Overlord Jump v 1.2 by Vivi

In the year 2138 of Earth there was a long time popular VRMMORPG called Yggdrasil. Momonga was one of its players before being transported to a totally new world just as its servers shut down, alongside his guild and his undead character. Now he strives to live in this world and in this body not of his own. The new world can be considered a medieval fantasy that is significantly weaker than Yggdrasil ever was. Making players such as Momonga gods among men, changing history with their actions. Now you too find yourself in this world. The question is, will your actions be a good change or a bad change for the world? Take 1000 CP and find out!

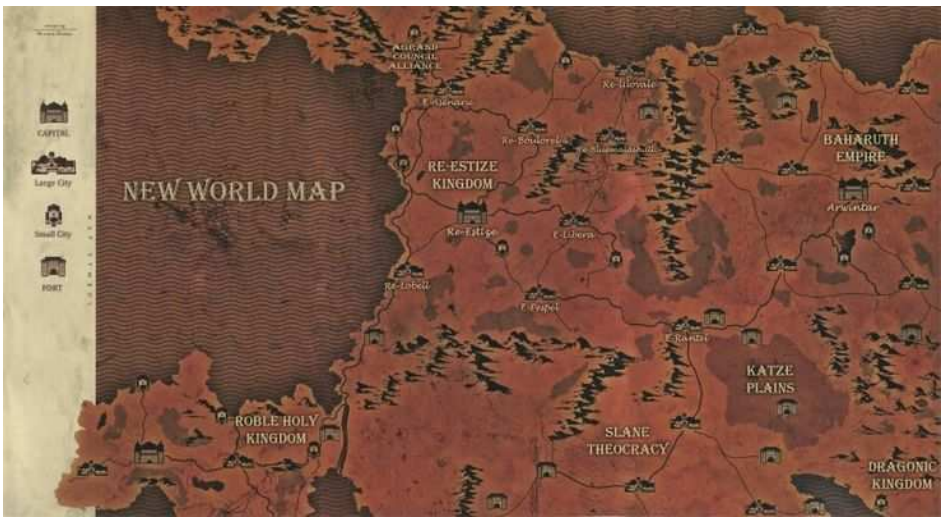
Origin

Player(Free) - You are one of the enigmatic Yggdrasil players who saw firsthand the end of their favorite game and found themselves transported into the New World.

New Worlder(Free) - A mundane or less so citizen of the New World, a place where strong prey on the weak and humanity is struggling to survive.

True Dragon Lord(200 CP) - You are one of the previous overlords of the New World, capable of feats of power one can describe as godlike. Your position is less than ideal with the arrival of the players who hunted most of your race down. All true dragon lords also are capable of the powerful wild magic.

Location



Choose your starting location or roll a 1d7 which rewards 50 CP.

Re-Estize Kingdom - A normal if fantasy medieval kingdom, not very powerful. Has occasional war with the Baharuth Empire.

Baharuth Empire - Empire guided by hand of Emperor Jarcniv, an intelligent man who took noble power to ensure a reasonable governing of his nation. One of its notable traits is a gladiator arena where people can fight for fame and gold.

Slane Theocracy - A religious nation following teachings of six great gods of old. This powerful place hides many secrets and people who strive to ensure humanity's survival and rise.

Rable Holy Kingdom - Religious nation facing demihuman invasion led by a female ruler who is doing her best. The walls hold strong, for now.

Dragonic Kingdom - Non human nation led by the descendant of Brightness Dragon Lord, they too face beast man invasion and are in need of help.

Argland Council State - A non human nation state led by several dragon lords, considered a similar superpower to the Słane Theocracy. Its greatest defender is Platinum Dragon Lord.

Katze Plains - A large plains filled with undead and death energy, nothing lives there. A land of the dead. Have fun leaving this place.

Power Level

Mundane(Free) - You are equivalent to a normal human being with little potential. Hard work could bring you to about level 20 or so.

Realm of Heroes(100 CP) - Titular heroes of human races are hailed as possibly the most talented exemplars of a powerful yet ‘normal’ being here. People like adamantine ranked adventurers of about level 30 up to about 50.

Godkin(200 CP) - You may be a descendant of a player or perhaps your origin is another mystery. With power almost unrivaled in this world and actions that can affect nations if desired. You are about level 60-80.

