

Overlord (the series) Guild Base Supplement

The Guild Base. In Yggdrasil they were the homes and fortresses of those Players both lucky enough, savvy enough, and powerful enough to find a place that they could take over and convert into a base from which they could exert influence, store their treasures, and retreat from the dangers of the world(s) outside. Regardless of how they may be shaped, whether those bases be massive ringed fortress cities, flying islands, a fleet of ships on the sea, or dungeons that ran deep beneath the earth, the fundamentals remained consistent across all of them.

The most important rules that you need be aware of however are as follows. The first is that every base has a Guild Item. If it is destroyed the Guild is dissolved, and the Guild Base reverts to unowned status, with further details explained in The Guild Item option below. The second rule is that the Entrance to your Guild Base **MUST** be accessible via some method. You may make it very difficult to access, but at the end of the day it must be possible. If you make it inaccessible your Treasury will be struck with a massive penalty which will see it drained dry until by the end of a week it will be empty no matter how much it contained before. Guild Bases that have gone bankrupt revert to unowned status as if the Guild Item had been destroyed, as explained in The Entrance option found below.

The third rule you must keep in mind is that Guild Bases require Yggdrasil Gold Coins in order to run and operate. How much it requires depends on how the guild base was structured, whether it was designed with economic balance in mind, how large it is, how many NPC's it is supporting, how often you are operating effects that require Gold to activate (such as many traps), and whether or not you're resurrecting killed NPC's or needing to repair destroyed infrastructure. Regular gold coins will not work, it must be Yggdrasil Gold Coins specifically. Thankfully for you there are several options listed below which address how you may gain more of these coins.

The 4th rule is that Guild Bases are capable of limited self repair. Anything considered to be part of the Guild Base (to include things like furniture, dishes, or really anything spawned or tied into the Base itself) will automatically be repaired for free over the course of a few hours so long as their cost is roughly equal to or less than a mid-tier magic item (ie: anything below a few thousand gold coins). Anything more than this however will require you to repair it via the Master Command List, which will draw funds directly from your treasury. Repairing destroyed facilities, buildings, and infrastructure can be quite expensive. If you have a large guild base with many types of facilities that get destroyed you could potentially be looking at repair costs easily into the billions, so it's suggested you do your best to ensure you protect your guild base from invaders. That said thanks to this natural upkeep the Guild Base is effectively maintenance free so long as nothing genuinely expensive gets destroyed.

With the purchase of your own Guild Base from the Overlord (the series) jump document you may use this supplement to construct your new property to your liking, using these **2000 GP** (Guild Points). You may purchase additional GP at a ratio of 50 CP (from the Overlord the series jump document) to 100 GP.

However, for those that use this supplement, keep one thing in mind. This is, inherently, the “come up with it yourself” option. You determine how your guild base is designed, what the NPC’s in it are like, what the POPs are like, what its defenses are like, and so forth. Ie: Fanwank.

For those that purchased “The 42nd Supreme Being” perk from the Overlord jump document you get only 1200 GP however you may apply that 1200 GP to Nazarick itself, building off of what it already had. You may additionally, at your discretion, choose whether you are the Guildmaster or whether Momonga retains the position. If you decide to replace him you may also optionally choose whether or not he is present within the jump. If he is not present anything that would be aimed at him will instead be aimed at you (namely Albedo, good luck with that). However you will also be unable to take the Eternal Legend scenario if he is not present, as the entire point of the scenario is gathering all the missing members of AOG which would by default include him. Nazarick counts as a dungeon for purposes of discounts below.

If you imported Companions into the Overlord (the series) jump document you may freely choose to give them a background as an NPC affiliated with your Guild Base.

Finally, and in case it needed to be stated, your Guild Base will follow you from world to world. It will remember upgrades, will retain the same NPC’s (whom count as Followers, explained below), and will otherwise be free for you to place in-jump at a location of your choice. After the Overlord jump it becomes attached to your warehouse, which will not activate the “must have an accessible entrance” caveat, until such time as you decide where to place it in your current jump. You don’t have to place it in a jump if you don’t want to, but until you do the NPC’s and POPs attached to the Guild Base will be unable to leave the base itself.

