







Magical Natural Philosophy

# Incomplete New World Mechanics

A Series Of Articles

Special Thanks To Everyone

March 2023 Edition



## Abstract - Overlord Magical Natural Philosophy

An non-exhaustive exploration and categorization of broader system mechanics of Overlord mainly for New World-only mechanics.

To All My Smol Children (And To My Sister):

I dedicate this to you all as a helping hand so that one day you can fully understand Overlord even if I am no longer able to be there when you all finally can.

Ziggy

MARCH 2023

OVERLORD

MISCELLANY



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# OVERLORD ARTICLE

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## MAGICAL NATURAL PHILOSOPHY

Ahoy hoy, it's the dim light-bulb with the crippling social anxiety, self loathing and depression, Ziggy!

Hi!!

Get ready for a meandering trip. Strap yourselves in, unsubscribe, and smash that dislike button!

This was actually written before the character sheet book mess. That's a good thing however. That time for reflection made Ziggy incorporate more things. Hooray for glacially slow output speeds and bloated content! Aren't you glad you paid for this trash! Time to downvote on Rotten Tomatoes.

Ziggy started thinking a bit more about stuff while reading the newest volumes; always a terrible idea of course. What stands out though was from the early negative reception of the new character on one of the covers: Bear-san. The memes were pretty funny but overall there seemed to be an atmosphere of jadedness toward the Bear-san as symbolically representing the perceived plummeting writing quality. Rather than jumping the shark we've jumped on the bear!

Thematically it matters but unfortunately most readers don't really contemplate those things. Ziggy will admit that the meme of the dumb bear being dumb was funny but it's sad how people write off the entire volume (anti climatic as it is) for that. Things are usually done for a reason in Overlord even if Maruyama pisses you off in the way he does it. Basically his execution is lacking when he's pulling one of his stunts. But oh well. Maruyama has no desire to cater to the entire audience and purposely alienates some of them in favor of his target audience. Just as Ainz can't let go, neither can Maruyama forget that core demographic over his more casual fans.

Ziggy already knows how not everyone cares for much deep, such narrative reasons for characters existing in Overlord. However, this is Overlord. There's always meta and mechanical reasons characters exist. That's kind of the point (well one point).

So why not talk about that? Bearington Sus Lord is a new member of Nazarick (sort of) after all. Of course he's secretly super uber powerful. It might just surprise you if you weren't paying close attention. For most everyone else this is redundant information but oh well. You should already know Ziggy is a dum dum that over explains the most basic things. For you all Ziggy is sorry but no one made you read this filth. That's on you lads(ladettes????).

First let's give a shout out to how Beary Boi is a living homage to Maruyama's theoretical examples first of all:

---

*By the way, Gazef is thought to be the match of 1000 human soldiers (Level 1). Therefore I wanted to take that into consideration. Suppose a 4-Meter Brown bear was the opponent and you all fought with wooden swords, would you and a 1,000 humans win? Assuming it had a normal human intelligence and protected it's weak points from attacks. Could you [win]? To put things bluntly, the difference between Gazef and soldiers is even further beyond this no? Please think of it as one cannot possibly win without luck. They may be able to cause fatigue or lucky hit damage however, someone in Gazef's class [of strength] should be able to kill 1,000 humans right?*

[V5+6AT]

*However, there was one exception. A being that was over four meters in length, and through just its physical abilities alone, could slaughter even monsters that had special abilities or could use magic. It would not be strange for someone not in the know to mistake it for a different species if they saw it — it truly was an Ankyloursus that was worthy to be called a Lord.*

[V15]

---

*Japanese game show clapping intensifies*

Ziggy laughed reading the build up and description of the bear. It almost feels like a stubborn "THERE!" sort of come back at people not being able to accept the core fundamentals of levels and creatures - a bear to surpass the Bara Messiah Gazef

Stroganoff.

There's a fair amount of similarities between the new boy, Anklyoursus Lord (now known as Our Sus Lord since it's funnier to say than Anky and makes Ziggy smile) and Hamsuke. First of all, they are Hero-class wild creatures living in forests. Both are quite formidable combatants, and they both possess appendages with natural weapon allusions of great combat ability (Hamsuke has a scaled whip-tail appendage and Our Sus Lord has a hammer-tail and an extra set of arms just to LARP as Wolverine when he goes trick-or-treating). Both possess magic casting abilities and natural intelligence as well.

However they have their differences too.

Our Sus Lord was born from a mother, Hamsuke has no recollection of others of her kind. Hamsuke can talk, Our Sus Lord cannot. Hamsuke has magic tattoos or so on, Our Sus Lord does not. Hamsuke was able to study and learn to acquire a Warrior class of some sort, learning how to use Martial Arts(if Our Sus Lord can learn remains a potential reason why he exists as a guinea pig).

Come to think of it, it's sort of racist and reductionist to condense similarities.... Oh well. Bears = Hamsters confirmed. But what does that mean for Hamtaro... Maybe for the next volume due to escalation it means we will have a giant shark with laser-beam sharingans or something for Ainz to Nazarekt..... It'd be funnier though if we see Armored Hamsuke being ridden by the native Death Knight in an experiment to give it Rider classes. Or have Hamsuke ride Our Sus Lord! Or have Death Knight Ride Hamsuke Ride Our Sus Lord!! If we cover them in a trench coat no one will be the wiser. *Laughs Maniacally in multiplayer hijinks.*

---

*It tilted its adorable head—it did not seem to have a neck—and the Wise King of the Forest sniffed at the air before speaking again: “This... this one hath lived in solitude all mine life. This one canst not answer thee, for this one knowst not of this one’s... or dost thou imply that thou knowst of this one’s species?”*

[V2]

*When it was very young — around the time it parted with its mother and left the nest, it had experienced fleeing from preys that were far beyond its ability to handle many a time. So there was no shame in running away from things it didn't understand.*

[V15]

*“Yes. It can't talk like Hamsuke can, but it seemed like it was fairly intelligent. Fen and the others can't talk, but they're really clever, aren't they? I don't think whether being able to talk or not is the end-all-be-all of intelligence. As you would expect, the ones with a certain degree of intelligence are more suited to training.”*

[V15]

*Not being a mere beast, but a magical beast, the 'Ursus Lord was a fairly intelligent being. Even though it had visually confirmed that they were there and definitely weak, why was it threatening them, in spite of all that?*

[V15]

*“...By the way, which is stronger, Hamsuke or this one?” Aura had an apologetic look on her face. No, even if you didn't look so distressed... Can't you clearly tell just by looking that the bear-type magical beast is stronger? “May I be allowed to answer you honestly?” “Of course. I, the master of Hamsuke, have no reservations at all. Let me hear your unbiased opinion.” “In that case...speaking in terms of pure physical abilities, it's stronger than the old Hamsuke. B, but! Hamsuke can use magic, so if you consider that much, it's difficult to predict which one would win in the event they fought. Because if magic is effective, the course of the battle will be decided instantly. On top of that...the current Hamsuke even has the Warrior class. If it's in an armored state, I think Hamsuke would win without question.”*

[V15]

---

There is one grand mystery about Our Sus Lord no one seems to really bring

up(since it's so obvious or they are so busy seething online about Zesshi not simping harder, jobbing less, or something about the Thecoracy's higher ups being brainlets). Let's see if Ziggy points it out if you can spot the peculiarity. If you were jaded enough about the "filler" you might not have paid enough attention to notice or it felt like a throwaway detail:

---

*There exists a magical beast called the Ankyloursus. It looks like a bear from a distance, but if the difference is not quickly recognized, you can kiss your ass goodbye. It ranges from two to three meters in length. It has two pairs of, for a total of four, forelegs, and two hind legs. Sharp, pointed claws over 60 centimeters in length that are used exclusively for combat grow on two of the four forelegs, their hardness surpassing even that of steel. A long, thick tail extends from its lower back, at the end of which is a hammer-like swelling. And finally, the majority of its body is protected by hard armor plates—that developed from scales. The power supporting that huge body is terrifying; a single attack unleashed by those hard, sharp claws and outstanding physical strength is easily able to bisect a person, armor and all. However—that is all you should be wary of. It is not as if it has any terrifying special abilities, nor can it employ any powerful magic. The Ankyloursus can only use the spell of [Fragrance], and that in and of itself is not something that can be used in combat. Therefore, while it is placed in the top ranks of predators in the Sea of Trees, it is by no means the strongest species.*

[V15]

*This area was its territory. There was no way in hell it would allow someone to walk around like they owned the place. It stood up on its hind legs, and after using its claws to scratch away the bark it rubbed its body against a tree. This was to clearly demonstrate that this was its territory, and then it walked off towards the source of the scent. Along the way, it used [Fragrance]. Through this, it was able to erase its own body odor and the scent of blood that still clung to it. By doing this the huge body of the Ankyloursus approached its prey. If it didn't do that in this forest, capturing prey would be rather difficult.*

[V15]



*It is not as if it has any terrifying special abilities, nor can it employ any powerful magic. The Ankyloursus can only use the spell of [Fragrance], and that in and of itself is not something that can be used in combat. Therefore, while it is placed in the top ranks of predators in the Sea of Trees, it is by no means the strongest species.*

[V15]

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Maybe it's not abundantly clear with just the text. Ziggy needs pretty pictures! Pictures!!

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HAMSUKE

| Heteromorph

ハムスケ

Wise King of the Forest

“Her title is a lie!” -Ainz

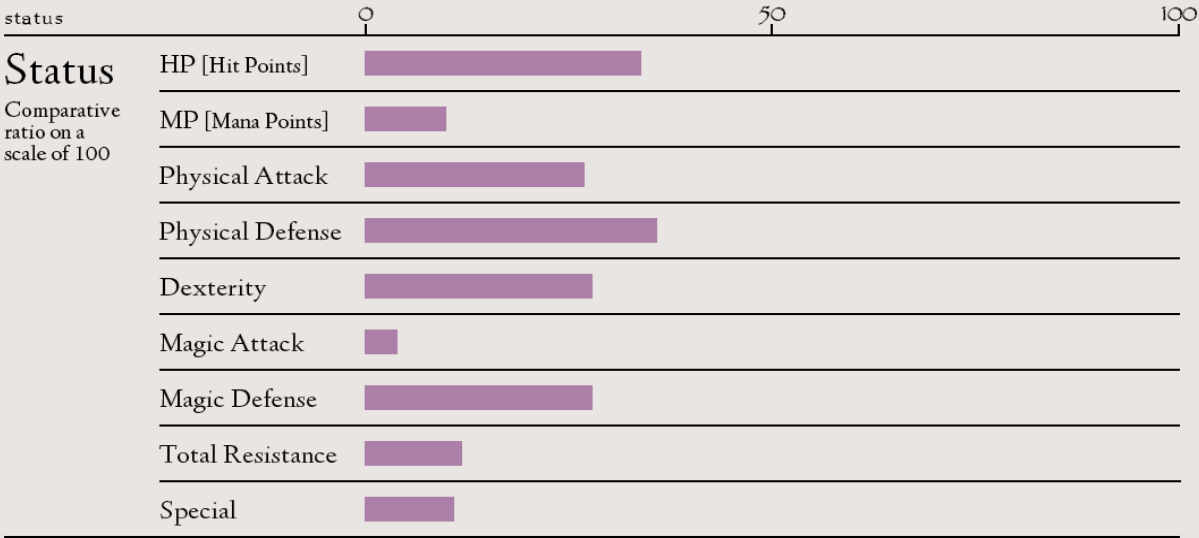
Position ——— Ainz’s pet?  
                                  “I object to this!” –Several female NPCs

Residence ——— Ainz’s room?

Alignment ——— True Neutral ——— [Karma Value: 0]

Racial Levels — Unknown; no corresponding Race in Yggdrasil

Class Levels — Unknown; no corresponding Class in Yggdrasil  
                          ※Estimated Total Levels: Low 30s



## Hamsuke 8

Heteromorph

hamusuke

**Epithet:**

Wise King of the Forest

"Her Title Is A Lie"-Ainz

**Vocation:**

Ainz's Pet

"OBJECTOIN!" - Several Female NPCs

**Residence:**

Ainz's Room?

**Karma:**

True Neutral (Karma Value: 0)

### RACIAL LEVELS:

No equivalent YGGDRASIL Race

UNKNOWN

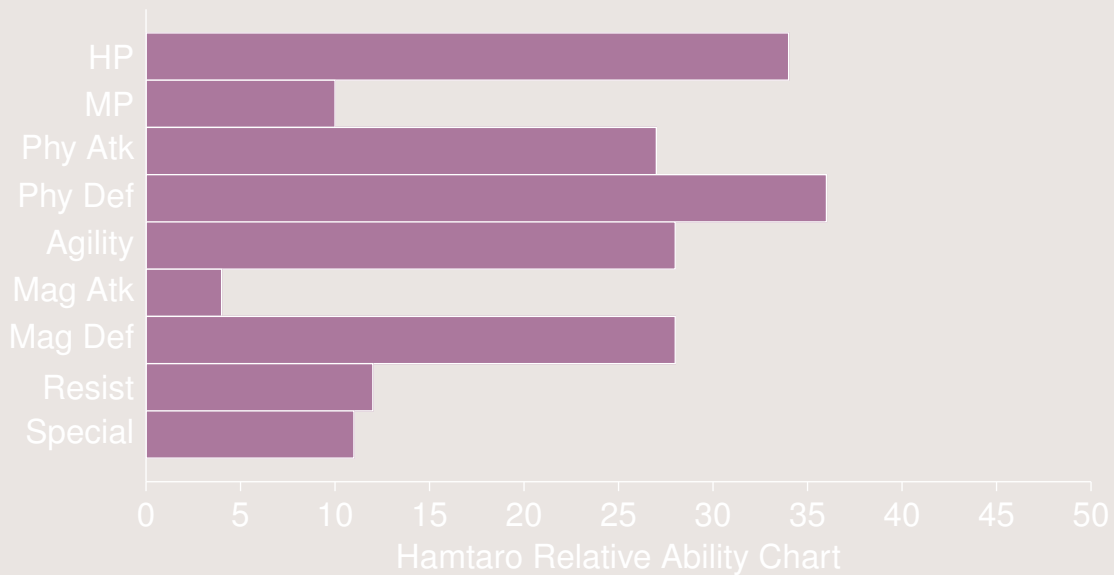
### CLASS LEVELS:

No equivalent YGGDRASIL Class

UNKNOWN

Estimated Total Level

Lower 30's

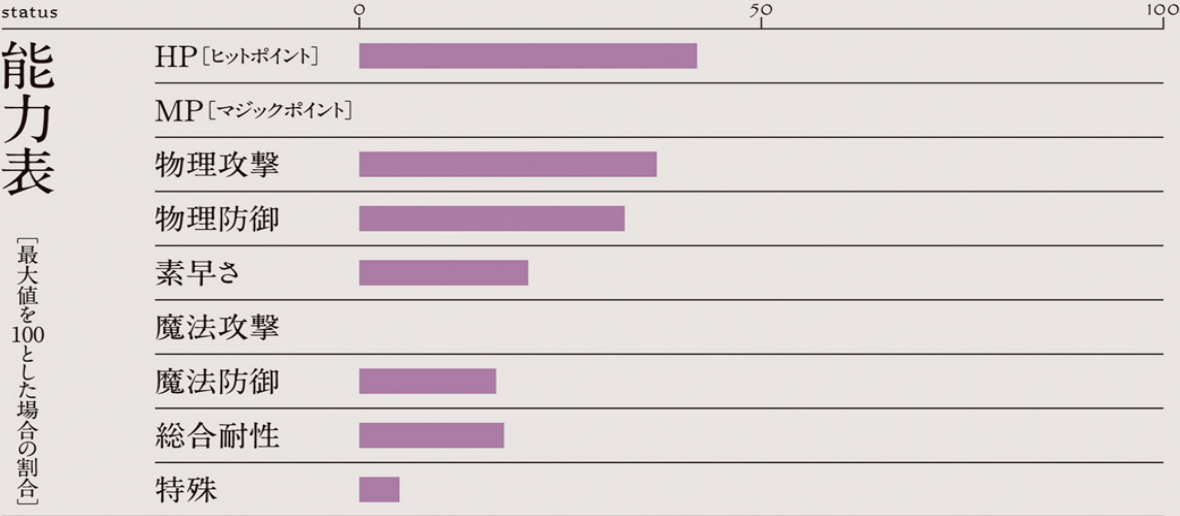


アンキロウルスス・ロード 異形種

ankyloursus lord

大樹海十五王の石柱

役職 —— アウラのモルモット。  
住居 —— 大樹海。  
属性 —— 中立 —— [カルマ値:0]  
クラス  
職業レベル — なし (ユグドラシルに同種がないため不明)



# Anklyoursus Lord 63

Heteromorph

ankirourususu-rodo

**Epithet:**

One of the 15 Lords of the Great Sea of Trees

**Vocation:**

Aura's Guinea Pig

**Residence:**

The Great Sea of Trees

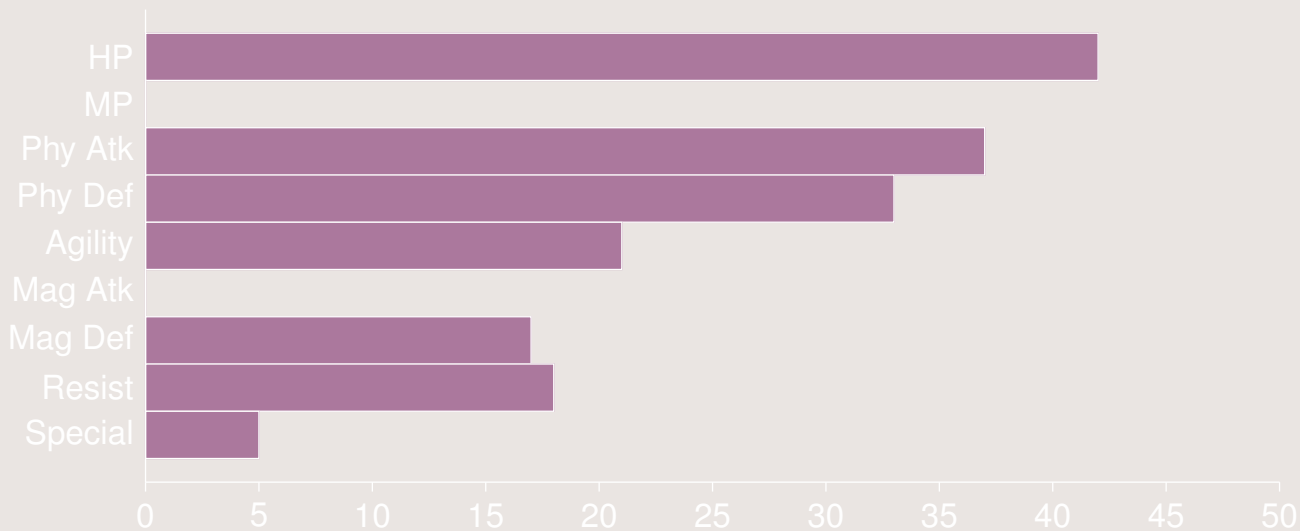
**Karma:**

Neutral (Karma Value: 0)

**CLASS LEVELS:**

No equivalent YGGDRASIL Class

UNKNOWN



Our Sus Lord Relative Ability Chart



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*A different symbol lit up when it used that spell... it seems the symbols on its body represent the spells it can use... There were spellcasting monsters in Yggdrasil. While the numbers of spells they could use varied greatly according to their level and species, as a rough guideline, they could use about eight kinds of magic. Similarly, the Wise King of the Forest had roughly eight kinds of tattoos on its body, so Ainz felt like he was fighting a monster from Yggdrasil.*

[V2]

*The Wise King of the Forest (AKA Hamsuke) has the spell Charm Species that works on any species. This is a tangent, but Charm Species is a 4th Tier spell. The thing is, Hamsuke's level as a wizard is practically zero, so it's not very hard to resist. Hamsuke primarily used it for hunting prey in the forest. In other words, normal animals just have low mental resistance*

[Manga Chapter]

Did you notice it?

N-No...? Was Ziggy too vague? *Sigh*

First let's recall some definitions in Overlord:

The earliest distinction between beasts and magical beasts is magical beasts are intrinsically resistant to magic. If one compares Hamsuke to Our Sus Lord, clearly there is a relatively sizable amount of Magical Defense as a stat despite neither being proper spell casters.

*This strange phenomenon could only mean one thing. Mind-controlling magic. The horse had been affected by such a spell. Gazef might have been able to fight off its effects, but the affected party was not a magical beast, but a mere warhorse, so resistance was not to be expected.*

[V1]

---

If there is a difference, is Our Sus Lord has parity between Magical Defense and Resistance meanwhile Hamsuke's Magical Defense is substantially larger than her Resistance. Food for thought. One day we will figure out what SPECIAL does! One day soon!!

Magical Beasts are repeatedly described as HUGE or rather atypically large for the type of creature they resemble. *KOFF KOFF* There's actually a deep reason for that-

'but Ziggy isn't it just a gag about kaijuu or HUGE monsters?'

Ziggy probably can't explain it well right now.... For now keep that in mind but if you don't want to that's fine too! Everyone already knows the answer (probably) anyway. If so, good for you! Maruyama probably makes you seethe as hard as he makes Ziggy mald. Ziggy is just an old man pointing obvious shit in a book about a spooky skeleton with depression.

---

*Mind-controlling magic. The horse had been affected by such a spell. Gazef might have been able to fight off its effects, but the affected party was not a magical beast, but a mere warhorse, so resistance was not to be expected.*

[V1]











*Also in the Field of Flowers was a magical beast resembling a giant angora rabbit — a Spear Needle.*

[V15]

---

To reiterate, magical creatures tend to be substantially large in size. Thus, its not strange Our Sus Lord evaluated Aura and Fen based off their sizes first - for the most part size correlated with power in his life.

---

*A little black one, and a big black one. The little one was on top of the big one. They were not a mating pair. Most likely they were two different animals. But, it wasn't that strange. There were those kinds of animals. They each helped the other one out. The wisdom of the prey to protect themselves from predators like itself. For example, the one on top used some special power, and the one on the bottom ran away, that kind of thing. But if that were the case, they were both nothing more than mere food.*

[V15]

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That aside, if you compare the other magical stats you might notice the other clear distinction between Hamtaro and Yogi Bear: Our Sus Lord has no mana.

Not only does Our Sus Lord not have tattoos to cast his spells, he doesn't have mana either. Nani the nani. Don't any of you find that absolutly bamboozling? Ziggy does... It feels like few people are making as big of a deal about that as Ziggy would of thought.... What we know is that it's mentioned multiple times that [Fragrance] is a spell, not a skill. Likewise it's pretty clear that Our Sus Lord also has no mana. But we know it can cast [Fragrance]. Thus it's a magical beast which can use magic without mana.

So what can we conclude?

If there isn't a typo involved here.... Our Sus Lord is casting magic in a different way than most other people and creatures - he's casting spells without vocal components

and without mana. Or at least not using the mana we are familiar with (eg compared to YGGDRASIL mana Dragon Lords use Olde Mana). This is very reminiscent of using a Skill but it's stated outright to be a Spell.

That seems antithetical to magic casting as it's described and understood in YGGDRASIL and the New World. But remember this world operates on it's own logic.

YGGDRASIL ja nai!

....Would any of the zoom zooms even get that song reference? Muh.....

Anyway. However the precedence exists: Super Tier and Wild magic are both magic casting systems that do not require the expenditure of YGGDRASIL mana or magical power to manifest magical effects. How then does Our Sus Lord casts his spells? Has he undergone some freak mutation? Is it just a Talent? Pretty much all YGGDRASIL magic has vocal components. There are even somatic components (go reread that article if that's news to you; it's seldom mentioned but they exist). Some motherfucker pointing at you is tantamount to someone pulling a gat out in the New World. When you think about it, that's like pointing a gun at someone given someone pointing can be readying a Fireball spell to hit you in the face.

Well the simplest and most likely explanation is that it's using spell-like abilities: using the language of tabletop-games at least, these are spells that have magical properties for the most part but aren't exactly a sort of magic as what proper spell-casters use. The nuances vary, but effectively spell-like abilities are like skills exceedingly close to spells but for some reason or another failed to be categorized as proper spell-craft. A true Spell-like ability has no costs or components so Our Sus Lord can be considered a True Spell-like Ability User. Unlike Hamsuke who does have mana and uses magic like a knockoff mage; that suggests a mana component to her spell-casting. Both can be categorized as "spell-like" but this verbiage isn't entirely correct. Hamsuke's magic is effectively class independent spellcraft (innate spellcasting), meanwhile Our Sus Lord's spell violates the mana component. Hamsuke's magic operates on similar logic to YGGDRASIL monsters meanwhile Our Sus Lord's paltry selection of spells and lack of mana deviates from the logic of YGGDRASIL.

So what can we make of Our Sus Lord's ability to cast? it has to be a form of

spell casting, directly contradicting the closest analog of spell-like abilities. But there is one problem with labeling this a spell-like ability. It's not spell-like nor is it an ability. It's a bona-fide spell and is considered magic as far as Maruyama cares to label it. Same goes for Hamusuke. Maybe Our Sus Lord was mistaken and thought his ability was a spell when it's not. Maruyama could just lie to us.... However there is actually something more to this mystery. Our Sus Lord isn't just Sus because it's in his name - this entire thing about magic and no mana is super Sus. If you bothered to look at the page count on this 'article' you probably already understand this is cluster truck of ideas we're about to wade into.

It can't be denied [Fragrance] is a spell. That's not debatable or seethe-worthy given how the text and raws are written. It uses the same word so it has to be seen as a spell. It's all Our Sus Lord's fault! We have to accept it is a spell.

Our Sus Lord is intelligent, a magical beast, can cast spells, and has no mana...

It bears mentioning that the Platinum Armor could cast wild magic without being a Dragon Lord just as Cure Elim could use wild magic despite being undead and ceasing to be a proper Dragon Lord. Those are special cases, but Cure Elim did have mana as Tier magic understands it meanwhile the Platinum Armor had no MP. Yet in both cases their "magic" and it is unquestionably "magic", doesn't operate using the principles or rather the framework of YGGDRASIL monsters.

---

*However, the ability this enemy had just used, Ainz could not recall. An ability that would cover this much ground had to be from a Super-Tier spell or a World Class Item. This meant that his opponent had easy access to—and immediate use of—skills that could rival the heights of those abilities. He was undoubtedly a strong enemy. Someone who could remove Ainz, and the other level 100 Floor Guardians, from the picture. However, faced with this enemy, Ainz did not emote at all. Of course, Ainz’s face could not emote anyways, but his uncertainty could still be observed through his attitude and tone. Ainz Ooal Gown would never do something so unsightly. At the same time, he could not allow the enemy to perceive Ainz’s joy and relief. The thought of it was wise for me to have been the one to face him came to mind. Ainz squinted his eyes and continued to observe him. Though this was an unknown ability, he could still pick up on certain aspects of it. First, this was an ability that expended HP and quite a lot of it. Given that, this barrier could not be cosmetic only. If he could not figure out its exact effects, he would be in deep trouble. Ainz had seen his opponent’s immediate loss of HP when he had activated that ability through his [Life Essence] spell. [Mana Essence] picked up nothing in contrast, meaning that his foe was of a pure warrior build with no mana at all*

[V14]

---

As Ainz(Pandora) falsely concluded, as no mana was used, by the logic of YGGDRASIL that shouldn’t be a magical ability. Even though we know that the principles behind wild magic diverge greatly from Tier magic and are in fact spells. What this does suggest is that whatever magic that does get used without mana should be something native to people as weak as the New Worlders are. If it’s not using mana and doesn’t have giant ass magic globes of non-sense sanskrit that’s pretty tautological to conclude it’s native right? As wise men in the hood say, ‘No Shit Sherlock’.

In a sense, it’s emblematic of how YGGDRASIL is ‘blind’ to Wild Magic items because they are not made with the mana of YGGDRASIL and Tier magic. Effectively that’s because LIFE is what powers Wild Magic, not “mana” as it’s defined in YGGDRASIL. It’s a subtle distinction, but Olde mana is “lifeforce” or “life essence”. The problem is “life essence” in YGGDRASIL is just “HP”. That is the living, undead, and even golems have “HP” but they are actually powered by distinct things - positive vs negative energy for example. Don’t you love how abstraction complicates things? That is sort of the point though - the New World has it’s own rules and the best example is how Cure Elim’s HP and MP wasn’t fuel for his spellcasting at all.

---

*The enemy landed, raised a hand, and spoke. Their voice was that of a male's. "World Isolating Barrier!" With his foe as the origin, a — space-warping — shock wave passed by Ainz. If it continued to expand in its initial form, this place would be encompassed in a dome. Its size was immense, at least a kilometer wide. Though this was an unknown ability, he could still pick up on certain aspects of it. First, this was an ability that expended HP and quite a lot of it. Given that, this barrier could not be cosmetic only. If he could not figure out its exact effects, he would be in deep trouble. Ainz had seen his opponent's immediate loss of HP when he had activated that ability through his [Life Essence] spell. [Mana Essence] picked up nothing in contrast, meaning that his foe was of a pure warrior build with no mana at all.*

[V14]

*There was no more need for words. "[Triplet Maximize Magic – Reality Slash] — " " — [Triplet Magic – Wall of Skeleton]." Suzuki Satoru's eyes went wide. A wall of bones suddenly appeared in front of Cure Elim, intercepting the [Reality Slash]. Behind the wall of bones that had been rent by the [Reality Slash] was Cure Elim, whose torso was coiled in preparation to lunge. It had never used tier-based spells until now. Did it still have the strength to fight? Suzuki Satoru began to panic. His opponent's health was almost gone, but its mana was still full*

[KBA]

*Usually, after dying - after becoming undead, in other words - a Dragon Lord can no longer use Wild Magic. But Cure Elim exploited a loophole, using its Wild Magic to absorb a great number of souls from the surrounding area and using these stolen souls to compensate for the limitations of the undead transformation, thus giving the undead Dragon the ability to use Wild Magic. However, it is like casting spells from an MP bar that does not regenerate over time, and every time it casts, it utterly destroys a fixed number of soul*

[KBA]

---

Cure Elim is a great example to explore this principle at work - he had "HP" ie

negative-energy life force, but he also had regular Tier magic mana he barely used, AND whatever you want to call Olde Mana. We don't know explicitly how it works for living dragon lords themselves, but at least for the Platinum Armor, it's "HP" is it's "Olde Mana" bar. Clearly Cure Elim wasn't drawing from his "HP" nor tier magic mana to use wild magic. And because Satoru Suzuki didn't comment a single time about Cure Elim cheating by not lowering his HP or casting at no perceivable cost... that implies when he faced BDL that he was casting in a way that Satoru could not perceive the cost of or Satoru had no spells up to check the change in costs. Given Pandora(Ainz) was quick to use these spells, and just how broadly useful they are, it's hard to imagine Satoru wouldn't have used them just in case. Satoru probably would not have come to different conclusions from Ainz if he had observed the HP draining effects only - Ainz thinking these were strange skills of some sort meanwhile Satoru was pretty confident he had no idea what Wild Magic really was beyond it was magic of some sort.

Still, that omission isn't a confirmation of course, but recall Satoru's words:

---

*That would be the entity who resided upon the peak that men called the highest on the continent, a mighty foe who commanded the great power known as Wild Magic — the Brightness Dragon Lord, whose confrontation with Suzuki Satoru had ended in a draw. Suzuki Satoru deployed his anti-divination defensive spells. This way, he would be able to instantly sense if the opposition was trying to find him with magic. Even so, it would seem the Wild Magic his foe could use was different from the spells that Suzuki Satoru could use. It was not impossible that it could pierce his defensive spells. More to the point, the enemy might have found a countermeasure in the next battle, if he was unlucky. Since he was a Dragon Lord like the Brightness Dragon Lord, it was possible that he might wield Wild Magic — an incomprehensible power that did not exist in Yggdrasil*

[KBA]

---

The almond in the Almond Joy in this idea is that Satoru regarded wild magic as "incomprehensible" because they were special abilities he had no way to verify the resource use of (theoretically). That's why Ziggy likes Mounds more, no almonds! ...Why describe it as Fly in the Ointment anyway? For something so radical and

ideological... to use such a mundane metaphor... Muh.

At least that's how Ziggy is interpreting Satoru's observations, but let Ziggy elaborate. That's why Cure Elim's HP and Mana not going down wasn't a surprise to Satoru, why he regarded Wild Magic as incomprehensible, and why undead dragon lords normally cannot use wild magic. At least that's one way to read the scenes where this idea comes up. Could Our Sus Lord fall into a similar situation? Does Our Sus Lord not use magic but not have a drop of mana in his MP bar stat to watch go down in the first place?

A common misconception is that all living wild magic users operate the same way as the Platinum Armor - Life Essence = HP for wild magic casting. However, of the two shown Wild Magic users, neither was a living dragon lord. Likewise, contextually, Satoru should have noted Cure Elim's wild magic use was distinct then for not drawing on his HP, but this did not happen. The conclusion seems faulty then to assume all Dragon Lords operate as Riku Agneia or the Platinum Armor does. Perhaps it's premature? Well not everyone has read the sidestory... especially in the Japan fan base. Still, the armor being used is almost like a red-herring as mechanically it can still be distinct.

Ziggy likes to use this analogy a lot in these discussions, but it's better to think of Cure Elim as manipulating his own undead corpse rather than being a true undead as his own body. There's reasons for this, but maybe if you think about it like that it makes more sense how he could use wild magic and "break the rules". if no one has a problem with Tsa being able to use wild magic via a non-living puppet, could Cure Elim not do the same with an undead puppet? The fact he can still use Wild Magic at all can be attributed to that same mechanic while all his tier magic is the natural magical ability of his own body as modern dragon rules effectively confer tier magic to dragons and many undead. The Elder Coffin Dragon Lord is the synthesis of these two mechanics into something distinct.

To make a long story short- by leaving his body and converting it into an undead, it became a new vessel and thus the new rules were applied to it, but by shoving himself back into his mindless zombie form, he can still benefit from his body's residual elements from when it was a proper dragon lord (like it's wild magic classes). But remember, this form has a weakness - should his Olde Mana run out, Cure Elim ceases to be and what remains is just his unintelligent zombie body. It's not too different from how if undead run out of HP they basically just poof into



dust and don't even have a dying state - a price to pay for their violation of life so to speak.

Presumably, Tsa's Platinum Armor is operating under similar puppeteer principles as both allow the Dragon Lord to cast spells through the puppet as a surrogate. Basically you can make a puppet dance how you want but you can also still talk (cast spells) while pulling it's strings. Likewise, both puppets 'store' power that can be used to cast wild magic. Tsa's Platinum Armors comes with the weakness that it's animating energy, it's HP, is also it's fuel for wild magic. Though, Cure Elim has sacrificed the safety of an autonomous sacrificial drone (theoretically) by using his own undead body. The trade-off here being he can 'cheat' a little with system munchkin-ing. It wasn't very impressive but for a Dragon Lord he was trying his best... And it lets you bypass certain rules since his body is sort of in-between a creature and puppet given the mindless properties it would have if he wasn't controlling it. At least that is how Ziggy rationalizes it. In your Overlord it can be explained however you want!

That was a pretty long tangent from Our Sus Lord topic huh? Whoopsie daisy... Anyway, just remember what FUELS your magic is important. It's important to review Wild magic though for this topic as they are tangentially related.

Now a moment for our sponsor, Red Rockstar G-Fuel Fuego Amp Bull Nitro. Disney consolidated them all into one drink with ten times the caffeine and sugar! Ziggy is looking forward to the new holiday Red Bull flavor.

....

Anyway...

Part of the mystery is heightened by the mysterious implications of the forest itself and Lords. Our Sus Lord is a Lord of his race after all. The people of the Great Sea of Trees have their own definition of Lord which we should review given Our Sus Lord's character sheet is a bunch of non information(in a sense):

*the 'ursus I saw before wasn't that big. It couldn't have gotten any bigger. Its growth rate is abnormally fast, an abnormal specimen...if we're unlucky, what we're dealing with here is..." Egnia said as if the words were being squeezed out of him. "...a Lord." The air shivered with a chill. Those deviating from the usual size, having different colored fur, or other peculiar changes, and possessing unique powers, were called abnormal specimens in this village. However, even among them there were those that soared above all others, tenaciously evolving, reigning as the pinnacle of their species, and occasionally possessing an enormous influence over an extensive area through their combat abilities. Therefore, such individuals were given the title of Lord. In other words, if the one before their eyes were really that, it meant that it would be far stronger than the normal ones*

[V15]

*"— Of course. That's just an earth elemental, right? I destroyed one that was summoned against me in the past. Well, that wasn't nearly as large as the one here, so you should be quite strong to be able to control one so large. Size is one of the marks of strength after all, but size is not everything." "Yes. You are correct. Dragon Lords who only have their large bodies to speak of can be defeated by Elves after all*

[V16]

*In truth, Cure Elim could have won. Due to the difference in their sizes, it could have trampled Suzuki Satoru flat.*

[KBA]

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Lords be unga bunga HUGEST OF HUGE.

Recall the previous confirmed Lord racial class holders -

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Pe Riyuro - Quagoa Lord

OVERLORD

MISCELLANY

*Riyuro gave voice to a mighty cry. It was a cry infused with the skill he had obtained when he had ascended to the position of Clan Lord. As he saw his army of over 10,000 charge the enemy in response to the cry, he even felt a little pleased. However, the results of that charge were too horrible to watch. Like a flow of water striking a wall, the charging soldiers struck an invisible barrier and were sent flying*

[V11]

Buser - Bafolk Lord

*There was a demi-human there who was larger than all his peers. His curled horns resembled those of a mountain goat, and he was covered in silver fur. His excellent physique clearly showed that he was not an average demi-human. The tips of his horns were encased in a shell of gold which was socketed with jewels, and he wore a green breastplate that had turtle-shell patterns on it. He wore a reddish-brown cape made from worked animal hide. His left hand held a large shield with a topaz socketed into it, while his right hand held a bastard sword whose blade was light yellow. His panoply vividly illustrated the courage and ferocity of a gallant warrior. He was the most fearsome and well-trained of the demi-humans. He was probably a Lord or some kind of similarly ranked special being*

[V12]

Beebeezee

*There was a pretty-looking lump of lustrous purple meat there. No, it would be better to say it was a huge maggot. It was about 90 centimeters long, and it did not have hands, but stubby feet. Shizu pointed her gun's muzzle at it without any hesitation, and Neia hurriedly called out to her. "Wait! That's the target we were sent to rescue, the prince of the Zern!" "... This?" That was what the Zern envoy had told Neia. However, she could understand Shizu's doubts, because Neia had been quite confused herself when the Zern had given her the description of the Zern prince. The Zern were a species of demi-humans whose royalty looked very different from other individuals of their species. In addition to that, they ought to be sexually dimorphic too "A... ah... are all the Zern as powerful as you?" The prince made another strange sound, and thrashed like a caught fish. "I am special." "Precisely. That's why he is the prince." After hearing the Zern's proud voice, Neia mused, I see, and recalled the contents of the classes she had once taken. That's right. The royalty of some species are so much more powerful than the commoners that they seem like a different species entirely*

[V13]

*A head that was many times smaller than before looked down on Suzuki Satoru from above. No, that was not it. That could not possibly be something made out of Zombies. That was Cure Elim's true form. Wrapped by Zombies, Cure Elim had revealed its true self. Though he could only see its head, it looked very much like the head made of Zombies. However, it was beautiful. Its vibrant scales rippled like they were alive. However, Suzuki Satoru could sense Cure Elim's main body—though he was surrounded by the undead—with his undead detection sense. The massive creature before him was also undead.*

[KBA]

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What can be said is Lords are strange in various ways and their powers or possible abilities appear to be tied to their Lord racial levels. Pe Riyuro's case is a bit different since he has non-Lord classes as an Emperor and some attribute his strange power to that. Another interesting note is that despite all the weird racial and or gender identification in the series, for whatever reason powerful or Lord-class people are sometimes referred to as beautiful despite the divide of races. That is, despite racial differences there's something like transcendental beauty people can understand no matter their race. Racial relative beauty exist as well, but the beauty of people of the New World might tie into broad level sense given how people are attracted to the strong - as most races would value strength, people

would be predisposed to the strong or the broad sense of power itself. The issue is there are people with beauty that isn't always tied to Level - the most notable examples are Renner and Jircniv who as royalty are also noted to be abnormally beautiful. Calca as well was noted for her beauty though she was somewhat strong as a divine caster as well.

Basically just as some people explain feet fetishization as a result of neural proximity of feet recognition and libido centers in the brain, perhaps Level Sense and Positive Senses of Beauty Caused By Levels are close together? If Level is such a defining feature, then that might explain the odd way it comes up. That or power itself confers similar effects to all races, it just so happens to be most effective on one's own race or those similar in appearance.

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*Turning back, they found an elf standing about 10 meters away from them. He had a cold-looking but handsome face, with each eye being a different color. He was definitely not a servant. They could feel that this elf was used to ordering others around—one could feel the haughtiness that was radiated around him.*

[V16]

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The magic of the dragon lords is tied to Dragon exclusive classes however. That's a distinction between the two types of Lords. Dragon Lords have no Lord class to speak of from the ones we learn about so far. Then again Our Sus Lord may not have a Lord class as a monster-type, meanwhile Demihuman and Heteromorph Lords have a distinct class to prove their Lordship. Having aptitude in multiple class series is rare to an extent, but every Lord shown has had Lordship as well as a distinct aptitude for a class.

The common-sense of the average person is debatable however.

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*“You possess wonderful talents as an Arcane-type magic caster, Fior-san. But even so, it would be even more surprising if you also had talent as a pharmacist. It’s the same thing as there being no one who excels as both a ranger and a druid.”*

[V16]

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Due to the nature of Hamsuke and Our Sus Lord’s character sheets, there is something distinct about how their levels do not show up like others. You could argue it’s because their races didn’t exist in YGGDRASIL, but that’s contradicted by the Quagoa.

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*While Ainz had agreed to clear out the Quagoa, Ainz did not intend to completely exterminate them. He simply felt that the genocide of a race which did not exist in Yggdrasil was a bit of a waste. Indeed, killing them all might eliminate this race from the world. No, even if that were not the case, they might end up being beneficial to Nazarick in the future. Of course, they might also be harmful to Nazarick. However, extirpating them before verifying that was something of a waste. Extermination is easy, but revival is difficult. Thus, there’s only one path I can take. And besides —*

[V11]

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So why the difference?

The common hypothesis is in the New World creatures with racial templates and Monster templates are distinct - magical beasts tending to have Monster templates while races similar to Player races will fall under the typical Class and Racial Level system. What’s strange is how Dragons somehow don’t fall into the Monster template - having age category based racial levels and unique job class levels and character sheets with more information. It almost feels like the template of Monsters being distinct for Hamsuke and Our Sus Lord is on purpose. Ziggy will reiterate just as he did for ‘Acer Negundo Ngiad Guong’ (anngi) that this manner of reveal is not one Ziggy cares for however. These subtle confirmations via omission

although subtle lead to even the translators (official or otherwise) destroying nuance because they did not understand the esoteric 'auteurism' of the reveal.

For one thing, Dragon's seem to gain these levels by aging hence the ties to their age as Age Category levels. Demihumans and Heteromorphs who use the normal Player templates don't gain racial levels like this - even a race unique to the world like Quagoa have regular racial levels. The deciding factor here is what separates a Magical Beast from a normal Demihuman or Heteromorph. Clearly Quagoa or Zern's aren't called Magical Beasts. Part of the situation is based on their gigantism - and yet despite being closer to races that can be used as mounts, they can learn job classes, such as Hamsuke becoming a warrior and Dragons studying magic as Priests or Druids, or even Paladins. Lords may be able to sometimes enlarge but they do not typically evolve significantly different from their own kind. So it may not be appropriate to refer to that enlargement as gigantism.

The conventional distinction between Magical Beasts and other creatures is they have intelligence and strange abilities of some sort. This is usually either weird skills or limited spell-casting. Hamsuke and Dragons clearly fall under the "limited spell-casting" category of YGGDRASIL in addition to their own intelligence. Yet the two have different rules regarding character sheet level reveals. Dragons are likewise considered special amongst magical beasts - especially considering Dragon kind used to rule the world. Dragons are supposed to be Monsters at least in the framework of the Web Novel. Yet distinct expectations are used for their character sheets. Some would say the fact they are Magical Beasts with levels means they have somehow been forced to fit the paradigms of YGGDRASIL for example, though even Dragon Lords have their levels revealed so your interpretation may vary here.

But what about Our Sus Lord?

Clearly he is a spell caster, is intelligent, and exhibits gigantism. But he lacks the ability to speak despite having sapient thoughts. The problem here is mainly his spell fuel(mana) is distinct, his spellcasting doesn't require vocalization or verbal components, and his spell selection is extremely limited compared to equivalently leveled monsters like Hamsuke or even Old Dragons (going based off how we are told they work in the New World or YGGDRASIL).