God of the New World(400 CP) - A god in physical form, a player from Yggdrasil, mightiest of the dragon lords, hardly anything is your match. You are level 90-100. Unfortunately the cap is 100 and you can't be stronger without some mysterious means.

Race

Human(Free) - From normal humans, to immortal humans and ending at elves, dwarves and other races that are most human looking yet also don't offer much strength from their race. You have either no or low amount of Racial Levels.

Demi Human(100 CP) - Middle of the shelf races that offer good boosts to physical or magical power but can't really pass as a normal human or other mundane folk in where the most of the story takes place. Beings such as quagoa, lizardmen and goblins fall within this option. You have some racial levels and may possess some unique resistances and abilities that help out in a pinch or are just useful.

Heteromorph(200 CP/300 CP) - As its namesake suggests, those beings have little in appearance that could resemble a human. Slimes, vampires, undead, werewolves, dragonoids, angels and such are examples of this option. They offer powerful bonuses because these races are simply powerful, some less and some more but ultimately best bang for your buck in races, many even have higher evolutions such as elder lich becoming a night lich and overlord or a doppelganger becoming greater doppelganger. Most of these options possess a power to assume a human form to fool others but this form also weakens you. For an additional 100 CP you can be a non standard sized being like a full dragon, kraken, primal elemental and so on, this comes with even more powerful racial powers.

Classes

Fanwank how many common, uncommon and rare classes you have for your guild. Keep in mind to unlock higher rarity you have to max lesser classes like Sorcerer 15, High Sorcerer 10, Master Sorcerer 5.

Melee - Melee classes focus on close combat, either defensively or offensively. Classes like Warrior fit here.

Ranged - From bows to guns and other means of ranged combat like archers.

Arcane Caster - Focused more on crowd control and attack spells like sorcerers.

Divine Caster - Focused on healing and defense like clerics.

Crafting - Various crafting classes make you capable of alchemy, enchantments, scroll making, golem creation and more. You can be specialized or a jack of all trades.

Other/Hybrid - Don't fit a norm like the above. For example Air Rider, beastmaster or classes that combine magic and melee combat like paladins.

World Champion(100 CP) - A very rare class that required winning the World Champion tournament in the game. Allows Access to special armor and is nearly cheat like in power, having perfect defense and offense if you unlock super moves.

If you focus on two types of classes with one being a caster class/race then you are capable of roughly 10th tier magic. Hybrid and other classes count as both but only as if half level.

Super Moves/Super Tier Magic

If you limit yourself to one type of class/race then assuming you have God of the New World, you gain access to a special skill that is usable about 4 times per day(at 100 lvl) on a cooldown. Its power is beyond even mighty 10th tier magic or equivalent attacks of a non magic class. Fanwank responsibly based on your race/class.

Some examples include a death type spell that can kill hundreds of thousands to summon several lvl 90 Dark Young monsters or a giant pillar of light that hurts undead and leaves a giant crater to an effect of vast size which can change terrain properties such as freezing miles of the ground around you.

Innate Talents(Discounted To New Worlders)

Intuition(50 CP) - This skill gives you largely accurate warning about threats to your life.

Buoyancy(50 CP) - This talent allows you to easily float above the water surface. Never fear drowning again.

Forecast(50 CP) - This talent allows you to predict future weather with large accuracy.

Detect Magic Power(50 CP) - This talent allows you to see the magic power of others. Especially their mana capacity and how high the tier of magic they are capable of.

Martial Arts(100 CP, Exclusive to New Worlders) - This talent that most warriors of the New world have allows you to learn and use martial arts, a unique to Yggdrasil form of power.

Runecraft(100 CP, Free to Dwarves) - Gives access to runecraft classes. A unique magic system to things like tier magic or wild magic. Something largely unique to New Worlds or perhaps undiscovered in Yggdrasil.

Enhanced Summoning(100 CP) - This talent makes any creature you summon mildly stronger.

Talent at Magic(100 CP) - This talent allows you to learn spells and magic in general in half the time it would normally require.

Overcast Martial Arts(100 CP, Exclusive to users of Martial Arts) - This talent allows you to use more martial arts and of a higher level than you are normally capable of.