The Poor Man’s Guild Base

So you decided not to invest quite as heavily in your guild base then? Fair enough, not everyone has tons of money (or CP in this case) to throw at something. Your GP stipend is reduced to 800 GP, your base only has 1500 NPC levels to start with, you may only purchase two Elite options (which may not be Guild-Linked World Items), and you may not purchase any option multiple times with the exception of Expanded Facilities, and you may not purchase Expanded NPC levels at all.

Guild Base Basics

First you must determine the most basic characteristic of your Guild Base. Namely, what type of Guild Base is it? Your two options are City types and Dungeon types, which will be explained below. You must choose **ONE** type, either City *or* Dungeon, you cannot have your Guild Base be both.

City

City type Guild Bases tend to be much larger than Dungeon type Guild Bases, allowing for more space, more infrastructure, and more NPC's, at least before expansions are considered. The trade off for this is that City types are much more open to attack from opposing forces, are more accessible in general, and tend to be much more difficult to defend due to their more open layout. However City types also benefit from slightly superior economic boosts compared to their Dungeon counterparts, allowing a Guild willing to invest in such things to potentially have a Guild Base that makes them money, rather than one that costs them money. Additionally thanks to Cities being, by design, places for living the accommodations for those that live inside of them tend to be better in general, and it is less costly to purchase 'supporting' upgrades.

Dungeon

Dungeon type Guild Bases are those that, by design, are intended to be difficult slogs to progress through. Heavy defenses, traps, bottlenecks, confusing designs, and more all come together in order to make invading forces pay for every single step in blood and resources while minimizing the expenditures needed for the defending forces. These places are often difficult to find or approach, tend towards linear design as part of their defensive strategy, and emphasize defense over other concerns. Living conditions within aren't often considered a high priority unless the Guild in charge adds them themselves, and in general they are smaller than their City type counterparts. Dungeons, thanks to their heavy focus on defense, find that it is less costly when purchasing 'defense' upgrades.

Basic Design

Free / Mandatory - The Guild Item -

This item, which can in theory be anything that could be reasonably wielded, worn, or held by a single individual (usually a weapon of some sort but not always), is the most important item in the Guild Base bar none. Generally possessing power approaching those of a World Item they are astoundingly powerful and mighty artifacts... but by design they are *not* indestructible. This is problematic, because the destruction of the Guild Item will result in the dissolution of the Guild. In the New World this means that the Guild Base will default to being hostile, all non-POP NPC's will despawn while all remaining POPs go hostile, all active and passive defenses will automatically target everyone, and the function of any Guild Teleportation Items will be rendered defunct.

Even if you could theoretically clear through your own Guild Base again the systems for reinstating the Guild do not exist in the New World, and the Guild Base will remain hostile to you (and everyone else) for the remainder of the jump. Even restoring the Guild Item, if you possessed such means, would not reverse this effect. For this reason in Yggdrasil basically no one ever dared to use their Guild Items and even Momonga, the guild master of Ainz Ooal Gown, held his own Guild Item (the Staff of Ainz Ooal Gown) only a single time prior to the final day of the game.

It is therefore *highly suggested* that you put your Guild Item somewhere that it will be protected, as the loss or destruction of it will spell disaster. Post-jump however your Guild Base will no longer suffer such problems if The Guild Item is destroyed, in such cases you will merely go without the benefits of The Guild Item until it respawns in your Treasury, roughly one week after destruction.

Free / Mandatory - **The Throne Room** -

This is the room from which you will be able to access the Guild Base Master Command List while in the New World (and indeed, any world). Access to this list gives you a wealth of information on your guild base, its inhabitants and their statuses, the status of its defenses, and also is the method by which you are able to enable or disable certain effects such as environmental conditions, whether traps are active or not, whether you're actively generating POP spawns or not, and a wealth of other options. If your Guild Base is Mobile then this is also the area from which you or someone acting on your behalf will direct its movements. Despite the name it does not have to be a throne room if you do not want it to be. If it is not your throne room you can still have an actual room with an actual throne somewhere else.

Free / Mandatory - **The Entrance** -

Every guild base has one of these. What it looks like could vary wildly, such as a gang plank leading to a ship, the entrance to a large underground tomb (ala Nazarick), or perhaps the arch of a couple of trees if your guild base is nature themed. Regardless of its exact shape, size, or nature however one simple fact remains; you **MUST** have an entrance to your guild base and it **MUST** be accessible. Closing off your entrance entirely will result in massive penalties to your treasury until eventually (over the course of a few days, a week at most) your treasury is entirely emptied and you go bankrupt. Bankrupt Guilds lose control over their Guild Base as if their Guild Item had been destroyed, as described under the entry for The Guild Item.

