reviving fallen NPCs to even put a dent in what you have saved up. The best part of all this is that, not only will it continue growing to accommodate even more wealth, this will all replenish at the start of each Jump.

Respawn Point [400]: Dying is a very important aspect of the game, as it is how one can get rid of unwanted levels in order to try their hand at making the perfect build once again. Of course, it doesn't help that many of the areas where players can respawn are watched over by PKers, marking many as unsafe locations, especially for heteromorphs. As such, it was only imperative for your Guild Base to have a place for fallen guild mates to respawn in safety. This acts as a safe place for players to respawn, as well as automatically resurrecting any NPC at a cheaper cost than is typical. Should you leave the bounds of the game behind, this will allow you to resurrect from death once per year, appearing in your guild's throne room none the worse for wear.

World Gate [400]: Normally placed within the various towns and cities scattered all across the nine realms, World Gates are structures that have been imbued with the rainbow light of the Bifrost. These allow players to travel between all nine realms of *Yggdrasil*, and your Guild Base now has its own private gate. While it will allow you to traverse any of the realms with no one unaffiliated with your guild to make use of it, in future worlds this will instead allow you to access any adjacent realms or dimensions connected to it at certain predetermined locations, so long as they haven't been sealed off by something rivaling or even surpassing the power of a World Item.



Companions:

Raid Party [50/100/200]: Given that *Yggdrasil* is a DMMO-RPG, it only makes sense that you would want to play with those you consider friends. As such, you may import or create 1, 4, or 8 companions respectively into a class and race of their choice, free of cost. Each companion receives 800 cp to spend on perks and items. You could alternatively use this to have other players become companions, but they will still need some convincing before joining you.

Guild of Jumper [300]: But with how many players there are at any given time, why should you be so limited in how many friends can join the servers? As such, you may import as many companions as you want into a class and race of their choice, free of cost. Each companion receives 800 cp to spend on perks and items.

Elite NPCs [Free/100]: It is very likely that you have a number of followers that have long supported you in your endeavors. Should you desire to give them the chance to enjoy the game of *Yggdrasil* as well, then you may import them with this option. They will essentially function as Mercenary NPCs, possessing a race and build of their choice, but cannot exceed level fifty. However, by paying **[100]**, they will be able to reach level eighty instead.

Black Swordsman [Optionally Free]: One of the beta testers for *Yggdrasil*, this intelligent young man wears the facade of a misanthrope well, using the game as a chance to vent his frustrations and mock the failures of others. Despite his prickly exterior, he is genuinely good at this game, always quick with a sarcastic remark, and quite the movie buff.

Protective Mother [50, Free Generalist]: Though her son may have lost interest in playing *Yggdrasil*, this single mother spends a majority of her free time playing and adventuring with you. Her dual wielding focused build allows her to viciously tear through her enemies, which is a complete contrast to her kindhearted and affectionate demeanor. She may be a bit gullible, but you wouldn't want anyone else there by your side.

Enchanting Scribe [50, Free Craftsman]: While his build may not let him be counted amongst the best from a competitive standpoint, this half elf prefers to be the brains of any operation. With him nearby, even the greatest of dungeons can eventually be conquered, especially if given time to craft his wide array of magical talisman and contracts that massively buffs allies, amongst other effects.

Militaristic Fairy [50, Free Magic Caster]: One would not expect this stern and ruthless salary man to waste his time on such frivolities as a video game, but everyone needs a hobby. His just includes roleplaying a fairy that guns down her enemies with a magic rifle from the air. An amazing battle commander, as well as having a decent array of spells, more than make up for any faults this tiny terror may have.

Lucky Bastard [50, Free Rogue]: The quintessential NEET, this humanoid player makes up for his many, many flaws by being a legitimately competent thief and a good person. Of course, the frankly insane luck he has also helps, as well as his buried sense of responsibility to those he considers friends. Still, his last party was so incompetent that he constantly stressed himself out, so hopefully you'll be an upgrade.

White Weaver [50, Free Support]: Like many, this seemingly happy-go-lucky spider heteromorph uses the game of *Yggdrasil* as an escape from her real life. Her perseverance allowed her to turn a roleplay build into something truly frightening. Her eight eyes can each inflict a different ailment, her wide variety of poison and elemental threads give a surprising amount of versatility, and her spider clones are great at keeping enemies at bay while she works her magic.

Shield Hero [50, Free Warrior]: If there is one role that is not appreciated nearly enough, it's that of the tank. As this man figured out, being a shield for others is not as glamorous as one may think, but that hasn't stopped him from this play style. Now he stands as an immovable wall, with enough skills and abilities to defend his allies from any attack, though at the cost of heavily limiting his options to deal damage himself.

Black Duchess [50, Free Humanoid]: Many people like the idea of roleplaying the villain, but aren't quite talented enough to actually follow through with it. This player liked the idea of an evil wizard able to mold the earth however she sees fit, to alter the terrain to best suit her vile whims, but can't help but let her kind and airheaded personality shine through. Instead of evil laughter and mocking her enemies, she'd be more likely to help them out and show off her vegetable garden.

Gluttonous Ogre [50, Free Demi-Human]: With so many possible classes available, with many only being unlocked after very specific requirements have been met, it should come as no surprise that the often ignored Chef job class led to this player discovering a truly potent play style. By defeating and consuming an enemy, he can temporarily mimic their skills and abilities. On top of his unarmed build, he is a terror up close as well as from a range.

Slime Lord [50, Free Heteromorph]: A deceptively cute ball of gelatinous goo, it can be hard to imagine that this is one of the most skilled magic casters in the whole game. On top of his malleable and durable body, he managed to memorize more spells than one is typically limited to, allowing for a versatility that few others could match, to the point where some think he must be a cheater. Still, he's quite the friendly fellow, and would rather prefer to make friends instead of enemies.