Use Any Magic Item(200 CP) - This talent allows you to use any magic item, regardless of karma, class limits or anything else like guild weapons.

Psychometry(300 CP) - This talent allows you to use the skill of the owner of the item you touch. For example, the scythe of god Surshana allows you to use Eclipse class special skill.

Spell Copy(300 CP) - This talent allows you to copy any spell and then use it as your own. Though not necessarily at the same level of power.

Wild Magic(400 CP, Free to True Dragon Lords) - Gives access to world connector class which allows usage of Wild Magic. This magic uses souls or life force instead of mana and thus requires sacrifices or simply being powerful like a dragon. It is a very versatile magic that allows crafting unique items, teleportation, existence erasure or isolating parts of the world. It is however unable to pierce World Items inherent protection.

Items

You can discount one of any item beside World Items here, 50/100 CP items become free.

Misc Items

Statue of Animal - Warhorse(50 CP) - This statue allows summoning of a warhorse mount, it has limited fighting capability

Translation Glasses(100 CP) - These glasses of your design choice allow you to read any text, magical or mundane and have it translated in real time.

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Statue of Magical Beast - Cerberus(100 CP) - This statue allows summoning of Cerberus, a fire type monster, it's equivalent to 10th tier spell so it's about 70lvl strong.

Anti Divination Ring(100 CP) - This ring makes others unable to use divination magic on you, it also hides your aura, such as that you are undead.

Necklace of Flight(100 CP) - A necklace that grants use of a flight spell.

Frost Pain(100 CP) - A renowned blade made out of magical ice. It deals ice damage to anything cut, enemies close by will slowly accrue frost damage over a period of time. An icy burst can be released from the sword 3 times per day which freezes everything in its range and deals a high amount of damage. It also gives resistance to ice damage.

Scarf of Invisibility(100 CP) - A scarf that allows you to become invisible, fast movement like an attack breaks the invisibility.

Ring of Sustenance(100 CP) - A ring that removes your need for sleep, thirst and hunger, mental fatigue may still accrue.

Flying Carpet(100 CP) - A flying carpet, about 3x3m in size, allowing a group to fly on it with a speed of a flight spell.

Exchange Box(100 CP) - Also known as Shredder, it's a magical item that allows you to put the base value of an item found in Yggdrasil and have it exchange it for Yggdrasil gold coins. It doesn't evaluate artistic value or other 'vague' things, so a stone statue is only worth its weight in stone.

Item Box(100 CP, Free for Players) - A dimensional storage possessing seemingly infinite storage space for unliving items(food doesn't count)

Razor Edge(200 CP Discounted to New Worlders) - A unique sword that is said to be able to possess an ability to damage anything, even when wielded by a low level person, injuring a 100 lvl being with high tier physical nullification.

Ring of Summoning(200 CP) - Primal Elemental - This ring allows you to summon a Primal Elemental of about lvl 80 once per day for a time. Choose an element of fire/air/earth or water when you buy this ring.

Wand of True Resurrection(200 CP) - A wand holding 9th tier spell of true resurrection, having the smallest exp cost which means smaller chance of the target body turning to ashes from not being able to handle the levels lost. It has 10 charges and recharges monthly.

Powered Suit (200 CP, Discounted to Players)- An artifact class magitek suit that replaces all your stats(beside HP and MP) with the suit itself, allowing even crafting classes to contribute to combat. It gives stats equivalent to lvl 80. Originally its options were limited by both grind and microtransactions but here it's fully unlocked. It offers access to several 'slots' that allow you to use spells with a cooldown period depending on the tier, for example 10th tier spells requiring 1 hour cooldown.

Armageddon Evil(200 CP) - A demon statue of six arms, each wielding a jewel that can cast 10th tier spell Armageddon Evil, not simultaneously but subsequently(assuming the earlier duration of the effect ended). It allows summoning of a demon army that falls short of consuming the world but could easily consume a kingdom or two. It summons many demons from weak to strong, leading the army are two lvl 60 demons followed by a lvl 70 demon.

Item Shop(Discounted to Players)

Additional 100 Spells(100 CP) - Maximum amount of spells a player could get at level hundred was 300 barring special means. But you could always increase it to 400 with an item shop. It provides much desired versatility.