Free - **The Exchange Box** - Also known as the Item Shredder, this device sits in the Treasury of your guild base and has only a singular purpose. Namely you put stuff into it, which it destroys, and then it dispenses a bunch of Yggdrasil gold coins in exchange according to whatever value it assigned to the item. It does not care about artistic value, it doesn't care about design, and it doesn't care about market fluctuation. All it cares about is the base value of the materials used, and whether or not the item is enchanted and if so how heavily.

It bases its values on how things were priced in Yggdrasil, so diamonds are likely to give more gold than you'd expect for simple carbon, but it would likely take immense amounts of wheat in order to get even a single coin even if you were in the middle of a famine that was making the price of wheat skyrocket. Feeding it something that wouldn't have had a price in Yggdrasil will see it assign (from its point of view) a fair exchange rate to that thing. Try as you might, there is no method to influence or change the values it assigns to things.

Without doubt you would make more money selling things at the market than using the Exchange Box, but if you have no other method of gaining Yggdrasil Gold to keep your Guild Base running... well, the Exchange Box is there for a reason. It will also accept pretty much anything except for World Items, The Guild Item, or items that are genuinely indestructible, which it will simply spit back out.

Free - **The Treasury** -

A room, or perhaps series of rooms if your guildbase is particularly large, for containing and organizing the wealth of your Guild. By default this option comes with enough Yggdrasil Gold coins to keep your base running for at least a few years, assuming you keep expenses low and budget things carefully. The exact amount of coins within is nebulous, and will depend largely on the size of the base, its number of NPC's, and what other options you purchase here. Mainly this is just saying that you've got a bit of time before you need to start really worrying about how to keep the base solvent. Every jump your treasury automatically has an amount of Yggdrasil gold coins deposited into it enough to maintain the guild base for a few years, so that even if you went bankrupt in a previous jump you won't immediately start bankrupt in a new one.

Free - **Basic Defenses** -

Traps, hidden corridors, confusing layouts, and so forth. The basic defenses needed in order for any Guild Base to really be considered a Guild Base at all. The amount you have of these is largely dependant on how big your base is, and the exact nature and type of these things could vary wildly depending on what precisely your guild base is made up of. Dungeons that favor undead for example might have a lot of mental influencing or negative energy traps, since those are things that the undead can simply ignore, whereas something like a guild base with many underwater areas might have traps designed to dispel water breathing spells, or layouts that make heavy use of the 3d nature of underwater mobility to become especially confusing.

Free - **Basic NPC levels** -

Guild bases automatically come with a set number of "levels" that can be used in the creation of any NPC within. Dungeons that were difficult to overcome, or that were cleared on the first go, tend to have more levels, whereas those that were easy to clear, or that took many attempts to overcome, tend to have less. If your base is a Dungeon type you have 2500 levels to play with, but if you have a City type base you have 3000. This might sound like a lot, and initially it is, but the simple truth of the matter is that any Base of even slightly reasonable size is going to run out of "levels" to assign to their NPC's very quickly.

Any guild base that has received any sort of upgrading from the Guild that stays there will likely invest in many *many* more NPC levels to fill out their rosters. For example Nazarick has many thousands of more levels thanks to its guild members purchasing them via microtransactions, however despite that they only have nine 'max level' (level 100) NPC's within. As an important note, all NPC's created through this method count explicitly as Followers and not as Companions. They receive no Companion benefits or privileges until and unless you import them into a different jump.

Uniquely, any NPC made via this method may be resurrected via the Guild Menu (available in your Throne Room) via an expenditure of Yggdrasil Gold Coins. Any NPC brought back by this method will have all negative statuses removed, and any missing or destroyed equipment they had at the time of their death will also be restored. Prices scale based on level and how powerful their equipment was. A simple level 1 Homunculus Maid might only take 500 coins, but someone on par with Shalltear Bloodfallen could take as many as 500 million or more. Additionally higher level NPC's require more gold to upkeep, scaling up rapidly as you approach level 100. All NPC's can instinctively recognize on sight any Guild Member of the guild that owns the Guild Base, alongside any other NPC, POP, or Mercenary affiliated with the Guild Base. No matter their race no Guild NPC will ever age past their prime, or die of old age so long as the Guild Base itself continues to exist.