*Monsters are different. Monsters are not counted with Racial and Class levels, instead Monster Levels are used. This is added to Class Levels (If they have). In the case of Brain Unglaus. He was turned into a vampire by Shalltear. However would a Vampire's levels (Same as Shalltear) be added to his warrior levels, no. He is a monster with Vampire (Monster ? Levels) added to his warrior ? levels. This is what happened after Shalltear sucked his blood and turned into a monster. And so there is a difference when a Dragon Lord reaches Hero class and a human reaches Hero class, the difference in monster level opens a gap between them. (Normal humans do not have a racial level, their first level is their class level.) However for a Dragon to reach a Level 1 Warrior Class and a human reaching a Level 1 Warrior Class, in game terms, the experience needed is vastly different. I believe you can roughly understand.*

[WN]

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One thought is based off total number of levels Our Sus Lord shouldn't have an ability like Super Tier magic, as there was a strict level requirement and clearly it uses eldritch spheres of evil- three dimensional magic circles which scare Ziggy as much as 3D girls. Normally. But then Draudillon shouldn't have the ability to use Wild Magic either if you focus on the dragon exclusive aspect of it. The precedent of being able to access magic at limited capacity exists and it's the supposedly racially locked magical system too. That seems like a far greater rules violation than someone having one super-tier esque Tierish 0 spell like Fragrance. That was due mainly due to a talent and supposedly heritage. Instead of a talent however, it's closer to a mutation to tap into the same mechanism and fuel source as Super Tier magic if we posit the environment is playing a role in Our Sus Lord's alien magic casting.

Another possibility is a unique form of magic to the New World - that is just as New World Fighters and warrior-types can use Martial Arts, a non-caster form of pseudo-magic casting exists for Lords as well - that would be the Lords are a special type of class as an archetype that transcends race but is tied to racial classes in the general sense. It could be also a precursor to proper wild magic casting that's now unlockable amongst members of all races so long as they are manaless magical beasts. As Dragons are intelligent, huge, and innately magical, they would technically be magical beasts under a broader definition.

Just as Martial Arts crossed racial lines, the theory goes Wild magic may have spread broadly as well. The rules about it revolving around dragon exclusive classes probably didn't change, but on principle it would be like how some people have access to Tier 0 magic - though not spectacular by having the mana for it, one can cast it. Likewise, Lords like Our Sus Lord who are intelligent but lack mana may have abundant amounts of Olde Mana and thus can access elementary magic in the same way as Wild Magic. Though they wouldn't get any other benefits just like how levels in magic casting classes make it easier.

Along that line of thinking, Our Sus Lord could be thought to be what True False Dragon Lords are - non Dragon Lords who by some method acquired Wild Magic casting or something similar to it. The title may not have been invented for Draudillion but rather this strange special case of organism. Of particular note is some think the connection is correlated with how Our Sus Lord is a large animal who then consumes large volumes of living creatures-

## False Dragon Lords

{ definition }

**False Dragon Lords:** A unconfirmed but inferred categorization thought to be derived from Slaine for creatures able to harness native magic but are not True Dragon Lords. With the context of Savage magic casting, False Dragon Lords may be any creature which practices a classless and limited form of wild magic; True yet False Dragon Lords could be those who have the wild magic classes but are not Dragon Lords. Conversely, False yet True Dragons would be what Cure Elim became as an undead Dragon Lord who cast aside his life and thus status as a True Dragon Lord. Some refer to all modern Dragon Lords born after the Greed Kings as False Dragon Lords instead.

.

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*It would not be strange for someone not in the know to mistake it for a different species if they saw it—it truly was an Ankylosaurus that was worthy to be called a Lord. It lifted its head from the stomach of the animal that it had been gobbling up until just now and let out a low, heavy bass growl that would fill the hearts of those who heard it with terror. Long entrails spilled out from the corner of its mouth. Huffing and puffing it expelled breath wet with blood, and sniffed at the air. Its face was wet with blood, but it was able to sense that there were two scents it had never smelled before. Since they were intermingling with each other it was a mating pair, possibly. Its belly was already full.*

[V15]

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Some claim there's a correlation between size and using magic, given the Dragon Lords we know about are quite large, Tsa being small for his kind. Basically more size might mean more life force or olde mana, more muscles, and by extension more stats. Perhaps it is a combination of all these which is what Life Force or Olde Mana truly is. Some sort of argument based on that. Zy'tl had notably massive amounts of HP for example and he was notably huge as well - thus a correlation between all of these is possible which may bear some connection to gigantism.

There may be some merit in that since Our Sus Lord is pretty huge. But if we turn to Draudillon we happen upon an exception to an exception to the Dragon Lord ruling yet bears the Dragon Lord title and magic. Again she has a Talent so that complicates comparison due the nature of Talents repeatedly ignoring the rules or rather their rules super-cede all others.

She isn't any stronger than a normal humanoid and of that size however.

Basically - Draudillon is reliant on external sources of power to actually use her magic practically. Yet she carries the title of Blackscale Dragon Lord. But who else bore a Dragon Lord title but wasn't exactly a True Dragon Lord?

*Pinison: Yes! You know really well! It's sucking out the lives of the surrounding trees for its body to wake up. I can hear the screams of the withering plants. ...  
Aura: That monster, it's rooting up the withered trees around it and putting them in it's mouth. Ainz: It eats tree.... In other words an herbivore. That is probably not the case. If it was, then it would not need such sharp teeth.  
Demiurge: Oh ho. I thought it was a total small fry without a time counter measure in place, but it seems to have removed Frost of Judecca with some kind of method. I have misjudged a bit. Cocytus: It. Has. Also. Gotten. Faster. There's no choice. I will take the vanguard!*

[CD]

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Of particular note is that 'screams of withering plants'.

Our Sus Lord also ate things in a way that maximized terror because for some reason it tasted better? There in lies our connection - the consuming of living creatures that didn't want to die causes some sort of change in those that eat them or there is some notable quality to their desperation.

This is a small tangent but recall how Sebas talked to Climb about how the will to live can allow one to access power. One thought that is just accessing one's latent power, but via desperation can have more "flavor" because like soul ignition, the soul has some reservoirs of power it holds back because unleashing it will destroy the vessel - it may not be transferable while being eating if the creature is not desperate because it isn't purely metabolic. It's not so much different from how limiters are placed on the body so it doesn't destroy itself. Basically if you eat someone undergoing temporary stat bonuses, there may be some mechanism about harnessing those stat bonuses as Olde Mana or something similar.

Therefore, if one consumes a being unleashing this sort of power or channeling power in desperation, perhaps it leaves residual power behind? If Soul Ignition can be thought of like setting one's soul on fire to access power, isn't the idea the soul itself can serve as kindling proof that it can also be consumed via digestion to a degree? Basically if souls can be ripped out and used as fuel for wild magic, where souls are thought of as life energy, couldn't a creature consume other creatures physically and acquire some of their life energy metabolically? And if there is residual power, couldn't some creatures learn to harness this power at least a little? If even humans can access their latent power, one could forcibly harness this energy

somehow right? After all, Dragon Lords can rip out the souls of others and cast magic without mana using an energy like this.

Ziggy isn't sure, does that make sense? Basically if all life has energy that dragon lords can harness by force, and living creatures in desperation can draw on this power, couldn't predators who consume living creatures partially absorb this same energy (especially by eating creatures drawing on their own internal power) and thus develop minor abilities similar to Dragon Lords? It's strange that the possibility even exists they could acquire magic via this method, but should we even think of primitive casting (wild magic) with all the same requirements and restrictions as Tier magic?

Now given if we presume this hypothesis has some weight, then the limited utility of the power is probably because they are not proper wild magic users. As Obama, Overlord Mass for the Dead, quantifies it, digesting life energy only counts as ENERGY not life energy in its most useful form. Put another way, if just eating lots of people was enough to gain power, more dragon lords would of probably used wild magic that way, but from what we see neither BDL, Elder Coffin, or PDL uses wild magic like that. Though perhaps all the dragon lords who did use their power like that were slaughtered by the Eight Greed Kings due to the implications of how horrific that can be; or more realistically they killed all the Dragon Lords for failing to turn into dragon girls on command. Anyway, BDL mentored Draudillon to an extent and he never mentioned such a method when suggesting sacrificing others for power. Given her biological differences and how it seems that only creatures that consume significant portions of another creature achieve this, it might also have to do with her being just a human and limited capacity to consume large amounts of biomass. Then again if Pe Riyuro is achieving a similar effect eating just lizards it might have not be related to biomass exactly. Besides, if Draudillon could of practiced wild magic that easily it probably would of been a suggestion by BDL to bypass Draudillon's limitations by eating rats or something. The amount you need to digest could depend on the scope of the power you try to use.

These conjectures preclude certain possibilities: perhaps Dragon Lords didn't know about this strange ability. Or it only occurred in the wake of the Eight Greed Kings. Though if we see this power as a vestigial remnant of how Dragon Lords awakened wild magic it requires some copium to explain this forgetfulness. Given how ancient dragon lords are, maybe only the first dragon lords acquired wild magic this way, realized their affinity, and over time were able to teach their offspring naturally how

to use the power without being vore-dependent pacmen.

With so little to go on, it could have any number of explanations and it's not like we pieced this together with a mountain of evidence. What do you think?

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*"I just wanted to know. That surge of bloodlust was more than most people could bear. Even I... pardon, even this one could not endure it. Yet you were different. You endured it. You stood against it. How did you do it? How did you accomplish such a feat?!" His excitement was making him repeat himself, but he could not tamp it down. When faced with the overwhelming power of Shalltear Bloodfallen, he had been so afraid that he had fled. Yet, this boy had faced the same degree of killing will and held his ground. He wanted to know what the difference between them was. He had to find out, no matter the cost. Brain seemed to have conveyed his earnest passion to the kid. He was confused, but he carefully considered the matter before answering: "...I don't know. I don't understand it myself. I have no idea how I could take that storm of bloodlust. Still, maybe... maybe it was because I was thinking of my liege." "...Your liege?" "Yes. As long as I think of the great person whom I serve... I have the strength to carry on." How could anyone endure like that for such a reason?! Brain almost shouted. But before that, the old man quietly explained his meaning. "In other words, his loyalty was sufficient to overcome his fear, Unglaus-san. People can exert great strength for something they cherish. For instance, a mother can hold up a pillar in a collapsing house to save her children, or a husband could hold up his wife with one hand before she falls. I feel that is the power of mankind. In other words, this young man has tapped on that power. It is also not limited to him. As long as you have something which you will not forsake, you will certainly be able to draw on strength you could never have imagined." Brain could not believe it. His goal, the thing he would not forsake—was his thirst for strength. But that was meaningless now. That dream had been shattered with ease, and all he could do was run in fear. Brain's face turned gloomy, and he lowered his head to look at the ground. Then, the old man's next words made him jerk his head up again. "...Something built up by yourself is fragile. Once you fall, it is the end for you. Do not rely on yourself for everything. If you can build your confidence with someone else and give of yourself for others, then you will not fall even if you suffer a setback."*

[V5]





*This girl was the Queen of the Draconic Kingdom, the Black Scale Dragon Lord, Draudillon Oriculus. She had the title of Dragon Lord, but her combat power was only that of a regular person. While the Theocracy classified her as a True Dragon Lord, that was simply due to her inborn talents, and so some people used the very rare title of True False Dragon Lord to describe her. That was because the quality which determined her truth or falsehood was whether or not she could use Wild Magic.*

[V9]

*“The power of the gods, Downfall of Castle and Country, will probably not work on that fellow who can use Wild Magic, unlike with the Catastrophe Dragon Lord. How about using it on the Sorcerer King?”*

[V10]

---

This idea of False Dragon Lords makes more sense if we consider that creatures can use Wild-Magic-like powers without being actual Dragon Lords. Basically it’s like how cannibals operated in Ainz’s memory, but instead of vague power it’s a power where one can use their food in a manner reminiscent of the magic of the Dragon Lords.

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*“... Alright. If I lose, I will become your subordinate. And if I win?” “Well, that is a tricky question. What do you want? Name your desire.” “... Then I will have you, Your Majesty.” “... Hah?” “To date, I have not encountered anyone worth killing for a meal. But if I can eat you, who are stronger than me, I will obtain your powers, Your Majesty.” Ainz calmed down a little. He had heard a lecture from a guildmate about the culture of cannibals. Although they ate people, the motive behind that was the same as the Martial Lord, to obtain the power of the enemy’s soul. There were also other reasons for that, like fetishes and so on.*

[V10]

We were talking about this possibility at length. If it's recent or not depends on interpretation as typically in history only dragon lords are known to possess wild magic properly. Like only heirlooms of wild magic are remembered in history. But then why does the taxonomy of True False Dragon Lord exist in the first place?

Keep that in mind. There's one other strange piece of evidence to use in conjunction with this fact.

As Maruyama said Dragon Lords were known for their monstrous strength (any Dragon Lord can take the Pleiades) and their wild magic, so it was thought 'False Dragon Lords' were any being who had a Dragon Lord title but was not in fact a True Dragon Lord. Draudillon would be the missing link between the two - as she has Wild Magic despite not being an actual dragon lord but still has the title. Meanwhile other False Dragon Lords would be dragons of great power but lacked Wild Magic. Each is one half of the dragon Lord title.

But was that classification true?

If Zy'tl Q'ae is indeed the Calamity Dragon Lord and Slaine is confident Downfall of Castle and Country will work on him but not Tsa... Would Slaine's definition of False Dragon Lord actually not fit for these beings like Our Sus Lord or Zyt'l?

Rather than "True-False" another way to read it is as "True even if it's False". The Theocracy's definition is supposed to be clunky! Because it's a bullshit flaw in a faulty taxonomy. An alternative way to look at these different Dragon Lords is:

**False** - Zyt'l/CDL and Our Sus Lord

**True** - Actual Dragon Lords

**True Even If False** - Draudillon (basically talents let you cheese the rules)

**False Even if True** - Cure Elim? (former Dragon Lords retaining wild magic somehow)

If this "system" has "magic" and "spells" we have to call it something because Ziggy is a over-categorizing cuck; blame all the set-theory classes. Due to the parallels to Wild Magic, for now let us bestow the temporary name of "Savage

Magic” which also reflects it’s seemingly more violent means of acquisition (in particular devouring the living). Basically it seems savage which when used derogatorily conveys how users of Savage Magic appear uncivilized and wild-like with a vicious underlying feeling based on how they devour the living, sometimes bloodily. In that sense it’s the magic of savages using the sentiments of someone living in an industrial or agrarian society.

Though the magic itself is somewhat uncontrolled given it doesn’t seem to have class components or it’s tied solely to racial classes of specific creatures and only when they are lords(we’ll expand on this later). Given only the strongest seem to have this power and most societies are organized in terms of strength, it could be seen as ferocious or brutal. Well the names not too important for the purposes going forward. If you would prefer you could call it the Magic of Lords. Primitive magic might be a better name but that is convoluted given wild magic users are also Primitive Casters in name due to the class some of them have. Kit Kat thinks Savage is too leading of a name and overly suggests a connection to wild magic and prefers a more neutral label like Energy Caster (Energy as defined in Obama) or Lesser Caster. Zetsubou says we’re both baka dum dums and if Ziggy is going to categorize it with False Dragon Lords just call it False Magic.

Or just call it nom-nom magic. Wakka Wakka. It honestly doesn’t matter what you want to call it, it’s ultimately assigning a name to something that is unnamed by the author so far.

Naming aside there’s another power that was suspiciously similar to Wild Magic - Martial Arts. In particular, Climb’s [Limit Break - Mind] resembles the power of the wild magic ring greatly. Likewise augmentation Wild magic exists just as it does for Martial Arts. The weird time-like abilities that interfere with Time Stop might be related to whatever Flow Acceleration actually does as well, as noted by Ainz’s own twisted perception of Clementine’s use of that ability.



*[Flow Acceleration].” This martial art had a startling effect. It felt as though someone had used time-controlling magic to slow time down. Everything moved slowly, as though immersed in some highly viscous fluid. The speed of Ainz’s swing slowed to a crawl. However Clementine moved at the same speed in this decelerated world. She effortlessly dodged Ainz’s counterattack and approached Ainz from the front. This might have been some sort of misperception on Ainz’s part. The magic rings which Ainz wore should have protected him from temporal attacks and attacks designed to impede his freedom of movement — although there might be some unknown factor at work here. He must have felt like she had accelerated all of a sudden because his battle with Clementine was so intense. The important thing was that Ainz had seen this martial art before, but he had not felt the same way back then.*

[V2]

*Currently, he was stroking his gauntlet... or rather, the ring he wore on the ring finger underneath it. Gazef himself had given him that ring. It was something he had obtained from an ancient granny who used to be part of Blue Rose. According to the legends, it was an extremely rare item born of ancient magic, that could raise a warrior’s powers beyond its limits*

[V6]

*Climb nodded his head vigorously, and activated his ring’s power. This ring, made by the Dragon Lords using Wild Magic, contained a spell that could temporarily increase a warrior’s strength. If the strongest man in the Kingdom Gazef Stronoff used it, he could step into the realm of heroes, but Climb had not reached that state yet. Even in combination with his martial art [Limit Breaker– Mind], he could not even touch the bottoms of Brain’s feet. However, it would still grant Climb the power of a mythril-ranked warrior.*

[V6]

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Likewise, recall, Martial Art users are able to perform Soul Ignition - a feat Dragon Lords likewise could use in the casting of Wild Magic. Though the specifics might differ, the action and result are eerily similar.

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*As an aside, Cure Elim would not have been able to use Soulbreaker Breath while it was alive. But if it were willing to destroy its own soul in the process... perhaps it could have cast it once?*

[KBA]

*But, even so, Brain had his limits. He could not use any more martial arts than that, a limit imposed upon him by the world. But, in that moment— Brain broke the rules of this world once more. A second miracle of this kind. The first was when he cut Shalltear's nail. The second, was made in this moment. The consequence of breaking the rules was that his body began to deteriorate. His body probably couldn't last for even one more minute. However, to those who were strong, a minute was a long time.*

[V14]

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Given these peculiar similarities between Martial Arts and Wild Magic some hypothesize a connection between the two.

## Magic of Arts

{ definition }

**Magic of Arts:** One observation in Overlord is how Wild Magic and Martial Arts have some similar effects such as the Limit Break of Climb and the Wild Magic ring but other similarities exist. One theory is these two systems draw on similar fundamental aspects.

As Warriors are neither dragons or magic casters however, their ability to harness and master this power is intrinsically inferior to the former rulers of the world. Yet mysteriously Martial Arts may still emulate a portion of what Wild Magic can do albeit in an entirely different way. Thus the Arts are truly magical.

.



## Soul Ignition

{ definition }

**Soul Ignition:** A strangely documented New World ability. Though the exact details are left vague, the core principle here involves one sacrificing their life to perform a feat they normally should not be able to. Some people affectionately refer to it as Yeet Economics or YOLO 8th Gate Bankais. The name isn't as important as the fact Brain performed Soul Ignition in Volume 14 to use more martial arts than should be possible and Dragon Lords are supposedly able to do so as well to cast spells they normally cannot like living Cure Elim using Soulbreaker. Word on the street is Soul Ignition is also a cool sounding name.

.

Likewise, Zy'tl's ability to break through time stop is laudable. And Zy'tl had no equipment, something that perplexed Ainz but was not unheard of in this world(as BDL seemed to do the same against Satoru). Given Cocytus's observation, Zy'tl may have achieved this by using a buff that made him faster in some capacity-another correlation between New World speed augmentation and time interference. If it's an ability Savage Magic users can use, likely Dragon Lords have augmentation buffs that surpass it and operate under similar principles that innately counter Time Stop magic. This might not be that hard to believe - Time Stop might be a flawed spell that locks people in a time state but because New Worlder's are 'speeding up' it's being misunderstood by the spell for some reason. It could be just how speed up works in this world too, there are plenty of stories where going super fast when pushed to the limit can even interfere with time, like aging people or turning back time etc. This is usually attributed to either vibrations or the speed of light or whatever. Hopefully the idea isn't entirely foreign to you. Perhaps Maruyama is making an homage to those powers with these beings using acceleration magic that gives them a way to resist Time Stop - thus proving in Ainz's ignorance he has once again underestimated the New World and the logic behind their powers. It's strangely poetic Perfect Unknowable doesn't seem to work on Dragon Lords but Rigit learned a spell that could fool Dragon Lords. Those from YGGDRASIL are the strong who can no longer grow, while the weak have infinite potential.

The specifics in Overlord are vague but we might be able to connect Zy'tl and Clementine's strange descriptions concerning their powers to this queer property of native augmenting agility - perhaps due to agitating one's own body through vibrations of some time which interferes with reality in some odd way. It could even explain why Dragon Lords despite not seemingly knowing about Time Stop can counter it - if other Dragon Lords are using augmentation spells and any agility augmenting spell interferes with time, then any Dragon Lord buffing itself to move faster would be immune to Time Stop using this foundation or any spell based on similar principles. The truth remains veiled but it is one possible explanation with a tenuous(but not a non-existent) basis at least.

This may also explain the Platinum Armor's immunity to Time Stasis, given the same principle of agility enhancement magic using New World mechanisms (as in Wild Magic and Martial Arts) enables immunity. Agility is a very common thing one would want to buff to increase DPS, movement speed, and increase the ability to dodge or run away. Speed is king.

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*Given that was the case, Ainz cast a spell on Riku. “[Temporal Stasis].” This was a ninth-tier single-target spell. Although the spell could prevent the opponent from moving, it also prevented them from taking any damage while the spell lasted. That was why it was usually used when there were multiple hostiles. However, Ainz found that his spell was not just resisted, but nullified completely. It appeared that Riku had time-stop countermeasures. Of course, that was not too unusual given how strong he was.*

[V14]

*Certainly, he could have cast [Time Stop]. However, [Time Stop] had been ineffective against the Brightness Dragon Lord which he had fought before, which meant that it was very likely that it would also be useless against the Dragon Lord Cure Elim’s original body While he felt that it was an effective attack method, there was one thing about it which made him uneasy. Namely, where had the Brightness Dragon Lord’s time-stop resistance come from? All of Suzuki Satoru’s time-stop resistance came from his gear. However, the Brightness Dragon Lord did not look like the sort who used equipment. Did that mean it had innate resistance to it? It would be fine if that were all. The question was whether said resistance could be applied to others, as though it were a defensive spell*

[KBA]

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So it’s well within the realm of possibility this(Savage magic or whatever you want to call it) is another native or mutated ability system that came into being when Martial Arts did at least- if Martial Arts can access Soul Ignition and Tier mages of the New World can access enchantment(as an addendum to their spellcraft), then what about pure ”racial” builds?

Recall the Wild Magic Fracturing Hypothesis - when Tsa said Wild Magic and the magic of the world had been twisted, one conjecture as to what this meant was Wild Magic was partitioned into different aspects among the build schema of YGGDRASIL- you’ve probably already seen variations of this hypothesis before:

**Tier Mages** - Enchantment, spell development, attribute system attribution ”mana”

**Martial Art users** - techniques(all the aspects of wild magic spells that don't fit Tier magic). Eg: stacking the same buffs, combo techniques, lesser attribution, etc "focus"

Techniques will be elaborated on later.

Let's call this partitioning "fragmentation"; amongst the ultra-autistic Japanese discourse of Overlord this is an older theory to explain what the Dragon Lords meant by Wild Magic being 'lost' or the world being polluted in the WN and early LN days. That is New World Tier Magic and Martial Arts are fragments of Wild Magic twisted into their own systems speaking loosely. Just like taking different fragments from a broken vase, each fragment has some of the shape and coloration of the original whole but neither is fractal in nature and has all elements of the vase even in a partial fragment (think of a fractal as something where a piece of the whole contains a representation of the whole in the piece - for shapes this means a small shape has a tiny version of the bigger whole one inside it, while in a broader sense it's like how DNA in one cell can identify the origin of who left it due to a shared building block).

## System Fragmentation Hypothesis

{ definition }

**System Fragmentation Hypothesis:** A theory that the pollution of the world or the great change enacted 500 years ago that enabled the use of tier magic broke up the Wild Magic system into fragments that became accessible by the other races. The hypothesis originates from how each system in the New World, such as Tier magic, Martial Arts, etc has certain aspects that Wild Magic also has. In particular things like Enchantment, Soul Ignition, or Limit Breaks.

.

Let us consider for a moment that the Partition/Fragmentation hypothesis is in fact true(you wouldn't be gullible enough to believe the ramblings of autistic manchildren to be truth now right?). Cheekiness aside, you should always question what you read unless lots of people seem to agree about something as so fundamental they never argue about it.

There are a few aspects of Wild Magic missing from the primary two Fragment Systems(the two main partitions of the original system). First of all, Tier Magic and Martial Arts typically advance based off of job CLASSES. Non-job class casters (eg Innate casting) exist but they typically are like Hamsuke and actually have no bonuses or choice in their spell selection unlike Wild Magic casters. For now let's put those cases aside. On the technical note, racial substitution levels exist as well.

There's an aspect of Wild Magic casting that Tier Magic and Martial Arts haven't seemed to inherit - external power siphoning.

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*"The magic of the soul, huh. . . " Wild Magic was different from normal magic. It was magic that used souls. Therefore, if she sacrificed many of her people and then destroyed the souls which were produced, she could cast a powerful spell. Her great-grandfather the Dragon Lord had told her about the great explosion which was the Platinum Dragon Lord's ultimate attack. In all likelihood, she could imitate it easily. However, since she was much weaker than a Dragon Lord, she would have to sacrifice over a million people to cast a spell like that.*

[V9]

*Usually, after dying - after becoming undead, in other words - a Dragon Lord can no longer use Wild Magic. But Cure Elim exploited a loophole, using its Wild Magic to absorb a great number of souls from the surrounding area and using these stolen souls to compensate for the limitations of the undead transformation, thus giving the undead Dragon the ability to use Wild Magic. However, it is like casting spells from an MP bar that does not regenerate over time, and every time it casts, it utterly destroys a fixed number of soul*

[KBA]



## Racial Substitution Levels

{ definition }

**Racial Substitution Levels:** A way to categorized Racial Levels which count as Job classes for calculations. For example, a Skeleton Mage would be a Racial Level that counts as an Arcane Caster level as well. Effectively the Racial Substitution Level is a construct of duality - between a Racial level and something else. Typically these manifest as both inherited or acquired racial levels but there is no clear pattern to it. Some say it is a product of Maruyama's racism and anti-humanoid agenda.



Undead Tier mages exist correct and they can cast stronger spells by gaining more job classes in magic-type classes? Thus that system isn't beholden to the restrictions of wild magic to living Dragon Lords. Likewise, it's not confirmed in the LNs, but Vampire Brain existed as well in the WN at least and he could still perform martial arts - Focus mainly going up due to how many Warrior type Job Classes someone has.

NEITHER of these "fragment systems" have any trace of the living restriction or siphoning power from external sources. Tier mages can perform rituals but that's closer to communal or cooperative team spell casting instead of ripping power out of other creatures resulting in their deaths. Now remember Wild Magic is tied to Dragon exclusive job classes. However, what if we suppose one precondition of obtaining these job classes was getting all or most of the dragon racial classes first? (supposing racial classes existed in the past as they do now). Basically, the idea is Dragon Lords only got access to Wild Magic after maturation was completed or they finished their age progressions and thus a portion of wild magic may be intimately tied to racial or natural progression.

Thus the current modern dragons only acquiring innate tier magic casting at the Old age category may be a vestigial link to Dragon Lords when they began to acquire Wild magic and magical beasts with Savage magic as well. Basically, you need about 30 levels for the magical or life energy it can give you to even attempt to use native magics normally. People who cheat using Talents are already accessing the power with some sort of alternate means after all. We'll explore this seemingly artificial limit later.

Think a bit on that particular aspect of Wild Magic casters in simpler generality:  
the taking of lives to access magic using a resource connected to the loss of life

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*In this world, there were three types of magic items which fell outside the usual types and classifications. The first kind were the relics from five hundred years ago, left behind by the Eight Greed Kings who had conquered the world in an instant. The next kind came from the Dragons, who were once the masters of the world before they were decimated by the Eight Greed Kings. The most powerful Dragons, the Dragon Lords, made the secret treasures of dragonkind.*

[V1]

*That item was not something that could be simply given away. It was a magic item made through the use of Wild Magic. The power of magic today was polluted and distorted, so making another such item was very difficult. As one of the rare few practitioners of Wild Magic, it wanted very much to ask her where exactly the ring had gone.*

[V7]

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However, it's almost like the remaining pieces of Wild Magic "partitioned" or fragmented from Wild Magic that Martial Arts cannot or hasn't been shown to use - this thing or power Our Sus Lord, whatever it is, counts as magic unlike Martial Arts. It's power is seen as a "spell" at least, or somehow it is a bonafide spell as far as the logic of the New World is concerned. Keno's talent is particular as it regards Tier magic, super tier magic, and wild magic as "magic" or "spells" but but strangely martial arts go absent from this description. Therefore things that are categorized as spells do have similarities that allow it to be labeled as a spell and Keno is proof that there is a mechanical way to harness this property. Wild magic and tier magic do interfere with each other to an extent so that's further basis as well.

Let Ziggy stress that the Fragmentation Hypothesis or Partitioning theory isn't some perfect theory or infallible inference. However, its a very useful tool to interpret Overlord with in regards to mechanics. At least Ziggy thinks so.... But anyway, feel free to dismiss it if you so choose. Reject this reality and substitute your own!

Kit Kat has an alternative theory for Savage magic which is contingent on Talent

Slot Theory. But that digression will have to wait!

Ziggy still wants to pursue this idea however:

	Internal Power	External Power	Is Magic
<b>Wild Magic:</b>	Y	Y	Y
<b>Martial Arts:</b>	Y	N	N
<b>"Savage" Magic:</b>	?	Y	Y
<b>Tier Magic:</b>	Y	N	Y

	Scales With Specialization	Vocal Components Mandatory
<b>Wild Magic:</b>	Y	N
<b>Martial Arts:</b>	Y	N
<b>"Savage" Magic:</b>	N	N
<b>Tier Magic:</b>	Y	Y

Internal power is seen as "some source of power dwelling or stored in the body". Both Zy'tl and Our Sus Lord seemed to tap into this power via external sources only, right after "consuming" other life forms distinct from themselves. In contrast, Martial Art users use "focus", a power from within the body exclusively, a power we never see ever coming from an external source. Does that make sense there is a partial dichotomy here? For completeness Tier magic primarily is an internal power, however ritual magic casting does exist and so power can come from others under certain conditions but typically as a collaborative effort and not a siphoning process. We don't know if Savage Magic can't be used that way, or if it's harder to use when one hasn't eaten recently, but the correlation with obtaining life force from outside one self is strong - and in particular it's life force acquired from the living who are in anguish at the time of consumption by the Savage Magic caster.

Ziggy wants you to consider for a moment something tangentially related to Our Sus Lord's gaining power via eating. This may be circumstantial and unrelated to Maruyama's Overlord but in Obama Surako or Slimeko (the Vtuber girl) actually has a strange power - she can temporarily use an ability like Message by expending

stored energy. The thing is, she's just a creature summoned using YGGDRASIL data (supposedly). Now we don't know if Maruyama has created this setting BUT here's the thing - she harnesses this power via "nutrition" or "nourishment". What's important is this is given the intended reading of "ENERGY". That's how the game officially refers to this power source at least derived metabolically. And even if it's not the books proper, it still is an Overlord product.

If you understands just a bit from schooling you might recall how calories, kilocalories, metabolism, fats, etc are all interconnected. So this biological idea about energy shouldn't come as a surprise if you paid a little attention in class or to just how creatures eat to have energy. What is surprising is how this energy can also be used to manifest magical abilities. But if these 'magical beasts' like Our Sus Lord are basically creatures, wouldn't some aspect of their metabolism be related to 'magic' in some capacity? They are magical after all... but then what makes them bear that label as magical? Their strange ability to tap into gigantism? Or some predisposition to harnessing magic in myriad ways?

Another way to interpret ENERGY is it's energy acquired from living creatures. In a way, it's a cruder proxy for life energy. Therein lies the possibility why this method works - by acquiring 'life energy' from an external source they are performing a similar method to what Cure Elim did with his harvesting of souls.

There is a sub-faction that categorizes Overlord's magic not by origin (YGGDRASIL vs native) but rather by power or fuel source because of this underlying idea that different systems of magic result from a different source of power:

Power Sources = { Wild Magic - Olde Mana (the soul/life force)  
Tier Magic - Mana  
Super Tier Magic - ???  
"Savage" Magic - ENERGY  
Martial Arts - Focus }

Mana is a substance distinct from the soul and HP/life essence.

The Magic of Beasts uses ENERGY as defined in Obama, Overlord Mass for the Dead.

## The *Magic* of Warriors or Martial Arts - Focus

(no one really understands what powers Super Tier magic beyond it's daily use restrictions in the context of the New World)

Ainz is perplexed by the nature of Martial Arts but it's never actually classified as magic in the setting despite it's strange bending of reality like magic. Some classify it as quasi-magic or in a D&D framework as a purely Extraordinary power falling outside the framework of magic and spellcraft.

Still, let's try not to rely on external sources unless there is no other choice.

Of particular note is users of these 'native' systems don't HAVE to vocalize the ability to use it. Now they can, Wild Magic casters and Martial Art users use the abilities they have aloud, via an invocation or vocalization or verbal component to their spell craft. All the Savage magic casters however didn't have any vocalizations by saying the name of the ability they used. Of the three systems, Martial Art users tend to vocalize their abilities the most. Famously Cure Elim and BDL both used a Wild magic spell without naming it so Satoru had to identify it based off it's effects.

The lack of vocalizations led to categorizing any native way to use abilities without vocal components as "killer techniques" given how Maruyama described these one time. That's a literal way to name them but the idea is better written as "guaranteed winning technique". Maruyama called them "super guaranteed winning techniques". In boxing these are "super knock-out techniques"(hissatsu waza). You might better think of these as literal 'super' moves or the special moves of characters in fighting games or so on. Some people also call them trump cards though the wording is a bit different. This was born by "pouring/infusing magical power" or triggering super-saturation of magical power. Maruyama calls abilities born this way as the "magical power infusion system"(Maryoku Nagashikomi Kei). It's not quite enchantment, as it's injecting mana to then do something, where the effect is achieved by harnessing magical power itself and not invoking it in spells. It's up to you if you really want to consider this as something special or not as it doesn't really come up directly and is distinctly written from how enchantment is written and they seem to be vocal-less.

Zetsubou thinks these might be ironically non-game ways to use powers and hence why Maruyama bothered to name them differently. For example, Nasrene's triple casting of spell simultaneously might fall into this category of abilities. Others

categorize these for Martial Arts as well, so any combo Martial Art like Brain's Nail Clipper or Whistling Wind can be labeled a "knock out technique". It's debatable if because these are two different power systems if it's appropriate to define them so vaguely especially as Martial Arts is a distinct system of oddities.

As an aside, more broadly techniques (waza) are thought to be one way to lump in many New World only abilities like Martial Arts due to this lack of need to have vocal components. Wild Magic is based on this thinking thought to be a system with magical and technique rules and hence why it's so strong - it would as a result be a system built on the restrictions of spellcraft and techniques. But it also can draw on the power and unique advantages of each. Perhaps the synthesis of these two ideas is why Wild magic was dragon exclusive. After all, just as Martial Arts can be refined and adapted, so are Wild magic spells refined and altered.

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*By the way, there is no need to shout out techniques (waza), rather its standard to proclaim to let comrades know what you're about to do. Therefore, the reason behind the act is not mistaken isn't that right? Ah, her personal technique, according to Lakyus is one she has confidence in from repeatedly spending lots of time devising it*

[V5+6AT]

*In contrast to Cure Elim, who was laughing merrily, Ainz took a stance as though to show off his crystal. "Hmph, is that the source of your confidence? — I will not let you flee again!" A thin, membranous substance expanded and seemed to cover the entire mountain. It was massive, and looked to have an area measured in kilometers. While he did not know its official name, Suzuki Satoru knew its effects. It was a teleportation-blocking barrier. It was the first Wild Magic spell that the Brightness Dragon Lord had used.*

[KBA]

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Wild Magic can optionally use vocalizations or verbal components however. Unlike Tier Magic where being able to cast magic silently was a mark of skill, it is unknown

if the same applies to Wild Magic or if Wild Magic is like Martial Arts entirely. Martial Art users vocalize names sometimes but not always. This irregularity is something the two systems share.

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*The enemy landed, raised a hand, and spoke. Their voice was that of a male's. "World Isolating Barrier!" With his foe as the origin, a — space-warping — shockwave passed by Ainz.*

[V14]

*"Cloak of Light!" Riku's armor began glowing. For a brief moment, Ainz thought that it was the Sun reflecting off of his armor until he noticed that Riku's HP had just decreased. That was undoubtedly the activation of some sort of ability. Now he had concrete proof. Riku's abilities were powered by his own health pool.*

[V14]

*And then, it spewed forth from that massive mouth. "Soulbreaker Breath." It was a Wild Magic spell considered to be on par with the World Class Item Longinus. It was an irresistible power that would disincorporate the soul of anything it touched*

[KBA]

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Likewise, as an aside, part of the reason for Brain's bullying by Shalltear is that since he didn't vocalize his martial arts, she didn't know he was using them at all. That lack of vocal components was pivotal for that scene and Brain's fate.

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*Shalltear's steps were unguarded, seemingly defenseless, as dainty and casual as if she were heading for a picnic. This was not the way a warrior moved. Brain fought the urge to grin. He felt she was foolish, but there was no way he would go easy on her. Brain went on to use [Ability Boost]. He was waiting for his opponent to enter his [Field], which was also his striking range, and once she did so he would attack. Then, he heard something like an exaggerated sigh of disappointment. "You understand, right? You can't beat me without using martial arts. If you understand, please don't hold back. Shouldn't you go all out now?" As those cruel words reached his ears, Brain could not help but curse: "—Are you done preparing yet?" "!!" The third repetition of those words filled Brain with an incomparable sense of despair. Next, she would say "Let the trampling begin." However, just as Brain thought that would happen, he heard something completely different. "Could it be that... you can't use martial arts?"*

[V3]

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Funny how the misunderstanding in that scene was Shalltear not being able to realize the usage of Martial Arts due to vocal components not being mandatory. Similar to how Satoru can recognize Wild Magic barriers but didn't know their names.

The conclusion here for now is verbal components are not actually that connected to what counts as magic (especially for native abilities that resemble magic) and rather for native magic it's not vital at all compared to Tier magic where one has to learn an ability like Silence meta magic to cast without a vocal component. How strange. Maybe that's where the distinction between the two categories of magical beasts or magical creatures can be made - the ability to use vocal components. If a creature can speak, that's an indication it will likely tend toward Tier magic meanwhile a creature that is intelligent that cannot speak will gravitate toward native magic like this hypothesized Savage magic perhaps?

In light of the Obama detail and ENERGY, there is another possible interpretation of Savage Magic or the Magic of Magical Beasts - that is they are merely harnessing the power of anguish that normally only results in magical phenomenon like spawning undead in massive death quantities.

So why Anguish instead of desperation like we talked about earlier? Well it must be connected to how the living when dying under terrible conditions or in some manner that upsets them lead to the spawning of undead - and other magical effects.



Notably the rising of the undead though genesis may be connected to this as well. You might even be bold to see desperation and anguish are sort of two extremes with a similar basis. Wild Magic has Soul Blasphemer and Soul Adorer, so perhaps there is a polarity or duality to life energy or even energy. Blasphemy and these Savage magic casters are tapping into the Anguish part, meanwhile Martial Art users tap into that desperation side of it. If Adorers do that too is up to your imagination for now. Just an interesting tangent.

Basically, if Cure Elim can store Olde Mana or Wild Magic fuel, why can't other magical creatures store or harness that ENERGY or that power in a way as well? In either perspective, it actually makes more sense at least for ENERGY but harnessing anguish isn't improbable if liches change and rise from magical power as well.

Anyway... back to the terribly disjointed tables!

Scaling with Specialization is that idea that users of the given technique unlock stronger, specific variants of other abilities either by training or studying fellow users of the same technique. And there is a clear progression in a series of abilities with increased consumption of the catalyzing power source. Martial Arts is easy to point to as there is basically a better version of every basic Martial Art (Ability Boost to Greater Ability Boost, Fortress to Invulnerable Fortress, Fourfold to Sixfold Slashes of Light) while in Wild Magic we know of a few as well (World Separating Barrier to World Isolating Barrier, DDDL's Wild Magic compared to Cure Elim's Soul Breaker). it's fine to think of this category as vague, since it's not very well defined but you get the idea there are 'tiers' of abilities based on potency of a base technique that can be trained or learned?

Basically, this strange refinement of abilities and how softer both systems are suggest how Martial Arts and Wild Magic spells operate on a less rigid system than Tier magic spells. One theory as to why is they have some 'technical' or 'skill' aspect. Martial Arts are purely 'techniques' meanwhile Wild Magic is something evolved, with both a magical nature and a 'technique' nature. Your mileage may vary for that one however.

That isn't a terribly great thing to categorize and prone to over simplification, but hopefully you get the idea of there is a nuance here a bit absent from tier magic where any dumbass at third tier can cast Fireball or most Tier 1 magic casters use Magic Arrow. There's basically a strange contrivance about magic casting here

for Tier magic users. It could just Isekai MMO logic, but that contrivance actually seems alien to how Martial Art and Wild magic users operate at least and so oddly fits the grander theme of the story.

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*Rather than learn a broad range of techniques, he had focused on one single goal. His goal was to strike faster than his opponent, to accurately deliver a single, fatal blow, and in the course of his studies he had innovated a second unique martial art — [Instant Flash]. That high-speed strike was swift enough to be undodgeable, but he had not stopped there. His training after that was extraordinary, in pursuit of the peak of excellence. He must have practiced it hundreds of thousands, no, millions of times. His ceaseless use of the [Instant Flash] had caused calluses to grow on his palms, specializing them in performing the technique, and parts of his sword's hilt had been worn into the shape of his grips. In his unending quest for perfection, he had once more birthed a new technique. He could cut his foe so quickly that blood would not even stick to the blade. Feeling that he had reached the realm of the gods, he named that technique [God Flash]*

[KBA]

*Soulbreaker Breath was derived from the Deep Darkness Dragon Lord's Wild Magic, but it should be considered a much more abhorrent variant.*

[KBA]

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There is another aspect to this breakdown of native powers - Cure Elim's strange ability to access Wild Magic despite being undead. his body was able to store Olde Mana en masse to an extent he could use his trump card multiple times only after dying in exchange for being unable to produce it's own Olde Mana. He did this by forcing unbearable pain onto the people of Invernia and the neighboring countries, ripping the life force out of them and turning them into zombies. The ability to harness life fore harvested at a certain time however is something all Wild Magic casters seem able to do, as even the feeblest Draudillon can do it. Stranger still is how Cure Elim could acquire Tier Magic, but ONLY Necromancy.... how weirdly limited....

The thought is Savage Magic casters are like the special case of Cure Elim, creatures accessing one system of magic they shouldn't be able to access at the cost of not having the full scope of variety typically enjoyed by those users. Cure Elim is like a False True Dragon Lord meanwhile Our Sus Lord, Zy'tl Q'ae are False Dragon Lords. Meanwhile Draudillion is a True False Dragon Lord.

Recall how True False Dragon Lords were defined and Cure Elim's character sheet:

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*While the Theocracy classified her as a True Dragon Lord, that was simply due to her inborn talents, and so some people used the very rare title of True False Dragon Lord to describe her. That was because the quality which determined her truth or falsehood was whether or not she could use Wild Magic.*

[V9]

*Usually after dying, after becoming undead in other words, a dragon lord can no longer use wild magic. But Cure Elim exploited a loop hole to absorb a great number of souls from the surrounding area and using these stolen souls to compensate for the limitations of the undead transformation, thus giving the undead dragon the ability to use wild magic. —DRAGON LORDS CANNOT CAST TIER MAGIC, but since Cure Elim transformed itself from a Dragon Lord into an undead being it could cast tier spells from the Necromancy system. Cure Elim used this loop hole to strengthen itself.*

[KBA]

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**False Dragon Lord** - Those able to perform magic without Tier magic mana(MP=0)

**True False Dragon Lord** - Those able to use Wild magic under the same conditions as False Dragon Lords but having access to all the features rather than just a few spells

**True Dragon Lords** - Proper users of Wild Magic with dragon exclusive classes and all the features of the magic system

**False True Dragon Lords** - Users of Wild magic with dragon exclusive classes without being dragons (our example being a Dragon Lord who became undead).

Think about it like this - Our Sus Lord, despite being a Lord as strong as Hamsuke has only ONE confirmed Savage Magic spell. Hamsuke has several more tier magic spells than him. Likewise, Zy'tl only displayed the singular power to resist Time Stop using some weird sort of Agility Buff Savage Spell. Pe Riyuro, if we include his strange war cry, seems to be the only Savage Magic spell he can use. Given we cannot fully comprehend every action Zy'tl performed based on how subtle Savage spell appear to be. Afterall, the only named Savage spell is Fragrance.

So why would Ziggy classify Pe Riyuro into the Savage Magic caster category?

Well, it's quite simple - someone notably strong for their race, anyone who displays strange abilities without evidence of having those powers under the logic of YG-GDRASIL, and frequently consumes living creatures. So even though he's capable of speech his race distinctly does not seem to pop out tier magic users at all. Given Our Sus Lord is also a Lord with no seemingly affinity for magic, mana, or job classes that give them is another way to simplify it.

The source of contention is that Pe Riyuro didn't recognize his own ability as a spell like Our Sus Lord did. Then again, Brain performed Soul Ignition without knowing about it and Climb activated a Martial Art like Wild Magic without studying it. Feel free to discard this comparison given it's limited foundation.

Beebeezee fits most of these categories, he eats the bodily fluids of the living however he actually had Mana as a proper Tier mage. He's a bit different as it seems male Zern, which are rare, are natural Spiritual casters and that implies he's a true-born lord, or basically his racial classes and status as Lord is an Inherited Template(he was born that way) not an Acquired Template(he gradually acquired it).