10 Ring Slots(100 CP) - Normally you could only gain effects of up to 2 rings but by using item shop you are capable of using all ten fingers for the rings, similarly to Ainz.

Woodland Dragon(100 CP) - You took a chance in a gacha and won a 90lvl mercenary NPC in the form of a rare dragon. It's stronger than common mercenaries of its level.

Primal Star Elemental(100 CP) - You took a chance in a gacha and won a 90lvl mercenary NPC in the form of a rare primal elemental. It's stronger than common mercenaries of its level.

Wish Upon a Star Ring(200 CP) - You won a super rare ring containing a super tier spell in it. It contains three minor spells or alternatively these three can be used as a single greater wish. In the New Worlds this spell warps reality and is capable of nearly anything not blocked or interfering with World Items or equivalent power. The wishes you spent return once per jump or every 10 years after chain end.

Gear

Legacy(50CP, Free to Realm of Heroes) - Low level equipment meant for new players or what most of ‘heroes’ of the New World will probably see in their lives. Gives some boost to your power but it won’t make you into somebody if you are a nobody without wearing it.

Relic(100 CP, Free to Godkin, Discounted to Realm of Heroes) - Mid to high level equipment that a lvl 70 player wouldn’t shy to wear. It offers a good amount of stats, allows one to cast

some mid to high level spells a few times per day and offers some resistances to things you may be vulnerable to. In other words, decent.

Legendary(200 CP, Free to God of the New World, Discounted to Godkin) - An equipment that is simply legendary. Most high level players were able to equip it as it was uncommon to possess divine tier items. This kind of gear allows great boost to stats with some high level spells per day, high resistances and is a good fit for anyone at level 100 could ask for.

Divine(400 CP, Discounted to God of the New World) - Godlike equipment that is top of the line for most Yggdrasil players, offers tremendous benefits to its user like multiple uses of high level spells. Immunities to an element and some status effects are easy with it and even an average player wearing this gear can count themselves as pretty strong in pvp all things considered.

Compliance with Law(300 CP, Exclusive to World Champion Class) - An Armor designed purely for World Champions that surpasses Divine Tier Items and comes close to World Items in power, similarly to Guild Weapons. It is able to easily defend against divine tier weapons.

Caloric Stone Divine(600, Discounted if you bought Caloric Stone) - Divine Tier armor and weapons crafted with a Caloric Stone, its might is unsurpassed short of actual World Items and offers cheat like stats to its user alongside resistances and abilities. With this, you could probably be an average player and enter top pvp rankings by just wearing it.

Supplies(Restock weekly)
They stack if unused though food may spoil without magic.

Healing Potions(50/100/200 CP) - From low to high grade Yggdrasil potions that heal you instantly. You can choose 6 low grade, 4 medium grade or 2 high grade ones depending on the price you choose, ensuring you have some means of healing mid battle even without magic.

Utility Potions(100 CP) - Low to high grade potions of your choice that contain various buffing spells, they won't make a farmer into a warrior but will give a warrior a non insignificant edge in battle. Contains a similar ratio of potions as above. Examples give you slow regeneration, increased physical or magical defense/offense, enhanced dodge or even something like flight. You can choose what potions arrive on a weekly basis.

Scrolls(50/100/200 CP) - Scrolls containing various divine and arcane type spells of your choice. The price options are for 1-3rd level, 4th-6th level and finally 7-10th level scrolls. You can choose what scrolls arrive on a weekly basis. You get 10 scrolls per purchase.

Crafting Supplies(50/100/200/400 CP) - Crafting supplies of various kinds from one needed for alchemy, weapon smithing, armor smithing to jewelry and so on. The price reflects the quality of gear you can create. 50 CP allows you to create a few legacy items, 100 CP is capable of being made into some relic items, 200 CP allows you to make 1-2 legendary items and 400 CP option allows you to create one divine tier item of choice. You can choose what arrives on a weekly basis

Quality Food(50/100/200 CP) - Various food stuff prepared by someone with a cooking job class. The price affects how high quality it is and summarily how much of a buff you get. The price ranges have similar effects to Utility Potions above and they stack. You can choose what food arrives on a weekly basis.