Free - **POP Spawns** -

All Guild Bases have the potential to spawn effectively unlimited amounts of monsters and beings at or below level 30 at zero cost, generally referred to by the catch-all term "POP Spawns" or POPs for short. To a point, at least. The main limiting factor is the size of the Guild Base and whether or not the Guild Base can support them. POPs that require things like food will, obviously, cost more to maintain and support than something like a skeleton, even if the cost to create them (ie: free) is the same. For example Nazarick was able to field armies of many thousands of low level undead pretty much whenever it wanted, the main limitation being primarily that it could only have so many POPs out and about at a time.

Larger bases will be able to accommodate larger amounts of POP spawns in general, and are also more likely to have increased variety of POPs thanks to having more (and different) areas. POPs are replaced shortly after an existing POP dies. Unlike created NPC's using the NPC level option above, these POP Spawns can't be resurrected using Yggdrasil gold coins, though they can be brought back via other methods if you possess them.

What specifically these POP spawns are depends on what your guild base is like. If you favored undead then they might be skeletons, ghosts, wraiths, or similar. If you favored fire type terrain you might have fire slimes, hellhounds, low ranking fire elementals, fire dwarves, or similar. If you favored angels you might have low ranking angels, etc. This is not an all-or-nothing deal either, you can have different types of POP spawns in different floors or areas of your Guild Base. For example you might have merchant type POPs in your marketplace (if you have a marketplace) or magic caster type POPs if you have a magic academy.

Like above these individuals count as Followers and not Companions, and do not gain any benefits from being a Companion until and unless you import them as such in a different jump. All POPs can instinctively recognize on sight any Guild Member of the guild that owns the Guild Base, alongside any other NPC, POP, or Mercenary affiliated with the Guild Base. No matter their race no POP will ever age past their prime, or die of old age, so long as the Guild Base itself exists.

Advanced Options

100 GP - Import -

Already have a property that you think might make a good Guild Base? Maybe a flying superweapon base from Ace Combat, a Helicarrier from Marvel, that cool dwarven city from your The Hobbit jump, or the Light of Terra? For a nominal fee you may import it with this option. You do not need to purchase options from this supplement if they would be redundant (such as flying or mobile for an already flying/mobile property) however if you do buy them they will reasonably upgrade what your property was already capable of. The only restriction on imports is that whatever it is must be big enough to genuinely be considered a “base” of some sort to begin with.

Additionally, purchasing this option allows you to attach other properties you own to your Guild Base, either ones you already have or ones you purchase in the future. How precisely that works is up to you to fanwank however. If you took the Powerless drawback then any imported property (or properties) are instead integrated into your Guild Base post-jump, this option *does not* allow you to circumvent the drawback.

100 GP (discount City) - Flying -

Your guild base can fly. Or, rather, your guild base can hover in the air as this doesn't provide any sort of motive force. Useful for keeping the riff-raff out and for just making it more difficult to get to in general. The view is pretty nice as well, and nothing quite says “large and in charge” like a giant flying fortification.

100 GP (discount Dungeon) - Hidden -

Your guild base is obscured by some method. Examples include an illusion that makes it look like an nondescript patch of forest when seen from the air and which can only be seen through by approaching on foot, or having several terrain features surrounding it that obscure it from view and make it difficult to find. A flying Guild Base might instead be invisible from the ground and only observable above a certain height in the air, or have constant heavy cloud cover obscuring it. While you could in theory set something like this up yourself, purchasing this option ensures that only dedicated searches, or those specifically told where it is, will ever notice the entrance to your guild base short of complete and total luck.

100 GP (discount City) - **Mobile** -

Your Guild Base, unlike many, can actually move around. It could be a fleet of ships, often out on the water, it could be a flying castle or island (if you purchased the flying option), or it could be a castle nestled in the ribcage of a massive undead behemoth or golem that ferries it around. Hell, it might even have treads, or any number of other creative options you can think of. Granted it isn't terribly fast at only around a hundred miles a day, large terrain features aren't exactly known for their speed after all, but unlike most your base has the benefit of simply picking up and moving from an area if things start turning south. This option is mutually exclusive with the Difficult To Approach option.