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*Riyuro listened in silence, and then he slowly moved his hand, reaching into a cage beside him. He withdrew a squeaking lizard; a fat, round and juicy lizard, a snack fit for a king. Riyuro extended the hand holding the lizard toward Yozu. “— Want a bite?” “No, no thank you.” “Really now,” Riyuro muttered. Then he crushed the lizard’s head with his jaws, and Yozu smelled the faint scent of blood and innards. All 20 centimeters of the lizard disappeared into Riyuro’s mouth within three bites. Riyuro wiped his bloodstained hands and mouth clean with a nearby towel. Suddenly, he saw his Quagoa servants holding cages. Those were the cages used for storing food lizards. Riyuro knew that now was not the time for this, but the stress on him made him reach out to the cage. He grabbed a live lizard, but just as he was about to bite its head off, an intense pain coursed through his belly, bending his body into a shape. There was no way he could beat the absolute ruler who would soon subjugate his race. The idea of flourishing again was so outlandish that even he had nothing to say in its defense. No matter how many generations passed, they would never be able to rise up in revolt. The Quagoa of the Azerlisian Mountain Range would forever wear collars in service to their dreaded master. The wildly thrashing lizard slipped from Riyuro’s hands and vanished between his men’s legs. Riyuro went “ahh” in what was more a sigh than a shout, and then he collapsed into silent sobbing from sheer misery*

[V11]

*“... What do the Zerns eat?” Shizu asked a question which Neia did not want to ask. “The bodily fluids of living creatures, be they alive or dead.” A chill ran down Neia’s spine. “... I’ll get angry if you do anything weird to my junior.” “There is no need to worry. I am not hungry enough to do such a thing to the heroes who came to rescue me. While I have not been allowed to leave even once since the day they brought me here, they took care to feed me, at least.”*

[V13]

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So why does no one talk about Savage Magic in setting? Well that should be obvious - not only do these people not have mana, they only exhibit one or so abilities that even use the power. In a sense they are like Talents where it’s not a proper system one studies but singular abilities in a broader grouping. Though mages and non-mages can have Talents, only the manaless so far seem to have access to Savage Magic so it’s easy to mistake it for just a skill or class ability. In a sense it is a class ability, just a strange subset of them that is magic. Rather than a spell-like ability it is an ability that is a spell.

Ziggy is actually on the fence about including Pe Riyuro as a Savage Magic caster. But there was something that always bothered Ziggy about how Maruyama described the Quagoa -

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*Certainly, this race has a resistance to metal weaponry, like iron. But by making a club from wood deal damage as normal. The same goes for claws and fangs. Because of this reasons, the Quagoa are weak to other races, even if they are strong against mankind. Moreover, as a race they are not born with magical skills [mahou shoku], and since there are few means to acquire such knowledge as a race, so there is the problem during a war where attacking range is lacking.*

[V11AT]

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Pe Riyuro is the pinnacle of his race yet he doesn't have a drop of mana.... Likewise, from what we have seen Savage Magic is something that develops later in life, when one is stronger basically. There's a reason for this, but since it's a deduction Ziggy will omit that discussion for now. In that way unlike Martial Arts, Savage Magic resembles Wild magic more - only the strongest possess it and it's not always flashy, but in a sense it is incomprehensible just like Martial Arts because it's a system of abilities that doesn't really match YGGDRASIL's understanding of abilities.

One might think that by devouring the living in anguish one would be cursed or something, however, unlike those murdered for sport there actually doesn't seem to be any negative effects on Savage Magic users - Pe Riyuro and Our Sus Lord neither had negative karma though their victims tended to be unintelligent to a degree. Perhaps its just seen as natural to the world and part of the cycle of life... Insects have pretty brutal ways of devouring each other as well so unfortunately that is actually far more "normal" in nature than the sanitized way of consumption humans have.

Likewise, Dragon Lords skirt this line - nothing seemed evil in how Tsa used his wild magic but what Cure Elim did seems to have crossed the line - hence the distinction between Soul Blasphemer and Soul Adorer. Blasphemy and Adoration do imply some form of either tacit approval or disapproval in the system of the

world itself or at least amongst Dragon Lord culture.

Ziggy isn't entirely convinced Pe Riyuro belongs in this category, but perhaps it's the vestige of how Dragon Lords entered or discovered the path of wild magic. They are also noted to be large and possess extreme power just as dragons alone. As intelligent "magical beasts" without mana they too would of likely had a few members of their species develop as Our Sus Lord did at least (our only confirmed Savage Magic caster). So perhaps that's why they became the only Primitive Casters of Wild Magic. No one else met all the conditions they did and had bodies strong enough and large enough to reach the point where Savage Magic evolves into a proper casting system - but the skill itself in it's most rudimentary form can be learned even if classes cannot be acquired for it; it is like how Soul Ignition is possible to non-Dragon Lords as well. One link to this is the fact Dragon Lords can not only cast spells, but Enchant, and use life force without devouring creatures.

On a side note, what's also strange is Dragons tend to begin developing magical abilities as Old Dragons (in the Level 30s) which coincidentally is also about the level range of Our Sus Lord and Pe Riyuro is the only Quagoa with this ability and as strong as he is in the 30s. Could this be a vestigial example as to why the Realm of Heroes exists not just in human society but a broader classification? Put concisely, some creatures begin to exhibit strange abilities in the Level 30s and thus the Realm of Heroes is cross cultural and not just limited by the human definition of heroes being those beyond humanity. Food for thought.

Conversely, perhaps Savage Magic casting is a mutation or limited form of primitive casting? If Magical Beasts can gain access to Tier magic in a limited fashion, couldn't magical beasts likewise diverge and acquire access to the Primitive magic system in a limited manner? Martial Art users seemed to have stumbled onto some aspects of Wild Magic for example. Couldn't Savage magic be the racial equivalent? Maybe that's why Maruyama once said this:

*By the way, Tsa in addition to his Racial Levels he has acquired many speccial/unique [tokushana] (very excellent [yuushana]) dragon exclusive-use [doragon sen'you] classes. Wherein there is a connection to Wild [Wairudo] Magic. Besides other revealed named dragons are acquiring job classes instead of growth stage [seichou dankai] racial levels*

[V11AT]

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One way to interpret this is racial levels are connected to the acquisition of wild magic classes though some may disagree. But looking at this Savage Magic phenomenon, maybe it truly is connected?

Suppose Lords are the pinnacles of their races, do they not typically have more racial levels than their contemporaries?

Perhaps that's why a Lord amongst magical beasts like Our Sus Lord (labeled as a lord not only by the Dark Elves due to his morphological differences but also is considered a Lord in his epithet).

Maybe that's how Cure Elim got True Vampire Dragon - the practice of devouring life force or souls not via fangs but ripping life force or Olde Mana out of the living at will is the mark of a Primitive Caster compared to a Savage Caster (and likewise the difference between a True Vampire and a regular Vampire as they devour the truest essence of the living and not just the medium of life called blood). Dragon Lords are "true vampires" if they use their wild magic to perform vampiric acts, not 'vampires'. It's important to note that distinction. Savage magic casters using "Energy" are thus not Vampires or True Vampires however.

This is such a leap in normalcy from how the world is set up and literally no one talks about it (probably because no one even noticed that it exists and it doesn't even use mana as the world now understands it) that Ziggy doesn't even feel sure about it. Everything's so jumbled.... There's Magical Beasts like Hamsuke, Magical Beasts like Our Sus Lord, Dragons, then you have the regular Demihumans and Heteromorphs.

But there's something here right? It's like the missing link between the origin of Wild magic and almost like the fragments/vestiges of Wild Magic which Martial



Arts doesn't draw on at all. Almost as if someone tried saw the shortcomings of Savage Magic, and not being able to reach Wild Magic or proper magic and made a careless wish to bestow Martial Arts or the Job classes and the training aspect of Wild Magic to the world at large which backfired into people acquiring tier magic instead. That's one theory at least, Wild magic was Partitioned into Fragment Systems due to a careless use of a World-class item.

Another way to look at it is Martial Arts have the class aspects of Wild Magic meanwhile Savage Magic has all the components related to racial levels. Hence why Lords or Magical Beasts considered Lords seem to be the primary practitioners of Savage magic. Rather than Savage magic could we not then call it the magic of Lords?

There's a poetic nature to the idea that Savage Magic is the vestigial native magic of this world before it's developed. Because unlike most theories, this actually reasonably explains the origins of Wild Magic (assuming it even existed in the past) as an extension of a specific sort of skill other creatures can learn but only Dragon Lords were physiologically capable of turning into proper spellcraft - Martial Arts being a tiny test case of one can achieve similar abilities to what Dragon Lords could do in a limited fashion. The fact remains manaless magic does exist - magic that doesn't use the mana of Tier magic and YGGDRASIL: Wild magic and Super Tier magic. Likewise, Martial Arts doesn't use mana and yet it can manifest some strange powers too that defy reality. So why can't creatures that are sufficiently strong who actually do acquire additional life force not gain access to bending reality as well? Magic doesn't require mana and bending reality doesn't either.

One other thing to keep in mind is the New World isn't like YGGDRASIL. We've seen several cultures develop ways to 'brute force' things magically. Slaine uses rituals but what might be worth more for this argument is the fact OVER meta magic exists. OVER meta magic can also be read literally as "Magic Ascendancy" or if you want to think less literally "magic transcendence". The idea here is by pouring mana into an endeavor tier magic users of the New World can access spells they haven't learned yet properly.

This phenomenon, brute-force spellcasting being a way to generalize what that meta magic is doing, is actually very similar to what Decem does as a Summoner - he's using mana to sustain a summon way stronger than he is seemingly almost by brute force. Another way to see Soul Ignition is burning up one's soul to manifest

a miracle or something seemingly impossible by... brute force. These are two extremes, but perhaps you see the broader pattern here. Though it's accomplished in different fields in different ways, the core idea is the same, one can bend the rules by brute force using a fuel of some kind that can also coincidentally be used for magic in one way or another. Perhaps this is also why Martial Art users are not normally categorized as proper magic casters and martial arts are never lumped in with magic - there hasn't been a case of brute forcing martial arts at increased fuel consumption and focus isn't utilized in the same way as mana and life force.

Basically so long as a price is paid, be it one's very soul or more mana, one can bend the rules of the world even if just a bit. Maybe that's also how Nasrene could cast multiple spells at the same time but few others do it - it comes at a pretty bad mana consumption penalty. In that sense we can recontextualized Brute Force as a broader idea of Penalized Rule Bending. Basically the idea they are breaking rules is fundamentally incorrect - rather bending the rules is a rule, but it comes at a steep price, a penalty. It's nothing that say could eliminate all Players at once, but this is likely how the Softer magical nature of this world is "balanced". So long as you have the fuel to do it, you can basically bend reality as you want, the greater the bending the steeper the price. Ainz even commented on this before. If you think about it deeper, all magic is effectively using the principle of bending reality by using a price of some sort.

Maybe that's why Savage magic is possible and can even count as magic despite being so weird and different from the other systems. Super Tier magic is actually the only deviation not having any perceptible cost besides daily limits. Anyway, in the context of New Worlders them relying on the same core rule or fundamental law isn't so strange at least. Maybe that's why altering or adding attributes in the case of Nasrene was why her alterations to Silver Lance costed more mana. Though some see her ability to alter a spell that way as a misunderstanding of applying the Magical Attribute meta magic that was only mentioned in the web novel (though probably because Frostfire was new to the series and translation he didn't realize the importance of Attributes in the logic of magic for Overlord and translated it differently).

In terms of pure natural philosophy, all these powers that are spells or otherwise "bend reality" as vague as that may be. But isn't the core idea that you can "bend" it, that is reality is ductile and malleable explain why these "miracles" can even occur? Brain performed two separate ones, the first time he used Nail Clipper and

the other was his fight vs Cocytus. That seems like contrived plot nonsense, but if we are analyze all the weird abilities of people native to the world, being able to sacrifice yourself in one way or another to perform a "miracle" isn't that contrived is it? A "miracle" is just a "bending" of reality that is beyond your normal means - stronger people are able to bend reality more and more and if you are not strong a price needs to be paid. That's all. Perhaps you have your own explanation as to why Maruyama makes such a big deal about these feats being special - that is they are "miracles". Maybe it's wrong to try to explain "miracles" by their very nature. But given how systematic the logic of the New World is, shouldn't there be an explanation?

## Mystery of Miracles

{ definition }

**Mystery of Miracles:** "In fiction strange occurrences can be chalked up to bad writing, lacking exposition, or contrivances. In a world with hard settings like Overlord, some might try to exam the calculus of even 'Miracles'. And thus the Mystery of Miracles might be related to some power in the story itself as mechanics govern other aspects of reality. In a setting where magic exists, then are miracles not merely unexplained magical phenomenon?" - Kit Kat



*Brain Unglaus had yet again, achieved something impossible. He did not know this himself. The true nature of his Talent was an increase in his focus capacity, only with this and the addition of his higher levels was he able to activate the martial arts required by [True Nail Clipper]. But, even so, Brain had his limits. He could not use any more martial arts than that, a limit imposed upon him by the world. But, in that moment—Brain broke the rules of this world once more. A second miracle of this kind. The first was when he cut Shalltear's nail. The second, was made in this moment.*

[V14]

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The underlying idea here, the natural physics involved is reality is "bending" using the catalyst of fuel of some kind - be it Focus, mana, olde mana, life force, or ENERGY. But fundamentally how this is done, be it as a magic caster or something else, the force harnessing this fuel that "bends" is basically desire and willpower.

If you recall back to the series you should probably understand willpower is already used by lots of people beyond just for magical methods. The point isn't some abstract argument here. Willpower can and is consistently used in the series of Overlord in ways that seem tropey but "bend" reality or there is some acute way to sense abstract things like killing intent or power levels. The most obvious is killing intent, but there are also all the times a higher level being exudes "pressure". Rather just tropes, couldn't there be a more fundamental reason behind this? Warrior-types are more sensitive to killing intent at the end of the day, suggesting a connection between perception of these forces and how they use thier own powers. Furthermore, these are mainly native ideas and may have similar mechanisms.

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*"...Weren't you told not to frivolously use [Gate] in Nazarick? We are warded against teleportation, after all. You should be able to walk here, so shouldn't you have come on foot, Shalltear?" The annoyed voice came from beside Momonga. There was no trace of its previous puppy-like obedience in those cold words, only a burning hostility. Mare was trembling by the side, and he slowly edged himself away from his sister. In truth, the speed at which the leopard called Aura had changed its spots startled Momonga as well.*

[V1]



































*“E-excuse me. W-won’t you, surrender, please? Y-you see. I will not cause you any more pain then, and will guarantee your safety afterwards.” Zesshi’s impression regarding this was — —nauseous, to say the least. It had been the same since before but she couldn’t even sense a hint of hostility or killing intent from the girl’s attacks. Whether this could be considered gentleness or something different depended on the person. But it’s hard to think that the opponent’s being gentle when she was trying to smash your brains apart just because she wasn’t being hostile or showing killing intent. Zesshi felt disgusted from the bottom of her heart by this girl. She could be her niece but Zesshi didn’t feel even a bit of closeness with her.*

[V16]

*Though he said that, it was true that Bez was very interested in his client. Bez felt that saying he was a trader was not too far from the truth. That was because he could not sense a hint of violence from his client – he felt like a ordinary person. When he had hired them for the first time, one of Bez’s friends, a beast warrior, had snorted and concluded that he was an easily beatable opponent. But the second round, he had started having his doubts.*

[KBA]

*“Fuhahahaha! Indeed I am! Undead Lord! Fuhahahaha!” “What’s so funny?” “The fact that you do not realize why makes it all the more mirthful!” The mood in the air changed. Suzuki Satoru had always been a commoner. Though he had experienced things like presences and killing intent over his five years of travel, the truth was that he did not quite understand them. Even so—he could sense the Dragon Lord’s fighting spirit. However, it was not being serious. “While I would have liked to take your spell head-on, I suppose it would not be good to go too easy on you, Undead Lord-sama. Perhaps I should essay an attack as well. Take care to avoid it so it does not destroy you, alright?”*

[KBA]

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After all, the ”pressure” involved with level differentials seems related to the same energy people of the New World see levels lost from Raise Dead as lost life force - the main connection being the relationship to Levels. And isn’t life force what Dragon Lords use, that is something that undeniable can be used to achieve magical

effects? And can't Dragon Lords use living creatures as fuel for their magic, like how Our Sus Lord might be using Savage magic to fuel his weirdly sus 'magic'? So even if Martial Art users lack mana, just like Our Sus Lord, the core idea is these creatures of the New World can weaponize some energy inherent to their beings in different ways and many creatures are sensitive to this energy that dwells in other beings.

Some think the "pressure" increases due to concentration. Thus, higher level beings can exert more pressure to those who are weaker. That could also be why an army can exude "pressure" based on a giant collection of people exerting "pressure". That might be a loose interpretation of some descriptions, but recall in Obama, that Cracks often form where large collections of people are located at. Kit-Kat has long theorized this is due to "pressure" being overly condensed in one area and as a result like the corona of a star or the aureole around well-springs of energy, it 'cracked' reality. Overlord doesn't have the 'cracks' form but the core idea is based on the same idea of why undead genesis - that is they pop out from wellsprings of death and hordes of the undead. Reality distorts too much from masses of people just as reality distorts from the powerful exerting "pressure". If we're abstracting reality in some crude way via natural philosophy, then is that strange? It might be if you do not care about Mass for the Dead at all. It's a common enough idea however in discussions based on the portrayal in that series. Rather than weird undead things strangely tied to YGGDRASIL though it's weird vaguely Eldritch like copies of monsters acting like wild mobs from YGGDRASIL - sickening hybrid perversions of YGGDRASIL and New World beings fused together in some sort of alien form. Ziggy thinks it's dangerous to rely on gaiden themes but that is one way to interpret that line in Volume 14. Thematically could it be appropriate in the lens of 'pressure' if it's not just a writer's flourish but indicative of something substantial?

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*“Confirmed enemy advance! All hands prepare for battle!” A great shout came from the distance. Everyone gulped down their porridge and went to battle stations. If an army which was over 10,000 strong made its move, the air would shudder, to the point where it might even shake the walls of the city. It felt like the oncoming pressure would squash them flat. In fact, Neia’s acute hearing had picked up the earthshaking clamor of an advancing army, and despondent wails rose up from the militiamen. Morale was falling fast.*

[V13]

*Neia looked upon the demi-human army that was sprawled outside the city. There were well over 30,000 demi-humans there, but the pressure of looking directly at them made them feel more numerous than they actually were. Neia could understand why anyone would wish for the aid of the overwhelmingly powerful Sorcerer King in the face of such a force. That was because Neia had once felt the same way too.*

[V13]

*The size of the army was a weapon in and of itself, the long lines of soldiers alone gave off an overwhelming pressure without them doing anything at all. So then, for what purpose was the Sorcerer Kingdom’s army advancing straight towards this army of 400,000?*

[V14]

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You may not want to see it that way though, reader(let’s be real at this point no one bothered to read this far). Ziggy however, cannot help but feel Obama was made by Maruyama with this underlying logic precisely to convey how Dragon Lords see YGGDRASIL beings better to his audience and the corruption of the world. In Overlord, we only ever see the world after the corruption with a baseline of normalcy far removed from what originally was. So to capture that feeling, Maruyama playfully distorted the world and ‘corrupts’ the world we read about in a way and has coy little teasers like someone like Tsa going around looking for allies to stand against the Chaos Beasts and Purple Kool-Aid Crystal Jobbers similar to how he does the same against Players. How subtle! Gags aside, Maruyama



probably used the mobile game as an opportunity to do this and to also give an excuse for everyone to work together but also the politics as to why even that isn't so easy with the three human nations still sucking at uniting in the face of extinction. They all have their histories after all, and perhaps the Dragon Lords all had their pasts with each other which got in the way of working together just as it does in Overlord where even the surviving Dragon Lords are not all united. That's strangely... realistic if you have ever worked in a toxic and non-centralized workplace at least.....

Could Martial Arts just be a weapon-ization and refinement of the "pressure" and killing intent aspects of this power? While 'Savage Magic' is the rawer, more fundamental 'bend reality by paying a price' model of spellcraft. Whereas Wild Magic incorporates both methods into something distinctly magical but also alien to Tier magic in certain respects? This may or may not contradict the Fragmentation Hypothesis but maybe some of you might find this more agreeable? Martial Art users and Warriors seem to be slightly better attuned to sensing whatever mechanism is at work so a bias exists.

Well, if you do not agree with that argument, perhaps you might consider how Cure Elim, a wild magic user thought it was natural a stronger wild magic spell required a higher price to be paid. As the only definitely defined native magic system, there has to be some fundamental similarity for all these powers to count as spells and that core idea of stronger alterations of reality require higher prices to be paid doesn't seem to deviate from this core idea that also exists in Wild Magic.

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*"[Over Magic – Mass Light Cure Wounds]." Through the use of prodigious amounts of mana, one could forcibly cast a spell that should not have been normally usable. Aided by this metamagic enhancement, Shasuryu cast a spell that healed everyone's wounds. "Oh..." Cocytus looked at Shasuryu with interest as the latter used a metamagic technique he had never heard of before.*

[V4]



*Also, there was strengthening magic(meta magic) — -For example, chantless magic, magic strengthening, magic conversion(magic attribute alteration) — -If you used these, the MP cost would increase.*

[WN]

*And True Dragon Lords all possessed a certain mighty power. In Cure Elim's case, he had been honing that power, preparing to deal with Players. That was the reason Cure Elim had made himself this way. Wild Magic. The Wild Magic that Cure Elim could use was considered the most vicious of all the spells that the Dragon Lords could cast. Naturally, it required a massive price to be paid*

[KBA]

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It's not so easy to dismiss right? If you're smarter than the average potato or Ziggy it's probably easier to see what's really going on here. Ziggy isn't smarter than a potato but hopefully it gave all three of you who bother to read this garbage something to think about. It does make Ziggy consider BDL was mating with creatures in hopes of bestowing proper Wild magic with a new lens - BDL had evidence Savage Magic was possible so his thinking that draconic heritage was important may have inspired him to try breeding directly with the races of the world to investigate the similar nature. That might also explain why he bred with humans - the users of Savage Magic appear to lack mana and so since some humans can't use magic but others can, they were a good basis for research.

And BDL was right in a way - though he may be a pariah to his own kind, he did in fact produce a successful, proper user of Wild magic that carried his blood. Though a Talent was responsible from what we know. he did in fact discover something that should of been impossible it was just not in the way he probably thought.

Think about it like this - if he created a fluke Wild magic caster, a True False Dragon Lord.... he likely didn't know Talents could result in making someone like Draudillion. So then why was he trying to resort to breeding when the rest of his kind dismissed his actions as something else (basically a sick form of bestiality from their perspective)? Trying to breed someone with the Talent probably was unlikely, banking on talents for research like that seems out of place with how he's

described. If there are creatures that access limited Primitive Magic perhaps him breeding with others was an attempt to reconcile how dragons transitioned from Primitive Magic to Tier magic. That is, though Dragons are now tainted beyond repair, perhaps if Savage magic casters acquired draconic heritage they might be able to awaken Primitive caster classes?

Ziggy thinks its possible he might, just maybe, have saw the strange nature of Savage Magic, it's similarities to Wild Magic, and hoped to maybe use draconic blood to awaken something that closer resembles the magic of the dragons of olde in races that were not tainted by mana for their spellcasting. If a creature could inherit draconic spellcraft and ignore YGGDRASIL mana, it was possible the art of Wild Magic could be passed on. But maybe that's trying to fit the details to Savage magic to legitimize it.... It would give an answer to why he would bother to breed with humans, a notably weak race, beyond possible political reasons. Though since some think Rokesh was a descendant of BDL, and he uses tier magic, it might be premature to rationalize a theory based on contingent information like Savage magic.

That's a very sentimental look at inter-species copulation, anguish, and eating creatures alive (Vore as the children say).... Yet it somehow fits Overlord's more visceral or 'hot' takes on the contrivances of human rhetoric and politics. Just slap a YMMV tag on this Ziggy supposes. Retroactively looking at BDL's actions with this detail in mind however seems like it might actually carry some weight. Like put into perspective, the way Draudillon knows about using sacrifices to power her magic but doesn't practice it suggests she learned about it from her great grandfather. The fact she can use Wild magic without sacrifices marks her as special despite her weakness.

If we compare Savage magic users to Primitive casters then, Draudillon's Talent might have allowed her to gain the Job classes for wild magic despite her weakness but since she lacks the racial levels normally required she needs massive number of sacrifices to perform spells beyond her means.

In contrast, Our Sus Lord only needs to kill maybe one creature to use his single spell and Zy'tl only ate a few creatures to manifest his buff. Maybe there's a correlation there with spell complexity and sacrifices as well... and potentially size. Think of it like this - since in this world muscle mass and density does factor into combat calculations, perhaps unlike Tier magic native creatures who are also

large in size have more "Energy" or the capacity for "Energy" which is a factor in how cost efficient their "wild" or "savage" magic is. Maybe that's why Dragon Lords are remembered for being gigantic... It's that same principle at work with the Savage magic casters. On a possibly related note, several times in the series strong or imposing people are sensed to be 'larger' than they really are, which comes up in various ways.

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*"—I understand." The man stood before the demon, hiding Evileye behind his back. Evileye held her breath. In the moment that he stood before her, she mistook him for a massive, sturdy wall, the kind that would defend a city. A sense of security and relief filled her to the depths of her heart.*

[V6]

*At first, both Prince Barbro's forces and the defenders of Carne Village thought that they were reinforcements from Barbro's side, the sole difference being whether or not they had expected such backup. However, the forms of the new troops immediately told them that it was not the case. The members of that army were all Goblins. The demi-humans known as Goblins were smaller than human beings, only about the size of a child. However, their presence made them seem twice as large as they actually were*

[V9]

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What's not clear is if sacrifices are always required for Savage magic. Perhaps one distinction is these 'sacrifices' are converted into "Energy", so rather than using their own life force, it's like a mana bar that doesn't regenerate on it's own? Similar to how Cure Elim's Wild Magic use was described. That might be why they are "False" Dragon Lords. Savage magic users rely on external sources of Energy just like how Cure Elim lost his own ability to recover his life force. Both are 'false' as they are no longer capable of using their powers as they are alone - there is no regen to these sources of fuel for their magic.

Kit Kat personally believes that there is actually a further connection between the

lack of magic and Savage magic casting. What stands out, in his eyes, is this ability cannot be developed and seems to be singular in scope. In his eyes, that singularity and inability to be refined is mechanically similar to Talents of all things. Thus, Savage Magic may be an Acquired Talent in a sense. It's not a True Talent, or Inherited Talent, but rather one simulating magic via life energy or ENERGY. He argues that as creatures can be born with Talents independent of level cap and classes or race those who are Talentless should still retain something inside their bodies where Talents reside. That is, think of Talents occupying people like vessels, and thus the talentless have a single, empty slot which can be harnessed. That is why we never hear of anyone born with two talents and likewise, Savage magic cannot be trained or manifest in multiple spells - even at Zy'tl's level. Though the basis is a bit strange, Talent Slot theory basically suggests the fact any creature can be born with a single talent means they are theoretically able to "store" a single spell or magical ability.

For elaboration, Kit Kat cites that Keno's Talent is exactly the logic behind Savage Magic. That is, the ability to store and release spells. Talents, he argues, are normally magic-like effects stored in this Talent Slot. But Keno's Talent is harnessing her Talent Slot to store and release anything independent of her stats. Thus, the fact Keno can do this implies Talent Slot theory is a broader categorization of magical evocation and magical phenomenon. Zesshi's talent, her psychometry, is thus her using her Talent Slot to harness skills in the same way as Keno harnesses magic - using the Talent Slot "organ" at will. This is also why, he suggests, she didn't use both trump cards simultaneously - wouldn't you normally try to buy time using Einherjar while stalling for The Goal of Life is Death if you were pressured enough to that point? Thus the lack of double talent holders, the singularity capacity of Keno's talent, and Zesshi's mutually exclusive usage of her own Talent, could be inferred as Talent Slot theory being strictly singular.

Though that may be reaching, the core idea is the singular nature of Talent Slot theory provides a convenient explanation as to why Savage magic may only be a single spell and why people with Talent trump cards have a strange singular nature to abilities that can manifest 'anything'. Like Keno can store any spell but only ONE spell. And you could infer Zesshi or Antilene can store ONE skill from anything she wears and use it through the Talent Slot "organ".

Just to exposit further, the reason he calls it a Talent Slot "organ" is Kit Kat sees it as like a vestigial organ on the soul itself in a sense. That's a bit strange to Ziggy but

the idea makes some sense - it's something inborn to their very nature. Though it varies wildly, the core idea is Talents are united within this broader idea that beings with Talents are effectively vessels for magical or magical-like effects. Stronger Talents directly harness the Talent Slot, while weaker Talents are just a magical effect slotted in the Talent Slot. Normally, it's one and done.

Talent Slot theory is a very interesting way to look at Talents as something broader in scope than singular cheats. Though it's strange Savage Magic is the only magic system that seems related to it. Though in a world where Tier magic did not always exist, and Savage Magic may have been more common once upon a time, perhaps this is lost knowledge?

If you want to ponder further, the Crowns of Wisdom are postulated to be exploring this same idea - using people as vessels to store powerful spells. So Savage Magic in that case may be the perfection of that idea or rather the original mastery of the Talent Slot. Meanwhile, the Crowns of Wisdom are poor imitations that require hyper specific vessels to even be used on - notably FIFTH tier casters.

That emphasis on FIFTH tier casters actually somewhat mirrors how we typically only see Savage magic in Level 30 or beyond beings. Likewise Dragons for some odd reason begin to manifest innate magic at these levels, as Old Dragons. Just as humanity calls these levels the Realm of Heroes, it's possible Talent Slot manipulation requires these levels. Why is a mystery however, and why do dragons have correlation here? Their innate magic isn't nearly as limited in variety.

You would not be wrong to seethe that there might be too many ideas being united here. The correlation is interesting to ponder however. Kit Kat thinks innate casters might be moving spells in and out of their Talent slot, hence why their spells do not scale with their levels. In a sense that does mirror Talents and now Savage magic.

In a broader framework:

**Inherited Talent Slot usage(mana independent):** Talents

**Acquired Talent Slot usage(mana independent):** Savage Magic

**Inherited Talent Slot Spellcasting(mana dependent):** Innate tier magic users

## Acquired Talent Slot Spellcasting(mana dependent): Old Dragons

Basically, Talent Slots normally were only ever used with Talents or Savage Magic. But once the Greed King era changed the world, it was possible to unite the concept of Tier magic mana with this Talent Slot. The core rule here is Acquired Talent Slot usage manifests in the Realm of Heroes or Level 30s. Meanwhile, Inherited Talent Slot usage, is something you are born with but is independent of classes as well. Just as any race can have talents, that is why we see Savage magic amongst many different creatures, including a big ass tree, Demihumans, and Magical Beasts.



## Talent Slot Theory

{ definition }

**Talent Slot Theory:** A theoretical idea that just as any creature can theoretically be born with a Talent, a singular magical or magic-like ability, other creatures can harness the slot which normally has Talents, hereafter called the Talent Slot. The core idea is, every creature theoretically has a Talent Slot, and so it's possible to harness the Talent Slot in different ways. The singular nature of Talents is attributed to how Talents typically only manifest alone, never with more than one at a time. Likewise, vessel-like evocation talents like Zesshi and Keno's Talents support the idea of Talent Slots. Theories that can be supported by Talent Slot theory include Savage Magic casting theory and Crown of Wisdom Spell Vessel theory.



## Magic Nature of Heroes Mystery

{ definition }

**Magic Nature of Heroes Mystery:** As one reads Overlord they may happen upon a common, reoccurring idea: the Realm of Heroes approximately at Level 30 has several strange properties. For example, for some reasons Old Dragons begin to manifest innate tier magic casting, meanwhile there are some connections to the Crowns of Wisdom used by Slaine and Tier 5 or Realm of Hero tier magic casters. And if you read the rest of the text, perhaps even Savage magic casting. Are these disparate things connected or circumstantial coincidences? Or perhaps the fact Dragon can manifest magic when they are Old a cause to mistake any creature that does this as Dragon Lords as Dragon Lords in the past also could appear strange?







*The Six Princess Mikos: Princess Miko of Water, Princess Miko of Fire, Princess Miko of Wind, Princess Miko of Earth, Princess Miko of Light and Princess Miko of Darkness. All of them are users of Priest-type Rank 5 Magic, but this is a secret.*

[WN]

*“And that girl.” “Hmm.” No matter what he says, I won’t be shocked. Despite steeling himself with this thought, Edgar was still blown away by what he heard next. “She’s as strong as our captain.” “...What! That means... Impossible... I can’t believe it...” His reasoning was telling him that this was the truth, but his emotions vehemently refused this. Any of his colleagues would feel the same. The strongest person of the Black Scripture, the 1st Seat. Basically, he was the only being that had awakened to his God’s Blood. He could fight equally with Dragon Kings. And his equal was this beautiful lady. Edgar suppressed his emotions. The important thing was to remain rational, and not to remain fixed into one mode of thinking. If he was restricted by his way of thinking, he would lose sight of his mission. “...Could she also be a god?” “I cannot say that it is impossible... But she might be a True Dragon King(Lord; sic ).”*

[WN]

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On a related note to the Magic Nature of Heroes is actually something that came up recently: specifically Keno and Zesshi(Antilene).

Both of them possess Lesser Levels, and both are described as ”strange” or difficult to acquire with an inferrable suggestion it is related to overall Level and their current strength; it was stated even Outliers could not acquire Lesser Valkyrie and it was stated outright Keno was too weak.

Observe the progression:

Antilene(Zesshi)’s CLASS LEVELS: =

MAGICAL NATURAL PHILOSOPHY

Keno LEVELS: =  $\left\{ \begin{array}{l} \text{True Vampire Lv. 7} \\ \text{Lesser One Lv. 4} \\ \text{Vampire Princess Lv. 3} \\ \text{Sorceress Lv. 8} \\ \text{Sage Lv. 5} \\ \text{High Sage Lv. 7} \end{array} \right\}$

Based off of KBA, Keno probably went through her levels like:

Possible Acquisition Order of Keno LEVELS: =  $\left\{ \begin{array}{l} \text{Vampire Princess Lv. 3} \\ \text{Sorceress Lv. 8} \\ \text{True Vampire Lv. 7} \\ \text{Sage Lv. 5} \\ \text{High Sage Lv. 7} \\ \text{Lesser One Lv. 4} \end{array} \right\}$

Given she was researching a lot and then acquired Lesser One last.

Zesshi's (Antilene) is rather straight forward as if you assume she acquired her levels in sequence, then theoretically she could of acquired Lesser Valkyrie at precisely Level 31. Which coincidentally is where Keno could of acquired Lesser One if you assume she acquired everything else first and rearrange her Class and Racial Levels together.

The issue here is we cannot say for certainty when every level was acquired, only broad orders of job classes or racial levels. Some people theorize once you progress to another class you cannot go back but it's not confirmed by anything. For example, many point to how Keno never leveled up further in Sage but got High Sage levels. This New Job or Racial Acquisition Lock-out Hypothesis addresses some mysteries on the character sheets however there is not really a great way to test it without multiple sheets from the same person. Also it fails to address the way some classes can evolve like Prince converting into King (theoretically).

It would be convenient if leveling up worked that way though.





## Lesser Heroes

{ definition }

**Lesser Heroes:** A strange peculiarity or pattern of the current two Lesser level holders Keno and Zesshi(Antilene) is it's possible their ability to acquire Lesser amended levels is due to being around the Realm of Heroes at their growth stage at the time. Zesshi, assuming a top-bottom progression was around Level 30 when she could of acquired Lesser Valkyrie and Keno could of been exactly Level 30 as well. There may be a connection between the Realm of Heroes and Lesser levels.

## New Job or Racial Acquisition Lock-out Hypothesis

{ definition }

**New Job or Racial Acquisition Lock-out Hypothesis:** A theory about New Worlder progression on character sheets which supposes that once a New Worlder acquires a new Class or Race they can no longer advance in ones below it and acquired later according to the Level Order Acquisition Hypothesis (LOA). Though addressing some mysteries it doesn't intuitively make sense and there is no concrete evidence to confirm this. Just as LOA has exceptions however, the exceptions to this Hypothesis remain mainly the foundation for discussion and not as basis for something more certain.



*The research notes they had recovered from the members of “Corpus of the Abyss” were all along the lines of enhancing their skills to dominate more powerful undead, learning how to cast spells of higher tiers, enhancing the attributes of the undead and so on. Therefore, Keno had thrown herself into the role of backing up Suzuki Satoru, in the hope that completing one of those topics might end up strengthening Suzuki Satoru. Sadly, none of their attempts had succeeded. However, that was in Suzuki Satoru’s case. Keno herself had benefited from them. It seemed like she had gotten a little stronger. In fact, she — who originally lacked the ability to dominate the undead — now possessed such an ability. From the perspective of Yggdrasil’s racial and job class systems, that should have been impossible.*

[KBA]

*Nurunuru cast a defense spell on himself, while Keno used the power of the ultimate Vampire, The One. After plundering all the research of “Corpus of the Abyss,” she had researched it and gained this power. However, it was a realm that was only supposed to be reachable by more powerful entities. Since she had attained it with a weak body, its potency was greatly reduced. In that case, she ought to be called a Lesser One.*

[KBA]

*34 TOTAL LEVELS [RACIAL LEVELS] + [CLASS LEVELS] 11 RACIAL LEVELS + 23 CLASS LEVELS True Vampire Lv. 7 Lesser One Lv. 4 Vampire Princess Lv. 3 Sorceress Lv. 8 Sage Lv. 5 High Sage Lv. 7*

[KBA]

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Allow Ziggy to elaborate further.

If you are autistic you might start to notice the pattern here: the Realm of Heroes enabled Our Sus Lord, the two Budget Waifus Keno and Antilene(Zesshi) to cheat, and even Modern Dragons acquire magic at this stage. These are all different manifestations induced by something triggered in the Realm of Heroes.

Where else do we have an arbitrary wall of power unlocking more power? Well

besides the Realm of Heroes we have: THE WALL. You should recall it clearly, it is the Level 20 WALL. Why it existed always was elusive until recently. Though unconfirmed, Maruyama suggested that at that level people began to manifest Classes earlier than they would in YGGDRASIL. Alone that may seem arbitrary and unsupported, but do we not have the Ninja twins and Leinas as proof that once over the 20 Wall something is indeed going on?

Since we are monkeys (or goblinoids depending on who you ask) we could attempt to continue the pattern up and down. There isn't a great deal of evidence above given what powers could manifest for Ouliers with so few test cases for data? At Level 10 however, we do have one strange data point - Runesmith seem to require passing the Level 10 wall after dumping in ten levels in generic smithing classes. That always felt strange in isolation, but mayhaps... is this actually a larger pattern of Walls or thresholds?

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*"I'm no good as a runesmith. I'm just a useless descendant that my great father left behind." I see, Ainz mused. So his problem was simply a lack of talent. After considering the knowledge from this world and that of Yggdrasil, he was quite sure that this was the case. One needed ten other levels in certain job classes before being able to take levels in the runesmith career. However, if his overall level cap was 11, then he would not be able to gain further levels as a runesmith. And if he had only one level of runesmith, he would only be able to learn skills of no great import.*

[V11]

*A person from a continually excellent bloodline [yuushuuna chisuji] who was born without talent [sainou no nai], as runes declined it would not have been strange to walk on another path, but he could not do so. Different people would think it is pitiful to see, or it sight that can't be helped. I'd be happy if you bear in mind he was desperately trying to hold a Job that [required?] character data.*

[V11AT]



2019-01-21

{ 2019-01-21 }

A: Sunlight Scripture on average ı Level 20 Wall





While not all of that is the strongest evidence, like the tenth anniversary class unlocking details, there is a pattern and correlation with how people over Level 20 are seen elsewhere. The Theocracy in particular has two Scriptures who appear to actually base recruitment relative to Level 20(the Sunlight Scripture is confirmed, the Holocaust Scripture is implied based on stopping a near Hero and having similarly strong Captains). Circumstantially it supports the idea that Level 20 serves as a threshold where stronger classes begin to be unlocked beyond normal level requirements. Why probably eludes most people, Ziggy will just say there is a mechanical reason for this very specific wall of Level 20 that can be cited and which most likely inspired Maruyama.

But what about the Level 10 Wall?

That one doesn't have the same foundation as the Level 20 Wall or at least it isn't from the same source.

The Level 30 Wall would be the strange behavior we see so many beings exhibit at the Realm of Heroes - Lesser levels ignoring lots of factors to be acquired, Dragons embracing magic at the Old ages, and now if you believe it, the Savage magic casters and Lords begin to acquire strange properties as well. Race or Class, it doesn't seem to matter, people start unlocking abilities they normally cannot or do not have.

If we try to connect all these occurrences, then one way to interpret this is every 10 levels unlocks a bonus feat, skill, or Level(Job or Race). You still need to meet prereqs but you can ignore a lot of other factors. It's like how Zesshi invested only a tiny bit into several classes to maximize the usage of her Talent. So long as you meet the minimum, you can branch into all sorts of things, with the help of whatever these Walls of Multiples of 10 are. YGGDRASIL had weird limits on abilities based on certain values but they were not always multiples of 10.

It's not deeply connected to magical tier in Tier Magic. And given the entire Savage magic caster discussion... it seems to be some native phenomenon. After all, the Realm of Heroes is a broad cultural idea. But why Base Ten?

Well no matter which side of the idea of whether Levels are native to the New World or not, there is one strange oddity about New Worlders we have data on: there isn't a single New World being with Job classes over 10 for any single Job

Class.

That might be a weird thing to focus on but consider that even Cure Elim doesn't have a single wild magic job class with over ten levels. If levels are native to this world (by pure cosmic coincidence or whatever) this strange peculiarity might be proof YGGDRASIL's own system isn't exactly transplanted one-to-one. Afterall, even Zesshi doesn't have a Job class with over 10 Levels. It's fairly possible we may just have yet to see one, but it is strange. In isolation that's all it is though - strange. Now to be fair, having 10 levels in anything is rare even for YGGDRASIL beings. However, the only people we have data for this are from YGGDRASIL. It would be way easier for Maruyama to be lazy and not come up with as many Level names if he gave more New Worlders Levels that required 15 levels of investment not 10.

But consider for a moment these Base Ten Walls. Could these two weird numerical limits actually be connected to something? Ziggy can't help but wonder why even Dragon Lords like Cure Elim have this strange limitation. And consider the wording on Gondo's Runesmith prereqs - he just needed TEN levels in smithing, the exact Levels didn't matter so long as TEN levels were present. It's almost like the New World's Level system is based on a base 10 archetype system instead of YGGDRASIL's system exactly. Though the classes bear many similar names, This would explain why New Worlders seem to ignore the way higher level restrictions of YGGDRASIL as well - though it doesn't explain this strange fascination with Base 10.

Just for elaboration, look at Gondo's levels - Armorsmith, Itemsmith, weaponsmith. The level investment seems weird yet in the grand scheme of things what matters isn't multiple of fives like in YGGDRASIL's system but rather an overall archetypal investment of 10. If you recall Focus and Focus Capacity estimations, that system operates in multiples of 5 in theory. Yet it's based on this same idea of archetypal investment - so long as the levels are broadly categorized as 'warrior' levels that's all that matters.

But what is an Archetype or Archetypal investment?

For now, as far as the New World is concerned it's any broad categorization of Levels that fit a certain functional motif. Basically any collection of Levels that perform a similar function - smithing, warrior, caster, what matters isn't the limits

so much as the overall investment in the same path.

Within that framework and lens, we could maybe see these Base 10 Walls as Walls for Archetypal Prestige Classes - the unlocking of prestige classes so long as an investment of Base 10 is registered. At least for job classes - though Zesshi had 30ish levels in Warrior classes that may explain why her Lesser Valkyrie class doesn't appear to confer spellcasting if you try to add up all her caster levels.

HOWEVER:

Keno's levels do not add up to this Base 10 investment model. Or at least if you view things with the stricter system of YGGDRASIL. Though Keno only had 7 True Vampire Levels, does she not have 10 Levels in Vampire Levels if you combine her 7 True Vampire Levels and 3 Vampire Princess Levels even if one set is racial and one set is job classes? That is why the New World system appears to be archetype driven - the framework of YGGDRASIL doesn't quite match how progression works in this world. So hopefully you understand the need to categorize Levels not based on Job or Race but rather in terms of Archetype because that's just how it seems to work.

If it did not occur to you, just as Racial Substitution Levels like Skeleton Mage count as both magic casters and undead, Vampire Princes gives us an interesting example as well where the function is the same but it's a Job class instead. Though the fact we have Levels named Noble Fighter and Holy Queen might suggest that rather than just applying to races (Skeleton Mage, War Troll, Insect Druid, etc), these are in fact all examples of something broader - Dual Archetype Levels. Was Bishop not likewise a dual archetype class for Arcane and Divine casters?

If you look at Gondo's sheet as we did for Our Sus Lord, perhaps the fact he possesses mana might suggest just as Runesmith use mana in their smithing, the mutual repulsion of runes and enchantments, and the fact runesmiths are supposedly quite rare might suggest that Runesmiths are a Dual Archetype class. That may have been obvious to some but it actually is useful for the Base 10 wall mystery - could every Base 10 wall allow you to prestige into a new Archetype via Dual Archetype classes or acquiring abilities you do not currently possess?

Consider for a moment how Lesser Levels are described: they are Levels based on abilities people are acquiring far too prematurely for their level at weakened

potency. But think about that in context of the Realm of Heroes and even Our Sus Lord. Aren't all of these people just acquiring new archetypal abilities after transcending a Base 10 Wall?