World Class Items(Each costs 800 CP, no discounts)

Items of nearly immeasurable power rivaling a world. They each possess a powerful quality that makes them nearly unrivaled in what they do. All World Items are indestructible unless they are consumable and used(then they reappear after 1 year). They also grant World Protection from other World Items or Wild Magic.

Alternatively you can design your own World Item, they cost 800 CP and depending on the effect may be either reusable or consumable. Fanwank responsibly.

Caloric Stone(Consumable) - This World Item is the ultimate crafting ingredient that will change itself into the perfect fit for anything you wish to make, making it beyond even divine tier items in power, just short of World Items.

Downfall of Castle and Country - This World Item allows you to mind control anyone, even beings with mind control immunity. It has a long cooldown.

Five Elements Overcoming(Consumable) - World Item capable of requesting the world to change or add to the world magic system, such as introducing Tier Magic into a world without one.

Ouroboros(Consumable) - This World Item is capable of nearly anything, it requests the world to be changed and the world follows. It can copy powers of other World Items short of 'Enemy of the World' or create other permanent changes like making it so none needs to eat food or that Wild Magic is forbidden.

World Savior - This World Item is a weapon of choice that has capability of limitless growth, starting from one not better than a mere stick, eventually growing to being able to one shot anything in the world. If given enough time to grow, it could allow one to solo conquer the Great Tomb of Nazarick or solo a World Enemy(unless they kill you first).

Longinus(Consumable) - This World Item allows you to erase someone from existence at the cost of erasing yourself with it, no revival is possible short of another World Item or equivalent power.

Seeds of the World Tree(Consumable) - A World Item with power to change your race into anything you wish with no limit, be a dragon of the highest order, or a star elemental or even something stronger still, though such a powerful race will take your class levels as the cap is still 100.

Yggdrasil Wish of Life(Consumable) - A World Item that allows you to request the world to create an NPC of equivalent level to you, perfectly matched to what you desire and holding a

similar tier of equipment. They appear in an illusion of a leaf turning into a gigantic tree that covers the world.

Enemy of the World(2000 CP, No Discount) - A World Item that allows you to turn yourself into a World Enemy of choice, invalidating your build and equipment but giving you supremely powerful abilities and body. Immunity to other World Items as well as appearance to match your fearsome power. Nothing in this world is your equal now.

Guildbase

Guild bases were pretty common in the game, from castles to sprawling metropolises. To be a member of a guild you have to pay an entrance fee of 100 CP which gives you 200 Guild Points, you can also further exchange CP to GP at a rate of 1:2.

Type+Base NPC Levels

Castle 700 Levels(Free) - Smallest type of guildbase, it isn't necessarily a castle, it can be a keep or a mansion or something similar. What counts is that it has the lowest possible NPC levels available to it, but was also easy to conquer for you back in Yggdrasil.

Dungeon 1500 Levels(100 GP) - Middle of the road guildbase, though a good pick for many as it can be made hidden easier, especially good for PK focused world of Yggdrasil. Allows almost half the cap of NPC levels and can have a lot of floors you need to cross to actually conquer it.

City 2000 Levels(200 GP) - Biggest and least defended guildbases, they changed hands more often, this one is a decent one as the top ones with maxed NPC levels were targets of so many wars, it was hardly worth it if you had cash. It's big and thus can make you more money to sustain it, and has more PoP NPC.

Size

Scale of the guildbase depends on the type of the base above as a small Castle can as well be called a keep or a tower, while a large one could be a vast fortress.

Small(Free) - A small sized guildbase, not much to look at but also one not being too noticeable. You have the least amount of PoP spawns and not a lot of space for designing its interior.

Medium(100 GP) - Decent sized guildbase, a good amount of PoP, possibly from hundreds for a castle to a few thousand for a city. It offers design opportunities that would make one hire an architect.

Large(200 GP) - A big base for big dreams, vast amounts of PoP spawns, easily tens of thousands for a city and even a castle would have thousands. A city this large could be comparable to Vienna of old perhaps, a major metropolis. This kind of base probably makes you money instead of wasting it honestly.

Design

Fanwank what kind of facilities your guild base has based on its size and design quality. From kitchen, bedrooms to training rooms, musician houses, marketplaces, factories and so on.