Nine's Own Goal [200]: A strange collection of notable Heteromorphic players, through chance they have come to befriend you, and welcome you to join their clan, or they yours. Momonga, a skeletal necromancer who is unfailingly loyal to his friends. Touch Me, an insectoid who achieved World Champion. Tabula Smaragdina, a Brain Eater obsessed with all things alchemical. Ulbert Alain Odle, a demon who revels in the theatricality of evil. Yamaiko, a nephilim whose kindness is only matched by her recklessness. Warrior Takemikazuchi, a nephilim that makes up for his lack of creativity through adherence to bushido. Peroronchino, an avian archer who is openly a degenerate pervert, and his sister Bukubukuchagama, a slime who is often mischievous when not having to reign in her younger brother. And Amanomahitotsu, a heteromorphic crab that loves the weapons and arms used by heroes. Should you be lucky enough to call them your friends, there is little you won't be able to handle.



Scenarios:

Dominating the Leader Boards

In a DMMO-RPG like *Yggdrasil*, it is highly encouraged for you and a number of other players to band together, facing off against all the worst the game has to offer with friends by your side. As such, Guilds have become major powers in the game, and you strive to make yours the best. Simply put, you need to form a guild with at least eight other people, and make sure that you manage to keep it within the top ten rankings for the majority of your time here. This is calculated from a multitude of things, including but not limited to rare and expensive items, the amount of dungeons cleared, enemy players you've managed to defeat in your Guild Base, and number of active players. It will be a difficult task, but who said anything worth doing was easy?

Rewards:

It's been a long twelve years, but no one can deny that there were better choices for a **Guild Master** than you. Due to your lengthy experience in leading your particular band of lovable idiots, you will find that your leadership skills have seen a significant boost. In addition to that, properties you own will require less maintenance and upkeep cost. While within any property you own, you will also gain a notable boost to your abilities and spells. None may challenge the king of *this* castle.

And of course, how could we forget the **Guild Members** who managed to make this all possible? These eight companions will become something almost akin to Jumpers in their own right. They will automatically be imported into future Jumps, each receiving 800 cp to spend as they desire, gain access to any stipends you would, as well as being able to take on drawbacks. The only limit is that they themselves are unable to purchase companions of their own.



In Defense of Throne and Country

About halfway through your time here, at the height of *Yggdrasil's* popularity, the Devs will make an announcement that will utterly ruin a number of guilds, but offer an opportunity for many others. Once a month for the next year, random guild bases will become the target of a special effect, where those who are able to go the whole month without having their Guild Item stolen will be given a free World Item. However, should anyone manage to steal it, the World Item will be given to them instead.

While many players will ignore these events, a great number of them will be preparing to either raid those unlucky bases, or preparing in case they are the ones being chosen. You have the benefit of knowing that your Guild Base will be one of those targeted, so use that time wisely to build up your defenses, acquire enough currency to quickly repair and revive what you can, and prepare to weather the countless invasions from ambitious players. Succeed, and the rewards are yours.

Rewards:

After all is said and done, you will find that you and all of your guild mates will have access to a special job class, one known as **Protector of the Realm**. All of the abilities offered to it revolve around defending a designated area or structure, increasing the power of its defenders and reducing any maintenance or activation costs. Of course, there will also be a noticeable boost to your own capabilities while within your chosen area, which by default will be your Guild Base but can be changed after a while. The final level will grant the ability to fully reverse all damage done to your designated area once per day, including spent traps or defeated NPCs free of cost.

As a reward for weathering such hardships, you shall be rewarded with the World Item known as the **Walls of Illion**, bound to your Guild Base. They offer the greatest of protections for your Guild Base, making it impossible for anyone not of your Guild to enter your base through any method other than through the front gates. However, when those who intend to invade or have hostile intentions for those inside walk through said gates, they will be afflicted with potent debuffs for the entire time they are within your base. It will also cut off any connections such as arcane familiars or tools for remote viewings that try to infiltrate, leaving them isolated and easy pickings.

World Champion Tournament

There is no greater job class for the warrior archetypes than World Champion, of which there can only be nine, and are granted by the developers specifically. In order to receive access to this legendary job class, one must win one of the World Champion Tournaments. Taking place once a year, and in a new realm each time, any serious player who prefers this playstyle makes sure to participate. Everyone thinks that they will be the ones to do it, but few have the right combination of build, equipment, adaptability or skill to overcome all others. Your goal, should you wish, is to participate in one of these tournaments and emerge victorious. If you fail in one, that just means you have until next year to prepare for the next. That doesn't mean you can take your time either, as these tournaments will only be held nine times.

Rewards:

You have done it, have defeated all other challengers and claimants, and in doing so have earned for yourself the **World Champion Class**. Getting this to its full five levels will grant you a number of benefits befitting such a prestigious class. Not only will you have higher base stats than before, but you will also gain access to a variety of skills, of which two are the most notable. World Break is considered the peak of offensive martial skills, boasting the highest base attack without taking into consideration the gear or buffs one is equipped with. World Shield is its defensive equal, and will make you completely invulnerable, immune to all forms of damage for twenty-five seconds once per day.



Additionally, you will receive what is known as a **World Champion Item** to go along with your new class. This is a piece of gear that ranks higher than Divine-Tier, but lower than a World Item in terms of benefits and abilities. What abilities are those? That depends entirely on what your build is, as all World Champion Items are custom built by the developers for each World Champion. Be it a full set of armor, a shield, a sword, a bow, or something else entirely, just know that it serves as the perfect addition to your arsenal, and is unique in that it can only be used by you. A gift worthy of one who is champion of an entire world.

Enemy of the World

In the last years of this game, in order to reward some of the players who have stuck with *Yggdrasil* for as long as they have, the devs will announce a competition amongst the player base. The goal? They will be able to design a World Enemy of their own, powerful boss monsters that would require entire guilds to defeat, at least theoretically. This won't be as easy as one may assume, as first the devs must judge its premise and mechanics in order to determine which ones are actually good, and which ones are best left forgotten. The only known requirement beyond being an original design, is that it must be possible for a group of thirty level one hundred players to defeat it.

Once that is completed, then it's onto the second part of this competition; setting all the accepted World Enemy creations against one another. The twist this time is that it won't be a program piloting them, no, the players who designed them will. It's a monster mash up in the form of a Tournament, and there can only be one winner. Do you have what it takes to throw your hat in the ring?