Now Base 10 Walls do not have to be for Dual Archetype Levels. But it also allows for prestige requirement skipping just like for Lesser levels. That's at least how it seems to work for Ninja and Cursed Knight. Now having a foundation in the class archetype still is needed in those cases, as well as meeting some aspects of the flavor text like being cursed for Cursed Knight, but it seems the Level 20 Wall is where the what they can prestige into gets out of hand in the perspective of YGGDRASIL common sense (such as ignoring around 40 prerequisite levels). Maybe that's why at Level 30, we have beings starting to not just ignore prerequisites but basically cheat so extremely they start getting Lesser levels or some strange knockoff abilities as strange as Savage magic casting being a limited, pale imitation of Wild Magic itself.

## Base Ten Wall Theory

{ definition }

**Base Ten Wall Theory:** If one delves deep enough into Overlord they'll begin to become aware of a strange motif amongst New Worlders - Maruyama has these arbitrary walls which are multiples of ten. They appear on power ranking lists but even can be connected to the Realm of Heroes and Outliers. One theory is after every ten levels New Worlders can acquire or prestige into Levels or acquire abilities they normally cannot acquire. Base Ten Wall theory is not a definite statement of how this mechanics works but an acknowledgement something is strange about amassing Levels at these points. Base Ten Wall Theory gained credence after the Overlord Tenth Anniversary due to Maruyama suggesting how the Level 20 Wall fits into the broader rules of ignoring level prerequisites. Base Ten is not a universal name as some people call this Half-Score Thresholds instead where a Score is Twenty.

## Archetypes and Dual Archetype Levels

{ definition }

**Archetypes and Dual Archetype Levels:** Archetypes is the broader classification of Levels as fitting a framework of archetypes: Mage, Warrior, Priest, Smiths, etc. Dual Archetype Levels are any Levels that demonstrate belonging to two archetypes at the same time. Examples include Racial Substitution Levels, but many New World Job classes appear to have a Dual Archetype nature: Noble Fighter, Vampire Princess, Holy Queen, Bishop, Sacred Archer, and so forth. Archetypes appear to be more important for unlocking classes than more rigid investments of multiples of 5 in Levels like in YGGDRASIL.

There's a decent amount of evidence for WALLS at Level 10,20, and even 30. Level 40 is harder to categorize given the rarity of people there and beyond. Outlier tier beings are rare. But let's continue this line of reasoning of Base 10 walls unlock new possibilities and powers.

Fluder is the only Outlier we have a great deal of intel on as well as a character sheet. Though his character sheet is not detailed exhaustively we do have some interesting details about him: he is famous as the Triad magic caster, one who uses three systems of magic. And - he somehow via plot hax used all three systems together in a ritual of some sort to extend his lifespan, this ritual centered on a sixth tier spell supposedly. Casting multiple systems is rare, but few people explore combining different spell systems. The New World is NOT very supportive of this with the game logic of YGGDRASIL and how power is conferred distinctly for the most part barring Dual Archetype Levels.

We also have a few anecdotes about him: he apparently was at a level around the Thirteen Heroes. But then surpassed them at some point. That would suggest he was not the Triad magic caster at the time but pursued a third magic system in the pursuit of acquiring greater magic. So would his Level 30 wall feat be to dabble into Spiritual magic like the Forbidden Arts? If we assume Outliers are being who are at Level 40, then his Outlier feat would be combining all three Systems to acquire an extended life span despite not meeting the requirements to do so perfectly.

Let's try to detail this a bit clearer:

**Level 10 Wall:** Acquired Bishop? (same logic as Gondo's Runesmith)

**Level 20 Wall:** ???

**Level 30 Wall:** Acquired Spiritual Casting

**Level 40 Wall:** Triad Magic Casting (combining three magic systems via rituals)

Not all of that is confirmed but we can infer a progression somewhat like that using our new framework of the Base 10 Wall Advancement and Archetype model.

It bears special mention that Triad Magic Casting might be like Savage magic



casting in that it's not an entirely new system but rather it's more like a special skill or feat instead. So Base 10 Walls can allow people to access abilities they normally cannot. Didn't Keno acquire Undead Domination before she acquired Lesser One? Perhaps that was her Level 20 Wall bonus given the timeline events of the time(she was already a Tier 2 caster and princess before she met Satoru meanwhile her Level 30 Wall bonus should of been Lesser One so by pigeon hole principle Level 20 Wall should be acquiring Undead Domination)? It bears special mentioning however that New World True Vampires are radically distinct from YGGDRASIL True Vampires so Satoru's logic isn't exactly concrete here. For now though, it's convenient and makes greater sense(for now) to see this rather than a weird miracle but instead as part of the New World system. Rather than a "miracle", was that not just because Satoru did not understand the New World's mechanisms?

Ziggy used to think Lesser One was acquired by having Undead Domination but perhaps they are independent acquisitions? If we do the same for Keno as we did for Fluder:

Level 10 Wall: ???

Level 20 Wall: Acquired Undead Domination

Level 30 Wall: Acquired Lesser One

The difficult part is people can use Base 10 Walls to acquire Levels, weird abilities they shouldn't have, or create something new like Triad magic casting being pretty much unheard of in the New World or YGGDRASIL.

---

*Fluder CLASS LEVELS: Wizard Lv. ? Prohibiting Arts User Lv. ? (Kinjutsushi) Bishop Lv. ? Others ...Those who exceed human limitations are hailed as heroes, and those who surpass even heroes are dubbed outliers. Fluder is one such outlier, and one of only four human mage outliers in the entire continent. Someone who stands outside the realm of humanity ability, Fluder integrated three dissimilar systems of magic into a ritual of his own design which he used to greatly extend his life span.*

[V9]

*Sadly, none of their attempts had succeeded. However, that was in Suzuki Satoru's case. Keno herself had benefited from them. It seemed like she had gotten a little stronger. In fact, she—who originally lacked the ability to dominate the undead—now possessed such an ability. From the perspective of Yggdrasil's racial and job class systems, that should have been impossible.*

[KBA]

*There is a way to use the 8th Rank of Magic with a large ritual, but in the centre of it is a human who can use the 5th Rank of Magic and can improve it. It is also necessary for a large number of those who can use the 3rd Rank of Magic. Even with this, it can only be improved up to two ranks, and it is believed that there is some form of device. Normally a country is needed to support this. As Fluder does not have a skill to amplify magic, he cannot conduct a large ritual.*

[WN]

*"I would like to ask Paradyne-sama, but exactly how is it that you have managed to live for so long?" The surroundings were not noisy, but the sheer silent grated on one's nerves. The method that Fluder Paradyne used to live his long life. This conversation elicited a high level of curiosity in the minds of everyone. Even Jet forgot about the pain of his stomach. However, he felt it. That the secret would not actually be revealed. And— - "One would have to be able to use a Sixth Tier spell of my own creation..."*

[WN]

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Please consider these core ideas in relation to theories on System Substitution Classes at the end of this document. Though unpopular, that perspective might be more palatable now if you consider this strange oddity with archetypes. Though magic casting systems may differ for tier acquisition, overall, a tier magic caster is still employing similar skills and methods to cast magic using mana even if some details differ. That may be why System Substitution Theory holds merit.

In the grander scheme of the world of Overlord perhaps these ideas may serve as a seedbed or starting position for your own ideas or fanfics at least even if they end

up not holding as much weight... Maybe one or two of you sees the patterns Ziggy does though...? Nonetheless may these ideas serve you well in any way they can, even it's merely fuel to laugh about together with others at Ziggy's expense.

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Can you believe this document started with talking about little bear Our Sus Lord? Ziggy cannot! How the world has descended into madness.

Now that that large tangent is out of the way, it gives new meaning to Magical Beasts where the "Magic" here isn't intrinsically tied to mana and tier magic but a capacity to acquire magic in a broader sense - extending beyond even what was magic in YGGDRASIL. Savage Magic as well(theoretically). But we shouldn't immediately lump that into the definition. Plenty of Magical Beast don't exhibit Tier or Savage Magic. That's where it's tricky. What does seem to be consistent is magical resistance and some sort of gigantism for the creature type.

It should be pretty easy to recall (as stated earlier) then a distinctive feature of Magical Beasts is their large size. Although all races come in different sizes, the difference between a Beast and a Magical Beast is effectively whatever creature they resemble is noticeably smaller than the Magical Beast as well as an innate resistance to magic.

This coincidence of magical beasts both bearing the capacity to grow larger than their peers and acquire Savage magic casting may be why not only why Slaine categories True and False Dragon Lords but also the connection as to why regular dragons and these Savage magic casters access their power in the level 30s or the Realm of Heroes. Additionally, the magical resistance of False Dragon Lords or Savage Magic casters if you dislike that connection, is they have magical resistance strangely high for their lack of proper spell casting. Did the Platinum Armor not also possess extremely high magical resistance even against Tier magic?

To argue in favor of an alternative idea however, some see Savage Magic casting not as a system but rather a component in the broader Base Ten Wall framework. The argument goes just as we see Brain perform Soul Ignition by entering the Realm of Heroes ( in theory) then perhaps Lord-class beings like False Dragon Lords acquired their strange method of spellcraft by a similar method. Under the System Fragmentation Hypothesis this would be like being able to learn a single "skill" or

”technique” the Dragon Lords once mastered. After all, in Wild Magic, the line between spells and techniques are blurred. Likewise, Soul Ignition is proof that people can sometimes mimic feats the Dragon Lords once used. Then is Savage Magic casting a jank way to harness Wild Magic by tapping purely into the skill or technique ways ( like a bonus feat) but being unable to refine or develop further in the craft?

Soul Ignition, Enchantment, Spell Creation, (limited) Runesmithing, are these not all just subsets of techniques or Skills the Dragon Lords once had?

Effectively if you see Wild Magic spells as strange fusions of skills and spells, someone being a Savage Magic caster isn’t so strange. Unlike a True Yet False Dragon Lord, they were only able to access the power basically through some weird loop hole related to Bonus Feats and the New World system. Even so, what they are doing is spellcraft. Though twisted, and done via a barbaric or savage method of directly absorbing life energy via metabolism using a less potent power source called ENERGY as a result, there’s a certain sentimentality in Wild Magic living on at least in some capacity amongst the new generations. Even if they may be False Dragon Lords and lack most of the other benefits of the entire system.

For those who harness one of the other skills, we see how it enables people like Heroes to perform miracles or how enchanted items can revolutionize society. Is there not beauty in that?

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*The Elemental Skull had cast multiple [Vermillion Nova]s to reduce Riku’s HP, but to defeat him would be a tall order. It could be because of his job classes, but his magic resistance was abnormally high.*

[V14]

*“Haha. Pandora’s Actor, pay it no mind. It would have been fine for you to do as you wished. This was not such a big deal after all. What was important was your opponent—now then, while we have seen the battle, I still wish to hear from the combatant himself. How was it?” “Yes. I believe that he is a tank whose level was around 90. That was because magic was generally ineffective against him, which was why I had judged him to be of that level.”*

[V14]

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We could draw parallels between how Magical Beasts are with some amateur New World ecology where we observe they grow larger with exposure to favorable conditions or mana. Even undead like Elder Liches supposedly grow stronger with exposure to mana and Quagoa grow differently based on the ores they eat. Just as both these races can grow stronger by subsuming a substance, perhaps magical beasts and those who become lords possess a similar trait but instead of ore or ambient mana, it’s obtained through nature running it’s course. For example, just as there is a connection between consumption and savage magic, that same practice that might fuel spell casting might originally have been their bodies naturally being able to absorb mana from their prey.

The main connection here is the carrot. The carrot holds the deepest lore. The blood of the soul of the Overlord of the Carrot. Prepare to cry.

The carrot in Volume 15 exhibited gigantism from over-saturation of mana and or nutrients. So there might be a similar phenomenon going on for Lords. That is let’s call this phenomenon Mana Infusion Gigantism. For carrots, Mana Infusion Gigantism results in an increase in size (gigantism) and concentration or enhancement of a preexisting quality. For the carrot this was becoming sweeter. If we generalize this to the Lords, Dragon Lords, Our Sus Lord, and even Buser exhibited gigantism mainly. In contrast, Beebeezee actually seemed to be a spellcaster while Dragon Lords seemed to acquire Wild Magic, presuming there is a connection between Mana Infusion Gigantism and Wild Magic(the connection being the racial level requirement for Dragon Lords being similar to how Lord levels tend to also correlate with gigantism and new special abilities).

## New World Gigantism

{ definition }

**New World Gigantism:** Given the reoccurring description of living creatures exhibiting gigantism, attempts are made to explain why creatures like the Dragon Lords would be generalized having such a common feature beyond merely being a gag. One such explanation is just as the carrot in Volume 15 became huge or 'gigantic' due to over-saturation or over concentration of mana, something that did not seem to occur in YGGDRASIL, Dragon Lords and native creatures may begin to undergo gigantism for similar reasons. Thus, a creature that gains more levels for example, such as a Lord would demonstrate gigantism due to having more 'data' in the form of levels. Though debates abound if Dragon Lords always had levels, this theory does not contradict that, as fundamentally, they were Primitive Casters and thus possessed natural stores of Olde Mana or Life Force etc which would similarly account for their gigantism. Effectively, New World Gigantism is the swelling of the vessel or being due to an abundance of magical energy independent of it's origin. If souls are like the foam of the world, and sponges swell with water, then is it really strange many Dragon Lords were so huge?

Basically, Lordship partially entails becoming HUGE and STRONK. Though this may not be exactly the same as taking a bonus feat. Not all Lords are the same after all, New Racial Levels may do the same for Size Category advancement. Modern dragons operate like this for example without being lords. For pure Monsters or Magical Beasts, they may have similar advancements without Lord levels.

Now begins the plan to destroy the Players with Carrots! Don't tell the Dragon Lords!! They'll cope and seethe.

---

*Other monsters viewed the Quagoa as little more than food. They did not hate the Quagoa, nor did they compete with them. However, their fellow Quagoa thought differently. That was due to the way in which the Quagoa grew. The ores and rocks which the Quagoa ate at a young age determined their abilities later in life. In other words, they had to compete with their own people for rare ores and metals to strengthen their bloodline. Thus, their fellow clans were their enemies, but it was only natural that the nearby foe was more troublesome than a distant one*

[V11]

*Upon amassing even greater magical power, the entity formerly called an Elder Lich would advance to a more powerful existence called a Night Lich. Only a few of such beings were recorded in the annals of history, a fact which many people were grateful for. It is because Night Liches were tremendously powerful beings. They could use multiple spells of the Sixth Tier—a tier said to be beyond the realm of humans.*

[V15]

*Night Liches were beings who had absorbed a great deal of mana, and by doing so transcended the state of Elder Liches. Such occurrences were rare even throughout history, for which the living were grateful. This was because Night Liches were very powerful*

[KBA]

*Also in the Field of Flowers was a magical beast resembling a giant angora rabbit—a Spear Needle. The idyllic scene of it sitting in the middle of the Field of Flowers munching on a giant carrot had a fairy-tale-like charm, but that was probably not the reason why it was placed here. While Ainz couldn't confirm his suspicions without asking Aura, he strongly suspected that it was here as a warden. Despite its appearances, it was still a creature whose level was in the high 60s. Whatever the alraunes might get up to, there was no doubt that it could easily annihilate them should the need arise. "By the way, the carrot that the child over there is gnawing on was gathered from the farm. Pinison and the other plant-type monsters used their respective powers to give it large amounts of nutrients, which transformed it from a normal carrot into that giant thing." "Not nurtured but transformed? Is it safe to let it eat that then? Though weak poisons would have no effect on something of that level..." "It's not poisonous. I checked with the Head Chef and he gave it passing marks as an ingredient. Regrettably, it doesn't provide any buffing effects unlike the materials that were originally stored in Nazarick. It has simply grown bigger and sweeter."*

[V15]

*"It's impossible. At present, it's difficult to grow them in large quantities even with the help of the plant-type monsters. Even if we use the power of Earth Recover, it seems that just one of them can suck up a considerable amount of the soil's nutrients... it won't go so far as turning the land into a desert, but unless we use magic to recover the soil's nutrients, the fields would need to be left fallow for at least a year..." As Ainz and the others looked over the field, one of the buds—the largest one—slowly unfurled. "That's the Alraune Lord. It's in charge of all fourteen alraunes here." Aura introduced it briskly. There was no doubt she was talking about the Alraune that was opening up. ... As he had expected, inside was a feminine-looking monster. Rather, it looked very similar to some monsters he had seen in YGGDRASIL. For something named as a Lord of its kind, not much was different about it except for its size.*

[V15]

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Because an exposure to mana or data is partially responsible for the difference in size, it does complicate how we can understand this phenomenon. We basically need to rely on anecdotal observations from the natives to try to derive something more general. Well lads (and like one ladette?) even Herodotus (from Halicarnassus) started with just what Villager C would tell him.



What's strange is why some Lords don't acquire proper magic spell casting. If we think about this rationally, there seems to be a component involving Aptitude. Recall if one lacks Aptitude they cannot acquire a system of magic though how important this Aptitude or "connection to the world" is difficult to narrow down given conflicting statements as the series evolved. Thus, there may be a connection with lords who fail to meet the requirements to acquire magic caster job classes and Savage magic casting. Pe Riyuro's race is seemingly naturally magically inert for some reason (possibly due to the mineral consumption and how New World metals interfere with spells).

Recall that Dragon Lords normally cannot acquire Tier magic. Therein may be a connection to why each Savage magic caster does not exhibit a single ounce of spellcasting ability.

If we extrapolate, acquiring Savage magic casting as a False Dragon Lord would possibly lock you out of Tier magic casting if there is some mutual exclusivity at work. Perhaps as spellcraft, both rely on spellcasting but normally one cannot use magic in such two radically different ways unless you pull some bullshit like Cure Elim and puppeteer your own dead body. That remains conjecture, however, given Savage magic casters do not seem to advance far in their spell casting or even fully understand what they are doing, perhaps no Savage magic caster ever tried to learn tier magic given it's strange divergences from normal spell casting. Likewise most tier mages probably would not think to practice Savage magic if they were taught so long in life to use magic in such a different way.

Perhaps any creature could acquire Wild Magic, but one would need to acquire specific feats at Level 30, 40, and 50 thresholds to unlock Primitive Caster as a proper job class and since few beings can even reach the Outlier thresholds it remains purely theoretical. With how much effort BDL spends on breeding, its difficult to say if he may or may not have attempted this.

Over millennia did Dragon Lords figure this out? Or maybe like Quagoa they just had Savage magic casting unlocked at Level 30 by default under Base Ten Wall theory where now Dragons acquire Arcane magic? It's an interesting possibility if we presume Savage Magic may develop into Wild magic. Rather than just acquiring Wild Magic at Level 51, in this case they would just acquire the ability to treat it as a bona fide system. That would shed some light on a weakness of Wild Magic however - it might require an investment of twenty levels just to begin using the

system. Anyone faced with the ease of acquisition of Tier magic and it's usability out of the gate would be very skeptical to advance into that field. In a world without tier magic, where that is the only way to acquire magic, it's an easier thing to pass on and encourage. One possibility was these regimes were threatened by the new magic system just like the Dragon Lords. That or they had no confidence in the Greed Kings winning at the time. Whoever these cultures once were are lost to time sadly.

Historically, this also leads to an interesting possibility: perhaps the reason Savage Magic casting is so seldom talked about is when the Greed Kings came to this world they found this native form of magic primitive and abhorrent and so they thought to instead spread Tier magic to better the lives of people but unknowingly triggered the True Dragon Lords. Think a bit further, if Savage magic indeed existed in the past to all races as it theoretically does now before Tier magic mana, there may have been entire societies built upon the art of Savage spellcasting in particular - and so even if Dragon Lords never practiced wide spread genocide, other races may have gone full Aztec with slave economies built with sacrificial practices. In wars there may have been escalating mass sacrifices as well by the upper magic-using castes, the Savage magic casters. It may be contingent on the power of the spells that were usable back then and which races used them. There would need to be more experimentation with any modern False Dragon Lords to see what potential there is for the broader application.

That's all theoretical. Races don't need some contrivance like Savage magic casting to slaughter each other. However, it does provide a new way to understand why the Greed Kings may have spread tier magic and got into conflict with all the "advanced" races who more widely employed Savage magic casting. In a sense, wouldn't all the other non-True Dragon Lords have supported the purging of the Dragon Lords to allow them to have more control as a new ruling power? Yet, many of these races were also devastated.

Is Savage magic casting why BDL advised Draudillion to use sacrifices? If this theoretical Primitive caster progression is true, then in his era at least the non-True Dragon Lords would of practiced Savage Magic first with those methods. It remains somewhat doubtful however. There is a core distinction between how Savage magic casting theoretically works, with ENERGY and metabolism and Wild Magic and pure life energy. Or maybe one starts with ENERGY and you can acquire the ability to draw on and pull souls and lifeforce with practice? Like a refinement in the art?

After all, did we not see Brain, a Focus user, do exactly that by performing Soul Ignition albeit in a one-use method? Or maybe at the Outlier stage, like Fluder, one can combine multiple Base Ten Wall skills (which some see to be vestigial Dragon Lord skills). And thus the combination of all these can culminate in Wild magic? Runesmithing after all is a set of skills built upon and contingent on first acquiring smithing techniques and then incorporating rune etching and mana infusion to perform enchantment.

Though we cannot forget Wild magic has an intrinsic connection to Dragon exclusive Class Levels. Yet, recall how Cure Elim thought Satoru survived his Soulbreaker Breath due to Wild magic. That's extremely strange given Satoru was undead and a Player but he didn't think it was due to an item. Why? Perhaps Cure Elim thought Ainz had learned Savage magic casting to perform a defensive Wild magic spell through rudimentary ways? Tsa however was very clear that he knew World class items were how Players survive Wild Magic. Cure Elim had no knowledge of these. Hopefully some of you agree that reaction of his was... strange given the context that he surely knew that undead cannot normally use wild magic. Why would he falsely assume an undead Player could use Wild magic if he's clearly NOT a Dragon Lord?

Why would the Elder Coffin Dragon Lord even entertain the idea Satoru could use Wild Magic? Satoru was clearly not a Dragon Lord but that suggests and confirms other non-Dragon Lords could acquire Wild magic just as Slaine conferred the title of True Yet False Dragon Lord on Draudillion. Basically, the possibility of non-Dragon Lords practicing Wild Magic was not unknown to Dragon Lords like Cure Elim. Hence to him that was the reasonable conclusion compared to World Class items.

Ziggy hopes you can see the logic in False Dragon Lords and Savage magic casting in at least this one instance. Perhaps that is why BDL tries so hard to breed as well - rather than a hopeless endeavor, the Dragon Lords were used to Savage magic casting and hence why they did not consider World Class Items unlike someone more familiar with Players like Tsa. The derision BDL receives may be that in the past Dragon Lords never found success with interbreeding with any of the lesser races so they can't see why he would still bother. The framework of all False Dragon Lords, True Yet False, False Yet True, and True also gives a somewhat standardized way to refer to all these different abilities. And also reveal why Zy'tl was seemingly the Calamity Dragon Lord (theoretically).

All of this is a bit too speculative with the myriad possibilities.

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*The demon named Albedo. The Sorcerer King was not able to break through the barrier, so he was not that much of a threat. That demon however, was able to pass through the Wild Magic spell, World Isolating Barrier. This mid-tier Wild Magic spell could create a space that was separate from reality. It prevented entry through all conventional means as well as any attempts to teleport out of it. To be able to enter the barrier meant that Albedo was either a Wild Magic user or possessed a World Class Item.*

[V14]

*The World-Separating Wall it had opened with simply interfered with teleportation through it. Teleportation was possible as long as the start and end points were both inside the barrier. He could have simply teleported to the edge of the barrier and then walked right through the barrier itself. In that case, had he evaded the beam in that way? The answer was — no. It was impossible to avoid it that way. In that case, there was only one other way to stop that attack. “Wild Magic. . .” Cure Elim’s face twisted in utter hatred. The fact that it was undead was the only reason it could control its powerful emotions. However, the raging passions inside it could not accept that fact. It flared up, calmed down, and then flared up over and over again.*

[KBA]

*Suzuki Satoru deployed his anti-divination defensive spells. This way, he would be able to instantly sense if the opposition was trying to find him with magic. Even so, it would seem the Wild Magic his foe could use was different from the spells that Suzuki Satoru could use. It was not impossible that it could pierce his defensive spells. Therefore, it would be safer for him to act as though every move he made was being observed by his opposition*

[KBA]

*Usually, after dying - after becoming undead, in other words - a Dragon Lord can no longer use Wild Magic*

[KBA]

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The art of mass slaughter or mass sacrifice perhaps was always a higher level skill to begin with. There are no stories of any particular race practicing it and even stories of Dragon Lords doing it are rare and far between. There may be a reason to that. Or it was culturally taboo. The possibilities abound!

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*“If it’s convenient for you... would you like to meet my master? Master’s Talent lies in detecting an individual’s magical power. If you were born with magical potential, Master should be able to sense it. When it comes to arcane magic casters, Master can even differentiate between them by the tiers of magic which they can cast.” “I’ve been meaning to ask for a while... is that Talent the same as the one possessed by the Empire’s head magician?” “Yes, it’s the same Talent.” Ainz could not let information like this slip through his hands. He had to continue asking about it. “...What is this ability like?” “Ahh, according to Master, we magic casters radiate something like an aura from our bodies. The more adept one becomes in magic, the stronger this aura becomes. Master has the ability to see these auras.” “Then, if I wanted to learn how to cast spells, where should I begin?” “For starters, you’d need a proper teacher.” “...And how about becoming your disciple, Ninya-san?” “Hm... you should probably find someone more skilled than myself. However, schools in the Kingdom are very exclusive and people without connections can’t join the guilds that handle magic. Even if you could join, most of the recruits would be immature kids. It would be very difficult for someone of your age to get in without some kind of special networking, Momon-san. On that note, the Empire has a full-fledged magical academy, and the Theocracy has a very high standard of magical education as well, though that’s for divine magic.” “I see, so if I entered the Empire’s magical academy, I could learn magic?” “That would be pretty difficult. The academy is an educational institution run by the government, so I think you’d have to be a citizen of the Empire to study there.” “Is that so...” “And as for becoming my disciple, though I apologize for it, I must refuse. I have something I want to do, and I don’t have the free time to train people.”*

[V2]



*Marquis Raeven's political ability was second to none among the Six Great Nobles, so one would expect that the office where he showed his abilities would be an impressive one. Yet, this was not the case. Many would be surprised if they knew the exact number of decisions which affected the future of the Kingdom that had been drafted in such a humble, cramped place. The room's interior was filled with bookshelves, and the books and labeled scrolls were neatly arranged in a way that hinted at their owner's personality. However, it was not because of these things that the room was so small, although they were part of the reason for it. The greatest reason could not be seen by the naked eye. Raeven's manor home was built of bricks coated in stucco. This was customary when it came to the construction of a noble home, and Raeven's office was no exception. However, the interior of those walls was coated with copper sheets that enveloped the entire room. This was done to interfere with spells used to eavesdrop, observe, or detect his location.*

[V9]

*Back then, Keno had been young and did not know these things, so she had believed in the gods with all her heart. However, on that day, and every day that followed, the gods had not reached out to save them. Therefore, Keno no longer believed in the gods. However, the power of the gods was a different matter. The existence of divine magic casters proved the existence of the gods' powers. Therefore, Keno had done research to borrow, seize, or steal the power of the gods, in order to try and restore everyone to normal. However, nothing she tried had any effect—perhaps she was not talented in that field—and so she had halted her research into the topic. After abandoning that research and years of work, as she was returning the books she had borrowed from a temple, Keno witnessed an undead being entering the city.*

[KBA]

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For the Quagoa that makes some sense, given metals are known to interfere with specific types of magic, creatures that regularly consume various metals may have unintended side effects from their diets. One trade off however is certain ores can affect their growth. Perhaps in Troll culture where eating worthy opponents is prized has similar origins as Quagoa ecology and Mana Infusion Gigantism.

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*“Well, that is a tricky question. What do you want? Name your desire.”  
“...Then I will have you, Your Majesty.” “...Hah?” “To date, I have not  
encountered anyone worth killing for a meal. But if I can eat you, who are  
stronger than me, I will obtain your powers, Your Majesty.” Ainz calmed down  
a little. He had heard a lecture from a guildmate about the culture of cannibals.  
Although they ate people, the motive behind that was the same as the Martial  
Lord, to obtain the power of the enemy’s soul. There were also other reasons  
for that, like fetishes and so on*

[V10]

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For Our Sus Lord and Zy’tl (again presuming the phenomenon they both manifested falls under the same category) the spell casting they got was probably connected to their lack of talking, intelligence, and nature. Not being able to talk would probably lead one to not develop skills in proper spell casting given the verbal components required for Tier magic. Likewise, certain systems of magic require certain things like faith or study and not all wild creatures would have disposition to develop such qualities. Lastly, the way certain magical beasts hunt without relying much on spells or so on would hamper the ability to acquire job classes that would develop these abilities.

The problem with Zy’tl is his origin is constantly debated yet he had traits based on creatures of this world. His level being so high beggars belief however. But even his HP was extremely high for a YGGDRASIL being, but given creatures like Hamsuke appear from nowhere, Zy’tl may be something similar but the truth remains shrouded in unreleased content and head canon.

For now, given his immense size and strange stats, it seems more likely Zy’tl should be counted as a being of the New World not only due to his weird ”savage magic” but also due to his gigantism.

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*A gigantic tree that is almost 100 meters in height huh... Branch tentacles befitting of its formidable size. Hoh... Looks like their length can easily surpass 300 meters.*

[CD]

*However, its neck was extremely long compared to the normal image of a Dragon. Also, the extreme thinness of its tail made it look like a mash-up of a Western and an Eastern Dragon. Or rather, it looked like someone had stuck six legs and a winged beast onto the body of a snake. Also, it looked ugly and lumpy, without any of the beauty a Dragon's form ought to have, probably because it was made out of Zombies. In addition, it was far too big. It was 150 meters long from head to toe at the very least. Not even Yggdrasil had something of that size.*

[KBA]

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Although at first glance there seems to be a difference in eating ores and eating other creatures, fundamentally, after all the biological processes may be distinct, nonetheless Quagoa, Trolls, and Liches are basically just infusing mana into themselves via different mechanisms. Liches typically don't exhibit gigantism however. Given their mana infusion is lacking conventional biological components (namely it's not done via consumption, metabolism, and nutrient synthesis/deconstruction) the mechanism of "growth" and "gigantism" are probably connected due to how nutrients facilitate an organisms growth earlier in life. In a world of magic is it so strange some creatures might develop ways to continue to grow to survive when natural selection would naturally favor those that are larger? Remember, size does correlate with strength when other conditions like level and gear are similar. It's only when levels are drastically different that size stops being a major factor.

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*A man appeared from behind the door. His arms and chest bulged with muscle. His scarred face clearly displayed his hostility, and he glared hatefully at Sebas. The lantern he was holding emitted a red light That seemed to be the signal for Sebas to seize the man by the lapels — and then he easily lifted his body off the ground. Anybody seeing this would surely wonder if this was some kind of joke. Just going by appearances, there was no chance Sebas could take this man in a fight. Be it in terms of age, musculature, his thick arms, height, mass, and the aura of violence around him, the younger man had the advantage. And yet, this distinguished old gentleman was lifting up this heavyweight with one hand. —No, that was not the case. Perhaps an eyewitness would be able to sense the difference between the two of them. While humans had poor instincts, they could still sense a sufficiently great difference between two parties. The difference between Sebas and this man was — The difference between an absolute superior and an utter inferior*

[V5]

*In truth, Cure Elim could have won. Due to the difference in their sizes, it could have trampled Suzuki Satoru flat.*

[KBA]

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Lordship may hinge on a creatures ability to perform Metaphoric Mana infusion. For any race where gigantism is factor in what distinguishes Lords, that goes even more so. For the Quagoa race, their entire race is adept at mana infusion, so the deciding factor for them is somewhat connected to ore quality. It still probably has other factors as well. For example genetics or pedigree may play a role. Vijar's father for instance was a Lord supposedly and we know Zesshi(Antilene) had a powerful mother and father(Decem's father was also powerful). Yet it's not like every child of a Lord becomes a Lord, or every child of a powerful person like the Elf King becomes powerful. Those of YGGDRASIL descent are also strange due to possessing alien genes.

It would probably be wise to distinguish between Awakening and Lords however. For Player descendants, it's a different mechanic to an extent, given how unnaturally strong they can become. Of the Awakened Humanoids there doesn't appear to be any connection to Job classes either, Zesshi(Antilene) and Decem didn't have any noticeably distinct job classes that mention Awakening. Meanwhile the

sign of their "awakening" were phenological traits they had at birth presumably (heterochromia and silver hair for the Greed King Elf Fencer, long black hair for the Six Great Gods).

If we consider Krusch to have undergone Awakening but from a non-Player heritage, then Awakening unlocks racial classes that are distinct from Lord racial classes as well. So for Demihumans (and presumably Heteromorphs) there is a distinction between these evolutions as far as we can see. One may argue Zesshi's Lesser Valkyrie is a sign of Awakening as well, though would a YGGDRASIL descended Demihuman or Heteromorph have special names for their racial levels? When you think about it like that, there's some logic to categorizing Krusch's awakening differently.

**Distinct Level Awakening:** Natives of the world who have a Racial (and theoretically a Job class) which mentions Awakened or Awakening.

**Level Cap Awakening:** Those of YGGDRASIL descent who possess phenological traits in common with YGGDRASIL Players and extremely high level caps for their race far beyond Outliers.

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*Lizardman Awakened Lv. 1 - Elder Blood*

[V4]

*"Could he be a God-kin?" The offspring of the beings known as "Players" were people who might awaken incredible power from within themselves. The Slaine Theocracy called these people demigods. Or, more precisely, they were the ones who carried the bloodline of the Six Gods within their veins. If they had the blood of others, they would be termed differently. It seemed very likely that this Momon was of the bloodline of a "Player." Or rather, it would be better to say that no human could have possessed such power.*

[V6]



*Zesshi CLASS LEVELS: Fighter Lv. 10 Berserker Lv. 10 Master Fighter Lv. 10 Lesser Valkyrie/Almighty Lv. 5 Weapon Master Lv. 7 Rogue Lv. 1 Assassin Lv. 5 Executioner Lv. 10 Cleric Lv. 10 High Cleric Lv. 10 Inquisitor Lv. 10*

[V16]

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The underlying mechanism may be the same, but the fact remains both of these are Inherited Templates. Specifically its akin to Atavism. As Zesshi(Antilene) and Decem cannot have Racial Levels we cannot say for certain if Player offspring do not have special Racial Levels or not. Distinct Level Awakening and Level Cap Awakening are not mutually exclusive. Though whatever Awakening Krusch has doesn't lead to terrifying Level Caps. Also Atavism is supposed to be something the parents do not have. In Zesshi's case she clearly has direct connections - but maybe that's why Awakening is normally so rare but seemingly more likely if you are a direct descendant of a Player or Awakened Player Descendant. Krusch's child by definition doesn't have Atavism either as it's only expressing traits it's mother has. Maybe Awakening could be Atavism and this bloodline exhibition? Quasi-Atavism?

Kit Kat theorizes that Distinct Level Awakening is the "normal" Awakening of the New World - Atavism. Whoever the 'ancestor' is affects the strength presumably in Awakening if we think of it in a broad generality. Players and potentially even non-Player bloodlines may experience Atavism in theory. It's almost like an evolutionary response against blood dilution in a sense. Slaine strangely encourages Godkin to breed a lot suggesting there are some benefits to the bloodline from anyone who breeds with Atavism. Krusch's own child was albino as she was so that may be why Godkin are encouraged to breed. As an aside, Zesshi (Antilene)'s mother was also a Godkin and her father an Awakened Player Descendant.

The problem is 'partial' Awakenings may exist like in the case of Neia where one inherits aptitudes and phenological traits but there isn't a level cap inheritance. The line between 'partial' awakening and 'distinct level' awakening is potentially just a difference in special frame - humanoids are more likely to have partial awakenings and class affinities from their parents, meanwhile demihumans and heteromorphs may be more likely to have distinct level awakening. The core difference is distinct levels are predicated on racial levels and since racial levels like this probably occur at birth, humanoids may never have those, and hence why it only manifests as class

aptitude for a class their ancestor had.

Under that line of reason, Kit Kat postulates, the reason Players are special is as beings without Aptitude (nothing like that restricted Players) this has caused a strange 'bug' in the Atavism mechanism of the New World. If one looks at the variety of levels Zesshi has and Decem's divergence into Elementalism from a Druid build, we might conclude their Awakening allowed them greater freedom than normal for most humanoids. Kit Kat likens this to integer overflow - Atavism is triggered and so normally Aptitude would need to be inherited but as Player bloodlines have no Aptitude to pass on, Decem not even inheriting his father's Fencer affinity, instead what he got and presumably other Player Descendants is a Level Cap Awakening instead. That is very strange however.

Decem's mother could have passed on something instead, so why is Level Cap what gets the bonus most notably? Perhaps an answer is only possible with a toddler Awakened Player Descendant for comparison.

There are theories that it may actually suggest a connection between how Players effectively have universal aptitudes in all possible Classes. Thus Aptitude (what is sometimes talent) may be more intertwined with Level Cap than intuitively thought. The tricky issue is how some people have some aptitude at lower levels but they are not able to reach higher levels despite the pedigree such as Gondo and Neia. It continues to be a subject of much debate.

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That's why Ziggy can't help but believe Mana Infusion is something like class aptitude, certain creatures are better at it than others. And Lords are those who are talented at it- and that's why Lords exhibit gigantism and may even unlock new spell casting or Savage magic; they're so talented at mana infusion they actually can harness mana in new ways as a result.

Extending this conjecture further, mana infusion being the underlying mechanism might explain why the magic that they use typically is augmentation based instead of evocation or summoning focused - the underlying skill revolves around mana infusion in theory, so naturally the spells they would gravitate toward would tend to not be spell slinging style spells like Fireball, Lightning, etc.

But what do you think?

Ziggy personally feels this method of acquiring magic (besides for Liches) leads toward less flashy magic.

Now, lads and ladettes, you must always scrutinize details. Just because Ziggy put all these ideas together with bubble gum and caramel (Ziggy doesn't like caramel after all so it's only utility is as an adhesive) doesn't mean every detail is linked. The entire more common topic of False Dragon Lords could just as well be the more popular idea of modern dragons vs ancient dragon lords if you agree with Ziggy that might be more accurate. It all depends on how you want to look at dragons however.

And remember, sometimes a minor character can yield greater insights in conjunction with the rest of the setting. Finally, remember your own Overlord is always right and Maruyama's Overlord and anything Ziggy might say that contradicts that are wrong!!

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Special thanks to Ki-tan(Kit Kat) and Z.B.B.B.(zetsuboubowboo)

One day Ziggy hopes to actually understand Overlord as you both do, or at least as close.



*If I have seen further, it is by standing on the sholders of giants.*

Newton

*Nanos Gigantum Humeris Insidentes*

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# OVERLORD ARTICLE

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## LORDS, RACIAL TEMPLATES, AND INNATE CASTING

The following is a response exploring how racial types work tangentially related to the topic of Our Sus Lord that precedes it and outlined in-between the creation and finishing of the rest.

”Thanks for the answer! Also thanks for filling me in with some theories because I haven’t been able to indulge in discord nor reddit as much as I could before.

Also want to comment on the parallel between Soul Adorer and Soul Blasphemer because I think you may be up to something, mainly because I always assumed that the blasphemer class was a tier magic class instead of a wild magic one.

My reasoning is this; we know Cure could cast up to 5th-tier spells, and since you need 7 levels per tier, that means Cure had a minimum of 29 arcane class levels, but no more than 35 because 36 levels or more would’ve allowed him to cast beyond the 5th-tier.

Primitive Caster, World Connector, and Overed Dragon are classes he shares with Tsaindorcus so we know for a fact these are wild magic classes, which leaves Dragon Necromancer, Soul Blasphemer, and Sorcerer as the arcane ones. However, those are just 15 levels which would normally make 3rd-tier spells the limit, but I also remember how native dragons in the new world are similar to the d20 tabletop ones as in they gain innate arcane magic as they grow older.

Another thing I remember being debated is how exactly this racial arcane progression goes. Some for example used weird calculations in an attempt to explain how the White Dragon Lord could only use 3rd-tier spells despite having 46 racial levels, but I tilt more for the ”arcane levels only begin from the [Old] racial class and forward” explanation which is less headache-inducing and makes perfect sense.

So Cure has his 10 levels in [Old], 5 levels in [Elder], and 5 levels in [Ancient], which on top of his 15 arcane levels make a total of 35 levels for tier magic, just

one level short of reaching 6th-tier spells.

Oh yeah and I just remembered another thing, now that we're talking about Cure and Antilene was mentioned, it brought me back about another case of native new world powers and Yggdrasil powers being used by the same being.

Before the Half-Elf Godkin volumes were published I used to think that martial arts was also like wild magic in the sense that these powers could never coexist in normal circumstances. I remember all the way back in the first Kingdom volumes when Climb was fighting Succulent and at first the boy believed his enemy was using a weird martial art, then it was revealed to be an illusion spell and Climb was all like "so he can't use martial arts!" or something like that, I admit the exact wording might as well be wrong, but I do think that if Succulent could use martial arts he definitely would have, being superior to Yggdrasil warrior skills and all that.

Also in the Holy Kingdom volumes, some paladins like Remedios used martial arts while other paladins used spells that could heal, and again, I think that if Remedios was able to use spells that could heal she definitely would've used them.

Then came Antilene and her sheet revealed she could use 3rd-tier divine spells, but to be fair she herself is an extremely unusual being, the descendant of 2 waves of players. But I think that opens a can of worms if you ask me; you can use tier spells as a native, you can use martial arts as a native, but only those who have large concentrations of player blood can use both? Do forgive me if this sounds like a dumb question, but it does confuse me a bit."

---

Another thing I remember being debated is how exactly this racial arcane progression goes. Some for example used weird calculations in an attempt to explain how the White Dragon Lord could only use 3rd-tier spells despite having 46 racial levels, but I tilt more for the "arcane levels only begin from the [Old] racial class and forward" explanation which is less headache-inducing and makes perfect sense.

---

Would that be the Dragon Racial Count as Third-Casters Calculation? eg Level 46 divides into about 15 for Tier 3.

Trying to apply Half and Third Caster models to Overlord is fine experimentally. However, it depends on the context. Basically Dragons are casters like Hamsuke is a caster. Yet there's no reconciliation between usable tier and level between these two in that method - Hamsuke is a Tier 4 caster on paper despite lacking skills to augment her spells. If Dragons are such magical creatures how come Hamsuke has a higher tier at a lower level?

Theories are fine however if they rely on circumstantial calculations then you have to verify the veracity against similar subjects. In this case if Hamsuke was a Third Caster, she would be about a Tier 2 spell user by dividing by three to get her effective caster level. Even if you think she's a Half Caster, she would be a Tier 3 caster then. Neither calculation method agrees with the FDL conclusion.

If you meant some other calculation method, then you'd have to elaborate. I personally prefer the start counting at Old system since it matches statements and calculations from the text. it also is supported by omission as Hejinmal doesn't mention having any magic. Additionally, some other factors support that method by similarity.

---

*Dragons were the mightiest species on the world. They soared through the sky and expelled ruinous breath from their maws. Their scales were sturdy and their physical attributes were extraordinary. Old Dragons could even use magic. They possessed a lifespan incomparable to those of human beings, and even a sage would have to admit defeat to their accumulated wisdom.*

[V7]



*“[Triplet Magic – Undying Flame].” As that fifth-tier spell took effect, Cure Elim’s hooked claws and fangs blazed with bluish-white flame. This was a spell that added negative energy and fire damage. He had finished all the experiments he had planned over the past five years. However, it looked like it had been patched. The bug that caused undead targets struck by it to gain infinite healing was no more. In that case, it was probably just planning to add fire damage to its natural attacks. That would make it an even lower-tier spell.—Is it in some kind of mode where it can only use spells of the necromantic specialization?*

[KBA]

*Dragon Lords cannot cast tier magic, but since Cure Elim transformed itself from a Dragon Lord into an undead being, it could cast tier spells of the necromantic school. Cure Elim used this loophole to strengthen itself. It lacked fighting experience, looked down on tier magic with contempt, did not appreciate the importance of gathering information, and failed to cooperate with its fellows; all of these factors contributed to its defeat.*

[KBA]

*95 TOTAL LEVELS [RACIAL LEVELS] + [CLASS LEVELS] 51 RACIAL LEVELS + 44 CLASS LEVELS Dragonling Lv. 10 Young Lv. 10 Adult Lv. 10 Old Lv. 10 Elder Lv. 5 Ancient Lv. 5 True Vampiric Dragon Lv. 1 Primitive Caster Lv. 10 Draconic Necromancer Lv. 7 World connector Lv. 9 Overed Dragon Lv. 10 Soul Blasphemer Lv. 7 Sorcerer Lv. 1*

[KBA]

*Tsa’s Sheet: Primitive Caster Lv. ? World Connector Lv. ? Overed Dragon Lv. ? Soul Adorer Lv. ?*

[V14]

---

What is certain is Cure Elim used one 5th tier spell and another 5th, 6th, or 7th tier

spell. These are relatively high tier in the perspective of New Worlders. Like you said, most likely the classes Tsa and Cure Elim share are Wild Magic classes.

---

"I always assumed that the blasphemer class was a tier magic class instead of a wild magic one."