Basic(Free) - Design left by devs or mildly changed by you when you conquered the base, such as some basic living quarters for your guildmates and NPC alongside some kitchen and dining rooms and the like. Nothing fancy.

Simple(50 GP) - You changed your guildbase to contain more than basic necessities and tried to make it look decent and you did it right. By comparison if this was a castle then it would be one that a lord lived in a few weeks a year, good if not opulent accomodation of his real pricey home.

Advanced(100 GP) - You spend a lot of time and money making your guildbase but it looks straight out of someone's dream, a closest equivalent is how opulent Nazarick is. Like a five star hotel in medieval times.

Mobile(100 GP, Exclusive to city and castle) - Your base is capable of moving on its own, whether by magical flight or giant mechanical legs attached or anything fitting you may imagine. The movement isn't that fast but you may travel perhaps a few dozen kilometers per day.

Hidden(100 GP) - Your base has stealth capability, perhaps a large area invisibility field or fog creation or even vegetation covering it depending on if it's static or mobile. Your base is less likely to be found by dumb luck rather than focused search.

Traps

Basic(Free) - Your base has basic traps to catch unaware enemies, nothing fancy and won't stop or even slow down a real threat. Things like pitfalls, rolling boulders and wall arrow traps.

Advanced(100 GP) - Now you have advanced traps that will actually help you out, they can slow down a force that would actually try to conquer your dungeon. Now, this won't defend your base on its own but it will certainly help. Poison Gas, Lightning Strike traps, Negative Status traps, some minor teleportation or trapping traps are the bread and butter here.

Lethal(200 GP) - This is the kind of thing that is meant to make the enemy hate you. Interfloor teleportation, freezing areas, negative energy rooms, instant death traps, mind control traps and other nasty things are hidden across the whole base. This kind of setup will stop all but the most dangerous of threats and even those will have to proceed carefully.

Economical(100 GP) - Your traps are designed in a very thoughtful manner and with some minor exploits that make it so your traps are far cheaper than they should be, perhaps stacking weaker traps to imitate stronger ones or simply using special classes for design. Your base won't lose a lot of money even with this defense online.

PoP Monsters

Your base contains monster spawns that allow free summoning of beings up to lvl 30 working as basic minions. They have a tier lower equipment than your Custom NPC have. Have no need for food, drink or rest as the guild gives them a sustenance effect.

Depending on what type of guild you are going for and what the place was used for earlier you can have different PoP Monsters, such as a tomb may have undead, a castle could have human race knights and archers. A city could instead have almost anything going.

NPC

Additional npc levels either via item shop or special quest maxes your guild npc levels to 3000.

It costs 100 GP for a city, 200 GP for a dungeon and 300 GP for a castle.

If you wish to go beyond this soft cap of 3000. Then you have to pay an additional cost of 200 GP per 500 NPC levels.

NPC Equipment

Legacy(Free) - At base the NPC are equipped with just the basics, that is legacy tier equipment, weak if you are having high lvl NPC.

Relic(100 GP) - Decent if inferior gear for high lvl NPC that is nothing great.

Legendary(200 GP) - Good gear that makes high lvl NPC fight somewhat equally with similar foes. Even most guilds only fitted up to this tier of equipment to their NPC.

Divine(300 GP) - Hardly anyone has spare time and money to equip themselves with such gear but your NPC have it. Even Nazarick NPC have at most one of such items and this will give yours a full set. With this, your NPC could punch above their level to a degree.

Treasury
This vault scales somewhat to the size of your guild but the difference between small and large is within a magnitude at most. The examples given are for a small guild.

Small(Free) - A basic treasure that is basically whatever trash you and your guild has thrown inside, some dozens of million gold coins, low level magic items, scrolls, potions and other bunch of stuff.

Medium(100 GP) - Your guild actually worked to fill up your vault and it now contains tens of millions of gold, mid tier magic items such as weaker power suits or 6th tier magic scrolls. It would be an envy of any singular player and a hopelessly staggering amount of treasure in the New World.

Large(200 GP) - A treasury fit for cash cows that your guild members were, you were actually grinding for money and items to throw as much as you could into your guild. A few

hundred million gold, high tier gear like spares of your mates, what it lacks is a World Item to be a cherry on top.