Reward:

Though the competition has ended, it turned out to have been a real learning experience for you. Now a self professed **Master of Monsters**, you have discovered that you possess a real knack for designing things to be as dangerous as absolutely possible. This is best seen when it comes to designing creatures or NPCs, allowing you to find the right mix of lethality and practicality to make your creations something truly frightening to behold.



Having the players pilot their monsters wasn't just a spur of the moment decision by the devs to make things more fun, it was a hint at what the ultimate prize was. Upon winning, proving that your creation was better than all others, you will be allowed to transform into a **World Enemy** yourself. More specifically, the one that you designed. As such, there's no one who knows what you can do better than yourself. The downside, though, is that when you activate this transformation, you will be unable to return to your original Avatar until the servers shut down, and not benefiting from any equipment you may have previously

used. This drawback will be removed after your time here is over, however, allowing you to swap in between forms at will.

The Lush Jungles of Vanaheim

The realm of Vanaheim is one absolutely filled with life. From emerald forests to crystal blue lakes, one cannot help but be awed by the sheer scope of natural beauty this realm possesses. That makes it the perfect place for a springtime event, in which a number of special dungeons are only accessible during the month of March. Your goal, if you choose to do so, is to locate a particularly difficult and well hidden dungeon known as the Venerated Garden of Unkulunkulu. After you have located it and determined the requirements for gaining access, you must make it all the way to the end and defeat the boss on your first try, a snake-like creature with a horse's head that commands the weather. Failure to do so will cost you the opportunity to acquire a World Item, so make sure you're well prepared for whatever you may face. The only thing you have on how to access this dungeon is that it requires a specific kind of dance.

Rewards:

You have faced the challenges of the Vibrant Garden and emerged victorious, and in doing so have earned the **Grace of Spring**. Thanks to this, you may now emit a constant area of effect that will heal any nearby allies and restore their fatigue over time, as well as applying a buff to their resistances. Conversely, any undead caught in this area will be constantly harmed by this effect, the positive energy emanating from you antithetical to them. This also applies a cosmetic effect, where a trail of flower petals follow your every move, while various small plants and flowers grow where you walk.

By clearing the dungeon on your first try, you will receive the World Item known as **Mbaba Mwana Waresa**. Taking the form of a clay pitcher coated in an incandescent gloss that reflects all the colors of the rainbow, the magical liquid contained within can be considered the peak of potions. Drinking from its endless wellspring of beer will grant you a vast increase to your health and mana regeneration, removes any debuffs applied to you, grants a sizable boost to your stats, and randomly applies one of seven unique effects for thirty minutes.



The Molten Earth of Múspheillheim

The realm of Múspheillheim is one defined by heat. Rivers of lava, forests of charred wood and ruby leaves, and blackened mountains galore, it is the very embodiment of the word fire. As such, it makes the perfect place to host unique dungeons for summer events, which can only be accessed during the month of July. Your goal, if you choose to do so, is to locate a particularly difficult and well hidden dungeon known as the Blazing Temple of Chantico. After you have located it and determined the requirements for gaining access, you must make it all the way to the end and defeat the boss on your first try, which takes on the appearance of a demonic hummingbird. Failure to do so will cost you the opportunity to acquire a World Item, so make sure you're well prepared for whatever you may face. The only hint you have on how to access this dungeon is that it requires a unique kind of heart.

Rewards:

You have faced the challenge of the Blazing Temple and emerged victorious, and in doing so have earned the **Wrath of Summer**. This potent skill will conjure a cloak of fire that will constantly burn any who get too close to you, which not only works to damage them but to harm their gear. Eventually, even Divine Tier weapons and armor will become nothing more than molten slag under your imposing heat. This also applies a cosmetic effect, causing a trail of sparks and embers to follow in your wake as well as leaving burn marks wherever you step.

By clearing the dungeon on your first try, you will receive the World Item known as **Xiuhcoatl**. Taking the form of a longsword that is reminiscent of a serpent, it sends forth a wave of divine flames whenever the sword is swung. That is not its true ability, however, as with every forty stat points you sacrifice, the damage of this weapon is doubled. This buff is multiplicative, and lasts for thirty minutes before returning both the World Item and your stats to normal. You may even sacrifice stat points offered by various buffs, though it is highly advised for the buffs applied to last longer than the thirty minutes of the sword, as it could lead to some rather unpleasant consequences.



The Befuddling Mists of Niflheim

Covered in thick mists and poisonous swamps that the unwary could easily get lost in, where many creatures could lie just out of reach without one knowing, Niflheim is a realm befitting of the various Halloween themed events that take place in Yggdrasil, accessible only in the month of October. Your goal, if you choose to do so, is to locate a particularly difficult and well hidden dungeon known as the Black Forest of Grimm. After you have located it and determined the requirements for gaining access, you must make it all the way to the end and defeat the boss on your first try, a malevolent queen of ice and her strange mirror. Failure to do so will cost you the opportunity to acquire a World Item, so make sure you're well prepared for whatever you may face. The only hint you have on how to access this dungeon is that it requires a rare drop from a certain kind of local wolf.

Rewards:

You have faced the challenge of the Black Forest and emerged victorious, and in doing so have earned the **Dread of Autumn**. Surrounding you is an aura of death and despair, constantly applying curses and debuffs on any nearby enemies that are particularly troublesome to remove. Conversely, this can be used to buff and heal any nearby undead, as they are animated by this fell energy. This also applies a cosmetic effect, costing you in a thin layer of smog and mist that adds a sense of etherealness to your form.

By clearing the dungeon on your first try, you will receive the World Item known as **Gévaudan**. Taking the form of a luxurious wolf pelt fashioned into a cloak, it grants the wearer the immortality of that legendary beast from so long ago. On top of applying potent buffs to your defenses and physical stats, upon death you will be automatically resurrected at full health and without any loss of levels up to nine times, as well as becoming temporarily immune to the last method or weapon used to kill you. These immunities only last for an hour, and each spent resurrection requires a month to recharge, but that more than makes up for becoming an undying monster.