"Primitive Caster, World Connector, and Overed Dragon are classes he shares with Tsaindorcus so we know for a fact these are wild magic classes, which leaves Dragon Necromancer, Soul Blasphemer, and Sorcerer as the arcane ones. However, those are just 15 levels which would normally make 3rd-tier spells the limit"

"So Cure has his 10 levels in [Old], 5 levels in [Elder], and 5 levels in [Ancient], which on top of his 15 arcane levels make a total of 35 levels for tier magic, just one level short of reaching 6th-tier spells."

---

Ziggy doesn't agree with Dragon Necromancer and Soul Blasphemer being Arcane magic classes. Dragon Necromancy seems to be the form of Necromancy Cure Elim used, which relied on undead he made himself, involved no summoning creatures or attack spells, and primarily manipulating large hordes of undead (he created via zombification), something Ainz complimented him for. Likewise, the fact his magic only centered on zombies, meanwhile we know undead can be born or genesis from nothing actually is explained by undead genesis summoning YGGDRASIL template undead and being a foreign form of undead birth. That is, it lies outside the purview of Dragon Necromancy.

---

*The Dragon's face moved. Actually, it was the Zombies moving, but they were very well controlled. If, for instance, the opposition could not just freely control the Zombies used for facial expressions, but all the Zombies—far in excess of 400,000—that made up its body, then its ability to control the undead would be far beyond that of Suzuki Satoru's. If that was the case, then that left another question. Why had the enemy not tried to directly dominate Suzuki Satoru? Was it because Suzuki Satoru was of a higher level than it could control? Or was there some kind of special condition required for domination, like say personally turning the target into an undead creature? Just as Suzuki Satoru was pondering this, the Dragon's expression changed. He did not know whether to say it was expressive, or if he should laud its control of Zombies, but it was plain to see that it was sneering at Suzuki Satoru.*

[KBA]

*In that case, it would seem the [Undead Domination] only happened to the Zombies raised by its own power. The maw biting his shoulder and the Giant hand holding his body let go. In its place, an arm the size of Suzuki Satoru held and pinned him. There were so many Zombies around him that he could not see the outside. However, he could feel himself moving like he was being carried by an underwater current. Or rather, it would be more accurate to say he was being propelled by the surrounding Zombies. Just as he was wondering where he would be taken, his head was suddenly thrust outside. What skillful control of the undead you have, Suzuki Satoru mused with genuine admiration for Cure Elim.*

[KBA]

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Soul Blasphemer is easier - it seems to be the negative version of Soul Adorer. The exact details are lacking, but it probably revolves around relying exclusively on soul destruction to power spells (seeing as Cure Elim has no more soul power or life energy or Olde Mana as an undead) and possibly siphoning power enmasse. You can draw your own conclusions about Soul Adorer but it probably ties into Tsa's actions.

These two classes aside, another reason why Ziggy counts them separately is we don't know for sure what tier Wall of skeleton is but it can be higher than your calculation can support.

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2020-04-17

{ 2020-04-17 }

Q: One more if i can ask, What level is wall of skeleton? 5? I wanted to know so i can use with my friends in our own OVERLORD TRPG book pls A:

A:It should be 5th,6th, or 7th Tier.

*“[Triplet Magic – Undying Flame].” As that fifth-tier spell took effect, Cure Elim’s hooked claws and fangs blazed with bluish-white flame. This was a spell that added negative energy and fire damage. He had finished all the experiments he had planned over the past five years. However, it looked like it had been patched. The bug that caused undead targets struck by it to gain infinite healing was no more. In that case, it was probably just planning to add fire damage to its natural attacks. That would make it an even lower-tier spell.—Is it in some kind of mode where it can only use spells of the necromantic specialization?*

[KBA]

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So the theory loses credibility in the case Wall of Skeleton is higher tier than Undying Flame.

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One-to-One Tier Magic Correspondence with Modern Dragons:

Olasird’arc

46 TOTAL LEVELS [RACIAL LEVELS] + [CLASS LEVELS] 46 RACIAL LEVELS + 0 CLASS LEVELS

caveat: only Old age category and higher levels count for effective caster level

Dragonling Lv. 10

Young Lv. 10

Adult Lv. 10

(implied to be Old Lv. 10 from Cure Elim’s sheet and various statements in Volume 12) [TM]

Elder Lv. 5 [TM]

Ancient Lv. 1 [TM]

[TM] = 16

By Seven-Levels-Per-Tier - 3rd Tier magic user using the 1-to-1 method.

Cure Elim using the one-to-one method with the Seven Levels Per Tier and assuming Blasphemer and Necromancer are tier magic classes.

Cure Elim

Cure Elim Racial = {  
Dragonling Lv.10  
Young Lv.10  
Adult Lv.10  
Old Lv.10  
Elder Lv.5  
Ancient Lv.5  
True Vampiric Dragon Lv. 1

Dragonling Lv. 10

Young Lv. 10

Adult Lv. 10

Old Lv. 10 [TM]

Elder Lv. 5 [TM]

Ancient Lv. 5 [TM]

True Vampiric Dragon Lv. 1 [??]

$$\text{Cure Elim Classes} = \left\{ \begin{array}{l} \text{Primitive Caster Lv.10} \\ \text{Draconic Necromancer Lv.7} \\ \text{World Connector Lv.9} \\ \text{Overed Dragon Lv.10} \\ \text{Soul Blasphemer Lv.7} \\ \text{Sorcerer Lv.1} \end{array} \right\}$$

Primitive Caster Lv. 10 [WM]

Draconic Necromancer Lv. 7 [TM]

World connector Lv. 9 [WM]

Overed Dragon Lv. 10 [WM]

Soul Blasphemer Lv. 7 [TM]

Sorcerer Lv. 1 [TM]

[TM] Racial Classes - 20

[TM] Job Classes - 15

[TM] Total - 35 using the 1-to-1 method and assuming several of Cure Elim's classes are Tier magic classes

The issue with the one-to-one method is suppose Wall of Skeleton is 7th tier.

What can we conclude if it's not just 5th tier?

Kit Kat often uses the 'closest equivalent' axiom for situations like this. So for example, you may recall how Players, NPCs, and mercenary monsters are nearly the same as their YGGDRASIL forms, however they have certain quirks that diverge from how they once were. He argues that as the YGGDRASIL system was forcibly on the people of the world, things that deviate from it are forcibly made to fit into

the system. Thus for example how the Dragons are naturally Arcane focused now or monsters like Hamsuke having limitations similar to YGGDRASIL monsters. Likewise, Wild magic can be interfered with by tier magic and vice versa.

This calculation of Wild Magic job classes as Arcane job classes is called System Substitution Classes. Just as Racial Substitution classes can count as job classes in special circumstances, this duality of Wild Magic and Arcane magic somewhat reflects the perverted nature of the world, how modern dragons now acquire Arcane instead of their ancestral wild magic, and explains a bit why Tier magic and Wild magic can interfere with each other in the Attribute taxonomy(eg anti teleports work against both systems using the other one).

Thus, if we accept that this 'interpolation' is fudging things to make them fit, how are we to treat Wild Magic caster job class levels? Remember unlike monsters like Hamsuke and Our Sus Lord, Wild magic classes are actually named on character sheets. That may suggest the difference between System Substitution Classes and potentially native preserved levels or whatever Hamsuke and Our Sus Lord have; if classes can be identified they somehow can fit into the YGGDRASIL system - System Substitution being the complement to Racial Substitution. For a small tangent, Quagoa being a New World only race that has explicit Quagoa racial levels which coincidentally count as Racial Substitution levels for Monk is another example supports this idea of if a class can be written on character sheets it may somehow fit into the YGGDRASIL model (forcibly or otherwise). It may or may not be appropriate to link these occurrences however.

One minor detail that supports the System Substitution method is how some people learn tier magic now from the wisdom of dragons. That suggests a possibility that the magical know-how of dragon spellcasters can be taught to others. Now if it this is modern dragons or Tsa, a wild magic caster, is up for interpretation. Given how both magic systems share Attribute use and mechanics isn't inherently impossible but there's so little details about this it's tough to say.

## System Substitution

{ definition }

**System Substitution Class Theory:** The theory which states some levels may count for the prerequisites of another class(the titular System Substitution Class) despite not being identical in systematic progression. For example, some pre-existing racial levels although not racial substitution levels for a given system or manner of spellcraft can still count toward progression for racial substitution levels in another system. Sometimes this is called System Correspondence or System matriculation. A complementary theory to racial substitution classes and Aptitude system paradigms.

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*“That said, I only know a little bit about magic. Perhaps countries which trained magic casters on a national level could create spells like that. The Slaine Theocracy has academies for clerics — divine magic casters — while the Empire has institutes which produce their arcaners, sorcerers, wizards, and other arcane magic casters. Then there’s places like the Argland Council State, which uses something like the spells born of the wisdom of the Dragons.”*

[V2]

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Opinions diverge here, such as Dragon Lords never had Wild Magic levels because levels themselves are foreign concepts. Or people calculate them exactly like Arcane caster levels for stat gains; every Primitive Caster or Wild Magic class gives only one-third the stats of a Warrior class. Some people even ignore them completely as contributing nothing and are just a separate and distinct system. Given the scarcity of Dragon Lords in combat given screen-time facilitates this lack of understanding.

Quick lesson— The ‘Closest Equivalent’ principle is an attempt to categorize the weird isekai changing to details. This principle applies to how NPCs inherit the relationships of their creators, their personalities in ways that don’t contradict their hard-written settings, and how they acquire soft features like Albedo and Demiurge did (like sewing competency or bone furniture crafting). In a broader sense you can apply this to mercenary monsters and their weird divergences from YGGDRASIL as well.

Kit Kat (the man, the myth, the legend) argues that if we apply the ‘closest equivalent’ principle in reverse to the residents of the world, then Wild magic caster levels should be calculated as whatever they are closet to in theme. In this case, if you add up all of Cure Elim’s job classes - you get 44. Which by Seven-Levels-Per-Tier supports the upper-bound on Wall of Skeleton’s tier. He believes that the closest class to Wild Magic casters is Necromancer and hence why Cure Elim’s classes began to count toward Necromancy and gave him a lot of MP after he went from Dragon Lord to Undead. Rather than these becoming empty levels, these classes were forced to fit into the system somehow - but this only happens if a dragon lord becomes undead.

## Law of Closest Equivalency

{ definition }

**Law of Closest Equivalency:** A principle fundamental to the New World and those brought to it via isekai. Effectively, something brought to the New World will take on properties of the thing it is closest to and vice versa. Thus an NPC will take on properties of it's creator, an undead born via genesis will take on properties of the monster it resembles from YGGDRASIL, and Mercenary monsters will take on properties of New World equivalents should YGGDRASIL equivalency be insufficient. Often likened metaphorically to interpolation, roll-back, and packet approximation in dynamic transmissions between the two worlds.

.



The reason this theory was born was if we assume dragon racial levels are the same for all dragons, then all of Cure Elim's dragon levels should be regular arcane levels in terms of system and MP - so his spell selection would also reflect that - but instead we're told he can only cast Necromancy magic. Here he cites that the other undead dragon we know about isn't a natural necromancer so you can't claim undead dragons are naturally converted into necromancers - though we do not know how many levels in racials that dragon has, what we do know is no matter what happens with Necromancy it wasn't locked into necromancy and could study tier magic in other systems. Therefore you cannot use Cure Elim's racial levels for calculations of Necromancy because:

1.) it doesn't fit the New World's logic for tier magic affinity using undead dragons from our one example

2.) dragons were noted to not be adept or rather exemplary spellcasters with racials alone (ie they shouldn't count as caster levels as in racial substitution class cases)

To be fair, in a generalized sense he's right because why are you only counting his non-racial substitution classes as racial substitution classes? Since he's a Dragon Lord though it might not be appropriate to count his racial levels as anything even if you ignore he's an undead now. Basically, if he's a native existence before tier magic's introduction, rationally those levels may not count as any class in the traditional sense. That's a cop-out however. Ziggy feels you should at least try to apply your rules unilaterally unless there's some special reason not to. As there is another undead dragon to compare to this complicates conclusions for Cure Elim. Even if you assume Dragon Lords have distinct racial paradigms, we are told outright how normally even undead dragon lords cannot do what Cure Elim can.

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"So Cure has his 10 levels in [Old], 5 levels in [Elder], and 5 levels in [Ancient], which on top of his 15 System Substitution "arcane" levels making for a total of 35 levels for tier magic, just one level short of reaching 6th-tier spells."

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*Magelos — born with the ability to use spells of up to the fourth tier. The spells they could use apparently appeared on their bodies like tattoos. Their more powerful members were covered in tattoos. Sometimes there were individuals who could develop skills as magic casters, and those were rumored to be able to cast spells of up to the fifth tier. They might be Lord level entities*

[V12]

*She used her battle cry to rouse her spirit, and began to cast spells with her trembling lips. There was a fourth-tier arcane spell called [Silver Lance]. It was a physical-type spell, but since it possessed silver properties, it was a tremendously damaging spell against enemies who were weak against silver. In addition, it also had a special effect known as “piercing,” which made it do more damage to unarmored opponents. However, it also had the drawback that its damage could be reduced by armor. Her trump card lay in altering this powerful spell to produce new, unique spells. There was the [Burn Lance], which inflicted fire-element damage. There was the [Freeze Lance], which inflicted cold-element damage. There was the [Shock Lance], which inflicted lightning-element damage. These three spells all did elemental damage, so armor could not reduce their potency, and they still retained the deadly “piercing” ability. Of course, in keeping with their deadliness, those spells consumed far more mana than fourth-tier spells.*

[V13]

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One possible support to System Substitution is actually Nasrene. Typically her race can use 4th tier magic in a manner similar to how Hamsuke can. It's stated that they don't have full blown magical proficiency however but some can spellcast like bona-fide magic casters having skills like job class magic users. However, this idea of being 'Lords' and 'skilled' magic casters seems strange. Wouldn't focusing on Job classes to get up to Tier 5 magic and being considered a Lord seem strange? Dragons for example forsake racials to accomplish this and by all intents and purposes the pure racial Magelos don't count as racial substitution levels given the distinction drawn for Lords of their kin.

However, retroactively apply the System Substitution method to Nasrene similar to how some Elder Liches begin their spellcasting at Tier 3. Suppose she was a Tier 4 caster via racial levels. Then she acquired her Lord racial levels by whatever method determines this (lineage or rulership etc). As these are four tiers worth of

magic casting and she's using a racial class to substitute for job classes, she can start at Tier 5 with her Lord racial level. But isn't that at odds with not counting non-substitution classes as substitution classes? Why yes, however some point to Nasrene as to why they think that's how it works.

But how come Dragons can't do this but Magelos can?

Well there is a divergence in the type of racial classes these two races possess. Every dragon racial level is a non-substitution level. Magelos Lord is implied to be a substitution level for whatever reason.

Cure Elim was a vampire and they are not noted to be adept spellcasters so his template doesn't match his racials factoring into spellcasting class computations. Similarly, it's implied Dragon spellcasting begins innately at Old meanwhile Magelos Lords begin to be actual spell casters at a comparable level. Given Nasrene's strange specialization and multi-casting, like Elemental Skulls, the reason the racial develops into a substitution level is due to some innate spell manipulation. Now it's fairly possible Nasrene also just was a dedicated class caster and then acquired Lord after all that too. The only issue here is the that strange similarity - magical aptitude was triggered at a similar level range - the Realm of Heroes (Magelos Lords are Tier 5 casters, Dragons when they are Old and above begin to exhibit innate spell casting).

One thought is stronger races have a 'Wall' just as humanity does at Level 20. What this 'wall' actually is a mess of a debate. But Maruyama refers to it for humanity so for one race this exists in some form. Some refer to it as a cheap way to powerscale and limit New Worlders. Others see it as the RNG wall. Lords in the Realm of Heroes are rare no? In the Abelion Hills there were only about ten amongst all the races in Volume 13. Dragons just happen to innately reach this level and beyond without luck but they begin to show signs of being 'special' just as Lords do at this range. That is there is a Wall of Lordship.

A rarer way to interpret "walls" are aptitude limits. That is most humans are capped at certain levels for how far they can progress and by extension level up in given classes. Now level caps are distinct, but basically for classes it's like you can only reach a certain Tier in a class without 'talent' or 'aptitude'. Lords might be those of their race with Aptitude in certain skills intrinsic to their race. As we have no quantitative way to evaluate this you may want to refrain from using this

perspective. But if Genius characters exist for classes.... isn't that a sign there is some discrete way to articulate Aptitude?

Not all races have this supposed wall - Beebeezee a 'born lord' supposedly isn't in the Realm of Heroes. Physiologically, the rarity for his race was due to gender dependency for lordship. So this definitely is worth more dissection. Like Hamsuke didn't suddenly become a spellcaster like Nasrene at a similar level. Buser and Pe Riyuro didn't develop innate magic like dragons do at this level as well. Beebeezee however appears to be a racial substitution class holder (Zern Lord = Spiritual casters).

This distinction in Aptitude and the conceits of races is why things are so confusing for calculating caster rules. There's different rules or templates involved.

Recall how in the Web Novel Monster and Player racial levels were distinct. It's another intentionally obfuscated mechanic that relies on contextual clues. Maruyama loves that shit.

---

*Monsters are different. Monsters are not counted with Racial and Class levels, instead Monster Levels are used. This is added to Class Levels (If they have). In the case of Brain Unglaus. He was turned into a vampire by Shalltear. However would a Vampire's levels (Same as Shalltear) be added to his warrior levels, no. He is a monster with Vampire (Monster ? Levels) added to his warrior ? levels. This is what happened after Shalltear sucked his blood and turned into a monster. And so there is a difference when a Dragon Lord reaches Hero class and a human reaches Hero class, the difference in monster level opens a gap between them. (Normal humans do not have a racial level, their first level is their class level.)*

[WN]

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Let's try to catalog these distinctions more succinctly:

Lordship here will be broadly defined as Lord racial classes or the radically different morphology, abilities, etc attributed to one's race.

Lordship Variations = {

- Template Dependent Lordship(Lordship via Nature)
- Born Lords - Racial Substitution level holders(Zerns,)
- Prestige Lordship(Lordship via Nurture)
- Acquired Lordship-Non-casters(Quagoa,Bafolk)
- Acquired Lordship(Magelos?)
- Magical Beast 'Monster' Lords( Lordship Via Unga Bunga)
- Acquired Mastery-tier(3rd) Innate Casting(Modern Dragons)
- Acquired 'Lordship'(Ankyloursus)

}

Template Dependent Lordship(Lordship via Nature)(First racial level is a Lord level?)

Born Lords - Racial Substitution level holders(Zerns,)

## System Transition Harmony

{ definition }

**Template Dependent Lordship(Lordship via Nature):** A categorization of Demihumans and Heteromorphs who are Lords. These are Lords who have some trait they are born with that defines Lordship. This trait may suggest their Lordship is an Inherited Template and not an Acquired Template.

”A king is a king, not because he is rich and powerful, not because he is a successful politician, not because he belongs to a particular creed or to a national group. He is King because he is born.” - Jacques Monet

.

**Prestige Lordship(Lordship via Nurture)**(Lord appears as a racial class after other racial classes)

\*May be related to aptitude in racial skills

**Acquired Lordship-Non-casters**; may have racial substitution levels (Quagoa, Bafolk?)

”When kings the sword of justice first lay down, They are no kings, though they possess the crown. Titles are shadows, crowns are empty things, The good of subjects is the end of kings. ” - Daniel Defoe

**Acquired Lordship** - Innate Casters to Substitution Casters(Magelos?)

**Magical Beasts 'Monster' Lords( Lordship Via Unga Bunga)**(Lord changes happen naturally over time as the creature grows)

**Acquired Mastery-tier(3rd) Innate Casting** - Non-casters to Innate Casters (Modern Dragons)

\*Lordship culturally is actually at Ancient not at spellcasting awakening

**Acquired 'Lordship'** - No evident racial class (Our Sus Lord)

\*Unga Bunga referring to size being the prominent morphological change

For Our Sus Lord is a good example of a race that doesn't exhibit any of these things - Lords are rare for his race, but it doesn't appear his Lord status is affected by age, being born a Lord for his race, or acquiring Lord later. For whatever reason these New World monsters have no YGGDRASIL equivalent levels like Dragons. Hamsuke as well. Clearly like Monsters they don't seem to have comparable levels in any job class and are 'magical beasts'. For now, just keep in mind there seems to be a reason behind why some creatures have no listed levels on their character sheets.

But how do we fit in (True) Dragon Lords into this model?

”Treasures and armies do not make a king. A true king is a king within himself.” -

Rumi

”Kings are right to fear the blotting out of the sun. If you stake your political legitimacy on divine right—on the idea that your dominion was written, by god, into the very laws of nature—you have a big problem when the natural order begins to unwind, right before your subjects’ eyes, in the most dramatic way possible.” - Ross Andersen

Nasrene and Prestige Lordship seems to involve System Substitution. Dragon Lords cannot normally do this - either they cannot learn the skills of tier magic or perhaps something more ominous. But is Cure Elim using the same mechanic via his undead rebirth?

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Likewise, if you allow Wild magic and Tier magic classes to count together for Cure Elim’s magic computations (basically you count the underlying feats or skills rather than the classes by system), you ignore having to distinguish between the two and argue over what is and isn’t a wild magic caster class. And it avoids the problem of deciding how to compute racial levels of Dragon Lords who converted from living to undead. Like is it even appropriate to calculate any Dragon Lord racial levels for mana or calculations. The main argument being why aren’t living Dragon Lords having their racial levels count for tier magic but Cure Elim’s are? Is this a case similar to Magelos?

Basically if Dragon Lords can’t cast tier magic

and

Undead Dragon Lords cannot use wild magic

then

any argument must address why these two facts are being violated in a discussion of Cure Elim.

First, Cure Elim can cast tier magic as he has gone through a template change, from living to undead so the former restriction of Dragon Lords being unable to cast tier



magic no longer applies - his rebirth fulfills the 'newborn' requirement to acquire tier magic. However for some reason they're locked to necromancy. Kit Kat thinks this is because Necromancy approximates Wild magic the best. Personally, Ziggy believes if we assume the basis of this argument is true, then it might just because all of Cure Elim's necromancy specialization are being drawn on by his tier magic now(eg if he has a Zombie manipulation feat this count towards prereqs for any new tier magic feats or class levels or spells).

In the worst case if you don't count all the confirmed wild magic caster levels, like you noticed Cure Elim would still be able to cast Tier 5 magic.

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*Usually, after dying - after becoming undead, in other words - a Dragon Lord can no longer use Wild Magic. But Cure Elim exploited a loophole, using its Wild Magic to absorb a great number of souls from the surrounding area and using these stolen souls to compensate for the limitations of the undead transformation, thus giving the undead Dragon the ability to use Wild Magic)*

[KBA]

*Basically 500 years ago, the world's laws of magic were greatly warped. Monsters were born able to acquire Tier magic. Yes, such a thing happened.*

[ARC]

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What is important to distinguish here between all the forms of 'Lordship' is that Cure Elim underwent a Template change - from living to undead. That's a very distinct change to one's being that shouldn't be neglected for scrutiny. The biggest issue here is a lack of character sheets for New World undead casters and converted casters. Cure Elim is actually the only other one besides Keno/Evileye. And neither of them are Liches(racial substitution class arcane casters). If you want precedence for why that matters, Cure Elim's ability to use Wild Magic and Tier magic is outright stated to be an anomaly. Neither Cure Elim nor Keno are a 'normal' undead in this case. But perhaps those special circumstances are why they

might be comparable to Players, changing from one race to undead was a case in YGGDRASIL at least?

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*Cocytus, I hope you will foster a deeply rooted loyalty to Nazarick in the Lizardmen. I also hope that you will cultivate the growth of talented members of their species. I will leave these tasks to you. If you need Wings of Ascension or other special items, let me know. I will also lend you a Powered Suit for the time being.” Players could change their character races in Yggdrasil, but that did not imply that one could freely change race. Some requirements had to be met for the change, and the changes were irreversible. Part of the requirements were items. Someone who wanted to become an Elder Lich would need a Book of the Dead. Someone who wanted to become an Imp would need a Fallen Seed. The Wings of Ascension item which Ainz had mentioned was used for becoming an Angel. Ainz had mentioned it because he thought that it might be possible to change races in that manner.*

[V4]

*“...Indeed, that’s a way too. Transmutation-type spells can briefly allow you to change into another species. I’ll be frank — they’re valid options for improving your physical attributes.” “I think I’ll pass on that.” “If you simply desire strength, then changing into another species is quite effective. After all, the human body is hardly exceptional, and the same abilities are more effective when one’s basic physical attributes are improved.” That much was obvious. Between two evenly skilled opponents, the one with the better physical attributes would have the advantage. “The fact is that many of the Thirteen Heroes were not humans.*

[V5]

*However, in the absence of such circumstances, none of the spells in Suzuki Satoru's repertoire included the ability to restore people who had become undead. It might sound strange, but even resurrective items and spells which could be used on undead creatures who had been reduced to 0 HP some time ago could not restore them to their state before they had become undead. That said, race-change items might have a chance here. Unfortunately, once one became an undead creature, most race-change items would not be able to change one's undead status. If it was possible, the only things which could do that would be on the level of World Class Items. If one was a Player, it would be quicker to delete one's character and start a new one. While I don't have any and wouldn't use them even if I did, perhaps the "Seeds of the World Tree" could allow even the undead to freely change their race — assuming, of course, that World Class Items had the same effect here as they did in the game.*

[KBA]

*Dragon Lords cannot cast tier magic, but since Cure Elim transformed itself from a Dragon Lord into an undead being, it could cast tier spells of the necromantic school. Cure Elim used this loophole to strengthen itself. It lacked fighting experience, looked down on tier magic with contempt, did not appreciate the importance of gathering information, and failed to cooperate with its fellows; all of these factors contributed to its defeat.*

[KBA]

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There are thankfully cases of people who race-changed in the New World to refer to as well as some discourse on the fundamental aspects of changing. Wild magic is confirmed able to do it, but it's suggested an alternative method exists as well those it's unspecified and unconfirmed.

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*It would be troublesome if there were zombie rats or the like around. If they got killed during the experiment, he might end up aggroing all the Zombies in the city. Incidentally, there were no such things as slime Zombies. While every race could be turned into Zombies or skeletons, there were certain exceptions. Races without a skeletal system could not be zombified or skeletonized. That was how it worked in Yggdrasil, and after checking with Keno, that was how it worked in this world too*

[KBA]

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The strangest case is the one with the most data - Keno and Cure Elim. Keno's racial levels appear to give her physical capabilities like most races. Cure Elim's race however is distinct from hers - his was True Vampire Dragon not a True Vampire. Being a True Dragon Lord is a mess of course for the distinction, Given how notorious Evileye's class synergy is, it's most likely her racial levels are indeed warrior-type levels(given Satoru's observations, her tier 5 spellcasting, and lack of other spell casting descriptions).

Some postulate that was what Cure Elim intended to acquire by converting into an undead but he inadvertently stumbled onto a dragon exclusive (wild magic) variant of the race he was trying to become. Supposedly he had three reasons to become undead: foremost was his Elder Coffin desire - the ability to store souls to rapid fire trump card wild magic without killing himself, secondly to ignore pain and finally supposedly to acquire tier magic. However, he ended up spurning tier magic (probably due to it's limitations compared to wild magic). So then what's the wrinkle or fly in the ointment here? What's the distinction between a True Vampire and True Vampire Dragon if he intended to get all three of these by becoming what Keno is?

Your interpretation here is vital. Keno's vampirism didn't appear to give her any special spellcasting restrictions so was he just trying to gain vampire racials but stumbled onto uber vampire racials as a dragon? Or is there some secret disctionion New World True Vampires have Cure Elim failed to acquire? Perhaps it was just Maruyama power leveling a True Dragon Lord to try to be a threat... However the limitation he has to Necromancy seems significant.



*The reason why she did not become a Zombie but instead a Vampire is because she unconsciously used her Talent to replicate Cure Elim's Wild Magic spell and absorbed the souls of the people around her, becoming the undead being that Cure Elim had originally planned to be - another Cure Elim.*

[KBA]

*Dragon Lords cannot cast tier magic, but since Cure Elim transformed itself from a Dragon Lord into an undead being, it could cast tier spells of the necromantic school. Cure Elim used this loophole to strengthen itself.*

[KBA]

---

True vampirism thus doesn't count as a racial substitution level and True Vampire Dragons strangely have ties to Necromancy exclusively. Evileye in contrast seems to have retained Sorcery and Elementalism as was common amongst her people. Her spell selection wasn't as limited basically.

Moving on-

Krunui is described with quirks as well since he used to be a living creature so in some ways he resembles Keno and Cure Elim. Details about him are lacking so little can be said however. He is in the inner council however and seems to be the only race-changed member given how his sense of style conflicts with other members, or rather is notable. What we do know is he has to be an undead caster of some sort. What method he used or what he actually is something to ponder. It's nice to confirm that race changing seems to consistently affect prior personalities at least. Sadly there are no details on his classes or specializations.

On a side note, for some reason converted undead from New Worlders all have red eyes for one reason or another. Now Ainz has red eyes as well, but if one looks at Davernocks/Deibanock's art he has blue eyes. Though this is never described in story, a few people point to this eye color as suggestive of what system of rules a person is following - in this case red eyed undead are like YGGDRASIL Players in how they have race changed and are not born monsters - this also alludes to why all these undead are like Satoru where the vestiges of their living selves persists to

contradict the preconceptions of natural undead and those born from spontaneous genesis. Your mileage may vary however wanting to defer to a commonality based on art design... then again the story made a point to describe Krunui as Red-Eyed... Maybe his eye color being distinct and a worth a nickname is confirmation of the art decision...

So why Blue and not Red? Critics of this idea often cite that Davernock may have spawned from a body in the Kingdom therefore the most common eye color was blue.

However - supporters of this idea cite another interesting connection - Wild magic users and those who use Soul ignition actually manifest a bluish color. See the Volume 14 cover, Brain's Volume 14 illustration, and Daveronock's eyes. Instead of deferring to anime depictions foremost official art should be the foundation for any arguments like this. What we might conjecture is vibrant blue light like this shows the natural usage of powers related to the soul or natural undead (as illogical as that might sound to some); undead rise 'naturally' do they not by some mechanism?

This may all be tenuous but it's an interesting juxtaposition and attempt to explain why red-eyes in particular seem to be prominent and worthy of note. Naturally this cannot apply to YGGDRASIL undead like Ainz given the arbitrary design of the game, but that same 'otherness' by the red of YGGDRASIL undead eyes or veins in Death Knights might be a subtle way to distinguish natural born undead of the New World. Given that the True Vampires are not liches and we do not know what Krunui is, it may be premature to draw such a conclusion with so little evidence.

Then again in the anime Ainz without eye color is Pandora in disguise and in Volume 14 people guessed cover Ainz wasn't Ainz due to the lack of REDACTED world class item orb.



*The one who spoke was the lord of the castle, Krunui. His most striking feature was his extremely pallid-looking skin. He was not a natural undead, but a former human who turned himself into one using magic. Maybe that was why they could see traces of his past self in his obsession with surrounding himself with fine things. While the others always wore the same clothes—magic items with copious amounts of magical power—he alone wore a different spotless outfit each time, but his clothes did not have any magical power. For other members, clothes were something used for strengthening themselves, but for Krunui, they were things to decorate himself with.*

[V15]

*There was an organization called “Corpus of the Abyss.” It was a group composed of undead magic casters. Originally, it had been formed to work for their mutual benefit and avoid conflicts.*

[KBA]

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Tangents aside, let us return to undead dragons.

So how do we treat an undead dragon? If we retain the idea that Dragons don’t spellcasting until the 30s then would undead dragons not have high caster levels even as Liches?

## OBJECTION

Dragon Nightlich Exist

Nightlich - 6th Tier magic user?(given definition)

Minimum TM effective caster levels of 36.

If undead dragons being able to use magic start at Level 30 (old), then undead Nightlich dragons would be level 66 as Dragon racial levels do not count as Racial Substitution Classes and his system of magic was Spiritual not Arcane, assuming he didn’t unlock spellcasting until dragons awaken to tier magic.

Given he's a Spiritual magic caster, the more likely explanation was he is a dragon who studied magic instead of acquiring racial levels. This would be more palatable for calculations instead of surmising he is Level 60+ and we're told this happens - even in the Author Thoughts 11 for the Volume he was first named in. That would mean he became a Night Lich or Tier 6 caster in a similar method to Abyss - who was formerly an Other system caster of the same tier. Given Bluesky Dragon Lord is a Tier 5 Druid caster, a Tier 6 caster dragon existing in the past isn't outlandish. What is odd is how again we see a possible case of an undead starting with one system and acquiring another (potentially) after becoming undead.

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*The game Yggdrasil has two types of levels, and in total 100 can be gained. The two types are the Racial and Class levels. Ainz is a Skeleton Mage (Race) 15lv, Lich (Race) 10lv, Demilich (Race) 5lv, Overlord (Race) 10lv, True Necromancer (Class) 10lv, Chosen of Undead (Class) 10lv, etc.*

[WN]

*Ainz Sheet: Skeleton Mage Lv. 15 Elder Lich Lv. 10 Overlord Lv. 5*

[V1]

*However, someone else learned that he could continuously launch [Fireball]s and his identity as one of the undead came to light. He was then forced to flee that mercenary band*

[V6]









*Q: Can you get Job prerequisites from Racial Classes by just having 1 Racial class level. [double check] I'd like to learn the final Race of all the Guardians and Ainz. A: The prerequisites to class change to a Lich was to have 10 Levels as a Skeleton Mage, possess a Book of the Dead [shisa no moto], at least 30 Magic class Levels, a deserted souls treasured book [shiryon hihon], possess a dark ritual document, and clear a special event. That was the manner it was done. You can compromise and stop at Level 1. Ainz is an Overlord, Shalltear is a True Vampire, Aura is a Dark Elf, Demiurge is an Ark Devil or Arch Devil depending on how you read it. Cocytous is a Vermin Lord*

[ARC]

*An Elder Lich is a type of undead that specialized in magic and is intelligent enough to command lower tier undead. Additionally, Elder Lich was a class in YGGDRASIL, one that came before Overlord. Characteristics: Lower tier undead lack intelligence so they can only repeat the orders they are given, however Elder Liches are smart enough to give orders to lower tier undead. Unlike lower tier undead who hate the living and attack them immediately, Elder Liches can negotiate and form relations with the living. During battle, Elder Liches are skilled with magic, using spells like Fireball or Lightning and can summon lower level undead with spells like Summon Undead IV. They have a variety of attacks including a skill to deal damage by touch using Negative Energy Acquisition and Creation: In YGGDRASIL, the Elder Lich can be acquired by class changing from Skeleton Mage. To do so, a special book called the Book of the Dead is needed. Iguvua= 41 however was made by Ainz's skill. Strength: Elder Lich cannot be compared to Overlords, however they can be quite the threat to Platinum-ranked adventurer team and are beyond the means of normal adventurers. It's advised to engage them in melee combat, but it's difficult to approach them as they use spells like Fireball and lightning, so fighting them often requires well thought out strategies. Of course any fight is winnable if one has a strategy and detailed information on their enemies even with ease if it works out.*

[MANGA]

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How many levels he had before death matters because of another feature of the New World - System Transition Harmony. This also explains Cure Elim's case. System Transition Harmony postulates that when one becomes undead, they can transition to another system of magic without investing in new job classes. Basically any prior magic casting capable classes count toward the new effective caster level of the new system. System Transition Harmony (sometimes called System Articulation)

parallels Nasrene or Magelos Lord System Substitution - the difference here being there's a system change in addition to treating magic caster levels in generalaity while System Substition levels treat non-job classes as job class levels for the acquisition of a racial substition level.

System Transition Harmony basically sees all magic classes as fundamentally counting as 'magic capable' for Effective Caster calculations. It's very similar to how Ainz can count all his magic classes as counting a third as much of Warrior classes for the purpose of calculations. Thus, Abyss's ability to use Sixth tier magic in two systems can be explained by System Transition Harmony - he must of died a Sixth Tier Other caster and been reborn as a Night Lich - which if you recall are Sixth tier casters typically. You could then infer the same happened for the Night Lich Dragon.



## System Transition Harmony

{ definition }

**System Transition Harmony Theory:** The theory which states when some people undergo racial transitions, there is harmony or agreement with their current caster tier in their preferred system (effective caster level) and their new system. System Transition Harmony is observed amongst Night Liches and theorized to apply to others as well. Thought to also be related to hybrid or dual-system classes like Bishop and Lord racial substitution classes for innate casting races.

.

In a way this would also explain why Cure Elim didn't study in his Tier magic much yet can use such high tier spells - his effective caster level is based on all his prior magic caster levels if we generalize Abyss's case. Thus we can generalize similar to how we can generalize about Racial Substitution classes fitting a broader framework in the system of racial classes and job class correspondence. System Transition Harmony is the correspondence of job classes facilitated by an undead transformation.

Basically, think about this in the framework of New Worlders are kind of like Monsters and Mercenaries in YGGDRASIL - they have a broad 'level' in a 'role' as well as class or race levels in many classes. For Ainz he is a pure Necromancer so he has a System Level of 100 in Necromancer even though he actually has a split between racial and job levels. YGGDRASIL did actually categorize levels based on these sort of themes however - that's partially why trump card classes like Eclipse existed by following these paradigms; System Substitution may be a vestige of this gameplay quirk - and it might explain why so many different warrior classes exist but they all use the same broad system of martial arts. So a Dragon is mainly a warrior with some spellcasting ability but these levels don't count as a bona fide caster. It still has the spells however. Likewise, a spellcaster is a spellcaster with an effective caster level in their specialization. However, they also have a broad acumen in spellcasting - this might be the reason why Fluder can combine his three separate systems as System Transition Harmony is a broader example of System Substitution classes - in this all the magic caster classes as X leveled mages basically - rather than two distinct phenomenon it can be the same core idea.

eg Fluder is over Level 40 but is only a sixth tier arcane caster. his Effective Arcane level is sixth tier but his total magical ability is actually seventhish tier or so or closer to his total level as he has non-Arcane classes.

Another origin of System Substitution is that like Martial art classes having it, Wild magic levels seem to broadly exhibit a range of power associated with the same classes where specialization isn't mandatory in the class sampling, so this might be a natural component of the class system of the New World, before YGGDRASIL was introduced. It's debatable. The fact remains Cure Elim and Tsa have many of the same classes for Wild magic yet how they go about using their powers is distinct. Climb and Baziwood might be similar in terms of classes as well but their fighting styles and martial arts selection vary drastically as well. Brain was able to

study Gazef's trump cards despite having his own fighting style and way to combo martial arts as well.

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*They were the same as natural disasters to the people concerned. One of these fearsome Night Liches who moved behind the world's veil with the nickname of "The Abyss" — Banejieri Anschass came out of a huge room while bowing. With six arms and two heads, proficient not only with arcane spells but also spells from other systems, this night lich was a fearsome being that humans could never dream of defeating*

[V15]

*The first to notice that problem was one of the oldest members of the inner circle. He was one of the founders of the organization, Benjeli Ansis, also known as "The Abyss." He was a six-armed, two-headed Night Lich, who was proficient with sixth-tier arcane spells and sixth-tier spells from other traditions, and a fearsome being that humanity could not overcome. If he had been willing to emerge into the spotlight, the aforementioned three Night Liches would have become four instead.*

[KBA]

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Ziggy believes this might have to do with how New Worlder's are affected or dependent on skills or feats to acquire new classes or level ups. Aptitude is one way to interpret this facet of the New World system. Basically spellcasters in general might acquire some vague skills or feats about spellcraft which is what System Transition and System Substitution are harnessing. You have to remember the New World is in some ways far less limiting in how one can grow - just as Ainz commented on Hamsuke's ability to use armor before becoming a Fighter or anyone being able to use all sorts of weapons to a degree.

Deferring back to Cure Elim, Satoru did praise his skill in controlling large numbers of undead. Manipulating several hundreds of thousands simultaneously is laudable. This mastery may be connected to his Necromancy acquisition.

That may be why Martial Arts are not as class dependent as spell lists are for Tier magic. Likewise this is also why Wild magic is also not very class dependent though specializations exist. Wild magic is a bit wonky given some facets but from how it's described it is closer to Martial Arts than Tier magic in how it's practiced. Ziggy sees that as reflecting how New Worlders in the grand scheme of things are harnessing all of their abilities in this Aptitude focused system. You may be able to draw parallels between Wild magic and Martial arts as having more in common but that is beyond the scope of the current discussion. See the companion article to this one for a more focused discussion on the possibilities and implications of this.

These underlying feats or skills are difficult to pinpoint beyond conjecture. For Nasrene, we might for example point to how she has multi-casting and attribute modification and link these to her racial levels. That is Magelos are innate casters but they have certain skills that enable the prestige into racial substitution levels unlike other races. Monsters from YGGDRASIL have certain skills for example that mirror this same racial dependent scenario. For example, the Elemental Skull was innately able to use spells as if they were modified by meta magic - such a arrangement of having skills innately applied to one's magic may be rigorous enough to allow one to use their innate casting racial levels to acquire racial substitution or actual job classes.

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*Ainz had timed for this, as he cast another [Summon Undead – 10th]. It was a level 68 undead, an Elemental Skull. Its appearance was of a floating skull, surrounding it was a magical haze of light that constantly switched between four colors: red, blue, green, and yellow. Ainz made it fall back and took its place at the front. The Elemental Skull was a caster type undead capable of using magic of the four major elements. Its HP was about equal to a magic caster of its level, way below that of the Doom Lord. Its offensive capabilities were pretty impressive, that was because every single spell it cast had the maximize metamagic tagged onto it.*

[V14]

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The long and short of it is this appears to be a systematic way to cheese into new racials or levels. That shouldn't sound too strange given the entire Cursed Knight, Ninja, Lesser Valkyrie situation.

Just as System Substitution Levels and System Transition Harmony seemingly exists, the converse is also true - some classes don't have all the aspects of a class another person has. At the most extreme is Lesser variants of classes and races. Lesser Valkyrie is one example. in this case that class doesn't count in all the same ways as a proper Valkyrie. Most notably is it doesn't appear to contribute to spell casting like Shalltear's Valkyrie if one calculates caster levels using seven levels per tier.

But why?

Like you noticed, some characters that should have spellcasting never demonstrate spell usage - likewise some people with Martial Art type classes don't use martial arts. There's a distinction in what they do and what they should do in a life-or-death situation.

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Before the Half-Elf Godkin volumes were published I used to think that martial arts was also like wild magic in the sense that these powers could never coexist in normal circumstances. I remember all the way back in the first Kingdom volumes when Climb was fighting Succulent and at first the boy believed his enemy was using a weird martial art, then it was revealed to be an illusion spell and Climb was all like "so he can't use martial arts!" or something like that, I admit the exact wording might as well be wrong, but I do think that if Succulent could use martial arts he definitely would have, being superior to Yggdrasil warrior skills and all that.

Also in the Holy Kingdom volumes, some paladins like Remedios used martial arts while other paladins used spells that could heal, and again, I think that if Remedios was able to use spells that could heal she definitely would've used them.

Then came Antilene and her sheet revealed she could use 3rd-tier divine spells, but to be fair she herself is an extremely unusual being, the descendant of 2 waves of players. But I think that opens a can of worms if you ask me; you can use tier spells as a native, you can use martial arts as a native, but only those who have large concentrations of player blood can use both? Do forgive me if this sounds like a dumb question, but it does confuse me a bit.

Remedios never healing herself or thinking about making room to heal is at odds with how Zesshi thought about when and how to use spells. Likewise Remedios seemed to demonstrate a second-hand knowledge of magic only not a first hand.

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*In response, one of her Vice-Captains stepped up and whispered in her ear: “Would it not be better to let the medics in the rear aid him? If we use the priests’ mana here, we might run out when fighting Jaldabaoth, which might be the demons’ aim — ” “ — Ahhhh, you talk too much! This is an order! Heal him to the point where he can move on his own! Also —*

[V12]

*“I have a question. What if the mana that the Sorcerer King expends becomes a disadvantage during the battle with Jaldabaoth?” “I hear mana can be recovered quickly, no?” “My sister said so too.” Remedios’s little sister was a priestess. If she said, “I heard it from her,” nobody could refute it.*

[V12]

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Succulent as well didn’t seem to know a single Martial Art despite his swordmanship being around Climb’s level. Everything he used was spell-related though.

The answer seems to be just as you can get a Lesser variant of a class missing aspects of the class, you can acquire regular version of classes missing features with the regular stat gain. In a sense, this ties into how New Worlders can learn classes early like Ninja despite lacking the stats. Similarly they study for their spell selection. We actually do have confirmation not all warriors acquire martial arts at least so it’s thought Succulent might fall into this category meanwhile Remedios falls into the opposite case where she has martial arts but no spellcasting. Neia is a case of someone who is a Paladin and Archer yet never casts spells despite having mana nor does she use marital arts.

In a broader scope, this is the antithesis to system transition and system substitution - one acquires a class missing some of the key skills or features rather than using

alternate ways to meet it's prerequisites. But isn't that something you can swallow given people are also cheating to acquire classes and levels in things? As the old adage goes - one must take the good with the bad. The fact remains the people of this world are acquiring classes at levels lower than YGGDRASIL normally allowed so it might not be right to limit possibilities by requiring the two systems to act similarly. There's ample evidence the New World has it's own quirks retained in the system, no matter how corrupted the world has been polluted.

What's strange is why you can acquire a class missing aspects but only in special situations is a Lesser designation slapped onto it. Why would this be allowed to happen when classes are so rigid normally with what is named what?