100 GP (discount Dungeon) - **Difficult to Approach** -

This could be for any number of reasons, but the basic gist of it is that even just getting to the entrance of your Guild Base is a massive hassle for invading forces. Maybe it's surrounded by a poisonous bog, maybe it's extremely deep underground, or maybe like a bunch of dickheads your Guild surrounded it with permanent invisible walls of force, requiring people to navigate an invisible maze just to reach it. Regardless of the specifics, the simple fact of the matter is that it will be trying at best for invaders to even reach your front door, ensuring that only the truly determined will ever bother you.

As this is more about a static defensive nature it is mutually exclusive with the Mobile option. In theory you could just make something like this yourself, however purchasing this option ensures that this obstruction is unavoidable. No matter what invaders or others try they will be forced to deal with this difficult approach. Curiously, those that are legitimately invited or meant to be in your guild base have no effort navigating through this defense, besides taking a bit of extra time.

100 GP (discount City) - **Filled Treasury** -

Your treasury is expanded, both in size and in what it contains. You now have enough Yggdrasil gold coins to keep your guild base solvent for at least fifteen years. So long as you maintain your budget carefully and don't go overboard with the NPC resurrections, repairs, or trap usage you should have no troubles maintaining your guild base for an extended period of time, even if you lack any income at all. At this level your treasury also includes a large amount of low to mid grade magical items appropriate to Yggdrasil. In future jumps your treasury will refill with an equivalent amount of Yggdrasil gold coins at the beginning of the jump, alongside a respectable amount of low to mid tier magical items appropriate to the new world (if said new world has magical items, if it doesn't it will just provide more gold).

200 GP (discount City) - **Economical** -

Your Guild Base has been carefully balanced to ensure that its expenditures are breaking even. You're not making money, but you aren't losing money on regular operations either. So long as you don't need to activate traps or other options that cost gold, and don't need to resurrect any dead NPC's or repair damage to the base, you won't need to worry about spending so much as a single gold coin.

100 GP (free Dungeon) - **Advanced Defenses** -

Your guild base now possesses defenses above and beyond those granted by the basic defenses option. Much more powerful traps, rooms and hallways that loop back on themselves, teleportation traps, stasis traps, environmental effects, and much more besides. In general it will be exceedingly difficult for invaders to advance at anything resembling a decent pace, and will require high level abilities in order to disarm or avoid the many defensive emplacements your guild base now supports. While you could theoretically add more of these yourself in jump, purchasing them here allows them to operate at a significantly reduced cost in gold.

100 GP (1 free city) - **Expanded Size** -

Your guild base would normally only cover an area of maybe two or three square kilometers in total. However, with this purchase that changes. The internal volume of your guild base is now increased by at least ten square kilometers beyond normal. A second purchase increases the size by several tens of kilometers, a third purchase by several hundred square kilometers, and a fourth and final purchase expands the interior volume of your guild base by a whopping three thousand square kilometers, big enough it could fit the entire volume of Tokyo city inside of it with over 800 square kilometers to spare.

Despite its internal volume, its exterior dimensions do not need to exactly match it. If you want your Guild Base to be larger on the inside, you can do that. Exterior dimensions should roughly scale with interior volume, so a max-size City is probably still going to look like (from the outside) at least a small town even if you shrink down the exterior as far as possible.

Aside from increases in simple size your guild base benefits from other knock-on effects. You will be able to spawn more POP spawns with a larger guild base and have more space for infrastructure and defenses, and if you have expanded facilities that make your guild base money they will be more profitable. However, larger guild bases are more expensive to maintain, potentially *much* more expensive if you have a very large base. Getting enough gold to keep a larger guild base solvent could be problematic unless you budget very carefully or have ready access to the resources needed to convert things into more Yggdrasil gold coins in your Exchange Box.

100 GP - **Expanded NPC Levels** -

This option expands the amount of levels you have to assign to your created NPC's. You may purchase this option three times. Each purchase increases the number of NPC levels you have available to assign by 3,000. Someone that purchased this option all three times would have an extra 9,000 levels to use for their NPC's on top of the levels their guild base came with, allowing them significantly increased scope and flexibility in NPC builds and creation.