The Frozen Mountains of Jötunheim

A realm of endless ice and snow, Jötunheim is most certainly one of the more hazardous realms one can visit. With frozen forests and colossal cave networks carved into ancient glaciers, it is no wonder that this is the preferred realm to place Yggdrasil's holiday events, taking place only in the month of December. Your goal, if you choose to do so, is to locate a particularly difficult and well hidden dungeon known as the Workshop of the Northern Spirit. After you have located it and determined the requirements for gaining access, you must make it all the way to the end and defeat the boss on your first try, which takes on the appearance of a truly demonic humanoid goat. Failure to do so will cost you the opportunity to acquire a World Item, so make sure you're well prepared for whatever you may face. The only hint you have on how to access this dungeon is that it requires an elf or a construct to be present.

Rewards:

You have faced the challenge of the Workshop and emerged victorious, and in doing so have earned the **Winds of Winter**. At a moment's notice, you can now surround yourself in the frozen winds of Jötunheim, which causes frost damage to nearby enemies and notably slows their movements, with those relatively weak compared to you being completely frozen in place. This also applies a cosmetic effect, causing you to emanate a freezing trail of mist as well as leaving a trail of frost wherever you walk.

By clearing the dungeon on your first try, you will receive the World Item known as **Saint's Bounty**. Taking the form of a richly embroidered sack depicting various animals and people of colder environments, it has a valuable use outside of acting as endless storage for items that can be placed in your inventory. Anything placed within this World Item, be it wearable gear, potions, crafting resources, even cash shop items, will be upgraded the longer they are placed within this sack, eventually allowing them to become Divine Tier. The speed at which these upgrades are applied depends on how many items are placed in the World Item at any given time.



The Divine Lands of Asgard

Few can boast the majesty that the realm of Asgard possesses, with its rainbow rivers flowing all throughout the golden hills and floating isles. Your goal in this realm, if you choose to do so, is to locate a particularly difficult and well hidden dungeon known as the Holy Mountaintop of Siunes. After you have located it and determined the requirements for gaining access, you must make it all the way to the end and defeat the boss on your first try, a truly mighty beast that commands the wind and lightning. Failure to do so will cost you the opportunity to acquire a World Item, so make sure you're well prepared for whatever you may face. The only hint you have on how to access this dungeon is that it requires a kind of offering to a specific statue.

Rewards:

You have faced the challenge of the Holy Mountain and emerged victorious, and in doing so have earned the **Glory of the Gods**. You may now inspire that very same awe and wonder on others as they do, something that can inspire allies to do their very best, while your enemies will be momentarily stunned and captivated by your presence. You will find that your divine aura works to enhance any holy abilities and spells you may possess. This will also apply a cosmetic effect, coating you and your gear in a layer of wind and dancing lightning.

By clearing the dungeon on your first try, you will receive the World Item known as the **Chains of Prometheus**. This bronze chain ending in thick spikes can be used as an extending whip if need be, but that is far from its only use. When activated, the chain will fly from your hand and envelop any one entity you choose, binding them in place. With these chains holding them down, they will be rendered temporarily immobile, with the amount of time depending on how powerful it is. Where a level one mob may be trapped for an entire day, a World Enemy will be bound for a mere thirty seconds. While they are trapped, they will be unable to move or defend themselves, as well as having any active buffs removed. Once used, the chain will become dormant until the next day.



The Blinding Light of Alfheim

If a realm can be summarized in one word, then Alfheim would be bright. Every color is a vibrant hue, each crystal a source of faint glow, and all of it dominated by the pillar of light in the center of the realm. Your goal here, if you choose to do so, is to locate a particularly difficult and well hidden dungeon known as the Fallen Kingdom of the Distant Dream. After you have located it and determined the requirements for gaining access, you must make it all the way to the end and defeat the boss on your first try, a blackened knight drenched in blood and shame with equal measure. Failure to do so will cost you the opportunity to acquire a World Item, so make sure you're well prepared for whatever you may face. The only hint you have on how to access this dungeon is that it requires a knight to be present.

Rewards:

You have faced the challenge of the Fallen Kingdom and emerged victorious, and in doing so have earned the **Ideals of Chivalry**. Your spirit is a source of light and inspiration to all, cultivating all manner of positive growth in those around you so long as you adhere to a personal code. This will lead to others being more likely to take you at your word, more likely to trust one who so obviously and vibrantly shines above all others, a pillar and Paragon that others should strive to emulate, no matter how often they may fall in the attempt. This will also apply a cosmetic effect, as motes of golden light trail behind you with every move you make.

By clearing the dungeon on your first try, you will receive the World Item known as **Avalon**. Taking the form of a flawless sheath of azure and gold, when equipped it will passively grant a sizable boost to all stats and resistances, as well as increasing health and mana regeneration by a quarter. Its active ability is what makes it truly special, as it will fully restore all health and mana upon activation, removes all debuffs placed on you, and quadruples all of your stats for half an hour. Sadly, it requires two weeks to recharge after each use, but in that time you would be all but untouchable.



The Vast Mines of Niðavellir

As befitting of the realm where the dwarves call their home, the realm of Niðavellir is chalk full of vast canyons, swampy wetlands and mines filled with all manner of untapped riches. Your goal in this realm, if you choose to do so, is to locate a particularly difficult and well hidden dungeon known as the Defiled Treasury of the Yakshas. After you have located it and determined the requirements for gaining access, you must make it all the way to the end and defeat the boss on your first try, a ten-headed king who commands through song. Failure to do so will cost you the opportunity to acquire a World Item, so make sure you're well prepared for whatever you may face. The only hint you have on how to access this dungeon is that it requires a specific set of flawless gems.

Rewards:

You have faced the challenge of the Defiled Treasury and emerged victorious, and in doing so have earned the **Abundance of the Earth**. The ground beneath your feet is all too eager to grant you its riches and treasure, greatly improving both the amount and quality of almost any resource you harvest, be they the gems and ores hidden deep in the wombs of mountains, or the products of plants that grow in the dirt. Additionally, anything you harvest will rapidly replenish itself over time. This will also apply a cosmetic effect, covering your skin to be covered in cracks that reveal molten gold.