Well that depends on your perspective. We know Succulent claimed to be a Fencer yet he didn't use martial arts like Hekkeran. Likewise, Remedios was a Paladin and not only did she never use spells she displayed some ignorance about the matter. You might chalk this up to the creed: the absence of evidence is not the evidence of absence. But in life-or-death scenarios, would these people refrain from using abilities? Even when Cure Elim was cornered and he despised tier magic for good reason, he still started to use these abilities.

The doubt remains. Likewise, remember Neia acquired Paladin despite having no spellcasting or martial arts to her name so being able to use abilities normally emblematic to classes isn't a necessity. Obviously spellcaster only classes have to be able to cast spells to improve unlike the martial classes, so that's why not just anyone can become a spellcaster.

Perhaps this comes down purely to Aptitude - Remedios lacked the aptitude for spellcasting just like Succulent may have lacked the Aptitude to use martial arts. Maybe they just never 'got' how to use these abilities or never had a good teacher. It's probably something innate though given how spellcasting is understood in the setting. Given the parallels to spell casting systems Martial Arts has, could you not entertain the idea that likewise this system has some sort of condition not everyone can meet? Though it's only in a drama cd this topic did come up once at least...

*Albedo: I am a warrior, but... ah, Ainz-sama, this character has no skills or spells. Ainz: Well... they are simple human warriors after all. They have exceptional offensive and defensive power. But they lack any special abilities. Demiurge: Actually, according to Narberal's report there are some human warriors who can't even use martial arts; trash, in other words.*

[CD]

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What you make of that is up to you. Evidence may be somewhat lacking. Back to your other point though, it's not good to use Godkin and AntiZesshi as a basis for the system when they are already strange occurrences. Given her level cap, that could explain how she managed to acquire spells and martial arts.

The Elves commented on this as well to an extent - amongst them it was unheard of to be both a Ranger and a Druid for example.

As we were discussing earlier, rather than a mutual exclusivity between tier magic and martial arts, it's the job classes in particular that seem to rarely manifest. Some monsters like Hamsuke can actually learn martial arts after being innate casters, likewise some paladins use either spells or martial arts but someone using both is uncommon. Well it's partially due to how rare it is to be a spellcaster and if we consider that martial art users are not guaranteed either then perhaps you can extrapolate why this is rare to begin with. Basically someone who mastered the martial arts would then have to begin researching spellcraft or vice versa - fields usually disjointed for one reason or another. So not only is it rare to have the talent or aptitude for both, but one would rarely have the levels and time to pursue both. Because it can be both these factors that might explain the scarcity.

Now since Zesshi or Antilene is a Godkin she already has a high level cap, so it's not outside the realm of possibility that she innately has high aptitude in multiple classes due to her genes. We know Neia had some affinity for Archery due to her genes at least meanwhile Decem's father may have been a Fencer but Decem still had absurd physical abilities despite also being a druid with high potential to reach the tenth tier.

Another way to look at this is Player Descendants basically have more freedom to pursue classes due to naturally surpassing the walls of Aptitude others normally



encounter.

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*“You possess wonderful talents as an Arcane-type magic caster, Fior-san. But even so, it would be even more surprising if you also had talent as a pharmacist. It’s the same thing as there being no one who excels as both a ranger and a druid.”*

[V16]

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An issue that may appear here is why are some classes exhibiting an ability to forsake certain features? It’s like picking a character in a video game and not being able to use a certain button for arbitrary reasons.

It isn’t entirely arbitrary for these classes however.

In some systems Paladins being able to use magic is baked into the class like YGGDRASIL. Likewise, a martial class having cute features like martial arts might also be natural. However the New World has a logic and conceits of its own. If you ponder it some more it might make sense.

Think further on how New Worlders acquire classes. Though curriculum’s exist for classes, not everyone acquires classes intentionally. If you look at Zanak however, that might dispell some preconceptions you have. Was Zanak ever crowned King? The answer is a resounding no. However, then why does he have the King class? Well did Neia set out to be an Evangelist? The answer is the same.

We are not what we think we are or what people categorize us as. We are who we are. That is, by doing we become, at least in the New World. Does that make sense? Rather than *Cogito Ergo Sum*, it’s *Facio Ergo Sum*. Which is a bastardization of the language Ziggy does not speak or conjugate correctly but *I Do Therefore I Am* rather than *I Think Therefore I Am*. You get the idea, hopefully.

Effectively, one can still be a Paladin without casting a spell by being a paladin in their society for example. Likewise, perhaps people can become Ninjas by being

ninjas functionally. As the old principle goes, form follows function. Same goes for Cursed Knight - by being a cursed cleric one can acquire the normally level restricted class by filling the definition of what a Cursed Knight is.

That's fine and dandy for most classes, but remember, one must take the good with the bad so perhaps the scarcity of Valkyrie relates to how the flavor text of a Valkyrie is not easy to fulfill as a person. There's many ways to define it afterall and many of them are mystical or restrictive to an absurd degree. That's the nugget that matters.

I do, therefore I am.

Form Follows Function.

Crownless Kings Are Still Kings.

The Letter of the Law dictates, the spirit of the law facilitates.

See the bickering of contraoposition between *de facto* and *de jure* societal organization and legalism.

Maybe those are the underlying conceits of this world. Or maybe they are the pollution the Dragon Lord despise or find abhorrent. Perhaps you may think differently but this is how Ziggy sees it currently. To each their own...

Give some thought to the ideas enclosed in this document and for your Overlord you might find new things to reflect on.

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# OVERLORD ARTICLE

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## OVER SUMMONING: MAGICAL NATURAL PHILOSOPHY

Heyo, Ziggy here.

There's many people who lamented how we didn't see any new classes on Decem's character sheet. However, if you analyze all the information given in the volume as well there's a few things about the broader system that begin to materialize in conjunction with his character sheet. At least there is... more than meets the eye.

The simplest to understand that somehow "Over" Summoning exists - something mentioned before but never fully confirmed until now. Though the true identity of Behemoth is unknown, it appears to be a Primal Earth Elemental to Ainz. However, Decem learned the name from someone else so maybe even he is mistaken about it's identity. The question remains - how could something that strong lack skills and also resemble a Primal Elemental?

If we approach the topic broadly we can make a few hypotheses.

First consider Decem's build:

---



# デケム・ハウガン

人間種

decem hougan

## エルフ王

役職——エルフ王。

住居——エルフ国王城。

クラス  
職業レベル ドルイド——？lv

ハイドルイド——？lv

サモナー——？lv

エレメンタリスト(アース)——？lv

誕生日——ラビット・14日

趣味——エルフたちを鍛えること。

{ personal character }

王の血筋というのは尊いものなので、それを与えられることは喜びであると思ってもいいはずであるし、実際そうであろう。しかしながら弱い者は血族として認めず、我が子を簡単に死ぬような死地に送り込むため、生き残った子供がいない。この事実がエルフたちに不快感を抱かせているのだが、絶対に勝てないと知っているので表立って反抗する者はいなかった。

### CLASS LEVELS:

Estimated Level mid 70's (based on MP)

Lv. 65ish Druid (barely a Tenth Tier caster)

Lv. 10ish Elementalist(Earth) - Arcane?

Barely tenth tier suggest ten of Decem's combat levels do not count toward Druid or Divine casting

Decem also has as much mana as Shalltear - someone with 80 job class levels manly in divine casting

Shalltear has approximately mid to high 70s worth of MP (verified by FD's pixel counting tables as well)

Summons Lv. 80ish Elemental (may or may not be a Primal Elemental)

strong enough Decem cannot beat it ( by 10+ Over powered rule, that means the Elemental is 10+ish levels over Decem as it doesn't have any anti magic skills to skew things in it's favor)

weak enough that his father (a Player, most on average are max level 100) can defeat it

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	Name	Level	Karma	HP	MP	Phys. Attack	Phys. Defense	Agility	Magic Attack	Magic Defense	Resistance	Special	Total Stats
SB	Ainz	100	-500	60	100++	35	70	40	90	95	95	100	685++
Floor Guardians + Level 100s	Albedo	100	-500	100	35	85	95	60	45	95	90	85	690
	Aura	100	-100	85	15	75	75	85	0	75	70	90	570
	Cocytus	100	+50	100	29	97	84	71	43	76	87	75	662
	Demiurge	100	-500	66	57	51	60	57	62	66	100	100	619
	Mare	100	-100	75	90	75	80	70	85	85	70	60	690
	PA	100	-50	81	86	43 (variable)	45 (variable)	84 (variable)	17 (variable)	48 (variable)	39 (variable)	100	543 (variable)
	Sebas	100	+300	100	11	94	91	80	0	78	72	85	611
	Shalltear	100	-450	89	77	88	85	70	84	69	84	86	732
	Victim	35	+1	36	4	15	12	25	13	14	18	58	195
Other NPCs	CZ2128	46	+100	40	19	67	20	45	6	41	33	39	310
	Entoma	51	-100	43	31	32	30	33	36	35	33	41	314
	Iguva 41	22	-500	21 (36)	27 (37)	7 (14)	10 (17)	9 (16)	17 (24)	20 (27)	20 (27)	22 (29)	153 (227)
	Kyouhukou	30	-10	19	24	10	33	18	12	34	20	15	185
	Lupusregina	59	-200	53	45	46	53	37	45	44	56	32	411
	Narberal	63	-400	37	59	25	38	30	61	53	52	40	395
	Neuronist	23	-425	36	4	15	12	16	11	9	17	46	166
	Shihoutsu	78	-80	72	0	64	61	51	5	63	55	62	433
	Solution	57	-400	51	15	42	47	61	9	44	55	53	377
	Yuri	51	+150	55	12	57	36	51	0	35	37	36	319
New Worlders	Ankyloursus	???	0	42	0	37	33	21	0	17	18	5	173
	Crusch	17	+50	14	17	12	12	13	15	19	6	7	115
	Gondo	11	+45	8	4	5	5	3	0	4	2	7	38
	Hamsuke	30-ish	0	34	10	27	36	28	4	28	12	11	190
	Olasird'arc	46	-25	55	20	44	42	28	13	32	34	31	299
	Pe Riyuro	38	+40	40	0	36	35	16	0	15	22	12	176
	Zaryusu	20	+100	22	0	21	13	13	0	12	12	4	97
	Zenberu	18	+50	22	0	22	17	13	0	6	20	6	106



*"[Life Essence]. Hoo!" Ainz let out a voice in surprise. The elf's HP pool was huge. It easily surpassed the Pleiades and was probably at least level 70 by YGGDRASIL's standards. This made him an opponent they couldn't be careless around.*

V16

*Psychic magic could end this in a single blow, but it's doubtful whether it would work on Decem who was expected to be over level 70.*

V16

*Considering Decem was probably a druid above level 70, it was highly likely that Ainz couldn't overtake him with his speed.*

V16

*Ainz showed his open palm to the twins, making a pose to tell them not to move. From his estimates of Decem's HP and MP, he seemed to be above level 70 but below level 80.*

V16

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Given Decem's relative level, his father being a Player, Zesshi being faster than he was, the admission that Decem feels he could not defeat Behemoth and Ainz's own observation of stats, it's fairly likely Behemoth who is stronger than Decem who himself is in the 70s is a level 80 being - a threat to Decem but not to Players(level 100s). That does line up with a Primal Earth Elemental being's levels revealed in

the Season 1 Special novel - so Ainz's assumption appears correct.

We learn later that summoning beings stronger than yourself is normally an impossibility in YGGDRASIL. However, for beings of the New World in their logic specialists can actually summon monsters higher level than they are. After all, Slaine can summon high tier angels via rituals as well.

And we also know that New Worlders can use a unique Meta magic - OVER meta magic. Normally this just lets a caster expend more mana to use spells they do not know. But this is actually just one application of a broader mechanism - mana expenditure can enable casters for various effects.

Let's focus on Mana Expenditure - Mana Over-Consumption

**Mana Over-Consumption:** A mechanic of the New World where tier magic casters can expend additional mana (either via class skills or via skills like meta magic) for various purposes beyond the cost of typical spells to augment or skirt the rules of YGGDRASIL. May also be thought of **Mana Over Saturation**. Could operate under similar principles to Gigantism in the New World seen by organisms.

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### 3: OVER casting: casting multiple spells at once

*She activated three of these potent — to her — spells at once. She was simultaneously casting three spells, each one of which used a significant amount of mana. In addition, simultaneously casting spells was very draining in itself, and as the shock of using huge quantities of mana hit her, she felt light and floaty, as though she were about to pass out.*

V13









Once you compile all the ideas you begin to see a broader mechanic at play here in the New World - by investing more mana into spells (over saturation of mana) you can produce effects beyond the logic of YGGDRASIL. The price is steeper but you can do things you shouldn't be normally able too. In this context, Decem summoning a summon way beyond his level isn't so strange if it is using the same principle of investing mana to maintain something he shouldn't be able too. If you can use spells you don't know, meta magic you don't know, or even prolong spells beyond duration, why not summon something stronger than you? He had to sacrifice levels to get that ability too, so it isn't so strange in Ziggy's opinion. The question is why is the summon he summons so much stronger than he is - beyond anything else he seems to know of?

It seems like there is an upper bound however on how Decem's OVER summoning works - just like we see Sharyusu cannot cast Tier 10 spells by using OVER meta magic. Using Maruyama's logic for the New World's physics or game design, that is there is a margin of deviation for powers that break YGGDRASIL's rules. This Margin of Deviation is first explored with Nigun - who having a Talent, can strengthen his summons to measure up to heroes of the Black Scripture (people a rank or so stronger than he is). Brain's Talent likewise let him use ONE more martial art (increasing his Focus Capacity by 1 which normally requires a few levels of Fighter investment). Hekkeran likewise can use a Martial Art to increase his Focus Capacity to use one more martial art. It's unknown but OVER meta magic probably is bounded to a degree as well. You would need more mana or more levels to do more.

Z.B. and Ziggy think OVER summoning could be operating on a similar logic of a minor bump in level to what you can summon (an OVER summon is something you can summon at the cost of continual mana depletion). Maru was somewhat vague but if we assume Behemoth is a Primal Earth Elemental and collect all of the details about Decem's level, we can construct a model for how this mechanic might stagger in generality with him as one data point.

Specialized Caster Summoning Bonuses(OVER Summoning Bonus):

Casters cannot normally summon above their level(YGGDRASIL)

MAX SUMMON LEVEL = Caster's Level

Exception - Specialized Summoners acquire bonus levels to summons(beyond their own caster level)

Ignores systems (the bonus is a summation from all possible classes not stacking based off systems)

Bonus levels stack so long as the bonus is not for pure casting but a secondary trait like BONUSES

+1 Level (beyond Caster/Character's Level) Per Tier as a summoner or classes with summoner bonuses

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eg: Decem Level. 63-65ish Druid Tier 10 so +10 levels to summoning

Elementalist +1-2 levels to Elemental Summons (however many needed to get to mid 70s)

Decem estimated Level 75 (Bonus of about 11-12 levels to his own summons)

Level 87 Primal Earth Elemental theoretically summonable

”barely” Approximately Level 63-65 = Druid Level Tier 1-2 Elementalist (Earth) = 5-10ish Arcane Levels(unknown if any other Arcane classes before Elementalist)

Level 87: Primal Fire Elemental

Level 87: Primal Water Elemental

Level 87: Primal Air Elemental

Level 87: Primal Earth Elemental

Level 90: Primal Star Elemental

[Prologue]

Tier 1	Levels 1-7
Tier 2	Levels 8-14
Tier 3	Levels 15-21
Tier 4	Levels 22-28
Tier 5	Levels 29-35
Tier 6	Levels 36-42
Tier 7	Levels 43-49
Tier 8	Levels 50-56
Tier 9	Levels 57-63
Tier 10	Levels 64-70

### Seven Levels Per Tier Theory

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Every tier you invest into magic and or summoning, you get a +1 to the max level of a monster you can OVER summon(should you invest in mana costs to keep a monster higher level than you out). This comes at the price of needing to dedicate levels to summoning and likely forsaking other Druid pathways in Decem's case. Hence his physical and casting wouldn't be quite as strong as a physical Druid or pure caster type Druid like Mare. Certain classes might be able to double dip with some summoning bonuses for example without being a specific Summoning class.

Theoretically OVER summoning may not be available until later however. That is you might need to invest into it several tiers before you unlock it.

Effective Summoning Bonus (OVER Summoning Level Range)

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Magic Tier	Build Levels	Summon OVER Lv. Bonus
Tier 1	Levels 1-7	+1
Tier 2	Levels 8-14	+2
Tier 3	Levels 15-21	+3
Tier 4	Levels 22-28	+4
Tier 5	Levels 29-35	+5
Tier 6	Levels 36-42	+6
Tier 7	Levels 43-49	+7
Tier 8	Levels 50-56	+8
Tier 9	Levels 57-63	+9
Tier 10	Levels 64-70	+ 10
Tier 10+1	Levels (64-70) +(1-7)	10+1(11)
Tier 10+2	Levels (64-70) + (8-14)	10+2(12)

Ziggy will talk about this much later but the idea is you can "stack" different systems like how Fluder does for his Tri Arts(sic) magic casting, which is named by Maruyama as Triad. In this case it's Dyad, or two systems - so long as it's for summoning calculations. That's why Ziggy has it written as 10+1 or 10+2 instead of 11 or 12.

So at 10 if you have the Skill Decem has you can OVER SUMMON ( summoning a monster over your level) at continual mana cost, and the MAX level you can OVER SUMMON is +10 your own level. Decem, having achieved Dyad synergy, can also stack +2 to this bonus thanks to his Elementalist specialization but likely ONLY for Elemental summonings. He can probably not summon an Giant Crab with +12 bonus levels, only +10 from his Druid levels. Does that make sense?

eg: Decem is Level 75 = Lv.65 Druid + Lv.10 Elementalist

So Split Builds often get mocked among fans, however Dyad and Triad casting show how if you specialize the right way split builds can make you stronger actually, Decem proving a very niche way to accomplish it (by accident).

Magic Tier	Build Levels	Summon OVER Lv. Bonus
Tier 1	Levels 1-7	+1
Tier 2	Levels 8-14	+2
Tier 3	Levels 15-21	+3
Tier 4	Levels 22-28	+4
Tier 5	Levels 29-35	+5
Tier 6	Levels 36-42	+6
Tier 7	Levels 43-49	+7
Tier 8	Levels 50-56	+8
Tier 9	Levels 57-63	+9
Tier 10	Levels 64-70	+ 10
Tier 10+1	Levels (64-70) + (1-7)	10+1(11)
Tier 10+2	Levels (64-70) + (8-14)	10+2(12)
Tier 10+3	Levels (64-70) + (15-21)	10+3(13)
Tier 10+4	Levels (64-70) + (22-28)	10+4(14)

Above is a table extended to Antilene's level of 88 in theory, (65+23ish or some combination). So theoretically she could of reached a +14 OVER summon bonus if she had the skills AND the build Decem had, and specialized in a Summon covered under Dyad casting synergy.

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"Behemoth"

Decem claimed his Elemental had NO skills (besides it's hiding) - contingency summoning?

Ainz claimed Primal Elementals do have skills

a: Decem's summon isn't a Primal Earth Elemental

Something like a familiar outside YGGDRASIL

New Worlders can create custom summons? (no precedent)

Behemoth was formed from inert ground left dormant in certain locations

Counter argument: Decem's spells also left water behind (so any druid spell might have this byproduct)

b: Decem's summon is a Primal Earth Elemental

As a summoner his levels let him pool anything from YGGDRASIL in the 80s he met the requirements for

IE cannot invent new summons but can pull from the entire YGGDRASIL monster collection

eg: Skeletal dragons something Ainz cannot summon are spawnable in the New World

By that logic, as long as it exists as a monster in YGGDRASIL it can be summoned via OVER summoning or similar rituals

Khajit proves you can summon Skeletal Dragons via rituals

Because Decem never uses the summons name it cannot use it's skills?

True Names and Summons (eg Demons) "disappear"

NPCs like Narberal and Demiurge never use their full abilities without revealing their names

Dragon Lords like Tsa use false names while hiding their abilities.

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Mercenary monsters like NPCs can be given names (do not need monster name)

Theory: Decem tried to summon the being his father talked about and accidentally summoned a Primal Earth Elemental - but mistook it for a Behemoth. As the Behemoth mistook that for it's "nickname" just like Ainz gave a rank to the Hanzo Leader, it still will follow orders. But it cannot use skills without it's True Name?

Rororo acts find as a Hydra but he's a mount not a summon. But how come other summoners can summon beings they know and use their skills?

Is the correct name the reason? Or do OVER summon beings like Lesser classes, lack Skills? Dominion of Authority used skills just fine and it was summoned via a ritual by far weaker casters in a manner similar to OVER summoning. When people summon beings do they need to learn their names from somewhere? Any being that can talk can tell it's name, but what about those unable to talk?

Slaine doesn't OVER summon unique angels and neither did Roble, so it does appear summoners cannot just summon anything unnatural even with OVER summoning.

That would suggest, the lack of precedence, that Behemoth has to be something from YGGDRASIL and given both Ainz and Schen considered it an Earth Elemental, most likely it is a Primal Earth Elemental. Given that the knowledge of monsters is not complete - there are some monsters not recorded in records, higher tier monsters may have unknown names. So Summoners may be able to summon monsters but may not actually know their actual names. In that case, we can explain how Decem named Behemoth but failed to learn it was a Primal Earth Elemental (inferred to be his father). No one else would be able to identify it besides Players and given what he did know, he learned about a raid boss but not the top tier of Elementals since it's a niche subject.

One alternate possibility was Decem's father taught Decem about the strongest Earth Elemental raid boss from some dungeon (the Elemental Guardian of the Land) and Decem mistook that boss for his Elemental (being something way stronger than should be summonable by a Druid. So it was Decem coming to a false conclusion using what little he did know - just like Decem came to the wrong conclusion about Mare and Aura and Zesshi. He lacked all the details and connected the wrong things. Clearly Behemoth from the game wasn't the Elemental Guardian of the Land. Likewise, the Elemental Guardian of the Land wasn't Behemoth either.

That's what seems to be the issue - Decem connected two separate descriptions from his father into one. A telling idea is how Decem didn't seem to know much about some of what a Primal Earth Elemental could do - namely elongating it's arms or moving through the ground. He knew it could form from the Earth itself, but that was it. The question remains, how do summoners know what skills their summons can use in the New World?

Intuitively it should be like how they know how to use magic items. But given Decem wasn't the one who named Behemoth - rather it seems to be he didn't name it himself at least, maybe summoners don't always know everything about their summons. Schoen thought it was more an Elemental Lord himself. using the common sense of the world, most superior beings would be "Lords". Yet Decem despite calling himself the Elf King(Lord), he did not think of himself as a Lord or special type of Elf as his father was also just an Elf. Which is actually correct - as a Player no such designations existed. Decem, born in this world however, would normally call larger, superior beings "Lords" like Dragon Lords. He also notably called ancient dragons just dragons not dragon lords as well. That makes sense given he knows stories of Dragon Lords his father killed as a Greed King and so would know a distinction between the two.

The precedence here is the idea how Decem comes to false conclusions using evidence. So like his first conclusion that Zesshi was the mother to the twins. Or falsely believing the twins to be his own descendants. Zesshi had a similar failing with trying to figure out Mare's identity and build.

The most likely explanation however is that summons summoned via OVER summoning like Lesser classes lose features to be summon-able. The precedence being Lesser classes come at a clear penalty. That same penalty idea might apply to Over summons. The sacrifice for them being Skills. They still have the base level and stats however, so it's not as crippling. In the New World it's a boon for the fact level disparity is so brutal that can be more valuable than skills.

























*Four times a day you could summon and use an elemental for one hour. The types of Elemental that could be summoned were fire, water, wind, and earth. There were also the composite Elementals of fire + earth = magma, water + wind = blizzard, earth + water = bog, fire + water = hydrothermal, earth + wind = sandstorm, fire + wind = firenado, and more. (T/N: “hydrothermal” was in JP which is hard to TL. The original suggests water with a temperature range between a hot spring and a deadly caldera, but “scalding elemental” sounds weird) Among these, the elementals of fire, water, wind, and earth could manifest as high-ranking elementals with levels in the low-40s, mid-rank elementals with levels in the mid-20s, and as lower-rank elementals with levels in the single digits. On these occasions, a single high-ranking elemental was summoned. The number of mid-rank elementals was random but between 1 and 3 were summoned, the number of lower-rank elementals summoned was also random, but a minimum of 3 to a maximum of 6 were summoned. In regards to the composite elementals, they could manifest as high-ranking elementals with levels in the mid-50s, mid-rank elementals with levels in the low-30s, and as lower-rank elementals with levels in the low-10s. However, the number of composite elementals summoned in all cases was one.*

V15

*“Th, thank you very much! Uh, umm...so are the elementals summoned by this considered the same as having been summoned using magic of that element?” “Hm?” “Uhh, I also have an item that can summon elementals, but for those you have to cast a spell with the corresponding element, or that has it as a secondary element, before activating it.” In other words, if Mare wanted to summon a flame elemental using an item, he had to use magic that had flame as a secondary element, for example — although Mare couldn’t cast it — [Fireball] before using it. In the past — this was before he trusted them completely — he had investigated the abilities of all the NPCs, and in doing so he had also learned about their equipment. The item that could summon elementals that Mare mentioned could certainly summon a single high-level elemental, but could only do so once every twenty-four hours, and the summoning duration wasn’t even ten minutes. If he were being honest, the value of the item itself was low. There were plenty of other much more powerful items.*

V15

Because Ziggy is in a good mood, here is a table for the Elementals by level from what we know trying to mimic the pattern we were given from Ainz’s YGGDRASIL knowledge and where it seems Top and the two karma Elementals might be. It’s possible Holy and Defiled are special Level 90 summons but we do not know for sure. Ziggy’s head canon is Holy and Defiled are the multi-class OR composite

elemental option for over specialization in summoning in YGGDRASIL around Tier 10, and you have to be a Divine caster to achieve it. IE that might be why Decem's father may have encouraged him to pursue the build he had and the combat style he had. In this case though Decem stumbled onto OVER SUMMONING, and so he got something stronger in the form of Primal Elementals instead.

It could be Composite elementals still exist that high but that's up to your Overlord! Given we have Star, Holy, and Defiled sitting around, they could just be the weird special Elementals.

Elemental	Level Range
Lower Rank (Single)	Levels 1-9
Lower Rank (Composite)	Low 10s
Mid Rank (Single)	Mid 20s
Mid Rank (Composite)	Low 30s
High Rank (Single)	Low 40s
High Rank (Composite)	Mid 50s
Top Rank (Single) 8	Levels ??
Top Rank (Composite)	Levels ??
Holy and Defiled	Levels ??
Primal (Single)	Levels 87
Primal (Star)	Level 90

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For clarification about Khajit's ritual - allowing him to summon something YGGDRASIL Players could not, does not receive much elaboration. The principle is sound - Skeletal Dragons are spawn-able naturally so there should be a way to artificially cause their genesis. The result is Khajit MAY be summoning a monster that shouldn't be on the Necromancer summon list. After all, New Worlders seem to be constrained by the same summon list as YGGDRASIL.

Thus a Skeletal Dragon may not be stronger than Khajit but it seems to suggest it

was a summon off his normal summoning list. That would be a similar principle to Decem's summoning if it's a Primal Earth Elemental.

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Khajitt (not a specialized summoner so can only OVER summon via rituals)

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*From the broken ground, something white slowly came out. It was a three meter tall mix of bones. Dragging countless bones, it was a beast with a head and four legs, a dragon. Its tail made of bones lined up together, hit the ground once with a bang. It was a monster called a Skeletal Dragon. By its level, it was not a strong monster. It was weaker than vampires. However, this Skeletal Dragon, had one thing that made it dangerous to Momon.*

WN

*While spitting his saliva out, Khajiit glared at Momon with hatred. "Why are you so irritated. Calm down." "B, bastard!" Spending two months on a ritual to summon a Skeletal Dragon. And that was losing to an unfathomable man. Khajiit bit his teeth and tightened his lips.*

WN

*In other words, Ainz needed to give out orders when he is around. "Hah. This is annoying. However, this world's magic that can summon a Skeletal Dragon cannot be underestimated. Even I can only make 12 Low Class Undead per day. I would like a Skeletal Dragon summoning magic."*

WN





Ainz a specialized Necromancer cannot summon all undead (some exist out of his list)

Theory: New Worlders can summon all monsters from YGGDRASIL with the new methods

## OVER Summoning

Specialized Summoners can do it via consuming Mana continuously (Mana Over Consumption)

## Out of List Summoning

Casters can conduct rituals to summon monsters not normally summonable by their classes

Closer to Create Undead instead of Summon Undead in Khajit's case

OVER summoners can Out of List Summon (seeing as the monster is outside the summon monsters they should be able to summon under YGGDRASIL's rules). We can confirm that New World summoners can summon YGGDRASIL monsters so the concept of summoning lists still exists to some extent. The precedent of OVER meta magic letting one use spells either out of list or requiring higher level investment also proves the concept is at least sound - rather than a baseless conjecture. If spells can be accessed beyond one's level, why not summoning spells and by extension higher level summons? Out of List Summoning would potentially be a subcategory of the same core idea. The distinction being someone can theoretically Out of List summon monsters weaker than they are too.

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*Primal Fire Elementals could be said to be among the highest ranking among all elemental monsters. They were over level eighty-five. Just like he had with the Moonlight Wolves, Momonga felt a mysterious connection to the Primal Fire Elemental. “Uwah...!” Aura was watching it intently as she made noises of surprise. As she looked upon the top-tier elemental, something that even her summoning powers would not be able to bring forth, Aura’s face bore a look of excited admiration, like a child who had just received a dearly beloved present.*

V1

*Momonga shrugged to indicate that it was all right. The Staff could summon one Primal Fire Elemental a day. In other words, the Staff could summon another such being after one day had passed. As such, defeating it would not be a great loss.*

V1

*Primal Fire Elemental — -An elemental spirit of the highest class. It was a level 80 monster. “Uwaa.....” Aura’s voice was filled with admiration and looked up at it. In front of the highest class of spirit that he had never summoned before, Momonga had the face of a child that had received a toy that it had always wanted.*

WN

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## Bonus:

### System Differentiation

Though Arcane, Divine, Spiritual(Psychic) and Other magic seem to be able to do similar things. We might actually finally found some distinction in how they differ beyond just job class pathways in the New World.

Decem, a Druid and Divine caster, had spells that actually had a strange property - after being dispelled, some residual trace of matter remained linked to the spell used. If you compare how things worked for Evileye and Lizardmen Druids you

can begin to understand there is a minute difference in how their powers worked - for example none of Evileye's Elementalism left behind tangible evidence of manipulation. Rather, like all ARcane magic, it materializes out of direct mana fabrication.

In contrast, the Druids manipulate preexisting matter with mana infusion. Hence how Dyne would manipulate plants that are already present, Elves grow Elf Trees, and why when Druid summons die they leave behind residue of some sort and Druid spells leave things like water behind. Druid's thus might lose out in versatility but there is a tangible quality to their magic that can be useful in the right circumstances - for example Decem could use Tempest to water fields or create large bodies of water like ponds for paddy based agriculture with repeated use. Behemoth being able to hide inertly as just dirt is similar in principle - so long as he is not "materialized" he can persist without consuming mana.

Druids in comparison to Clerics at least, require a material component to their casting - that is they are susceptible to environmental scarcity and biomes in what spells they can use. Plant spells likely don't work in non-plant environments for example. This is a give and take process though. In such places where the resources are available, they can more easily terraform and alter the environment like how Mare uses Earth Surge to create permanent hills versus how long it took the Empire, who specializes in using Arcane magic casters, took to make a single hill.

This might explain how Slaine could invent Arcane versions of Divine spells easily if Cleric and Arcane magic share similar properties, likewise explaining why Angels used by the Sunlight Scripture are no different from conventional summons mechanically.

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*The last men of the group slowed down, extending their hands. They wanted to help Gazef onto their horse, but the angel looking down upon them from the heavens swooped down faster. Gazef drew his sword and swung at the angel. The steel blade became a swift flash of light. The stroke of the Kingdom's strongest man was enough to cleave a man's body in two. But the angel was not a man, and although it had taken a grave wound to its torso, it was not slain yet. The blood spraying into the air was the mana that composed the angel. It vanished like smoke.*

V1

*“Is that so... if all we intend to do is hide the walls, Mare's idea will be enough. Then, what if we piled up the dirt from the nearby land to make dummy hills as camouflage?” The gigantic pile of dirt shattered against the sturdy walls of Nazarick, like waves crashing against the shore. “...[Earth Surge]. He used his skills to enlarge the effective area, as well as his other class skills...” Momonga muttered in respect. In all of Nazarick, only one person could use this magic. “That's Mare for you. It seems camouflaging the walls is an easy task for him.*

V1

*“Yes. He's a druid—Dyne Woodwonder. He uses healing spells and magic that controls nature, and he's well versed in herbal lore. Let him know if there's anything wrong with your body; he has medicine that's good for stomach pains.”*

V2

*Still, that was enough. After, Dyne's first objective was to pin down one Ogre. “[Twine Plant].” Dyne cast his spell, and vegetation moved under the feet of one of the Ogres, turning into vines that tangled around its feet. Immobilized by the abnormally resilient plant life, the Ogre roared in frustration.*

V2









*“That’s the end of our conversation.” Suddenly, the wall disappeared.*

V16

*“[Triplet Maximize Magic - Cacophonous Burst].” In front of Decem’s eyes, Behemoth—the invincible great elemental—turned into a large pile of dirt. He was assaulted by a great sense of—And then Decem was felt a profound sense of loss— in that instant.*

V16

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There isn’t enough to say about Spiritual casters, but this might also explain why cultures with Druids tend not to also spit out lots of Clerics and vice versa - it’s a slightly distinct utilization of magic. For Elves, they could use it to make Elf Trees and terraform to an extent over time in the right conditions. Druids thus would be better magical landscapers than other professions at least. And we see how they can live in harmony with trees manipulating nature to substitute for craftsmen ship.

That might not seem like a great innovation, but Elf Tree city scaping could adapt a grove of Elf Trees to any needs, just as Decem’s own giant tree and the Elven Capital proved, things can be clumped and altered to suit the needs of the needs of the people without as much disruption and material resources and labor. Likewise, it gives Rangers an added advantage as it counts outdoors and confuses non outdoorsmen. Most of all though, the bridges and platform making is far simpler than any converted materials as they can be altered over time easily and expand to an extent.

Perhaps Druids improve over time in manipulating Elf Trees to grow. Hence the size of an Elf Tree might correlate either with time invested in it or the skill of the Druid manipulating it.

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*From what they said, it seemed like the Elves could change the shape of trees using druid magic. Like creating cavities inside the trees or shaping bridges between trees. An Elf village was just a place where tens of those structures were bunched up together. This method of making things out of Elf Trees seemed to be at the core of Elven culture. Not just homes or furniture, they could also create weapons and armor out of it. It was possible to make the arrows they used for hunting to be as hard as iron. Ainz wanted them to demonstrate this magic as it did not exist in YGGDRASIL. They were surprised at that request because from their point of view, the tree the twins lived in was an example right there. It looked like they thought it was a mutated Elf Tree (because it looked different) that could only be transformed by those two. Furthermore, as that magic can only be used on Elf Trees, it didn't work with other trees.*

V15

*Minor scrapes and such can be healed by magic but poison and disease need a talented druid to cure them. So portable herbs are highly valued.” “Not clothes, since we also make them from Elf Trees” “Homes, arrows...and even clothes. Looks like Elven druid magic is very convenient. You can't do that, right Mare? ” “Eh? Ah, y-yes. I can't use such magic.” Perhaps this peculiar brand of druid magic itself was a mark of Elven progress. He wanted those techniques if possible, but Nazarick's residents probably wouldn't be able to use them.*

V15

*Elven houses were made from short and stout trees called Elf Trees and the Royal Capital where a large number of them were gathered looked like a forest. The construction was the same as in any other Elven village, but it was especially striking when they were gathered in such large numbers. Maybe it was because they were denser in the capital, but it was overwhelming enough to pressure even him. Ainz felt like avoiding the place because it reminded him of his former gray-tinted world*

V15



*The existence of the Elf Trees and the Chief Pharmacist's knowledge were among some of the things he wanted, but they were not incentive enough for him to absolutely want them.*

V16

*There were certainly plans to use the captured Elves. It wasn't that difficult to force them to cooperate by using something like charm magic. That said, using mind control magic multiple times in a short period would gradually make them more resistant to it. Also, from the experiments conducted, they found that it would take a lot of time to grow the Elf Trees from nothing even if they used magic. They were unsure about how soon the conflict with the Sorcerer Kingdom would occur, but they had estimated that there was not enough time to create a city from scratch for evacuation purposes*

V16

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Unlike other systems, Druid magic in particular seems best suited for these long lasting, permanent alterations of the physical world. And unlike enchantments, rather than material costs, it's rather more an issue of just having the medium at hand. For things like water and air those are rather trivial, and even Earth isn't too difficult. Fire might be more limited due to humidity, but so long as air is present the medium shouldn't be too hard to manifest.

If magic having this queer distinction is weird, think of it like this - any school of magic that can harness Illusion magic fundamentally creates phantasmal occurrences - ie magic that just disappears after the duration is over with little discernible traces. After all, if it can manifest illusions using mana, it uses a similar principle for all the other magics and summonings it does.

Druidic magic in contrast seems overly specialized, and we see it operates closer to elemental bending like in series like Avatar the Last Airbender(if this isn't something you are used too thinking about). The chief advantage to this is the ability to have more lasting after effects though it also means you need to set up more to maximize the usability of your magic. Phantasmal magic casting traditions just spit out magic and effects - Evileye can just make giant Crystal walls with little effort in the middle of a city for example. In contrast, Decem has to use vast

amounts of dirt to manifest Behemoth. casting some magic isn't so hard when you consider most likely you are fighting in somewhere with air and water.

This may be why the Lizardmen strangely enough summoned Swamp elementals and not just Water or Earth elementals - it's more a composite of water and earth, ie mud, based on the environment they lived in. So rather, it's a rare case of a composite style elemental though rather than bog like in YGGDRASIL its Swamp.

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# OVERLORD ARTICLE

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## AN INCOMPLETE BASE TEN WALL TAXONOMY OF OVERLORD

Ahoy hoy it's Ziggy! He's still alive! God has forsaken you all and spurned your prayers for my demise, yet again! Bask in the uncaring apathy of the Lord of Storms and War just as Job did.

Hi!!

It's Valentine's day so what better to talk about than arbitrary system mechanics in Overlord? It's the obvious thing to discuss!

And you know what, let's get really obtuse and far reaching. Ziggy isn't hurt Hitori won't give him ankle lewds and blocked him or anything... Ziggy swears!

The growing power of Ziggy's Incel Misogynist Alter Ego aside, Ziggy has been thinking more on Base Ten theory. If you are not familiar, Base Ten Theory supposes that in Overlord the reason New Worlders tend to have just levels that cap at Ten (see Dragon Lords) and power levels strangely based around multiples of Ten, because the system of the New World is arranged on some sort of Decimal system.

Not to beleaguer the point but things like Runesmith unlocking at Level 11, the Level 20 Wall, Theocracy Scripture recruitment being based on people above the Level 20 Wall ( see the Twitter rankings for average Sunlight Scripture member level), the Realm of Heroes being around Level 30 and so forth is predicated on this caveat of their reality. We can extrapolate further that things like Savage magic, innate Dragon tier magic for Old (Realm of Heroes Dragons) and so on also is based on this strange pattern.

We can then use Base Ten theory to argue that Outliers are the natural progression of a Level 40 Wall just like Heroes appear to be the Level 30 Wall, to explain multi-classing (Succulent, Keno, Decem, etc), or how people perform 'miracles' like Brain did (Nail Clipper or his ability to access Soul Ignition) or how Fluder

pulled off Asymmetrical Magic System Synthesis to cheat a spell effect partially earning him the Triad (Tri-Arts SIC) moniker.

Base Ten is one of those theories that just keeps on giving. So come. Hur hur. Let us explore the Abyss of Overlord together, at least for a bit. MUHAHHHAHHHAHHHAHHHAHH KOFF - KOFF - koff...

Gefun Gefun.

As a wise man once said, sometimes there is a method to the madness and hopefully this attempt to categorize things in Overlord gives a framework you can use in your own explorations or writing. That or it's another thing to mock Ziggy for! All's well that ends well!

First a quick refresher on a few key ideas in Overlord:

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## Mystery of Miracles

{ definition }

**Mystery of Miracles:** "In fiction strange occurrences can be chalked up to bad writing, lacking exposition, or contrivances. In a world with hard settings like Overlord, some might try to exam the calculus of even 'Miracles'. And thus the Mystery of Miracles might be related to some power in the story itself as mechanics govern other aspects of reality. In a setting where magic exists, then are miracles not merely unexplained magical phenomenon?" - Kit Kat



## Magic Nature of Heroes Mystery

{ definition }

**Magic Nature of Heroes Mystery:** As one reads Overlord they may happen upon a common, reoccurring idea: the Realm of Heroes approximately at Level 30 has several strange properties. For example, for some reasons Old Dragons begin to manifest innate tier magic casting, meanwhile there are some connections to the Crowns of Wisdom used by Slaine and Tier 5 or Realm of Hero tier magic casters. And if you read the rest of the text, perhaps even Savage magic casting. Are these disparate things connected or circumstantial coincidences? Or perhaps the fact Dragon can manifest magic when they are Old a cause to mistake any creature that does this as Dragon Lords as Dragon Lords in the past also could appear strange?



## Racial Substitution Levels

{ definition }

**Racial Substitution Levels:** A way to categorized Racial Levels which count as Job classes for calculations. For example, a Skeleton Mage would be a Racial Level that counts as an Arcane Caster level as well. Effectively the Racial Substitution Level is a construct of duality - between a Racial level and something else. Typically these manifest as both inherited or acquired racial levels but there is no clear pattern to it. Some say it is a product of Maruyama's racism and anti-humanoid agenda.

## New World Gigantism

{ definition }

**New World Gigantism:** Given the reoccurring description of living creatures exhibiting gigantism, attempts are made to explain why creatures like the Dragon Lords would be generalized having such a common feature beyond merely being a gag. One such explanation is just as the carrot in Volume 15 became huge or 'gigantic' due to over-saturation or over concentration of mana, something that did not seem to occur in YGGDRASIL, Dragon Lords and native creatures may begin to undergo gigantism for similar reasons. Thus, a creature that gains more levels for example, such as a Lord would demonstrate gigantism due to having more 'data' in the form of levels. Though debates abound if Dragon Lords always had levels, this theory does not contradict that, as fundamentally, they were Primitive Casters and thus possessed natural stores of Olde Mana or Life Force etc which would similarly account for their gigantism. Effectively, New World Gigantism is the swelling of the vessel or being due to an abundance of magical energy independent of it's origin. If souls are like the foam of the world, and sponges swell with water, then is it really strange many Dragon Lords were so huge?

## Base Ten Wall Theory

{ definition }

**Base Ten Wall Theory:** If one delves deep enough into Overlord they'll begin to become aware of a strange motif amongst New Worlders - Maruyama has these arbitrary walls which are multiples of ten. They appear on power ranking lists but even can be connected to the Realm of Heroes and Outliers. One theory is after every ten levels New Worlders can acquire or prestige into Levels or acquire abilities they normally cannot acquire. Base Ten Wall theory is not a definite statement of how this mechanics works but an acknowledgement something is strange about amassing Levels at these points. Base Ten Wall Theory gained credence after the Overlord Tenth Anniversary due to Maruyama suggesting how the Level 20 Wall fits into the broader rules of ignoring level prerequisites. Base Ten is not a universal name as some people call this Half-Score Thresholds instead where a Score is Twenty.

## Lesser Heroes We Need Not The Grand Heroes We Deserve

{ definition }

**Lesser Heroes We Need Not The Grand Heroes We Deserve:** A peculiar oddity with Lesser class bearers in Overlord is that both Keno and Antilene's character sheets can be read using Level Order Acquisition theory in a way where both acquire their Lesser modified levels after Level 30. One idea is Lesser classes are like Ninja and Cursed Knight, Levels you can 'cheat' to get in ways you should not normally be able to. Others think its because the Realm of Heroes is the earliest possible time Lesser levels can be gained. Why some classes like Ninja can be gained earlier but Lesser Valkyrie cannot merits further exploration. The fact remains both Valkyrie and ONE are specially noted to be beyond most people and were special exceptions for Keno and Antilene unlike the fact weaker people get classes normally reserved for Level 60 and above. A small minority think it has to do with how they both also have powerful Talents but that is a confounding factor lacking substantial support.

Hopefully we can begin to sample ideas and build a taxonomy around the Base Ten Walls. Now the easiest to argue for is the Level 20 Wall, as Maruyama constantly refers to it throughout the years and never bothered to name it. No matter what level you think Heroes begin at, the Level 20 Wall is too haphazardly named to contest. The innocence of Maruyama's writing then begins to construct the rest of the taxonomy or framework. With Seven Levels Per Tier, it's pretty easy to argue the Realm of Heroes begins in the Level 30s with Tier 5 magic starting at Level 29 (see all the supporting documentation for Seven Levels Per Tier theory). Anecdotal support also comes from how Slaine recruits members of certain Scriptures based on having specific average levels (over 20 for the Sunlight Scripture) or (Heroes only for the Black Scripture). The fact the Sunlight Captain and Holocaust Vice Captain were both clearly "not Heroes" further supports the cultural understanding from Slaine of Base Ten theory.