50 or 100 GP - **Guild Teleportation Jewelry** -

Just like Nazarick has the Rings of Ainz Ooal Gown, so too does your guild have access to a piece of jewelry (default being a ring) that allows whomever wears it to freely teleport anywhere within the confines of the guild base, ignoring any magical wards or other protections that would

typically stop such behavior. The only places these teleportation items can't take their wearer is directly into the inner Treasury or directly into the Throne Room, instead being limited merely to the entrance to those areas.

Additionally anyone wearing one of these items will never trigger any trap in the Guild Base unless that trap is **explicitly** designed to activate in response to the presence of a Guild Teleportation Item. Many guilds choose to place such traps in their inner Treasury rooms, though you are not required to do so, in order to force thieves that somehow came into possession of the teleportation item to leave it behind in order to actually enter the areas where the treasure is, in theory giving Guild members and NPC's time to marshall their forces and confront them.

Normally anyone could use these items, and thus they represent a potentially grave risk in the event an enemy gets hold of them, but for an extra 50 GP (for a total of 100 GP) you may have them upgraded with an IFF feature so that they only work for people that are genuinely affiliated with the Guild Base and that would genuinely be allowed to use them. Regardless of which option you purchase you have the capacity to make more of them, given a bit of time and access to plenty of Yggdrasil gold coins.

50 GP (five free City, two free Dungeon) - **Expanded Facilities** -

Your guild base includes several bits of infrastructure that normally wouldn't be found in it. These could include things like saunas and onsens, a marketplace, a port (for bases with access to water, or large enough to have internal rivers), training facilities, shops for luxury goods, high end restaurants, luxury living accomodations, or similar. You may purchase this option as many times as you want, for as many different things you can think of. A single purchase of an option provides enough of that particular thing to supply and support the entirety of the guild base.

These options always seem to have enough supplies and materials to continue performing regular business, in whatever form that might take. For options that would nominally make money in a regular economy they will, somehow, contribute towards your Treasury, providing your guild base with a steady supply of Yggdrasil gold coins giving you a healthy, if not particularly impressive, amount of self sufficiency.

100 or 200 GP (discount Dungeon) - **Mercenary Library** -

Your guild base possesses a library filled with public domain books, movies, TV shows, documentaries, and so forth (by the standards of 2138 that is). More importantly however it's also filled full of scrolls for summoning Mercenary NPC's, of all sorts of different types, races, skills, classes, and so forth. They also come with their own equipment which is bound to them. By spending a certain amount of Yggdrasil gold coins alongside the scroll, with the price varying on how high level the Mercenary is, you may spawn in a new NPC. No Mercenary may be higher than level 90, they cannot be customized, and their stats and abilities aren't augmented by any sort of 'augmented summoning' abilities the person using the Mercenary Scroll might

possess. Additionally they can't be resurrected using the Guild Base's Master Command List, though if you possess other resurrection methods those will work.

Despite these potential disadvantages, the Mercenary NPC is completely loyal to the one that summoned it, and is automatically tied in as a "friendly" for the purposes of Guild Affiliation checks (such as traps) so long as it is summoned by someone actually affiliated with the Guild Base. Like regular NPC's and POPs they can recognize on sight those affiliated with your Guild Base. They don't despawn, don't need to be paid, and don't count against the Guild Base's upkeep cost, though if they're living you'll probably want to arrange for them to have suitable living standards anyway.

Your Mercenary Library contains so many scrolls that even if you spent your entire treasury you'd only get through 1/10th of them, and any used up scrolls are replaced in the library a year later. For an extra 100 GP you'll get additional scrolls in future jumps featuring Mercenary's themed after and suitable for the world you're in, such as Street Samurai mercenary's in a Cyberpunk world, Harry Potter style Wizards or Witches in a HP world, and so forth.

Elite Options

400 GP (discount City) - Economic Powerhouse -

Your guild base doesn't just make money, it makes a LOT of money. It could be from any number of different methods, powerful markets, plentiful mines, access to bountiful rivers or land, or who knows what. Bottom line though is that you will never need to worry about your Guild Base going bankrupt unless you're facing constant invasions and having to resurrect your NPC's and rebuild over and over and over again. Your guild base alone could constitute a major global trading hub with the obscene amount of wealth it brings in and generates, and the sorts of odds and ends you will regularly see pass through your guild base's facilities are the things that a normal man might never find in an entire lifetime of searching.