By clearing the dungeon on your first try, you will receive the World Item known as **Kuvera**. Taking the form of an exquisite necklace embedded with numerous gems, those wearing it will never again worry about wealth and poverty. You see, the wearer will find that this World Item exponentially increases the amount of gold and other currency one earns, be it through quests, a generous individual, or even from guild base facilities. Enemies defeated will drop the rarest and most valuable forms of loot they possibly can, and you will receive better prices from all sources. Even the Cash Item Shop will give the wearer numerous discounts, though they require a different form of currency.



The Chill Desolation of Helheim

The realm of the dead, Helheim is as dreary and foreboding a realm that is draped in a perpetual night. Your goal in this land of the dead, if you choose to do so, is to locate a particularly difficult and well hidden dungeon known as the Gated Domain of Kur. After you have located it and determined the requirements for gaining access, you must make it all the way to the end and defeat the boss on your first try, a deceased dragon that once commanded all oceans. Failure to do so will cost you the opportunity to acquire a World Item, so make sure you're well prepared for whatever you may face. The only hint you have on how to access this dungeon is that it requires one who is well acquainted with death.

Rewards:

You have faced the challenge of the Gated Domain and emerged victorious, and in doing so have earned the **Finality of Death**. Not only are others instinctively wary of facing you, one who has conquered death itself, but you are its final instrument. The wounds you inflict are resistant to all methods of healing, even for max level players or top tier items. Additionally, the more you attack, the lower their maximum health pool will be, making sure that even if they can restore their vitality, it will be all but in vain. This also applies a cosmetic effect, covering you in a miasma of death and decay that trails behind you, with plants withering wherever you step.

By clearing the dungeon on your first try, you will receive the World Item known as **Ereshkigal**. An obsidian crown with seven points, each inlaid with purple gems, simply wearing it will elevate one's arcane abilities to new heights, as well as granting immunity to all instant death effects. Once its ability is activated, for the next hour, all that die while in the presence of the crown will be resurrected, fighting alongside its wearer as staunch allies, though the only exception to this would be raid bosses or World Enemies. These resurrected beings will only persist for about ten minutes, their numbers are limited to only seven hundred active at any time, and must wait a month before it can be used again. Even then, it is a fitting crown for one who commands death itself.



The Warring Lands of Midgard

One would be mistaken for considering Midgard the most boring of the nine realms, or perhaps the most generic. Yet just as our world once held such natural beauty, so too is there much worthy of wonder and joy within these lands. Your goal, if you choose to do so, is to locate a particularly difficult and well hidden dungeon known as the Royal Palace of Takamagahara. After you have located it and determined the requirements for gaining access, you must make it all the way to the end and defeat the boss on your first try, a truly monstrous multi-headed serpent. Failure to do so will cost you the opportunity to acquire a World Item, so make sure you're well prepared for whatever you may face. The only hint you have on how to access this dungeon is that it can be reached through a certain cave.

Rewards:

You have faced the challenge of the Royal Palace and emerged victorious, and in doing so have earned the **Benediction of Royalty**. Due in part to your improved charisma, the role of leadership shall always fall upon your shoulders when you desire it. Simply put, should you act with the confidence that you are in charge, or the one most qualified for the position, others will naturally follow along without truly questioning why. This will also apply a cosmetic effect, a halo of sunlight emanating from behind you that only elevates your majesty.

By clearing the dungeon on your first try, you will receive the World Item known as **Yata no Kagani**. A circular shield whose mirrored face reflects all the world's beauty, simply having it on your person will grant an incredible increase to one's physical and magical defenses. Upon activating its ability, the shield flows with the light of the Sun, and becomes the ultimate defense against all forms of magic. For thirty minutes, the user can either absorb spells in order to restore their own mana and health, or they can reflect the spell back onto the caster, ignoring any resistances or immunities not offered by another World Item. This ability may only be used once a week, but that is a fair price to pay for such an indomitable protection.



Conquest of the World Tree

Though many dismiss it, there have been signs of stranger powers at work within *Yggdrasil*. Obsidian ravens that no one can ever seem to strike regardless of the spell or skill, hooded figures that can only be seen from the corner of one's eyes, and bizarre runes appearing in random places. Such things would be more curiosities, at least until now. One day in the middle of your time here, you manage to come across a rumor, a hint at what is behind all of these oddities. This will eventually lead you to discovering a series of secret dungeons, one being placed in each realm. Your goal is to locate all nine of these challenging dungeons and defeat the raid bosses within. In doing so, you will learn of the existence of a secret tenth dungeon, one that is the domain of the previously unknown World Enemy known as The All-Knowing Wandbearer. Upon its defeat, you will know victory, and can consider this challenge completed.

Rewards:

In having defeated the force behind the subtle conquest of *Yggdrasil*, you have earned access to the unique job class known as **Champion of the World Tree**. By far the most powerful individual class one could acquire, the abilities it offers depend entirely on what kind of build you have put together, working to elevate it even further and enhancing your other skills and abilities. This will also allow you to bypass all restrictions and requirements for any item you come across, as well as ignoring any drawbacks it may come with. A magic caster would be able to wield a cursed blade that typically drains the user's life energy without issue, though how viable it will be is questionable.

Upon the defeat of this World Enemy, you will receive the World Item known as the **Throne of the All-Knowing**. Carved from some manner of magical stone, this massive throne is perhaps the ultimate tool for information gathering in all of *Yggdrasil*. The one sitting up on it will be able to witness the happenings anywhere in the world, as well as any properties they may own. The sight granted cannot be detected nor hindered by anything less than another World Item, piercing through all attempts at obfuscation. At first, one may only be able to turn their gaze upon one location at a time, but with time and practice, they will be able to handle viewing multiple at once.

As one final reward, at the end of your time here, you will find that more of this game will come with you than first thought. Now connected to your Warehouse, *Yggdrasil* itself will follow you forevermore. All nine realms are yours to rule over, the innumerable resources and various creatures and enemies will replenish over time when harvested or culled. Even the numerous towns, cities and dungeons will exist within the World Tree if you so choose, though strangely there will be no other inhabitants, be they players or even NPCs.