For a lesser example, we also have Runesmith, a class Gondo was only just barely able to get at Level 11. Archetypes aside, one could argue all enchantment begins at this level range as well, given how rare magical enchantment is relative to magic casters and how its confirmed to require specialization to a degree by Maruyama. Going further we could also lump in the occupational martial classes here (Knight, Mercenary, Imperial Knight, Holy Knight, etc) as special martial classes that may be products of the Level 10 Wall, though exact character sheets are lacking to substantiate that claim.

[illegible]

For whatever you might call the Level 50 wall or realm is up in the air. Best we got is the Pleaides Power Hour or Landfall and Friends? Night Lich Incorporated? SHRUG. It's so uncommon that it is seldom mentioned as most races lack even

Outliers to begin with. Even modern Dragon Lords (Lords of Dragons) start taking that title before Level 50. Who can say what it will be known as?

Of special note is how Maruyama intentionally nerfed Demiurge's Command Mantra from Level 50 to Level 40 IN THE WEB NOVEL (Koff koff) saying things would be really bad if he didn't. Goes to show further most people and races never make it to 50. True Dragon Lords, Godkin, they all surpass this weird middle realm... Like the Pleiades Satoru does not expect much from people this strong but they are capable enough to run errands and surpass nearly everyone else in the world (ignoring Power Suit users, Dragon Lords, and Player offspring).

The Realm of the Pleiades or Landfall are likely the easiest way to express this 'Realm'. Though it doesn't fit the Realm of Heroes or Outlier naming motif. Likewise we also have New World Overlords (BEYONDERS). Given that literally these are Transcendental beings, it's a mystery what the Level 50s can be called. Decem arrogantly felt that only the chosen could even use Tenth Tier magic, likely implying to his knowledge only special people like Player offspring reached the 60s under Seven Levels Per Tier theory. That would mean people like Night Liches hit their limit at the 50s or Tier 8 or 9 for tier magic.

Given Outliers should be called 'deviants' or 'deviations', the safest name for the Realm of Level 50 people is OVER Deviants or OVER Deviations. IE literally the realm over Outliers(sic). It's both cringe yet also linguistically relevant. The Realm of OVERDeviation it is! If you hate that you could call it the Realm of Anomalies? Just to mess with people, call it the Realm of Phenoms to be tongue-in-cheek with how Talent and talent get mixed up with Level and power levels in Overlord. Hur hur. Unofficial names don't really matter though for our discussion. Womp womp.

The fact Night Liches and Evileye exist justifies trying to name that category at least, but the best you can do for the others beyond 50, (60,70) is what Decem called them, the Realm of the Chosen Few. Things like only True Dragon Lords and Awakened Player descendants reach those heights. We can still extrapolate the Base Ten theory to all those 'Walls' as well.

Overlords of the New World appear to be anyone over 80 however so basically JRPG final bosses and so on basically. In conclusion 60-79 are the Chosen Few and 80-99+ are the Overlords or Transcendentals or Beyonders(sic). Due to the rarity you can see why the breakdown gets more expansive even if it now includes



two walls in each category. Its similar to how Adamantite rank also applied to not only Heroes but a given power level too. Enjoy the ambiguity!!

Gefun Gefun

Labeling categories aside, thinking about power levels in bundles of ten hopefully makes more sense in the grand scheme of things at least unlike the adventurer ranks continuing to be a source of argument to this day.

Examples always help conceptualize things in practice so lets do that! First the simplest: Gondo!

### **Gondo Firebeard**

Lv.11      Multi-Class - Runesmith (Enchanter ???)

A better example we can use inference with and past Divine casters is...

Let's use best boi, Macho Man THE Decem Hougan. This example is meant to illustrate how we can use Base Ten theory to explain someone's powers but it's not meant to be entirely perfect given how little there is to go on.

### **Decem Hougan**

Lv.11      Over Meta Magic (WN)

Lv.21      Summon Max Range Increase (Sunlight Scripture)

Lv.31      Oversummoning (non-ritual)

Lv.41      Oversummon Inert State (No Mana Cost)

Lv.51      Summon Pseudo Teleportation

Lv.61      Multi-class - New Magic System (Arcane)

Lv.71      Dyad Arts (Divine and Arcane Stacking for Oversummoning)

Let Ziggy elaborate.

Over Meta magic seems to just be a common discovery at the earliest Wall (11), given how Lizardmen and Slaine both use it. It's very similar to how ritual magic works by pouring mana into an attempt at spellcasting and as discussed before with Mana Oversaturation, we can conjecture this might be the foundational art related to that broadened power. Oversummoning is the practice of summoning creatures stronger than you via ritual or Mana Oversaturation as well.

Using the Web Novel we know that ritual casting angels in conjunction with Over meta magic requires a Tier 5 caster or the Realm of Heroes (31+). And with the Sunlight Scripture we know that on average they are all at or over Level 20 thanks to Maru's twitter list suggesting there is a special class only obtainable after the Level 20 Wall. Based on probability, it's probably similar to Arcane Devotee, the Holocaust Scripture required class, Ninja, or Cursed Knight which all seem to ignore high level requirements but need a minimum level of some sort. Maruyama's Tenth anniversary notes support this further too. It's fundamentally a summoner specialization of some sort most likely. The Web Novel suggests this class or ability acquired after Level 20 was related to increasing maximum summoning range at a mana cost. This was done so that the Sunlight Scripture members stayed out of harms way and could resummon new angels.

Dyad Arts is just a retrospective name for using two systems for one purpose, like how Fluder uses three systems as a Triad caster. This is not confirmed however, but the implication is somehow Decem's Elementalist levels and Druid levels together help him summon better, likely due to over specialization. Ziggy argued before that every tier of magic gives a +1 bonus to Oversummoning, so as a Tier 10 Druid and a Tier 1-2 Elementalist, Decem could have a +12 bonus to his own level to summon beyond. Given an average Level of 75 for him estimated, this would enable him to summon a Level 87 Primal Earth Elemental theoretically while also explaining why he claimed he could only barely use Tier 10 magic (he split his build into a new system purely on accident due to over specialization with Elementals). Truth aside, the computations do seem peculiar relative to Decem's estimated level, Primal Earth Elemental's level, and how many tiers of magic he can use. It also explains how Fluder's Triad magic casting might work, where you ignore the system for effective caster computations to a degree in spell casting feats. That's debatable however and your interpretation may vary.

Given Decem's specialization we can conjecture he acquired Arcane magic or Elementalist late in his progression given his own fighting style and admission

that he seldom acts, takes pride in not acting, and makes Behemoth do everything. This also fits with him hitting Tier 10 and not having much initiative to experiment further instead focusing on summoning. This benefitted him in theory as it had him stumble onto Dyad arts (theoretically) letting him summon an Elemental far stronger than he was easier.

The remaining feats are unconfirmed. However, Ainz found Decem's teleportation method strange and Decem confirmed it only works to his summon. Likewise, Decem's summoning is strange as well as his summon has an inert state which bypasses mana cost. Likely these two innovations may be related to Base Ten wall bonuses, circumventing limitations of the system. The exact timing of when he acquired these classes remains open to conjecture.

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2019-01-21

{ 2019-01-21 }

A: Sunlight Scripture on average: Level 20 Wall: should be it if I'm not mistaken. There is a great gap from the top and bottom, but the bottom is very crowded. Provided in your Overlord this order may not be correct, but that's fine





*“Are things still okay on your side?” “... Yes, and the ritual’s going well too.” Crusch answered Zaryusu’s question as she looked around the village. The ritual which the priests were conducting in the village might well be another trump card for the Lizardmen. Normally, it would have taken a very long time, but since all the priests of all the tribes were gathered together, it was progressing at a tremendous pace, quickly enough to be used in this battle. “So this is the power of cooperation...” “Mmm... yes. Granted, we did share some insights after that war in the past... Still, there’s a lot of things I want to do after the war now.” ... he Head Warriors had led their men into the bloody fray, but now they were gradually being forced back. Just as they thought the line of battle would eventually break, the ground before them swelled. Before them appeared two armless and legless lumps of mud, around one hundred sixty centimeters tall. The two clumps of mud began moving. They had no legs, but they moved adroitly and smoothly over the wetlands, towards the Beast Zombies. After closing the distance, the mud-clumps sprouted whips that were longer than them from the places where a human’s arms would have been. This was one of the trump cards of the Lizardmen, the Swamp Spirits summoned by the combined efforts of all the priests. The Swamp Spirits charged into the Beast Zombies and attacked with their tentacle-like whip arms, seizing the enemy. Naturally, the Beast Zombies fearlessly counterattacked, slashing with claws and tearing with fangs. This was a battle between beings that knew no fear. However, the tide turned in favor of the Swamp Spirits, purely because of the difference between their fighting strengths. The power of their priests had defeated the unliving. This fact rekindled the Lizardmen’s courage, and they rallied for another charge. ... Shasuryu was at the main gate, and all the Lizardmen’s eyes were on the two Swamp Elementals by his side. Crusch was not here because she had spent all her mana on summoning the elementals. The drain of that, on top of casting a plethora of long-duration defensive spells on Zaryusu, had left her almost immobile. In fact, when they had left their house, Crusch had already told him that she would be passing out from using too much mana, and they would never see each other again. ... Resurrection—does that mean he brought me back to life? He could not speak. All he could do was make gasping noises. “What’s wrong? I doubt the Lizardmen despise resurrection, do they? Or have you forgotten how to speak?” “Ruh-resurrection... you... you can bring the dead back to life...” “Exactly. What, you thought I could not raise the dead?” “Was... was there a great ceremony of revival?” “Great ceremony? What is that? I am more than sufficient for the task by myself.” Zaryusu had nothing else to say after hearing that. Resurrection magic was a miracle which could only be performed by those legendary Lizardmen who bore the bloodline of the Dragon Lords. And he could do it by himself.*

[V4]

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Decem serves as a good way to see how these 'bonuses' are structured given he has so many levels to work with. Especially as the Lizardmen volume continues to grant boons in knowledge lowkey. This time it's how Druids can develop and focus



their magic casting. Sharyusu shows a more combat focused druid build but we also have Krusch a support summoner druid who can participate in rituals. Decem is an interesting case of a Summoner Druid like Kyouhukou (which given Decem's birthdate suggests some political commentary from Maruyama).

Volume 15 confirmed that these feats are sometimes to specific classes though not always. Not all Divine casters seem able to perform rituals according to the Web Novel. Though instead, if they do gain other feats its mainly related to other things. This is one example why Fluder is excluded from ritual casting arguments.

An oddity however is that Multi-classing (outside your own natural inclinations) may actually be tied to Base Ten walls as well. Let's explore that with the other example character - Antilene. Arranging her bonuses is far more prone to bickering but it's worth exploring. It's easier to make sense of Antilene if you examine Keno's character sheet as well. **Keno Invern**

Lv.11	Multi-Class - Sage (Sage)
Lv.21	Dominate Undead (Vampire Princess?)
Lv.31	Lesser Class Acquisition (The One)

### **Antilene Heran Fouche**

Lv.11	???
Lv.21	???
Lv.31	Lesser Class Acquisition (Valkyrie)
Lv.41	Multi-class - Rogue (Rogue - ???)
Lv.51	Multi-Class - Cleric (Cleric - ???)
Lv.61	???
Lv.71	Multi-class - Inquistor (Paladin - Wind God)
Lv.81	Unnamed Ability to Resist Magic

Keno's bonuses are pretty clear, she chose to follow the path of a Sage despite lacking talent and failing to progress as a Divine caster. But despite centuries she

only got to High Sage. There are a few explanations for this but the clearest is she lacked 'talent' or 'aptitude' for Sage classes - hence why she never reached 'Tier 3' in terms of levels in the class series. But just like Succulent or Gustav suggest, and Maruyama confirms, people can supposedly pursue study of systems they lack 'talent' for up to Tier 2. Coincidentally this also could explain one of Decem's bonuses stopping at Tier 2 or Fluder not progressing far in spiritual arts.

Her Base 20 bonus seems to be whatever ability she acquired by studying that allowed her to dominate the undead - something impossible according to Satoru. This likely relates to her special Vampire Princess CLASS level, as we know she was a Princess beforehand and we know Vampires do passively dominate the living. It might be a synthesis of her royalty abilities and racial abilities which can then work on the undead. In this case, her Base 20 bonus is evolving her Princess(Normal) class to Vampire Princess.

And if you recall the old notes, Lesser One is a special class normally reserved for a boss item and Lesser is Keno getting this class far earlier than normal. Antilene likewise got her Lesser level around the Realm of Heroes, 30.

With that said, we can re-contextualize Antilene's Bonus Breakdown into one where we can see her other classes (active attempts to gain classes to use her Talent by emulating the Great Gods). So Berserker only being a basic class would reflect possibly another Great God but we do not know all Six of their builds. We only know:

### **Six Great God Builds**

Light	???
Dark	Necromancer/Cleric (Eclipse was the final class)
Wind	Paladin (Isekai Quartet)
Earth	???
Fire	???
Water	???

Likely one was a Fighter and Cleric as well (besides Surshana) but we can't say for

certain. Berserker and Rogue stand out in her build too but we have to conjecture if they fit or not. Antilene also has her Grandfather's heritage, a Fencer, so its possibly something he had. Given Berserker seems distinct as a build (see the Head Chef), likely this falls under her active attempts to fight like the Gods to use their trump cards.

### **Antilene Heran Fouche**

Lv.11	Multi-Class - Berserker (Berserker Series- ??? God)
Lv.21	???
Lv.31	Lesser Class Acquisition (Valkyrie)
Lv.41	Multi-class - Rogue (Rogue Series - ??? God)
Lv.51	Multi-Class - Cleric (Cleric Series- Death God?)
Lv.61	???
Lv.71	Multi-class - Inquisitor (Paladin Series- Wind God)
Lv.81	Unnamed Ability to Resist Magic and Death

---

*Its name was [Petit-Catastrophe]. In return for consuming enormous mana, its damage surpassed even the super tier magic that Ainz could use. Of course, still it was not as powerful as the [Grand Catastrophe]. But the raging torrent of energy born from it was enough to blow away everything in an instant. The very next moment, Zesshi was hit by tremendous energy. Bad, gonna die Zesshi immediately realized. The fierce currents of energy blew away the earth elemental in an instant. She finally realized at that moment, that the earth elemental was neither a countermeasure for Einherjar nor a wall to let the girl escape. It was nothing more than a decoy, to keep Zesshi and her clone from escaping that single tyrannical attack. And in reality, her Einherjar also disappeared just a moment after the elemental did. Following that — — — not yet! I will not die! I WILL NOT DIE! In the eye of the destruction raging around her sweetly whispering to her to give up and take it easy, Zesshi brought all her vitality to the fore to bear through it. But — — — her consciousness weakened. She could no longer sense the pain that had been stinging all over the body before. She could no longer even sense if she was still standing or where she was. So this was how death felt like. ... “You did good, taking her down without killing her, didn’t you?” “Y-yes. I also thought that I ended up killing her with [Petit-Catastrophe], but, it looks like she had a lot of vitality, so luckily she didn’t die.” “You used [Petit-catastrophe]!? . . . . . to think she didn’t die from that. . . . . that human is certainly strong. Mare had been really fortunate. . . .”*

[V16]

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The question then remains, what of the other bonuses? Well we can hypothesize that Master Fighter might itself be a bonus. The idea here is MASTER classes appear to encompass all sorts of things in Overlord. The strangest are Athletic Master and Technical Master. Simpler ones include Swordmaster, Master Assassin, Weapon Master, Ki Master, Yin Master, Master Chef, etc. It’s curious because on the Head Chef’s character sheet you can see how he has a class between Master Chef and Cook, Super Cook. Lupusregina as well as a class between Hierophant and Cleric, Battle Cleric. Solution’s character sheet also has the oddity of her dedicating a few levels into Assassin and Poison Maker before taking Master Assassin. As he confirmed in the Tenth Anniversary, YGGDRASIL actually had classes that required 25 Levels of investment so if Solution’s racial levels are Rogue racial substitution classes, this might explain why their investment is so low compared to most other NPCs - in addition to Level Order Acquisition hypothesis - they were throw away classes to reach 25 total Rogue levels to get MASTER Assassin.

Theoretically these Master classes (requiring other classes) are Intermediate classes as defined by Maruyama, requiring foundational classes. New Worlders still need

the foundation but can learn these Intermediate classes sooner than YGGDRASIL beings. There isn't a lot of evidence to support this, as we cannot say for certain YGGDRASIL had strict level requirements on MASTER classes, but likely it fits the themeing of how he structured YGGDRASIL with level requirements. Solution may have always been a hint at this mechanic before he outright said it in the Tenth Anniversary notes. Ki Master and Sword Master suggest also that there is a distinction between MASTER classes. It could also just be a case of similar class naming but Maruyama tends to name classes very intentionally (most casters use HIGH not MASTER to denote prestige).

If one had to assign an identity to whatever classes required 25 Levels but now only needed 20, MASTER CLASS NAME classes are the most likely. Antilene's build suggests she got her MASTER FIGHTER class at 20 at least, and Solution's levels make more sense with knowledge of a Level 25 restriction on classes. The Head Chef's levels are questionable as his MASTER class is named differently as Chef not Cook so it may be a distinct difference.

If we take that as plausible, what we can conclude is at Level 20, or the Level 20 wall, New Worlders can just ignore all level restrictions as proved by Ninja and Cursed Knight requiring 60 levels normally. That may be why the Level 20 Wall is so special and also why Scripture members like the Sunlight Scripture require one to be over that level on average and it's implied the Holocaust Scripture members Arcane Devotee may also be related to the Level 20 Wall and the Level restriction bypass.

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Given all the standards we can recontextualize all these bonuses into a broader framework. Theoretically you can repeat a BONUS (like Multi-Class) at every Wall. Spell creation and attribute addition is a mystery. This is because Nasrene made new spells by adding an Attribute to them but in the Web Novel this was actually a meta magic supposedly. It's never been used however so we don't know if it was retconned. We also know that there is lots of spell development before and around Level 20ish so lots of people seem able to make spells. Just like how Martial Arts seem to be created. Tier 0 spells complicate things since in theory those people create all sorts of spells as well. So spell or technique creation is a mystery if it lies in the Base Ten framework.

Dyad casting is a mystery as well since it could be something possible as early as 11 or as late as 31. Fluder's Triad casting required him to use a sixth tier spell and in theory it was something only he could do so it was either a Hero or Outlier only bonus. Given his confidence no one could mimic it, likely it was an Outlier only feat. Decem performed a form of Dyad casting but he was a Tenth tier caster and it was only to strengthen his summoning of a shared creature type (Elemental).

Of special note we can reframe Cure Elim being able to use high tier tier magic spells despite just being a Level 1 Sorcerer with the same idea of Dyad and Triad casting. In this case Cure Elim was combining the two dissimilar magic systems of Wild and Tier magic (or rather using the same magical understanding) to cheat the tier magic system rules. That may not be the truth (it could just be innate spells he has as an undead). With Base Ten theory however, we can speculate he is using a more advanced form of Dyad casting (like Decem's combining two different systems for bonus calculations). In this case, Cure Elim's effective caster level is allowed to factor in his Wild magic caster levels. That does sound like a Base Ten bonus to Ziggy at least.... The issue is we do not know why he can use Tier magic and it's limited to Necromancy though. At least with this Alternate Dyad casting, he's using just his Wild magic necromancy specialization to double count for Tier magic necromancy.

Soul Ignition remains a mystery for Dragon Lords as well. For people of the modern world, it's an uncommon power. But some Dragon Lords seem to have been able to perform the feat as well. If this was universal or special remains vague.

### **Base Ten Walls BONUS Taxonomy**

- Lv.11** Multi-Class(no aptitude Tier 2 limit),  
 Magical Enchantment (Runesmith, Magic Item Creation),  
 Group Rituals(cooperative casting - Lizardmen),  
 OVER Metamagic(cast spells off spell list),  
 OVER(Duration extension - Adept of Surshana),  
 Tier Magic Ritual Assist(min. Tier 3 for 5th?)  
 Second Wind (Martial Art Users - Gazef, Climb, Zaryusu  
 - ignore pain, bodily instability and dying collapse bypass)  
 Acquired Lordship? (Demihumans)
- Lv.21** Negative Energy rituals(Genesis),  
 Ignore Level Requirements(Ninja, Cursed Knight, etc)  
 OVER(Meta magic off list - Holocaust Scripture),  
 OVER(Summon Range extension - Sunlight Scripture)  
 Singular 'Miracles'(Martial Art users - Brain)  
 Keno's Undead Domination Acquisition (Vampire Princess?)  
 Simultaneous casting(two spells)???
- Lv.31** Lesser Classes,  
 Simultaneous casting(three spells),  
 OVER rituals (off summon list - stronger than caster)  
 Soul Ignition(Martial Arts Users),  
 Innate Tier casting (old dragons),  
 Savage or Sacrificial Magic(manaless tier magic?).  
 Miko-hime requirement (living magic items)  
 Racial Substitution Class (Guu, Go Gin War Troll)  
 ie Racial 'Dual'(sic) Classing
- Lv.41** Triad Tier casting,  
 Inert OVER summons(no mana cost standby states)

- Lv.51      Summon Bond Teleportation?,  
New Dyad Elementalism(Crystal = Negative + Earth?)  
Wild Primitive Casting?
- Lv.61      ???  
             ???
- Lv.71      ???  
             ???
- Lv.81      Zesshi's survival against Petit Catastrophe  
             ???
- Lv.91      ???  
             Wild and Tier Dyad casting (Cure Elim using high tier Necromancy spells)
- Lv.101     Dragon Emperor's Isekai magic?
- 
-



## Effective Caster Level Bonus Stacking

{ definition }

**Effective Caster Level Bonus Stacking:** A reoccurring system notion in Overlord for magic casters. The core idea is different magic systems can be used in conjunction for computations of rules. One thought is Cure Elim 'counted' his wild magic caster levels for tier magic casting purposes (allowing him to access high tier Necromancy spells despite lacking Tier magic job classes). An alternate idea was Cure Elim's racial levels counted as innate caster levels for Necromancy as a newly born undead dragon using a similar principle. Meanwhile, Decem's ability to summon a creature stronger than him can be supported by stacking all his possible tiers of magic as a flat bonus to his overall level to what he could 'OVER' summon. Fluder's Triad magic may operate on similar principles. The basic idea is just like Multiples of Ten allows access to power, Multiples of Seven or new magic tiers grants bonuses as well so long as a caster acquires the feat (Dyad, Triad, etc casting). Many find these calculations dubious however but it grants a framework to how these 'exploits' might operate. eg: (Cure Elim has 43 Wild Magic caster levels, with Dyad casting, these could let him use tier magic as a Tier 6-8 caster) eg: (Cure Elim has 51 Racial levels, 50 draconic and 1 undead draconic, which if they all counted for tier magic retroactively would make him a Tier 8 magic caster) eg: (Level 75 Decem + 10 Druid Tiers + 2 Arcane Tiers = Level 75+12 bonus levels for what he can Oversummon).

## Final Stands and Soul Ignition

{ definition }

**Final Stands and Soul Ignition:** A reoccurring idea in Overlord is we see Martial characters perform Second Winds or Final Stands, from the very first Volume and later. These actions are often performed by the POV character, one thought is it's the power of anime. Others see it as a special skill of martial classes, like ignoring pain with training. Mechanically it might be linked to ignoring Dying States or Crippled States or merely the power of friendship and loyalty letting one act like an NPC or undead who can act without hesitation. If you examine this mechanic relative to Soul Ignition however, you can also suppose Soul Ignition is a derivative or superior variant of this power - the power to offer up one's life to access power beyond one's limits as their body breaks down. 'Hold The Line Disease' might be a strategic paradigm that is a consequence of how often martially minded warriors often gain strength in such situations. Could it be an influence from having these powers like how Classes might influence people? Or is it merely conditioning from the World's mechanic's itself? Perhaps it's a combination of these and other factors...

## New Composite Elementalism

{ definition }

**New Composite Elementalism:** An idea often ignored is how New Worlders have the capacity to make new composite 'Elements' that were not in YGGDRASIL. One reason this gets ignored is YGGDRASIL's composite elements were not revealed until 2022.

Evileye's crystal magic however was always noted to be peculiar to the NPCs. One explanation is you can combine things you originally could not, where in Evileye's case she fused Negative energy and Earth to make something distinct using the New World's logic (recall The Goal of All Life is Death causes the ground to become sand). The question remains, if other composite elements or hybrids can be made.

Hopefully my smol lads and ladettes that incomplete listing helps you make more sense of all the rules exploits going on in Overlord.

To note, one bonus left out is Rigrit. Supposedly in the Web Novel Rigrit specialized in mass summoning, ie OVER SUMMONING - QUANTITY. Decem used OVER SUMMONING - QUALITY in comparison. Rigrit basically bypassed the summon monster cap to a degree as far as Fluder knew but there isn't a lot of details on it and we have little to go on for limits on summonable monsters using Tier Magic and how specialization in classes might affect this. The best we have is how Mare's Elemental Gacha worked with a variable number of summonable monsters but keep in mind items from YGGDRASIL had strange exemptions from normal rules in terms of summoning amount.

We also know the New World has a Tier 7 spell, Undeath Army which summons lots of very weak undead. In the Web Novel, Fluder, a Hero to Outlier in rank claimed he could only summon 10 Ghasts while Rigrit could summon over 20, where normally most people struggle to summon two of the same creature with a spell. Note how specialist tend to be better at it, Krusch as a Lv. 2 Summoner (a specialist) summoning two crabs while Igvua a Lich summoned 4 undead weaker than himself. In YGGDRASIL we know that items worked differently but Super Tier magic could summon only around a few to several dozen creatures depending on power level. Ainz confirmed nothing summoned in excess of millions at least though items could summon creatures without limit.

In the New World, it seems tier magic can surpass even Super Tier magic at least summoning creatures in quantities far beyond Players if not in strength.

Remember Skills are exceptions since they do not follow the same rules as Spells (see Shalltear's kin summoning or Ainz's daily usage of his own Skills). Demiurge likewise can summon multitudes of creatures but like Ainz can consolidate summonings to summon stronger beings.

The general principle is you can summon around 1 to 4 creatures about as strong as you are, but never higher than you in level if you are from YGGDRASIL. Ainz confirmed that summoning beyond your own level is unheard of to him. Demiurge, who specializes somewhat in that can only summon Evil Lords at best, meanwhile, Ainz mainly only has two summons in the 90s the rest being inferior. The exception here is Rider classes who can have mounts who equal their Riders in Level like

Albedo and her Bicorn. Mounts however tend to not be used as offensive creatures as far as we can see. It's best to ignore items for this given they seem far less restricted than Players were.

The point is Summoning limit seems bypassable to a degree in the New World. It just isn't clear all the nuances of it. Keep in mind undead creation seems to have it's own rules since creating zombies seems to have been distinct from undead summoning via magic which makes sense given zombies require bodies while summons do not.

YGGDRASIL had a rule that if you didn't control the creatures you could summon more and you could negate stronger summons to increase weaker summons. Vice versa, you could use skills to decrease the summon amount to summon stronger beings too.

Tier magic summoning quantity brackets table

I is a bracket on par with the summoner. II is a bracket slightly below the user. And so forth. So VII is a spell cast by an Outlier to summon undead drastically weaker than them effectively. Specialist can summon things closer to their own level in greater number (it's like a bonus of one bracket). The IV bracket seems to be the limit for generalists like Fluder, and only specialist can cheat summoning spells into the V or higher brackets, hacks like Crowns of Wisdom aside. Ainz's own Skills reinforce the first four brackets I to V. Super Tier magic can help fill in the patterns a bit more since on average the brackets are similar.

I.	1 Summon
II.	???
III.	4 Summmmons
IV.	10 Summons
V.	20 Summons
VI.	???
VII	???
	1000's weak Summons(no control)
VIII.	???

SUPER	1-5 Lv. 90's
SUPER	6 Lv. 80's
SUPER	200+
	128 Lv. 10's
	64 Lv.20's
	32 Lv. 30s
	8 Lv. 40's
	4 Lv. 50's
	2 Lv. 60's
	1 Lv. 70's

Projected Relative YGGDRASIL Summon Quantity Brackets

- I. 1 Summon
- II. 2 Summons
- III. 4 Summmmons
- IV. 10 Summons
- V. 20-30 Summons
- VI. 60 Summons
- VII 100+ Summons
- VIII. 200+ Summons

For these brackets, something at a lower Bracket is closer to you in level while something higher is far weaker than you. It seems sometimes special skills are required for certain inbetween brackets and there are obviously level requirements for higher level summons.

#### Confirmed Daily Undead Creation Brackets for Ainz(Player)

EXP Lieutenant	1 Lv.90's
High Tier	4 Lv. 70's
	2 Lv. 80-90's
Mid Tier	12 Lv. 25+
Low Tier	20 Lv. 1-24

Projected Daily Undead Creation Brackets for Ainz (using YGGDRASIL and New World summoner patterns)

EXP Lieutenant	1 Lv. 90's
High Tier	4 Lv. 51-75
	2 Lv. 76-89
Mid Tier	12 Lv. 25-50
Low Tier	20 Lv. 1-24

EXP Lieutenant	1 Lv. 90's
High Tier	2 Lv. 76-89
	4 Lv. 51-75
Mid Tier	12 Lv. 25-50
Low Tier	20 Lv. 1-24

Effectively you summon fewer monsters near your own level but can summon far more far weaker than you or the ability you are using. Special skills aside that let you summon stronger monsters by decreasing the monster count reinforce this, as well as how Super Tier spells let you summon less strong monsters for more weaker monsters do as well.

Demiurge a strange hybrid build that does seem to specialize in summoning to an extent can summon one Lv.80 being per two days as an NPC.

Hopefully these tables are useful for scaling summoner differences, specialization, and exploits in your own work or discussions. By no means are these exhaustive given the minor variation we see in the story. The point here was to just better quantify how YGGDRASIL summoning tended to fluctuate in terms of quantity purely to draw attention to what Fluder noticed about Rigit in the Web Novel and how it may or may not be anything noteworthy and thus might not belong to a Base Ten bonus.

That said, it's time to put an end to our discussion my smol children. Ziggy hopes your head-canon was expanded! If nothing else, have fun with the madness that is determining what may or may not be a BONUS power up. The Summoner tables are Ziggy's super, super late Hanukkah present to you all. Mazel tov!



*The Sorcerer King did not stop walking as he cast his spells. After incanting those two spells, he waved a hand and conjured several flickering shadows. There were ten of them in total. They radiated an aura unique to the undead, one which the living could not abide. Their translucent forms displayed expressions of misery. They were Wraiths. Neia had once heard that they would take the shape of the species who saw them from her monster lore lectures. However, their bizarre appearances looked like three people's shadows blended together, unlike what the lectures had said. "You, High Wraiths." The monstrous-looking shadows followed the Sorcerer King as he walked. The grass by their feet crackled as it withered. Already brown from winter, they shriveled up rapidly as they lost their water content. ... Could it be that he's expended a great deal of mana? That would be bad... His Majesty came here to do battle with Jaldabaoth... After the repeated casts of [Fireball], the spell which had immobilized a large group of the enemy, and then—his mass summonings of the undead—she could understand if his mana had been heavily depleted. The spell to summon those undead must have been of quite a high tier... While she did not know how powerful High Wraiths were, they were most definitely stronger than Wraiths. Therefore, summoning so many High Wraiths would have required a great deal of power. Under normal circumstances, every time a priest cast a spell to summon angels, he would only be able to summon one at once. If they were willing to summon weaker angels, they could call forth multiple entities. By that logic, he must have used a very high-tier spell—possibly an unimaginably potent spell of the sixth tier. ... The sixth tier... Neia gulped. The sixth tier was a realm where none had explored before. According to legend, the Holy Queen could use spells of the fourth tier. This was two tiers above her. It might have been a realm beyond common knowledge, but the Sorcerer King might have been able to make it a reality. Maybe, if he used a sixth-tier spell for his summons, I could understand how he used a vast quantity of mana. But in that case, wouldn't it be better for me to help the Sorcerer King?*

[V12]

*"Hm? Ehehehe I came to kidnap you I need someone to use the spell which summons a biiiiiig horde of undead, [Undeath Army], so could you be my magic item? Onee-chan's begging you " The Swords of Darkness sensed the air of malice radiating from the girl, and they immediately drew their weapons. Although everyone else was in a combat stance, the girl airily said: "That's a seventh-tier spell which hardly anyone can use, but it can be cast with the Crown of Wisdom. You can't control all the undead it makes, but you can guide them! What a perfect plan!" ... "The sewer is just a red herring which the author of this tragedy left for us. They're actually in the graveyard, together with an army of undead. There's easily thousands of them there." "What?!" Of course it was an estimate. How could he have counted all of them?*

[V2]





*If I have seen further, it is by standing on the sholders of giants.*

Newton

*Nanos Gigantum Humeris Insidentes*

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# OVERLORD ARTICLE

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## THE WORLD'S FAVOR (THE DM/WORLD'S GIRLFRIENDS) - MAGICAL NATURAL PHILOSOPHY

"I Survive Bad Rolls and Have Extra Powers Just Because I'm Blessed By The World(read:I am the DM's Girlfriend), You Survive Bad Rolls Only With Ingenuity and Saving Throws, We Are Not the Same"

Look up, it's ....!

Ah.....It's actually just Ziggy.

Bump Bump Ba Buuuuuuuuuuuuuuuuuuuuuuuuuuuuuuuump.

Ahoy hoy.

Do you know the trope of the DM's Girlfriend?

If you don't get ready to learn!

It's a pretty simple concept - It's someone that has the DM biased toward them and they make decisions in their favor all the time. It's like having a bad boss favor a bad coworker who doesn't do their job competently, is a bad team player, and rationally doesn't deserve special treatment. But they get it anyway.... because they are the DM's girlfriend.

Today the joke here is people with Talents are sort of like the DM's Girlfriend, in this case the World's Girlfriend.

Funny right?!?!?!?!?!?

....Maybe not.... Well anyway did you expect Ziggy to be witty and clever? Shame on you. SHAME!

Anyway..... Talents are not exactly the DM Girlfriend effect. HOWEVER.

HOWEVER!

HOWEVER?

Hmmmmmmmmmm. There are rules to it. it's not just extra cheats. Genius bonuses have rules and limitations as well after all. Does that make sense? Ziggy knows it's hard to make sense of Talents with how vague the series treats them as after thoughts up until someone pulls off some deus ex machina bullshit just because 'Muh Talent'.

So previously we talked about Blood Bought Miracles (patent pending). If you can come up with a better name for that go ahead, Ziggy is a pretty muh namer of stuff. Anyway, the curious thing about Blood Bought Miracles (minor rule breaking using a price paid in blood) is unlike Mana Oversaturation, which breaks rules on the condition of continual payment of mana (Decem's OVERSummoning, OVER meta magic, rituals, etc) is that Blood Bought Miracles are performed by casters AND non-casters to break the rules of the world in limited ways so long as a price is paid.

It's something between a universal mechanic and just a feat with certain status condition requirements... Our next focus is on something you might have noticed thanks to the last volume, though it existed before. Do you recall the strange reaction Ainz had to Antilene surviving Petit Catastrophe?

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*In return for consuming enormous mana, its damage surpassed even the super tier magic that Ainz could use. Of course, still it was not as powerful as the [Grand Catastrophe]. But the raging torrent of energy born from it was enough to blow away everything in an instant. The very next moment, Zesshi was hit by tremendous energy. Bad, gonna die Zesshi immediately realized. The fierce currents of energy blew away the earth elemental in an instant. She finally realized at that moment, that the earth elemental was neither a countermeasure for Einherjar nor a wall to let the girl escape. It was nothing more than a decoy, to keep Zesshi and her clone from escaping that single tyrannical attack. And in reality, her Einherjar also disappeared just a moment after the elemental did. Following that ———not yet! I will not die! I WILL NOT DIE! In the eye of the destruction raging around her sweetly whispering to her to give up and take it easy, Zesshi brought all her vitality to the fore to bear through it. But — — her consciousness weakened. She could no longer sense the pain that had been stinging all over the body before. She could no longer even sense if she was still standing or where she was. So this was how death felt like. What the heck is this*

V16

*“You did good, taking her down without killing her, didn’t you?” “Y-yes. I also thought that I ended up killing her with [Petit-Catastrophe], but, it looks like she had a lot of vitality, so luckily she didn’t die.” “You used [Petit-catastrophe]!? . . . . . to think she didn’t die from that. . . . . that human is certainly strong. Mare had been really fortunate. . . . . So what happened to the elf king?”*

V16

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HAX

Or is it? Think back a bit to a few other times this has happened, people surviving things when they shouldn’t have:

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*“Could it be those people I killed in that store were your friends? Are you mad because I killed your buddies?” Clementine continued in a mocking tone: “Ufufufu, that magic caster was soooo funny. Until the end he believed that someone would save him but how could he hold out that long against my attacks with just that little bit of health... Or could it be he was hoping you would save him? Sorry, I killed him.”*

V2

*—He had to buy time for Enri. That thought was what drove Nfirea to move. Making note of the Troll’s upraised left arm, he ran forward and to the left. Seeking life in death, he plunged head-first into danger to reach the safety beyond it. The Troll’s fist followed him, and the wind of its passing ruffled his hair. And in front of Nfirea, a mighty foot kicked out at him like a moving wall. Nfirea’s vision spun wildly as he flew through the air, his body making cracking sounds like shattered tree branches. He hit the ground hard and rolled several times, like a piece of discarded rubbish. Pain coursed through Nfirea’s body, which was still rolling over the ground. This was the most pain he had experienced in his life. “But, but I somehow managed to survive. That’s amazing. I’m amazing...” He had hung on to life was because of the effects of his defensive spell and the fact that the Troll’s footing had been poor when it had kicked him. Ignoring the pain that shot through him with every breath he took, Nfirea stood, and loosed another spell.*

V8

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You may or may not be able to add Keno to this list though when she was 'dying' and outlasted everyone else that might be because she was using her Talent so it's iffy.

But whoops. Cat's out of the bag now. For some reason, these people with talents all sort of 'survived' stuff or for longer than they should of. What gives?

Ninya still died but Clementine, an experienced murderer, didn't quite understand why she could take so much damage. Likewise, Nfirea was amazed he survived though he rationalized it as circumstances. But Antilene proves something - she had no business surviving Petit Catastrophe.

Maybe Brain not dropping dead right away after using Soul Ignition / Lesser Soul Ignition and being able to live for a minute was thanks to his Talent as well? Hard

to say, given he's the only one we've seen do that. Brain however did pull off another miracle... one not paid for in Blood!

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*Right now, if someone had converted their ability into data and compared them, he would undoubtedly be cheering for Brain. Indeed, it was a miracle, like the sun rising from the west, a sight that would fill people with awe and respect*

V6

*Brain Unglaus had yet again, achieved something impossible. He did not know this himself. The true nature of his Talent was an increase in his focus capacity, only with this and the addition of his higher levels was he able to activate the martial arts required by [True Nail Clipper]. But, even so, Brain had his limits. He could not use any more martial arts than that, a limit imposed upon him by the world. But, in that moment — Brain broke the rules of this world once more. A second miracle of this kind. The first was when he cut Shalltear's nail. The second, was made in this moment. The consequence of breaking the rules was that his body began to deteriorate. His body probably couldn't last for even one more minute*

V14

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NANI!?!?!?!?!?

Yeah, strange to see Maruyama openly declare both are 'miracles' (magical bullshit no one can explain rationally). But clearly the Nail Clipper was not a Blood Bought Miracle.

Now for whatever reason people with Talents not only have special powers with no apparent cost, they can just perform miracles and have DM Fiat! HAAAAAAAAAAAAAAAAAAAAA

Why though? How does that work? Why would having a Talent mean you can survive stuff you shouldn't have... how does it let you perform miracles without a price paid in blood unlike others? Maybe this is the conceit of the world, the

World's Blessing, it's favor.

Or perhaps, Talents are something different... What even determines what Talent you get in the first place? Why do they vary in potency too? There is a plausible answer, though it might not be readily apparent to you all. But that is a discussion for another day, another time.

Clearly people with Talents are more 'magical' than others. one thing many people do not account for how do they power their Talents or use them without classes or levels?

One thought is Talents are sort of like what Base Ten Bonus Feats - just it's a Bonus Feat you can only get at birth. Think like an Inherited Template (eg Crush, Beebeezee's inherited lordship, etc). If we apply the idea of Bonus Feats it's an Inherited Bonus Feat, meanwhile Base Ten bonuses are Acquired Bonus Feats, requiring at minimum ten levels to acquire.

Still, Acquired Bonus Feats require an investment of levels to get... Talents do not....Strange....

one thing to consider however is how Base Ten Bonus Feats do not give you new ultimate powers - they merely augment or access pre existing powers, they are ancillary things like OVERsummoning, summon range extension, using multiple magic systems at once.

Talents are somewhat similar, many Talents do things like let you walk weird, see weird, or use powers on certain conditions. Though apparently some Talents exist to copy Tier magic effects to an extent?

The distinction here is Talents augment basic functionality or core rules of the world, Base Ten Bonus Feats augment features of classes, bypass usage restrictions, or allow stacking of stuff in weird ways.

Nfirea is the best example - he can just ignore core rules about magic items and scrolls. Likewise Antilene ignores class requirements all together, just like Keno's talent does. Stats can still affect the potency of the Talent but not the usage of it. Keno's talent is so strong it lets her even use Super Tier magic, something only Players should have. Draudillon's talent lets her use Wild magic by the same logic.

So what's with this universal mechanic for Talent Bearers (hur hur) to survive shit they shouldn't?

One thought is whatever powers talents tangentially lets you perform this 'feat'. Something has to power Talents just like how classes and levels seem to be needed to power skills. Whatever this 'power source' is, it's not Blood, and it's not tier mana.

But what is it? Is it Olde Mana? But then wouldn't Draudillion be able to use her talent but then lock herself out of it if Talents and Wild magic shared the same power source?

Something's strange...

It's quite the rabbit hole isn't it?

What could it be.....?

Here's a hint from Ziggy if you look closer, really ponder the meaning of Talents-REDACTED.

(250 pages of Overlord theoretical magical rambling are torn out here)

-and that's why Brain can perform miracles without a price paid in Blood!

IT ALL MAKES SENSE!!!

Who knew the anime hinted at this too! Maruyama's such a nerd. But let's keep that a secret between you and Ziggy!

Still, that doesn't address our core mystery of WHAT fuels these processes... mana, souls, blood, so long as you have 'fuel' you can bend reality to a certain extent. Then what the hell is fueling talents? Talent Slot theory suggests every being has a 'Talent slot', that's why you only ever see people with ONE Talent. But that doesn't answer what fuels the ability in this slot. Something worth noting is how Maruyama differentiates between EVOLUTION(levling up) and how Classes grant power instead of seeing them as the same thing.

---

*Ah, one can also train[tanren] their body[nikutai] in addition to this. This may seem like a game explanation yet, there is foundational physical strength [su no kinryoku] (which can be trained) + Level Up Physical Strength (evolution [shinka]) + and various corrections from classes etc (power that comes from unfathomable magical power [maryoku tekina fukashigi no ryoku]) should be the plan.*

V5+6AT

---

”That’s stupid!”

Is it?

Think for a moment, can’t Climb use Limit Break Mind to gain temporary levels? Meanwhile Renner can use Genius to copy certain class skills but with no stat bonuses?

---

*Then next Climb’s Martial Art [bugi] “nouryoku kaihou” (Limit Break -Mind) (a temporary + 1D3 Warrior Level increase [senshi reberu]?)*

V5+6AT



2020-03-12

{ 2020-03-12 }

A: It hasn't been very long but many people seem confused, Genius is a potential substitute for all Normal job classes, it can even be modified into Prostitute and carry out it's function. And it improves the technique (Gijutsu) Level to that of a Pro..... Without question it's amazing.

On the topic of Geniuses... Genius modified classes don't have bonus levels yet they confer bonuses as well... They also let you cheat without paying a price.....

[illegible]



2017-11-18

{ 2017-11-18 }

**Q:** Can you elaborate on (Genius) modifiers? Do they get more skills, unique skills, or more skill points?

**A:** A Genius differs in various ways. For example, the number of magic spells learned increases slightly. However there is never a time when they become incredibly strong.

**Q:** How did Nfirea and Remedios get the Genius modifier? Was it present in Yggdrasil? Does it apply only to Job classes only? Say can it be applied to (General)/Monster/ Racial levels?

**A:** It's a natural born talent. No [it wasn't in Yggdrasil]. Only Job classes [have the Genius modifier].



Well there IS an explanation for Geniuses having bonuses, though in the story it's not explained or easily defended. You have to basically rely on external rule explanations to understand it's both a joke and a reference... And it does sort of have a basis in the mechanics as something that does exist that could be used as fuel or to power things... But that might require a lengthy article on what MANA or FUEL can be and how it works beyond just spell casting.... Basically think about what Focus really is in Martial Arts and how that seems to power bending of reality too. If Fighters can do that, like a janky magic casting system, you might see a basis for that with Geniuses.

But what of Talents? Mechanically in the story you CAN explain how they work and vary in power. But what powers them seems almost phantasmal.... There does seem to be a correlation between how good your Talent is and your Growth Potential however. There is one hint... it's so often forgotten that it's amazing no one bothered to explore it further. Once you analyze the significance of it however you see that Talents and Geniuses may be more closely related than you think. Though the distinction is Genius are tied to specific classes, meanwhile Talents are tied to something else (like a Talent slot).

Sorry Ziggy is being so vague...