400 GP - Guild-linked World Item -

The Great Tomb of Nazarick contains the Throne of Kings, a World Item (and the throne in the throne room) that protects the entirety of the guild base against all attempts at scrying or anti-scrying attacks, and that further generates a small amount of Yggdrasil gold coins any time someone within would be subjected to such, alongside several other effects. Your guild base also possesses a World Item of similar potency integrated into it, and you may purchase this option multiple times.

Maybe you possess the Rainbow Bridge, which forbids all hostile forms of spatial manipulation within the guild base, while simultaneously providing unparalleled mobility to your own forces that pass through it, allowing them to quickly appear across any distance and even breach dimensional borders, and allowing them to quickly return once finished with whatever task they were set.

Perhaps instead your guild base contains within it the Garden of Eden, a place said to contain at least a single copy of every plant (or plant like thing) in the entire world, and often many *many* times more than that for more common things, regrowing within a day anything that is taken. To say nothing of the mighty plant-based creatures that spawn from it that will help to defend your guild base, or how you could harvest from it constantly to feed an immense population.

Or perhaps instead your guild base possesses an entrance to the legendary Agartha, a subterranean city long abandoned but filled with such mineral wealth that it could be mined forever, with an ore vein for every type of metal or precious stone one could imagine no matter how rare that replenish a mere day after excavation.

If those don't tickle your interest, perhaps you will find the Scholomance to be to your liking? A school of dark and forbidden magic, filled with the knowledge of every spell imaginable, and that allows unparalleled control and manipulation of the weather and empowers the magic of all rightful inhabitants of the Guild Base while they are inside.

Or maybe none of these things appeal, and you have a different idea in mind? So long as it is not one of The Twenty (ie: expendable 1-time effects), and so long as it remains entirely tied to the Guild Base itself, you may instead come up with your own World Item, with appropriate effects to apply to your base. In such cases, fanwank as appropriate.

300 GP (discount Dungeon) - **Higher level POP Spawns** -

Now this is really just cheating. Instead of your POP spawns being limited to level thirty at most, your POPs can now be as high as level fifty. Additionally your guild base can support at least five times as many POPs as before.

300 GP (discounted Dungeon) - **Traps Everywhere** -

Your traps could now cause serious concern even to level one hundred players in how dangerous they are, and quite frankly there's so many of them that people would probably suspect you of overcompensating. Short of a truly obscene amount of effort by max-level players or an even more obscene amount of bodies the odds of anyone getting through your guild base in one piece is practically zero. They are also much cheaper to activate than normal, and you don't really need to worry about anyone that is actually supposed to be in your Guild Base setting them off on accident or being damaged by them, as friendly-fire protections are still in effect.

300 GP (discount City) - **High-end Equipment** -

Your NPC's and POPs have access to superior equipment than previously, appropriate to their level. Your level 100's for example might all be decked out in legendary tier gear with an occasional divine tier item, and even your POPs will be rocking out with magical weapons and armor. If you purchased expanded facilities where non-combat POPs would spawn then the quality of their tools, establishments, and materials are improved as well. Overall this is a

comprehensive, if not individually powerful, upgrade to the entirety of your Guild Base. If you have purchased Expanded Facilities or the Maxed Out option this also expands what they are capable of, and just makes them better in general.

300 GP (discount Dungeon) - **Beef Gate Boss** -

Not unlike how Nazarick has Rubedo, Victim, and the 8th Floor in general, your guild base has access to a boss and supporting defenses that are just blatantly unfair, capable of turning away raids of over fifteen hundred max level Player's. Additionally it is impossible to circumvent this boss and their boss arena, if people want to progress they are *required* to go past it, the only method of bypassing it being the use of a Guild Teleport Item. The odds of your guild base ever falling to an exterior invasion are extremely unlikely, unless you're facing truly epic odds or the opposing force is backed up by World Items.