Skittering Horrors Beneath The World

There are countless secrets to be found within *Yggdrasil*, but none could have guessed that one was as massive, or as close, as this one. A handful of years into the game, an announcement will go out that a player has discovered the Underwood, a series of utterly massive network of caves and tunnels that stretches all throughout the Nine Realms. It plays host to new resources to collect, new treasures to find, and new enemies that lurk below.

Eventually, the constant player activity within the Underwood will awaken the Weaver Who Enmeshes, a World Enemy who was the sole power of this area until it has been uncovered. Now it has awoken, and sends forth armies of arachnid monsters to cleanse these tunnels of all outsiders. If you want to continue exploring this underground network, then the Weaver must be defeated. Should you be among those who defeat this ancient horror, the rewards will be yours.

Rewards:

When you claimed victory over the Weaver Who Enmeshes, you and those who assisted you managed to acquire a rare job class known as **Champion of the Weave**. This will grant one many arachnid-themed abilities, such as creating various types of webbing and string or draining the vitality of others with an attack. The last level will unlock the ability to summon a small army of human sized spiders, all of whom have a potent venom that has a chance to paralyze a target for a few seconds. Let them experience this small fraction of what you had to undergo down in the depths, to feel the horror of a swarm out for their flesh.

With the Weaver defeated, where her corpse would be is the World Item known as **Iktómi**, a large ebony disk emblazoned with an eight pointed star. When one places up to eight items of a similar type upon the disk, a flash of light will envelop them, combining them into a singular whole that possesses all of their capabilities. This effect does not work on other World Items or items of similar power, and only eight base items may be combined, meaning that you cannot combine multiple conjoined items. Additionally, the resulting combined item's tier will be determined by the highest quality base item, meaning that three Medium Tier items with a Divine Tier will result in a Divine Tier item.

The Vengeance of the Dead

A little over halfway through your time here, a special event will take place. All across the Nine Realms, all manner of ghosts and other undead will rise up in never before seen numbers, attacking any and all, proclaiming themselves the army of the Queen of the Obsidian Tower. To put an end to this uprising of the dead, this queen must be found and slain, with all sources pointing towards Helheim. You must be the first to brave her tower and put her to the sword, lest someone else acquires the rewards instead.

The Obsidian Tower, you will find, is not like other dungeons. No, it is a gauntlet, one where you must face off against simulacrums of ten bosses found within *Yggdrasil* who have already been defeated, albeit in a much weaker state. You must defeat all of them successively if you wish to face off against the Queen, with any failure requiring you to start over from the start, the simulacrums blocking your way changing with each run. Even then, she will turn out to be a powerful necromancer when you finally face her, but the rewards are well worth the challenge ahead.

Rewards:

Upon defeating all within the tower, you and those who fought alongside you will find yourselves having earned the rare job class **Thirsting Soul**. What makes this job class unique is how it is less focused on what it can give you, and more on what it can steal for you. It offers a number of abilities, both passive and active, that revolve around siphoning the HP and MP of your enemies in order to restore your own, with the final level giving you the ability to swap the buffs and debuffs between you and a given target.

With the Queen dead, you have found the origin of her potent magic, the **Vault of Fallen Gods**, a golden cube inlaid with crystalline markings that can be held in one hand. This is counted amongst the Twenty, amongst the most powerful of all World Items in exchange for only allowing a single use before vanishing. This will allow you to summon any defeated raid boss or World Enemy found in *Yggdrasil* for twenty-four hours as an ally, possessing their full power and directed by your will. In other worlds, it will allow you to conjure anything that you have personally killed in a similar way. When used, it will be rendered powerless until the start of your next Jump, or within the next decade depending on what comes first.

Horrors From Beyond The Void

The stars shine so bright, the promise of countless worlds beyond our grasp so tantalizing, so captivating. At least, until the stars decide to come here, and bring with them something wholly unnatural. In the later years of *Yggdrasil*, one of the Nine Realms will be struck by a meteorite, carrying with it something terrible. From the site of impact, unnatural and eldritch monstrosities will spread, warping the very lands around them slowly but inevitably. Eventually, the entire Realm may be unrecognizable, and it is up to you to put an end to it before it reaches that point.

It is your job to locate the impact site and delve into the deep chasm the fallen star left behind, a twisting maze of tunnels that have been warped to better fit their alien inhabitants. There will be times when you may begin to question if you have even made any progress so twisted the environment has become. At the very bottom, a creature will emerge from the meteorite that caused all of this, a new World Enemy as terrible to behold as it is mighty. Be the first to defeat it, and claim the rewards for yourself.

Rewards:

When the abomination lies dead before you, a number of things will happen. On top of its influence in the Realm being reverted back to what it once was, those who assisted you in defeating the World Enemy will gain access to the special job class known as **Slayer of the Starborn**. The abilities offered by this class makes it so then you would be the bane of all aberrations, neutralizing their eldritch influence and powers while making your attacks all the more effective. The more alien and unnatural they are compared to the local setting, the more effective these abilities will be.

After the fight, the meteorite will crumble to dust, leaving behind just this final chunk, the World Item known as the **Cradle of the Stars**. From this meteorite comes a liquid of shifting colors unlike anything found naturally on Earth, which can take on the properties of any non-unique potions on top of fully restoring the consumer's HP. It will constantly produce this eldritch liquid, more than enough to have thirty full uses over the course of a day, which can be stored for future use.

Dreams Of A Platinum Future

Well, this is quite unexpected, and if the rumors are true, not something the Devs are responsible for. In a remote area of Asgard, rumors of a metallic dragon flying throughout the realm have been reported from as early as launch, though few have ever managed to actually track it down. Some theorize that it is intended as a free roaming boss or a piece of set dressing, but you have been led to suspect something more. Dungeons that have already been cleared despite no players having set foot in it, materials already having been harvested, and even some players being found dead in the real world while hooked up to their gaming rig.

Whatever this dragon is, it is out to gain power, accumulating anything and everything it can for some unknown purpose. It is your job to find this creature and get down to the bottom of this mystery. It will require a number of skills to actually track down this dragon and to get to where it has made its lair, a place where it seems like the very rules of *Yggdrasil* are corroding. Be on your guard, before you're made into yet another victim, as this creature does have the power to permanently end you.