Mercenary NPC

Mercenary NPC that you were able to hire thanks to ritual books from Yggdrasil towns and other sources. Many races and builds can be found to pick something you like but they always are quite simple, nothing like a player at similar level.

They are of any level but can be up to 90 levels.

10 Mercenary NPC of 90 lvl of choice cost 300 GP, 200 if they are level 80.
50 can be bought at a discount for a price of 600 GP, 400 if they are level 80.

Golems

Your guild was able to either buy or create high level golems for your guild protection. These golems don't count for Custom NPC levels, similar to Mercenary NPC. All golems represent somewhat the material they were made out of but otherwise feature traits of good physical stats and health.

High Level Golems here are mostly made out of seven prismatic ores found in Yggdrasil, each ore giving different kinds of power level and other traits.

Fanwank the kind of golems you buy here.

All golems bought are around 80-90 level in power, similar to Mercenary NPC.

10 golems of roughly lvl 90 cost about 200 GP, their biggest drawback to Custom NPC and Mercenary NPC is that they have even more limited build options and they are mindless constructs. 80 level ones equivalent cost 100 GP.

50 can be bought at a discount for a price of 400 GP, 200 if they are level 80.

Guild Weapon

All guilds possess a guild weapon that can contain a lot of data crystals, making them potentially stronger than even divine tier items. It was quite a grind though.

Destruction of the guild weapon results in making the guild hostile to all and effectively disbanding it for the duration of the jump. It is a top priority for it to remain secure.

For free your guild weapon is equal to a legendary tier item. Meaning you left it almost as is and didn't upgrade it much. It won't be of much help in a fight where the guild fate is at stake.

For 100 GP it's equivalent to a divine tier item. Certainly useful and capable of acting on its own in battles.

For 200 GP instead you have something between divine tier and World Item. An autonomous weapon of great power with many high level per day abilities and fitted so perfectly for you it can make you punch above your weight.

The guild weapon can't be indestructible but it can be designed to be very very hard to destroy if you wish at the cost of its offensive capability. Requiring multiple super tier spells or moves to destroy.

Guild Linked World Item

Somehow your is one of the few guilds that were able to acquire a World Item which could somehow help in your guild function, just like Throne of Kings for Nazarick.

The price of such a World Item being linked to your guild is 800 GP and it cannot be removed. This item offers a powerful effect such as protection from divination across the whole base, blocking unknown teleportation means, hiding the whole guild under an equivalent of ‘perfect unknowable’ are examples. Choose something nice and fitting.

Companions

Import - You may import any number of companions to this New World, they get their choice of origin/race and so on. They have 4x as much CP as you invest in them.

Custom NPC - You can create your own custom NPC, maybe you once obtained a World Item and made a request to the devs and they granted them to you? They have 4x as much CP as you invest in them but they have to choose ‘player’ origin as they come from the world of Yggdrasil originally.

Golem(50 CP) - You have obtained control of a golem during your play, perhaps you built it or bought it from another player. It’s roughly equivalent to level 90 and has great physical stats but is mindless and has to be directed.

Mercenary NPC(100 CP) - You have hired an NPC Mercenary in town during your game time to help in your team, they may be up to level 90 and have a simple build and equipment(all legendary). Choose any roughly human or somewhat larger race. Dragons are off limits, so are primal elementals and such as they are rare gacha otherwise.

Canon(100 CP) - By choosing this option your benefactor will create an opportunity for you to encounter the chosen person in a very positive light which will make it highly likely that they will agree to join you in your travels as companions.

Guildmates(100 CP) - Here you can create other players you met in Yggdrasil and who eventually became your guildmates. Each has 600 CP to spend.

Seraphim of Light(100 CP) - An angel of all white, pure and sacred in her ways. She is of paladin class and rides a unicorn to battle. May the wicked feel terror at her arrival for justice shall reign. She has legendary tier equipment bar her divine tier weapon, a Holy Sword.

Archdevil of Lust(100 CP) - A jewel eyed lady in an orange suit that is one of the highest of devils. She is loyal to a fault and a trickster in combat due to her versatile build. Likes to dominate others but is as calm as a lake near you. She has legendary tier equipment and access to her favorite item that tried to replicate the effect of a World Item. A demon statue of six arms, each wielding a jewel that can cast 10th tier spell Armageddon Evil, not simultaneously but subsequently. Her greatest treasure.