400 GP (discount City) - **Maxed Out** -

Your guild base has a bit of everything. If you can imagine a facility, bit of infrastructure, or other useful thing to fit into your guild base then odds are good you have it. The larger the guild base the more different things the base will have access to. This is basically the jack-of-all-trades version of the Expanded Facilities option, except not quite as good on an individual basis. Whereas an Expanded Facility for a high-end restaurant could provide luxurious foods, a restaurant with this option might merely provide good food. Similarly an Expanded Facility for a marketplace would make hefty amounts of money and see all sorts of interesting things and wares passing through it, while one gained via this option wouldn't have quite as impressive options, nor would it generate as much income. However if all you want is a bit of everything that is "good enough" then this here is the option for you.

300 GP - **Legendary Treasury** -

Your guild base is famous, or perhaps infamous, for the mind boggling amount of treasure it contains within. Or it would be assuming anyone knew about it. You have enough Yggdrasil gold coins within to keep your guild base going for hundreds of years, and it is littered with powerful high tier magic items of all shapes and sizes, and an even more excessive number of low and mid tier magical items. Barring truly foolish spending habits or ruinous expenses you should likely never need to worry about your treasury running out of gold to support the guild base. In future worlds it will refill with equivalent amounts of gold, and new magic items suitable for the world it finds itself in. Additionally, and finally, it is now of arbitrary internal size. There will always be more room and more space to add in any treasures or items you come across, as the treasury will expand to fit them as you add them inside.

If you or a Companion also purchased the Crafting Materials, Supplies, and Tools item from the regular Overlord (the series) jump document then this Legendary Treasury will also be filled with copious amounts of reagents and crafting materials, of appropriate qualities and levels for whatever version of the Crafting Materials, Supplies, and Tools option you purchased. In future worlds it will fill up with more as appropriate to the world(s) you've been to.

Notes

Fanwank your guildbase as appropriate to how you want it to look and work. This includes pretty much all details such as NPC's, design, setup, and so forth.

In case you didn't see it earlier you can purchase more Guild Points to customize your Guild Base at a rate of 50 CP (from the Overlord jump) to 100 GP to use in this supplement.

Credit goes to the story Queen of the Moon for the Garden of Eden world item example. I totally cribbed that because I thought it was cool and fit in with the thematics of Overlord.

Imports work however you want them to work. If your imported properties already have followers attached to them or whatever then they can be integrated into your Guild Base as POPs or NPC's or whatever most makes sense in your opinion (generally speaking, more powerful people will be NPC's, less powerful will be POPs). You may NOT circumvent the Powerless drawback via the Guild Base import option. Out of jump properties and so forth will be integrated into the Guild Base post-jump once the drawback ends.

If you took the Eternal Legend scenario and got the other missing members of AOG then they also become attached to your Guild Base. They count as NPC's, in as much as it would matter for interaction with the base, despite obviously not being such. Momonga is the exception, as he will still be a Companion as normal.

Speaking of Companions, you may choose to allow any Companions or followers you have to freely putz about in your Guild Base even if they're not imported into a jump, barring drawbacks that would prevent you from having access to them.

POPs are die-hard loyalists thanks to their nature. NPC's created with NPC Levels on the other hand can be as loyal or disloyal as you want them to be, but the default assumption is that they're as loyal as the NPC's of Nazarick are unless explicitly made otherwise.

For the Legendary Treasury, if you or a companion took the Crafting Materials, Supplies, and Tools item in the normal Overlord jump document then it comes with a non-regenerating supply of items appropriate to the level of the CMS&T item you purchased. Basically you get a big stockpile to start off with but if you use them up then they're gone. At least until the next jump that is, at which point the Treasury will refill with stuff as per its usual caveats.

In the event your guild base goes defunct for whatever reason any imported properties, should you have taken the option to import such things, will still function but will lose any bonuses or other Guild Base related advantages until the next jump when the Guild Base becomes functional again.

In regards to your The Entrance, it being blocked isn't something that can just randomly happen. It will require concerted and prolonged effort on the part of yourself or another party to actually do, and you will have plenty of time and warning to do something about it. Penalties to your treasury start 24 hours after complete blockage. Treasury penalties are only in regards to Yggdrasil gold coins, it won't start eating items and whatnot you've stored in there.

However, if you don't feel these game-mechanics style limitations should apply in your chain or whatever then *post-jump* feel free to say they aren't there. In the actual Overlord jump however they are present.

When in doubt, fanwank.

- Supplement by Brellin