Rewards:

After the nameless dragon has been defeated, your UI will appear to glitch before giving you a notification. You have managed to unlock the perk **Wild Magician**, which grants you a completely unique magic system on top of what you already possess that deals with the soul. The more lives sacrificed for the spells offered by this class, as well as the potency of their souls, will lead to greater and stronger effects. This can range from altering the environment to enchanting powerful equipment, limited only by the souls and life force you can sacrifice and your skill.

Amongst the many items this strange dragon possessed, the most impressive has to be the **Armor of the Dragon Lord**. Though it may not be a wearable item, this set of ornate platinum armor does function as a second body for you to pilot, possessing stats equal to that of a level 90 pure warrior, with a focus on physical and arcane defenses. It will share its senses with you, and does not seem to have a maximum range. Bound to it are four powerful weapons comparable to Divine Tier items that can be controlled telekinetically so long as they remain within ten meters of the armor. Should any of it be broken or destroyed, you will find it fully restored within your Guild Base.

The Consumption of the Nine Worlds

It is the final year of the game, player activity is at an all time low, few are willing to complete their exploration of the Nine Realms, and many World Enemies are still undefeated. Among them is the final boss of the game, the World Eater, said to have devoured all of the other leaves of Yggdrasil and the cause of the various World Items. Should it remain undefeated, as it originally would have, no longer will it be content to wait for a legion of players to claim victory over it, having taken a more proactive approach.

Soon, tens of hundreds of its larvae will be found across the Nine Realms, consuming all in their path, a swarm of hungering monsters that is only the prelude to the World Eater itself, the envoys declaring that their progenitor will arrive to devour all. Should it not be defeated soon, then all will be devoured by the World Eater and its swarm. Cities, dungeons, guild bases, entire swaths of land will be left barren and desolate as it attempts to satiate its hunger. Should it fully consume all within the Nine Realms, and bring an end to *Yggdrasil* before it originally would have, then your Chain will end in failure. Succeed, and the rewards will be well worth the dangers.

Rewards:

A momentous occasion, that there be one who was able to put an end to the Devourer. As the **Slayer of the World Eater**, there is none better at facing off against potentially world destroying monsters and entities than yourself, and this unique job class certainly proves it. While it may not do much by itself, you will find all of your capabilities will be enhanced the greater your enemy's potential for destruction and devastation is, as well as possessing an aura that will apply a weaker version of this effect on any nearby allies. Those who could destroy a city would not grant much compared to those who could threaten entire worlds, raising you to a being who could match their might on your lonesome for a time. These boosts will, of course, slowly dissipate when the battle is over, reducing you back to your normal capabilities within a day.

So it is that the remains of the first devoured leaf was to be the last revealed, having been subsumed within the World Eater's stomach for so long that it gained a portion of its power. Simply known as **The End**, you would be hard-pressed to find a better weapon than this. A simple black damascus longsword, the stomach acid of the monster has granted it the ability to ignore all forms of defenses and protection, said to be able to cut through anything. Even those thought to be invincible or able to warp space itself to avoid being harmed will feel the bite of this weapon the same as any other would.

Drawbacks:

Downloadable Content [+0]: Do you not want this adventure to end? Should you choose to do so, then upon the *Yggdrasil*'s server shutdown, instead of being given your final choice, you will be forcibly transported to an entirely new world, yet one that holds a connection to the game you've come to love. Additionally, depending on your actions here, some events in this new world may end up having a different outcome than what originally occurred, all thanks to your influence here.

Facial Animations [+100]: For as in-depth and well detailed as *Yggdrasil* is, even this massive DMMO has some limitations in what it is capable of. Due to these limitations, your face could be more akin to a mask, your expression never changing no matter what you may be feeling. Sure, your tone may be able to convey your feelings well, but you won't be changing your default expression any time soon.

Game Limitations [+100]: Not all limits within the game are there due to data problems, as some have more practical reasons. In order to better help players differentiate *Yggdrasil* from real life, a number of their senses have been affected. Sight and sound are left as they are, but their sense of touch has been lessened, as well as removing the feeling of pain, while taste and smell have been removed entirely. You are well aware of these, as they have been placed upon you with no hope of removal.

Logging Out [+100]: Ah, a mistake on our part, but it seems that you actually aren't trapped within the DMMO-RPG known as *Yggdrasil*, but instead just another one of its many players. You live in the nation of Japan during the year of 2126, where corporations have fully taken over, the majority of the world has been heavily polluted, and only the one percent can live comfortably compared to the innumerable masses barely scraping by. Still, you will feel the urge to spend the majority of your free time playing *Yggdrasil*, and will only receive all you've accumulated in the game once the servers shut down in twelve years. When applicable, other drawbacks will still apply to you in the real world.

Role Player [+100]: Many use virtual reality as a way to escape the mundane, to feel some manner of power and freedom in their lives. Like many others before you, you are one of those who is heavily into embodying a certain kind of character archetype, be it the knight in shining armor or the lord of all that is evil, to the point where you would much rather make a roleplay build over a competitively viable one for PvP, though that doesn't mean it can't also be effective.

Safe For Work [+100]: As one would expect from a popular game that even children can enjoy, there are certain limits placed on what a player can actually do, especially when it comes to lewd actions. As you may well know, there can be no form of inappropriate activity or designs allowed in *Yggdrasil*, not even fully removing the clothes of the more human looking races. This is especially strict for you, as you can't even yell out certain insults or slurs like a real MMO gamer.

Built Different [+200]: In *Yggdrasil*, anybody can play however they want, as it was built with true player freedom in mind. Still, the gift of freedom does lead to some making some poor choices, as you no doubt are well aware of. Simply put, no matter what kind of build you put together, what job classes you believe will synergize well, your build will always be sub par, requiring you to rely on good gear and tactics to make up the difference.

Luck of the Damned [+200]: Many things can make or break a playthrough of any game, with one of the more notable attributes being luck. After all, when you receive a randomized reward, you're praying that your luck will reward you. Sadly, yours never will, for your luck is absolutely abysmal. Be it farming for rare loot or getting sucked into the Gacha system, lady luck has all but abandoned you.