Crafty Capybara(100 CP) - A lovable capybara that stands on two cute feet that is a kind craftsman and also an arcane caster of up to 10th tier spells. It is capable of crafting pretty much anything of this world provided enough resources. Their combat ability is kind of low, akin to level 70 sorcerer but they like to buff themselves up, equip their favorite power suit and start shooting with their wide range of magical firearms, bringing them a bit more up to par. They also love hugs!

Baron of Hell(100 CP) - A centaur like demon with giant horns and flames literally gushing from his body. He wields a greatsword of obsidian and fire burning everything which stands before him. He is a prideful yet cunning monster ready to follow you into worlds unknown. His body is akin to legendary treasure and his greatsword of black is like a divine tier weapon of hell.

Seven Day Immortal Witch(100 CP) - A purple witch of a special immortal human race, her appearance and special powers change depending on the day of the week. She is a kind and intelligent woman who specialises in debuffing enemies in battle. She has legendary tier equipment and a divine tier staff.

Silly Overlady(150 CP) - A player of Yggdrasil you saved long ago who decided to follow you from then on. She is a little silly necromancer girl of the overlord race, a great roleplayer and friend who would never betray you or leave you. She is a long time player and is fully decked in divine tier equipment.

Silver Dragon Lord(150 CP) - A powerful dragon lady that stands at the peak of the New World. She wields wild magic like few others and is a good natured on the inside if somewhat of a tsundere on the outside. Some people mistake her silver scales for platinum.

Drawbacks

No Nazarick(-200 CP) - It seems Nazarick and Ainz never arrived in the New World for reasons unknown, a virgin land to be explored awaits those who dare.

Alternate Timeline(+0 CP) - You may alternatively arrive earlier in this world, perhaps to the time of six great gods, eight greed kings or the minotaur sage? It’s your journey after all, but make no mistake on the arrival of Nazarick.

Longer Stay(+0 CP) - Stay longer in decade increments if you like this world so much, there is a lot to see here.

Early Start in Yggdrasil(+0 CP) - For some reason you are transported to the world of 2138 Earth, a horrible dystopia where you don’t have it easy. A small respite is playing Yggdrasil

in your free time until its unfortunate end where you are transported to the New World with whatever is nearby you(like your guild). Anything you can reasonably acquire as a player during this time is fiat backed just as if you bought it.

Wrath of Theocracy(+100 CP) - Your arrival was prophesied by the Slane Theocracy, they view you as a threat and will use any means to prevent you from interfering in their world. Their strongest seat of Scripture will hunt you down and they will not shy away from using World Items on you.

Wrath of Nazarick(+200 CP) - Nazarick has noticed your arrival and will not allow you to be a threat to their plans. Ainz will use anything, from World Items to the 8th floor Hierarchy, including Rubedo to hunt you down.

Wrath of the Dragon Lords(+200 CP) - Your arrival was heralded by every dragon lord feeling the filth that you bought with you as a player. They will stop at nothing to hunt you down, regardless of consequences(like sacrificing lesser races for souls) or cooperating between themselves.

Wrath of the Dragon Emperor(+400 CP) - The Dragon Emperor has returned, his old ritual brought players to this world and he decided that he has to clean up the mess he caused. He is a ridiculously powerful dragon above level cap of 100 and with Wild Magic beyond all. Doubtful even World Items will easily match his might. Fear his notice.

Wrath of the New World(+400 CP) - As you arrived, the world understood either they banded together or it was their end. Before you stand the Alliance of the New World. All nations, all creatures, all dragon lords(short of Dragon Emperor). Survive.

World Enemy Arrival(+1000 CP) - One of the World Enemies was pulled into the New World alongside you, their goals enigmatic but notably not aligning with your own. Nothing in the world is capable of stopping this evil being. What have you done?

Ending

Your journey is now over here, or is it? Choose:

1. Jump again?
2. Return?
3. Stay here?

Notes

Players and guilds are pulled into the new world by the Dragon Emperor ritual to summon WCI(with anything nearby), damned lizard. But jumpers are special so they are pulled there too even if they didn't have one.