Monster Bait [+200]: Experience points are quite easy to come across in *Yggdrasil*, thanks to the numerous enemies, dungeons and quests. And yet, at some point there is a limit to how much one is able to handle, where numbers will eventually overwhelm. This is something you may be familiar with, as you will run into more hostile mobs than usual. This has the added effect of having bosses typically placing their focus on you.

Rival Player [+200]: Have you ever met someone you hate so much that it actively hurts you to interact with? Who you simply cannot stand to see having fun? Well, there is someone just like that out there, and these are their feelings towards you. This certain player out there who has it out for you and isn't shy about it, taking whatever opportunity they see just to screw with you and whatever it is you're doing at any given moment. It doesn't help that they're legitimately good at the game, and has a build made specifically to match or counter yours.

Player Killers [+200]: One of the *Yggdrasil* community's favorite aspects is its PvP, where players combat one another for any number of reasons. In your experience, it is simply because they feel like making your day worse. You will constantly run into griefers and PKers, setting up ambushes or challenging you to fights where the odds are rarely in your favor. Victory is certainly possible, but sometimes it may be best to just run away, if you can.

Cash Shop Regrets [+300]: Despite what you may think with a game this large and having such a focus on freedom, the Devs come down hard on any hackers or cheaters, especially if they get their hands on something they really shouldn't. You've managed to get away with a warning, but they made sure you can't bring in anything not originating from the game. Conversely, all gear you purchased here or have imported must either be earned from various dungeons and quests.

Early Patches [+300]: Say what you will about the developers, but they are usually on top of things when it comes to hackers and bugs, taking care of them as soon as possible. One of these early patches seems to have included you, cutting you off from your otherworldly powers. As such, you have been stripped of all outside powers and abilities, leaving only your mundane skills, what you bought here, and anything else native to *Yggdrasil*.

Mass of Chaos [+300]: The Eater of Worlds appears to have left more damage to the World Tree than previously thought, or perhaps it is more active? All throughout *Yggdrasil*, unique dungeons known as Chaos Zones will randomly appear, trapping any nearby players within. Those trapped within these dark aberrations are not able to leave until the boss has been defeated, as even dying will not offer an escape.

Patient Zero [+300]: After fighting against a certain boss, it seems like something unwanted decided to stick around. Due to either a bug or programming error, this minor debuff has not been removed even after the boss was defeated. This may not seem so bad, but the gimmick was that this spread to players through proximity, making you a carrier for this virtual virus. It would be best to make sure that no one else realizes that this pandemic is all your fault, otherwise you're going to have an especially bad time.

Rival Guild [+300]: In a game with a thriving PvP community, it is only natural that this attitude applies to guilds as well. Guild wars are fairly common, poking and prodding at each other's defenses and striking where they can. Yet it is different, as you have earned the animosity of a relatively powerful guild, with its many members going out of their way to target you and yours specifically. Maybe if you manage to take their Guild Item, they may stop their harassment, but there's nothing stopping them from creating or joining another guild all together. This option may be taken multiple times.

Non-Player Character [+600]: It seems we were actually mistaken. See, you are not one of the players of the game *Yggdrasil*, and are instead one of the custom NPCs that inhabit the game. You will be unable to do anything unless either your creator or those affiliated with them order you, in which case you cannot defy them. You can't even choose what classes you can get, requiring them to make the choices for you, though it will fall under your chosen playstyle. A ghost in the machine, trapped in a shell that cannot scream, in a game all about freedom, you are the only one without it.

Ending:

At the end of your twelve years here, you will be given a final choice.

Stay: You've finally found the only place you can feel like yourself.

Go Home: Everybody has to log off and face the real world eventually.

Continue: The adventure continues, the wonders seemingly never ending.



Notes:

-Post-Jump, all game features will be translated to real life as depicted in the Overlord LN/anime, such as NPCs becoming actual people capable of thought, feelings and learning.

-The various Job Class perks will have a number of uncommon and rare classes already unlocked for you even if you didn't meet the requirements for acquiring them, so long as they fit your general playstyle. This does not include unique or truly busted job classes, like World Champion or World Disaster. You can still unlock classes from other archetypes, such as magic caster classes even if you chose **[Warrior]**, it's just that you have to do so manually.

-Spells converted by **[The Super Option]** do not have the same shared cooldown for their entire spell tier unless what you are converting is on par with Super-Tier magic already.

-Regarding the **[Guild Base]**:

- The **[Guild Item]** can be any kind of equipable you want, from a crown to a weapon to just an orb.
- Taking **[Economical]**, **[Profit Margins]**, and **[Gold Clearance]** will make money a rare concern for your guild.
- Combining **[Puzzle Traps]**, **[Advanced Traps]**, **[Fortified Walls]**, **[Teleportation Traps]**, **[Simultaneous Attacks]**, and **[Death Trap]** make your guild base as defensible as the Great Tomb of Nazarick, relative to how large your base is.
- **[Item Shop]** does allow one to interact with the Gacha system. Buyer's remorse is more than likely unless you've got bullshit luck.

-Companions are based on Abridged Kirito, Mamako Oosuki (Okaa-san Online), Shiroe (Log Horizon), Tanya von Degurechaff (Youjo Senki), Kazuma Sato (KonoSuba), Wakaba Hiir/Kumoko (I'm a spider, so what?), Naofumi Iwatani (Rising of the Shield Hero), Katarina Claes (Hamefura), Tomokui Kanata (Re:Monster), and Rimuru Tempest (TenSura).

-Yes, imported companions do count towards **[Dominating the Leader Boards]**, and can be the beneficiary of **[Guild Members]**. You can also give the perks from any of the **[Scenarios]** to your companions, or guild mates if you decide to take on **[Dominating the Leader Boards]**.

-The cosmetic effects you gain from various **[Scenarios]** may be toggled on and off, while the abilities/auras can ignore resistances, but not immunities.

-Regarding **[Conquest of the World Tree]**:

- The **[Throne of the All-Knowing's]** scrying ability cannot be detected by anything less than another World Item or something as equally powerful.
- **[Yggdrasil]** will become an actual, physical property of yours. The only enemies that do not respawn will be the World Enemies, if you even want them present.

-When in doubt, fanwank.

-Have the day that you deserve~