There just isn't a lot in the main text to substantiate this without copious amounts of number crunching and an entire dissertation on a specific subset of Magical Natural Philosophy.

Remember though, Ziggy is always wrong and you are always right! Maybe you can discover the truth inside all this rambling and beating around the bush. BUSHWHACKING!

Think of it like this though to return back to the original mystery here - why Talent users are so tanky. If Geniuses can get bonus power ups AND be uber skilled at their classes... we can sort of frame this as each conferring bonuses in different ways.

Geniuses

MLG pro at their classes

Get minor bonus cheats

Talent Bearers

uber tanky and have minor plot armor protection

Get bad to Plot Hax bonus cheats

One is a clear 'cheat' or basically a super power beyond what the rules would normally allow. Hell, Nigun's Talent gave him a power up just like if he was a Genius Summoner.... ie a stat bonus beyond what his classes should of given. For the Geniuses, they also are like have some sort of relation to SKILLS and what makes someone GUD at a class. So if Talent Bearers have cheats maybe the SKILL they have related to being CHEATERS is.... whatever this plot armor cockroach power is?

Both are New World only things so its at least worth exploring them with the same framework right?

In a sense they are both 'cheat' powers, though which is better really depends on context and situations. Ziggy's goal here isn't to answer that question but rather introduce the very idea that Genius classes and Talent Bearers might be operating on a similar framework distinct from the PRICE MIRACLES.

Price Miracles - Miracles you can manifest at a cost (Blood Paid Miracles, Soul Ignition, Mana Oversaturation like Decem's Over summoning or OVER meta magic or Arcane Acolyte class bonuses)

Basically both Talents and Geniues are Intrinsic Miracles, blessing you are born with. It's not that different from how there are Inherited and Acquired Templates for example. Price Miracles are ACQUIRED MIRACLES. Talents and Geniuses are INHERITED MIRACLES.

Does that make this topic bouncing around make more sense?

Talent Bearers are filthy cheaters! Fuq this cruel, biased World!

But Ziggy digresses. It would do well to reevalute your own work and head canon

with this new context. Of why different magical founts or sources produce different miracles in different contexts, and why there is a distinction between ACQUIRED and INHERITED MIRACLES.

Bye bye for now my smol children. May you get into pointless bickering with people about mechanics fondly together! Or maybe not so fondly.... Back to the great air jail kennel in the sky Ziggy goes!

Autism-Man, Away!

/(\o\_o)/

# OVERLORD ARTICLE

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## LESSER CLASSES MAGICAL NATURAL PHILOSOPHY

"The Grand Feed On The Lesser - The Strong Feed On The Weak" - Ronald McConfucious

Ahoy hoy, Ziggy here.

Random musing of the Ziggy: nothing carries the 80's OST motif more than random epic saxophones and synthesizers.

With the most important thing out of the way let's focus on something less so.

Since I've gotten this question several times, why not make an article for all the smol children?

Time to get into it. Remember to hit that unsubscribe button and leave a dislike to increase my algorithm results!

Spoilers for the new Volumes if you are trying to stay away from those. Why you would read any of these is beyond me if you wanted to avoid spoilers. Why you would read this at all is another mystery too. Don't you have better things to do? Like talking with your friends? Or writing your own fanfic or fantasy series? Or seggs? Or being a normie?

Well with how long this takes me to write it'll probably be out once Hitori gets to the part anyway...(or months after all the volume is translated)

Humanoid

antiri-ne-eran-fushie

**Epithet:**

Extra Seat of the Black Scripture: Certain Death

**Residence:**

First district of the sanctuary in Sicklesantekusu, the Slaine Theocracy capital city

**Birthday:**

Doesn't want to say

**Interests:**

Saving money to spend on trying new things (food and drink, fashion, etc)

**88 TOTAL LEVELS**

**[RACIAL LEVELS] + [CLASS LEVELS]**

**0 RACIAL LEVELS**

**88 CLASS LEVELS**

**CLASS LEVELS:**

Fighter	Lv. 10
Berserker	Lv. 10
Master Fighter	Lv. 10
Lesser Valkyrie/Almighty	Lv. 5
Weapon Master	Lv. 7
Rogue	Lv. 1
Assassin	Lv. 5
Executioner	Lv. 10
Cleric	Lv. 10
High Cleric	Lv. 10
Inquisitor	Lv. 10





So we got Zesshi's build and character sheet(s) now.

But you might have noticed something peculiar about Zesshi or Antilene:

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*She is also able to use magic up to the third tier.*

V16

---

She has Cleric and High Cleric for a total of 20 levels so that makes sense right? Of course she could only use third tier magic. Ainz even said it himself so it has to be true! And so the truth it shall be!:

---

*In Yggdrasil, one could normally only learn three spells per level. A level 20 character would thus be able to learn a maximum of 60 spells. It would be quite difficult to incorporate anti-divination magic into such a limited selection of spells. Perhaps those who were not in the know might think 60 was a sizable sum, but if Ainz was limited to 60 spells from the third tier of magic, he would probably have to spend all day worrying over his choices*

V10

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There's a problem here though. Two problems. At least one. The other one is actually debatable....

---

*It held a huge, strange-looking lance in one hand, resembling a pipette one might use in a science class. This was Shalltear Bloodfallen. She possessed levels in Valkyrie — a divine magic caster class which specialized in fighting power — and she was fully ready for battle*

V3

---

Valkyrie SHOULD be a Divine-caster class. So shouldn't Lesser Valkyrie?

So that would mean Zesshi has 20 Cleric Levels and 5 Valkyrie-type Levels giving her 25 Divine caster levels if we treat Lesser Valkyrie the same as Valkyrie.

Suppose that Valkyrie only counts as every other level for divine casting purposes (since it's mainly a melee fighting class and you want to argue that Half-Caster Rules are in effect). Basically even if we only count it as half and ROUND DOWN, that means two more divine caster levels. Zesshi(Antilene) would have 22 Divine caster levels. And drum roll please:

**Recall 7-Levels-Per-Tier**

1-7 Tier 1 8-14 Tier 2 15-21 Tier 3 22-28 Tier 4

What gives? Seven Levels Per Tier is far too supported to be incorrect. hence why we even posited Valkyrie might have just been a strange offshoot class.

You might have guessed it but the other problem is ignoring Valkyrie what do we do about Executioner and Inquisitor? In either case, Zesshi(Antilene) should be a higher tier caster than she is. In the absolute worst case scenarios: suppose Valkyrie AND Inquisitor count as only one level for determining what Tier Zesshi(Antilene) can cast where we are even so gracious to presume Inquisitor is a magic capable class.

10 Lvs. Cleric

10 Lvs. High Cleric

\*1 Lv. Lesser Valkyrie

OVERLORD

MISCELLANY

\*1 Lv.Inquisitor

Total: 22 Levels

Based off super pessimistic calculations, she should be a Tier 4 Divine caster no matter what combination of Half-Caster or Third-Caster you want to count Inquisitor or Lesser Valkyrie as. Unless you want to argue these two classes are some ridiculous sort of Tenth-Caster... What we can conclude is that no matter the status of Inquisitor, it doesn't appear to provide Divine casting bonuses or ability. Even if we assume it's just as gimped as LESSER Valkyrie, a kneecapped class.

If we presume Inquisitor doesn't count toward Divine spell casting then the argument hinges on how Lesser Valkyrie counts as: Full-Caster, Half-Caster, Third-Caster, etc.

So let's recall what the Full-Caster, Half-Caster conventions mean.

Put simply, a Full-Caster is a type of Level where each level counts toward what tier you can cast at. And as the convention goes, Half-Casters and Third-Casters effectively count every two or three levels as a single level toward effective tier. Effective tier being what level you are casting at. So if you have Four Levels in a Half-Caster Class it only counts as Two Levels for casting purposes or what tier you can cast. Third-Caster is the same but it takes Three Levels to count for a single Level as a caster. It's like how Arcane casters are Third-Warriors. Same principle just applied and generalized to magic type casters.

Rather than argue over semantics as to what counts as Full, Half or whatever casters though why not look at this through another lens or two? Let's discard a few of assumptions.

Fact of the matter is Zesshi(Antilene) is a third tier caster. And our findings do not support Lesser Valkyrie and Inquisitor being Divine casting classes. Seven Levels Per Tier is fundamentally sound using character sheets of other characters so it's more likely the assumption Lesser Valkyrie and Inquisitor is at fault.

And there is a flaw in the line of reason: why do Lesser Valkyrie have to function the same as Valkyrie? In the New World Martial classes can acquire things like Martial Arts for instance even if the classes are labeled the same. eg Fighter vs

Fighter. So a New World Valkyrie might be distinct from a YGGDRASIL one.

Here's Ziggy's take away. Valkyrie should be a Divine system caster. However, Lesser Valkyrie doesn't necessarily have to function the same way. First of all, Lesser Valkyrie was the first class "divine caster" type class Zesshi acquired going by Level Order Acquisition theory. Not Cleric, not Priest, not Bishop, but Lesser Valkyrie. Second of all, by Level Order Acquisition theory we see Zesshi also was still training as a Weapon Master after she acquired lesser Valkyrie. Then her Rogue classes. If Zesshi relied on magic she unlocked from Lesser Valkyrie why did she level up in other things first? Or gotten Cleric sooner?

a: Zesshi only casts Third tier spells which can be accounted for by Cleric and High Cleric levels alone

b: Zesshi acquired Lesser Valkyrie toward the tail end of all her Warrior classes going by Level Order Acquisition theory

c: Zesshi's fighting style hardly relies on magic in any capacity besides minor support and not even for buffing as lamented by Maru himself

d: Acquiring Valkyrie or Lesser Valkyrie is extremely difficult for New Worlders normally

If you consider all of the above so far there is another hypothesis that makes more sense than if Valkyrie is a Third or Fifth caster or something else:

Lesser Valkyrie is Lesser because it doesn't count as a Divine caster class at all for Zesshi. We already know that Lesser Valkyrie is a weaker variant of Valkyrie already. Think about it like the following if that is a strange thought to comprehend (if it doesn't have all the features of Valkyrie why even call it Lesser Valkyrie in the first place):

Lesser gives you a certain percentage off the normal stat gain of the Class.

So for example suppose Valkyrie gives you:

+5 Phys Atk, +3Phys Def +2 Mag Atk +4Mag Def.

I'm just pulling these numbers out of my Ziggy.

And let's apply Lesser universally as a class modifier: since it's weaker overall to Valkyrie it grants a -2 on all stat gains from the normal Valkyrie.

Lesser Valkyrie:

+3 Phys Atk, +1 Phys Def, +0 Mag Atk, +2 Mag Def

Stats don't work exactly like the comparative ratio stat lines in Overlord but bear with me. Hur hur Bear. Hur hur.

The idea is Zesshi acquired the class with restrictions. And class gains in the New World are a bit different than classes from YGGDRASIL (Warriors learn Martial Arts for instance). So if we contemplate these restrictions and her inferiority to normal Valkyries we can happen upon a few possibilities (and since Ziggy is such a simp he'll even write out a few of them at least):

a: Lesser Valkyrie counts far less as a Caster class than even Valkyrie (eg the Fifth or Tenth of a caster per level argument)

b: Lesser Valkyrie has no spell casting ability at all (any stats it granted fell below the negative modifier of the Lesser designation and doesn't grant spell casting skills at all)

c: Lesser Valkyries are incomplete versions of the class (eg a Lesser Bishop would either be Divine only or Arcane only instead of both - missing class features argument)

d: Lesser Valkyrie only enables you to learn high tier spells on it's spell list (eg Tier 7-10 spells and since Zesshi learned it first, out of sequence, she can't use it to learn lower tier spells)

e: Lesser Valkyrie operates like Zesshi's talent - foundational or basic classes are required to use certain abilities from YGGDRASIL and since she had no foundational divine caster class, she couldn't get Valkyrie only Lesser Valkyrie IF Valkyrie did require foundational classes.

So how do we proceed? Well we know that people in the New World can acquire Job classes earlier than in YGGDRASIL let us examine these classes and cases. We are doing this because Maruayama already confirmed that no one else has acquired Valkyrie before and it's harder to acquire even Lesser Valkyrie than Ninja, another special exemption class.

---

*Cursed Knights had the backstory of being corrupted cleric-knights who had been cursed, and they were considered to be a very strong class in Yggdrasil. However, they had a lot of drawbacks, so they were not very popular. Among the skills Cursed Knights could learn was the ability to release waves of darkness, inflict cursed wounds which could not be healed by low-level healing spells, instant death curses, and so on. Ainz narrowed his illusory eyes under his helmet. This was not a coincidence. While the Swords of Darkness might be weapons with powers similar to those of a Cursed Knight, it was more likely that the hero himself was a Cursed Knight. If that were the case, when one considered the prerequisites to become a Cursed Knight, it was certain that this "Black Knight" was at least level sixty—no, if one considered that he had to actually learn all those skills as well, he would have to be at least level seventy*

V2

*"—Are you quite done yet? Have you said your farewells to each other?" Entoma grew cautious for the first time. The manwoman—Gagaran—was nothing to fear. The problem was the newcomer—Tia. If her clothes were not just for looks, then she ought to be a ninja. That was a job class which required a minimum character level of 60 to take. If that were the case, then the teleportation technique which had allowed Gagaran to escape Entoma's attack was ninjutsu. If she were a real ninja, then even Entoma would not be able to win easily. She had thought to conserve her strength and eliminate her opponent, but things being as they were, she could no longer afford to hold back*

V6



2019-01-21

{ 2019-01-21 }

A: Dragon Emperor: the guy who appears in the Vampire Princess: the Platinum Armor (in general during operation) : the First Seat: Blue Sky Dragon Lord: Diamond Dragon Lord: Obsidian Dragon: Wyrn Dragon: Goblin Strategist: Rigit: the Supreme ruler [Enri?] Commander rank (each unit has one person): Remedios: Buser: Kelart: Rotting Wolf Kurevo (in the past [in his youth?]): Vestia Gazef's teacher: Tira [Tia and Tina's sister? Or typo?]: Nigun: Ryaruasu Zero: Headhunting Rabbit: Luisenberg of Red Drop: Pesshiam of Six Arms: Edstrom of Six Arms: the average of the Imperial Four Knights: Azuth: Succulent: Calca: Silver Canary on average: Malvist of Six Arms: Deibanock of Six Arms: Sunlight Scripture on average: Level 20 Wall



2019-01-21

{ 2019-01-21 }

A: Buser: Kelart: Rotting Wolf Kurevo (in the past [in his youth?]): Vestia Gazef's teacher: Tira [Tia and Tina's sister? Or typo?]: Nigun: Ryaruasu Zero: Headhunting Rabbit: Luisenberg of Red Drop: Pesshiam of Six Arms: Edstrom of Six Arms: the average of the Imperial Four Knights: Azuth

---

First recall Buser is in the Realm of Heroes and Vestia is Adamantite ranked (someone who could put up a fight against Clementine). Given Tia and Tina's power levels, Tira who is most likely their third sister is Adamantite ranked at best. Now recall Azuth, he's actually around Orichalcum in strength and we know Calca was a fourth tier caster, someone who was at most the same level as Azuth.

That means the Four Knights on average is at least Orichalcum rank in terms of levels(so Leinas is around Orichalcum/Adamantite). Meanwhile Tira is at most Adamantite ranked. Like Leinas wasn't considered on par with Gazef at least so you guys are fine with letting her be in that safe place right? You're not going to mald about not knowing Leinas and Tira's exact levels right?

This is relevant because Tira, Tina, and Tia all seem to have similar builds and level caps by virtue of being identical triplets. So we can extrapolate as triplets they all had the same affinities etc. No matter what it shows Ninjas can be unlocked at Adamantite rank and Cursed Knight can be unlocked as early as Orichalcum rank.

These are levels far, far below the YGGDRASIL minimum. And both cases so far are humanoids.

There's a disparity of about 30 levels. But neither of these classes got a Lesser modifier. Strange.... Suspicious.... There's some tomfuckery afoot here. Leinas isn't a Lesser Cursed Knight and the Triplets are not Lesser Ninjas....

Based on Level Order Acquisition theory Zesshi(Antilene) got Lesser Valkyrie in her 20-30s as well (it's hard to tell sometimes because you can start getting other classes before you max out others). But here's what's strange: Shalltear had Valkyrie BEFORE Cursed Knight AND Cleric. We don't know Shalltear's entire build. But we do see the partial ordering of her build. Now maybe she only got Cursed Knight and Cleric super late but it could suggest Valkyrie was rather early in her progression. Remember Vampires are Warrior-types...

Basically, Valkyrie doesn't seem to be some super prestige class or anything like Eclipse or World Champion that comes at the end of a YGGDRASIL build. So then why is Valkyrie so hard to get and only Lesser Valkyrie was acquirable by Zesshi but no one else? Supposedly not even Outliers can acquire it normally....

Perhaps it's a tradeoff: Classes like Cursed Knight and Ninja are easier to acquire, since Level Prerequisites no longer matter as much. In exchange, some classes like The One and Valkyrie are actually harder to get now. Well The One is probably "easier" because it doesn't require an item anymore or at least Lesser One. If you look at the class names New Worlders do have Valkyrie stands out as one that you can reason is probably difficult to get because what distinguishes Valkyrie from Clerics is vague already. It branches out strangely as well (Lance, the three Attributes, All of them together).

Given the confirmation we know Valkyrie is far harder to acquire than normal classes. So it should definitely be lumped in with the Ninja and Cursed Knight categories. But it's perhaps a mistake to consider the Lesser case in conjunction with these two.

The main distinction is it's a LESSER class and bears a new adjective. If we ponder on Base 10 Wall theory, both of these types of classes being unlocked early or missing features might just be the "bonus" people get at Level 20 or 30 if they so choose. So using the Level 20 wall, we know many humans can take strange classes at this point, so Ninja might be an example of this that became part of curriculum bypassing level requirements meanwhile Lesser classes are rarer, requiring at least 30 levels but you get to ignore more rules besides just level requirements. Base 10 Wall theory is not an agreed upon subject but many oddities in the New World's system can be explained by it.

Whatever causes the Lesser designation isn't fully demonstrable. Since Ziggy is a simple dum dum monkey he wants to name the buckets he's tossing these classes into to simplify the discovery we have. You know, basic categorization to help his brain grasp these concepts easier. Feel free to ignore them as you wish.

Definition: Manifestation

The acquisition of a job/racial class level in the New World.

Definition: Precocious Manifestation

A phenomenon where a New Worlder acquires a job class earlier in class progression than it should according to the logic of YGGDRASIL. This typically manifests from New Worlders who are far below the prerequisite level for a given Class but

acquire it anyway. eg: Tira and Tina acquired the Ninja class via a Precocious Manifestation.

Definition: Petit Manifestation

A phenomenon of the acquisition of a class by a New Worlder under circumstances by which the individual acquires the [Lesser] variant of a class and not the regular form of the class.eg: Lesser Valkyrie is an example of a Petit Manifestation of the Valkyrie class according to Maruyama. Keno acquired Lesser One via a Petit Manifestation.

Why petit? Same reason Maruyama decided to call Mare's gimped, nerfed Grand Catastrophe Petit Catatrophe. Just close your eyes and accept the Maruyama logic. You don't have to call them manifestations if you don't want to either. There's obviously no deeper meaning behind that either. KOFF KOFF KOFF

....

.....

Well anyway, what we have here is a divergence in Manifestation. Technically, a Petit Manifestation(pm) is a Precocious Manifestation(PM) with these definitions. But the converse is not true, a Precocious Manifestation(PM) is not a Petit Manifestation(pm). We could adjust our definitions..... but meh. For now, let's just treat them as distinct.

Ziggy isn't going to get into set theory too much but basically how you define things affects how you can categorize them and we can abuse the framework of set theory in mathematics to help understand the point Ziggy is trying to stress here through the haphazard usage of these terms and symbols normally used for Set Theory:

If you define PM and pm as follows:

pm Lesser Valkyrie, Lesser One, etc

PM Ninja, Cursed Knight, etc

pm PM

PMpm

for instance.

By the definition Ziggy lazily gave earlier technically -

PM Ninja, Cursed Knight, Lesser One, Lesser Valkyrie, etc

We could call the complement of pm in PM something like non-petit precocious manifestations (nppm). But for our purposes, we're going to treat them as distinct (for now).

NANO PARTS PER MILLION!!!!!!

SFX SENTAI EXPLOSION SFX

...

.....

Anyway - we got Precocious Manifestations (PM) and petit manifestations (pm).

So with this framework let's reexamine the possible cases from like 2 KB above:

a: Lesser Valkyrie counts far less as a Caster class than even Valkyrie (eg Fifth or Tenth of a caster per level)

b: Lesser Valkyrie has no spell casting ability at all (any stats it granted fell below the negative modifier of the Lesser designation and doesn't grant spell casting skills at all)

c: Lesser Valkyries are incomplete versions of the class (eg a Lesser Bishop would either be Divine only or Arcane only instead of both)

d: Lesser Valkyrie only enables you to learn high tier spells on its spell list which might be limited to the same spell list as Valkyrie (eg Tier 7-10 spells) and since

Zesshi learned it first, out of sequence, she can't use it to learn lower tier spells  
e: Lesser Valkyrie operates like Zesshi's talent - foundational or basic classes are required to use certain abilities from YGGDRASIL and since she had no foundational divine caster class, she couldn't get Valkyrie only Lesser Valkyrie.

a: is "plausible" but requires more info to validate.

b: seems somewhat plausible

c: seems most plausible for petit manifestations in general

d: it might be possible but... Precocious Manifestation cases function fine

e: we cannot confirm but case e might explain why Zesshi got Lesser Valkyrie

Due to the lack of precedence it's almost best to discard case a to be honest. case b and case c are nearly the same argument. Case d is like "failed to acquire new spells due to missing prereqs" or something so its hard to argue that without any precedence. Case e might have some weight for Lesser One but the problem with Lesser Valkyrie is that based on Level Order Acquisition theory Shalltear had Valkyrie rather early on.

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We can try to approach this from another angle as well:

Let's designate Zesshi's(Antilene's) levels as Martial or NOT Martial.

Definition: A Martial class is one that confers Martial Art aptitude and progression. That is Martial classes count toward Focus and Focus Capacity.

Fighter 10

Berserker 10

Master Fighter 10

Lesser Valkyrie/Almighty 5

Weapon Master 7

Rogue 1

Assassin 5

Executioner 10

Cleric 10

High Cleric 10

Inquisitor 10

*Trying not to stare at the defenseless torso, Zesshi activated a martial art. [Super strengthening Agility], [steel arms steel strike], [Super piercing] [Super strengthening Ability], [Super sensing possibilities]. It was for this moment that she desisted from using the martial arts before. Her speed, agility, damage from her attack, piercing damage and her strength were all increased along with sharpening her six senses to the extreme.*

V16

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[Super Wind Stride], superior version to Clementine's Wind Stride

[Strong Arm(Favored Arm) steel strike],

\*Buser had a Strong Arm Martial Art and it was considered a superior version of another martial art; Hekkeran used this martial art too so since two martial arts use the same prefix it appears to be a higher order Martial Art indicator.

[Super piercing]

[Super strengthening Ability], Hero minimum Martial Art

[Super sensing possibilities] - improved version of Gazef's Martial Art

Recall that we surmised that any Greater/SUPER Martial Art is a Focus Cost 2 or above Martial Art(basically a pre existing improvement to a prior martial art increases the Focus Cost incrementally with the degree of improvement). In that case, in this particular blitz, Zesshi(Antilene) used four Super tagged Martial Arts and one non-super Martial Art of unknown Focus cost. IT seems to be an enhanced version of another Martial Art as well but we don't see it used so it's uncertain. Recall how Brain exhausted his Focus Capacity with only a few Martial Arts due to their increased burden.

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*So while the use of [Field] and [God Flash] remained the same, the use of [Sixfold Slash of Light] over [Fourfold Slash of Light] made it a new technique. Martial arts used something akin to focus. The stronger the martial art was, the more of it was required. Exceptional warriors—higher-level warriors, while they had a greater capacity for it, would also find it difficult to use multiple martial arts at the same time. Indeed, Brain had greater reserves of focus than your average warrior, but he had already reached his limit back when he used [Nail Clipper] against Shalltear. So it should have been impossible for him to use [Sixfold Slash of Light], a much more focus-intensive art than [Fourfold Slash of Light], with his other martial arts. There was only one reason why he could despite all of that. The Brain Unglaus who stood there had already surpassed Gazef Stronoff—he had entered the realm of heroes.*

V14

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At minimum then the Focus Capacity Zesshi displays here is: 9-10 depending on the Focus Cost of [Steel Arms Strike] . That means if 5 Levels Per 1 Focus Capacity theory is true, Zesshi(Antilene) should have 41-46 Martial Levels minimum and at maximum 46-50. You could postulate every Greater or Super Martial Art costs 3 Focus so Zesshi/Antilene's Focus Capacity would be around 13 or so.

Basically assuming linearity, every approximate upper 20 levels in Martial classes should give an additional 6 Focus Capacity.

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Martial Level Range	Focus Capacity
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1-5	1
6-10	2
11-15	3
16-20	4
21-25	5
26-30	6
31-35	7
36-40	8
41-45	9
46-50	10
51-55	11
56-60	12
61-65	13
66-70	14
71-75	15
76-80	16
81-85	17
86-90	18

Fighter 10 MARTIAL

Berserker 10 ???

Master Fighter 10 MARTIAL

Lesser Valkyrie/Almighty 5 ???

Weapon Master 7 MARTIAL

OVERLORD

MISCELLANY

Rogue 1 NOT MARTIAL

Assassin 5 NOT MARTIAL

Executioner 10 ???

Cleric 10 NOT MARTIAL

High Cleric 10 NOT MARTIAL

Inquisitor 10 ???

We can conclude that Rogue, Assassin, Cleric, and High Cleric shouldn't count as MARTIAL classes as Martial Arts are not normally observed in those classes. Thus at least 26 Levels out of 88 are not counting toward Zesshi's(Antilene's) Focus Capacity. So there is only a possibility of AT MOST 62 Levels that count toward her Focus Capacity. Recall that Zesshi only ever simultaneously uses 9-10 Focus at any one time as well. That implies 41-50 Martial Levels.

Fighter obviously is Martial. And based on the pattern, Master Fighter should be a higher ranked Fighter class (eg see how High is used for Divine caster classes). Berserker SHOULD count as a Martial class but we don't have confirmation or evidence. Berserkers are not as common in Overlord but the Berserkers don't use magic, and instead melee weapons so the possibility exists.

Weapon Master is debatable but most likely it counts as a Martial Class because Buser had it and he was also a Martial Arts user. It's always possible it's not though.

Based on statements from Maruyama and easily citable observations, Zesshi's(Antilene's) Class type breakdown can be summarized so far as :

Martial Levels: 41-50

Divine Caster Levels: 20

Rogue Levels: 6

Other Levels: ??

Fighter 10 MARTIAL

Berserker 10 MARTIAL???

Master Fighter 10 MARTIAL

Lesser Valkyrie/Almighty 5 ???

Weapon Master 7 MARTIAL

Rogue 1 NOT MARTIAL

Assassin 5 NOT MARTIAL

Executioner 10 ???

Cleric 10 NOT MARTIAL

High Cleric 10 NOT MARTIAL Inquisitor 10 ???

Martial Levels: 41-50(37 accounted for)

Fighter 10 MARTIAL

Berserker 10 MARTIAL???

Master Fighter 10 MARTIAL

Weapon Master 7 MARTIAL

Divine Caster Levels: 20(20 accounted for)

Cleric 10 NOT MARTIAL

High Cleric 10 NOT MARTIAL

Rogue Levels: 6 (6 accounted for)

OVERLORD

MISCELLANY

Rogue 1 NOT MARTIAL

Assassin 5 NOT MARTIAL

Other Levels: ??

Given Zesshi's description of Executioner most likely that class is a Assassin based class. Especially because none of her Martial Arts had anything to do with execution or one hit kills or critical hits.

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*Zesshi had a class called Executioner. It greatly increased the damage from a critical hit and sometimes even killed the opponent in a single hit. Originally it also had the ability to deepen the wounds from a slashing weapons. But because she used the middle blade to pierce instead of using the crescent blades that extended to the sides like wings to slash, that ability wouldn't trigger in this case. Even so, this attack should have damaged the girl considerably.*

V16

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Martial Levels: 41-50(37 accounted for)

Fighter 10 MARTIAL

Berserker 10 MARTIAL???

Master Fighter 10 MARTIAL

Weapon Master 7 MARTIAL

Divine Caster Levels: 20(20 accounted for)

Cleric 10 NOT MARTIAL

High Cleric 10 NOT MARTIAL

LESSER CLASSES MAGICAL NATURAL PHILOSOPHY

Rogue Levels: 16 (16 accounted for)

Rogue 1 NOT MARTIAL

Assassin 5 NOT MARTIAL

Executioner 10 NOT MARTIAL

Other Levels: ??

If we look at Inquisitor by that same logic, should it not count as Martial neither?

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*So instead she activated one of the two special skills she learned on mastering the inquisitor job. She activated it in case the girl was some kind of priest that could use high tier magic that Zesshi didn't know about. "[denounce heretic]" This skill makes the priests who worship a different god expend a little more mana than usual when they use magic around her. It wouldn't show clear effects immediately but it would slowly start weighing the opponent down in a long battle or if they used stronger magic. She didn't plan to extend this battle but she decided to use it in case the opponent came out casting one high tiered spell after another. Using an ability like this that aimed for a single very specific effect was probably wasteful when she wasn't sure about her opponent's abilities but such abilities were useless when not activated at the start of the battle ... Zesshi also activated another ability like the one before. "[sentence heretic]" It's the other special skill she gained on maximizing Inquisitor. This one also had a similar effect in that it increased the rate of failure of activating the spell instead. Naturally the mana would be spent even if the magic failed to activate. As she ended up using both of them, she wouldn't be able to use Inquisitor's skills until their active time ran out but it couldn't be helped. She would still have the physical durability and resistance against magic that's granted by the Inquisitor class so it was in the tolerable limits.*

V16

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Inquisitor's skills are based around having a god and someone else's god differing from theirs. Based on the Divine caster tier of three however, its highly unlikely to be a Divine class. So then what is it?

There's a curious thing about Inquisitor - it's abilities affect other specific beings. Specifically it targets specific beings for it's Class Skills. Now Clerics have Turn undead but they are not the only class with targeting skills - and Turn undead is very specific for a given race. Inquisitor appears to operate similarly but it's targeting any divine caster who doesn't share the figure of worship she has - a broader categorization. Paladins and presumably Dark Knights target those of a differing karma. It's an Anti-caster class of sorts. Because it has no other skills we know of and Zesshi doesn't use any other spells beyond minor support spells.... most likely Inquisitor is a non-casting or limiting casting anti-mage class. Now what class is most like that?

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*Simply put, the difference between warriors and paladins was that warriors were offensive frontliners while paladins were defensive frontliners. While it was hard to express in figures, one could say that a warrior's attack rating was 11 and his defense was 9, while a paladin's attack was 8 and his defense was 11. Needless to say, paladins could cast spells, but warriors could learn all sorts of martial arts, so it was impossible to make a simple comparison. Still, this was the easiest way to explain the situation to someone who knew nothing. If the question was who would be better against a magic caster, the answer would be a paladin. Thanks to the protection of the gods, they boasted superior magic resistance compared to warriors. Therefore, if Nasrene had been a magic caster on the same level as Remedios, she would not have been much of a threat. Next was Halisha, who was very likely to be a monk-type given his war gear and movements. Monks had the advantage against magic casters or thieves, but the reverse was true against paladins. For that reason, that monkey was not a frightening foe either.*

V13

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Now why would Ziggy be biased toward Inquisitor as a Paladin-variant?

Well:

- a: in terms of class name themeing Inquisitors have a specific "smite" target
- b: Paladins have strong magical resistance

c: Skill themeing

d: Zesshi's talent

Name themeing isn't the strongest argument, but the magical resistance is something to note. Especially with how Zesshi survived Petit Catastrophe.

Skill themeing is a stronger argument since broadly Classes are organized by common class features. Paladins being the class that targets different kinds of enemies to their faiths or people while Cleric tends to be centered around the undead broadly. That's a fine line however.

But most of all there is a reason to consider Inquisitor as a Paladin class - Zesshi's sheet states

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"She accepts the disadvantage because it allows her to use various weapons like those of the Six Great Gods." And recall the God of Wind, our elden lord and saviour, the Glittering Angel Neko Nyan!

---

Most specifically, he was a Paladin. If Zesshi truly wanted to be able to use not only the weapons but also her talent with them she would need a set of classes that let her do so. So there is logic to acquiring Inquisitor if it's a Paladin and not a Cleric class. Likewise, under this perspective, Inquisitor might be a variant type of Paladin. Functionally it has more in common with Paladins than Clerics and computationally it makes sense for it not to be Divine centric. The oddity is why Zesshi could jump straight to Paladin. We do know Cleric can progress into classes besides High Cleric like Templar (Lakyus) or High Priestess(Calca). Zesshi's Inquisitor might be an alternate path for Clerics who focus on melee without spell casting. She wasn't one to use spell casting much, so based on acquiring classes based on how she fought, since she didn't rely on buffs she could of gotten that anti-caster pure melee type of class.

The issue is why?

Decem for example acquired Elementalist(Earth) using a predominately Druid



build by focusing on summoning and relying mostly on his Elemental. There's a logic there he could of acquired the class as a result of his hyper specialization. The issue is he should of had to acquired a class like Sorcerer or Wizard. Zesshi acquiring Inquisitor (and using the tier 3 restriction) shows whatever this class is, it's not a pure Cleric or Divine magic casting class. Given they are related, it could likely be a prestige option to diversify due to specialization. In this case, since Zesshi was so strong and didn't rely on attack magic or buffs, she might have gotten the requirements for a casterless focused type of class. Since she wasn't fighting as a Cleric would normally she got a more Paladin-centric class.

Divine casting classes are weird. First, Calca was a Cleric yet had Priestess classes. Caspond had Cleric too, so this shows that likely it was the class of their bloodline. Yet the practices of the Holy Kingdom mainly created PRIESTS or PRIESTESS users, given Kelart's classes. Lupusregina had Hierophant too, but she had more Cleric focused classes. Lakyus also started as a cleric and got Priestess later in her progression, using the Level Order Acquisitoin hypothesis. One hypothesis is Priests and Priestesses are CAREER divine magic users - ie they perform roles as divine casters in society and thus it's more of a variant of Cleric based on that logic. For Fighters, the similar example are things like Mercenary, Imperial Knight, or Holy Knight - classes predicated on specific functions in society. Given Calca performed some roles in the Holy Church, that seems more likely, since normally if she just studied holy magic she should of been a High Cleric given her disposition from her bloodline.

Extrapolating further, Templar then would be Clerics who focus more on melee normally but still use magic of some kind. At least that is how Roberdyck fought and Lakyus fought similar to him. Neither Kelart or Calca used melee weapons as they did so that might be the missing link. Priestess and Priests forsake the melee aspects of divine magic casting classes to focus on casting (like how Bishops split Arcane and Divine with no melee). Mapping this out in terms of Paradigm Focuses for the Divine magic casting classes:

Melee Mixed Casting Dual Casting

? Cleric Priest(ess) Bishop

Templar High Cleric High Priest(ess) ?

? ?

We can hypothesize the progression is sort of like this?

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*There were many kinds of divine magic casters. Perhaps she was not a melee-oriented Cleric, but a spell-oriented Priestess, or perhaps she was a Bishop, who specialized in spellcasting.*

V3

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Inquisitor could be the Melee equivalent of High Templar. Though Templar should still count for divine casting ( it just might not be as good as High Cleric or High Priestess).

Another possibility is Inquisitor is a class Zesshi got from Valkyrie, and since her Valkyrie doesn't appear to count toward her spell casting, she would only be able to advance it to melee only paths. Valkyrie should be a Divine casting class based on Shalltear's description. If she used the class without any magic though, it's theoretically possible a rare class exists for that - like Inquisitor which isn't even Divine. Lesser Valkyrie is probably New World exclusive, so in YGGDRASIL such a class would of been rare - why play a Valkyrie if you don't use any of the magic?

Personally, Lupusregina suggests an alternative logic - a class called Battle Cleric does exist, and she acquired a class after called Warlord. now that might be related to whatever Werewolf levels count as, but Templar may not be the Martial focused Cleric class but Battle Cleric would be. Based on Roberdyck and Lakyus though that seems strange as both had Templar. It could be in the New World Battle Cleric is a Martial Art Divine casting hybrid class like how Paladins can use magic but also martial arts?

The same issue still applies though - how these classes are counted toward divine casting.

Given Zesshi's tier magic, the abilities of the class itself, and all the other martial divine classes, it does seem more likely it's something like Paladin. Rather than based on karma it's based on God. That makes sense in Slaine if you recall Surshana was supposedly an evil god of a sort, so their culture wouldn't see evil itself as always evil rather it would view those who don't believe in the pantheon as evil instead.

Paladin Inquisitor

Sacred Archer Holy Knight?

Evil Slayer

Given Nimble and Fluder both had Bishop despite not being dedicated divine magic casters suggests there are strange rules in effect for grabbing alternate classes. Decem having Elementalist(Earth) might also fall into this categorization.

Functionally inquisitor has more in common with Paladins than Clerics. And the calculations support it being a non-Divine class. Part of the requirement might be not using a sword, having a god with non-good karma, and some divine and martial classes. Honestly karma might not even factor into it. Zesshi's level is so high it obfuscates where this class could fit into the broader system. All her roles also complicate matters. Based on all the evidence though, the argument is stronger that it's not a Divine class so Paladin variants would be the next logical consideration given how close they are to Clerics historically and mechanically. It makes sense for Slaine to have a God smiting class when they care more about their six gods than specific karmas. Surshana had "evil" subordinates supposedly so that also would create the idea the Gods you worshipped mattered more than the karma of the gods. Ironically evil is not inherently something that needs to be smited, worshipping the wrong gods does however.

Berserker may be its own variant of Fighter like how Paladin is to Cleric then. We don't have the Head Chef's entire character sheet but we do know he has Cook Levels, his one racial class, and then Berserker style classes. His racial level may count for something else but it's difficult to say without combat scenes. Basically using Level Order Acquisition Theory we can identify foundational or basic classes on prior character sheets. Based on Zesshi's Talent she needs these to then access the abilities of the Six Great Gods.

**Fighter** - Climb, Brain, Gazef, etc

**Berserker** - Head Chef

**Valkyrie** - Shalltear, Herself?

**Rogue** - Tia and Tina, Imina

**Paladin** - Remedios, Gustav, AWAKENED Neia, Touch Me

**Cleric** - Roberdyck, Calca, Caspond, Lakyus, Lupusregina

One theory is Zesshi can use her talent on her own equipment to double use Einherjar which is... creative? Theoretically that makes sense - the Talent lets you use the trump card of anyone who has used the equipment you wear. And you wear the equipment you wear right? So... the Talent can use her own trump card while also using her trump card itself? That's pretty jank but if you can just pull out The Goal of All Life Is Death... It's not that bullshit in context.

The goal here is Zesshi theoretically has 6 character archetypes (at most- the gods may have duplicates) so she can use the trump cars of all the Great Gods.

**Fighter**

**Berserker**

**Rogue**

**Cleric**

**Paladin**

The only mystery is whether Valkyrie counts as it's own unique Foundational class or if Assassin is one. Assassin is unlikely given it typically follows other classes or races first, so it's more likely to be a follow up class to Rogue. The reasoning here to think so though is Executioner sounds like a class that takes after Assassin more-so than Rogue so it's possible to think of Assassin as it's own Foundational class but Executioner might just be a less sneaky type of Assassin.

Ultimately the problem is no Assassin has Assassin on the top of their class list. It always comes supplementary - like a way for people to focus on sneak attacks without being pure Rogues.

Valkyrie is the most likely however. As Maruyama alludes to her being able to use her Talent to summon another and we know for a fact there can't be another Valkyrie user in the New World so it was most likely one of the Six Great Gods, assuming she's not using it on her own class and equipment via a loophole. Unless it was her own gear? Not sure if she can't use her own trump cards twice - once with her Class and once with her Talent. The insinuation is it's possible in theory though.

Anyway:

**Fighter** - ?

**Berserker** -?

**Valkyrie** - Implied to be one of the Six Great Gods but not confirmed

**Rogue** -?

**Cleric** - Surshana? (if he's a divine necromancer)

**Paladin** - Neko Nyan (confirmed)

Neko Nyan is confirmed to be a Paladin. The others are all speculative for now.

Now Surshana.... We know Zesshi can use The Goal of All Life is Death. And we also know there doesn't seem to be a single Arcane caster class on her sheet. So how did she do it if her Talent requires foundational classes?

We know that Ainz acquired the class via Eclipse. But ask yourself- does Eclipse say anywhere that you have to be an Arcane casting Overlord?

*Ainz had sixty levels of job classes, and one of them was quite special. It was a class that was very rare even in Yggdrasil, held only by a small number of Players. Ainz could enter this class because he was not fixated on pure power, but had instead focused on role-playing a necromancer to the hilt. Had he pursued character power, he would not have discovered this class—which required a very unorthodox build—by chance. This was because the class’s entry requirements were five levels of Overlord, a focus on necromancer-type job classes, as well as an overall character level of ninety-five. In normal games, most people would spread the news of a newly discovered class on walkthrough sites to share with others. However, games like Yggdrasil put a very high premium on information. For instance, few people would share news about a World Class Item with others without charge. This was especially true for classes with trump cards. The class in question was called “Eclipse.” The class description stated, “Only an Overlord who is truly dedicated to the pursuit of Death may obtain this class, which swallows up all life like an eclipse.” The move Ainz was planning to use was one which was only available after reaching the maximum level (fifth) in Eclipse, a skill which could only be used once every hundred hours. It was the trump card of the Eclipse class. That skill was called [The Goal of All Life is Death].*

V3

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So here’s Ziggy’s interpretation - Surshana was a Cleric based Eclipse user. That is, instead of a necromancer, Surshana was a Cleric focused on all the necromantic spells and specializations. In that case it would explain why Surshana used a Scythe at one point, how he got Eclipse, and why Zesshi can use his trump card despite having no Arcane casting classes.

And perhaps you forgot but... we’ve seen a former Divine caster specialize in Necromancy of some sort (specifically controlling the undead) - Khajit. What’s strange with him is he didn’t cast very high tier spells but he had a pretty good chance to defeat Clementine so people have always wondered what his true level was. The main reason is even Clementine was impressed by how many undead he could control oddly enough. And the book makes a very clear point he specializes in controlling the undead, not just in casting spells while also forsaking his Divine class for Arcane. The logic being since his god wasn’t a god of undeath it doesn’t instantly become a Necromancy capable class.

Ziggy’s hypothesis was he may no longer believe in his gods but he might still be able to get bonuses from his Cleric or Priest classes toward controlling the undead.

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*he number of undead that could be controlled by the third-tier spell [Create Undead] was limited by the power of the spell's caster. The more undead one made, the fewer one could control. Still, Zombies were among the lowest grade of undead. Someone like Khajiit, who was specialized in controlling the undead, could maintain his hold over the unbelievable amount of over a hundred of them at once. The reason Khajiit could control more than even that number was due to the power of the item he carried — the Orb of Death.*

V2

*Clementine glanced toward the entrance. She seemed to have noticed the undead controlled by Khajiit, who were waiting there for his orders. "I think I could win... but if I draw out the fight I'll probably lose," she said, sorry, Khaji-chan." Clementine returned her stilettos under her cloak, and the rumbling from the earth ceased. "Buuuut that's a specialized undead controller for you. Well done!"*

V2

*Yet, the more magic he learned, the bigger the problems he encountered. There was a resurrection spell in the fifth tier of divine magic, but that spell could not resurrect his mother. Resurrection expended a tremendous amount of life force on the part of the dead person, and the deceased who lacked sufficient life force would not be resurrected, but reduced to ash and dust. His mother did not have the necessary vitality. Nor did he have the time needed to research a new resurrection spell. However, if he abandoned his humanity and became undead, he might be able to buy himself enough time to eventually develop a new spell to raise the dead. That was the conclusion which Khajiit had arrived at. He abandoned the divine magic he had studied all his life, and stepped on the path of using arcane magic to become undead. However, there were still obstacles in his way*

V2

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Some people think it was just a weird kind of class change but that seems unlikely given how most classes and character sheets are. Gazef didn't just lose Mercenary

when he stopped being a Mercenary, neither did Gagaran lose Knight even if she's an Adventurer now. Just to name a few examples. The distinction here being he retained his divine classes but got Arcane classes after. It seems more likely it's like Decem's case where undead control falls under both Arcane and Divine classes just like Elemental summoning can be a Druid or Arcane skill.

Anyway, tangent aside, Ziggy thinks Surshana is an Undeath Cleric of some sort - given he had Eclipse, a class that requires a very specific type of play-style and build. As she lacks any Arcane necromancer classes, Cleric is the next viable build to fit her Talent's rules and a plausible way to acquire The Goal of All Life is Death.

If the Six Great Gods had six distinct builds is debatable since duplicates could exist. Though given how varied YGGDRASIL character builds could be, it's fairly possible that there were 6. We don't know if Zesshi trained to even harness the abilities of all the gods either though since not all their trump cards would be equal potency.

It'd be funny if five of the Great Gods were Clerics and Neko Nyan was actually a terrible multi class build accounting for all the other classes Zesshi has. No wonder Slaine turned out so religious!

Is Mare the Great Fish? Or does the sea swallow up all equally? Are all lesser to the waves of the boundless ocean? This is too philosophical and allegorical for a dum dum like Ziggy to figure out! Even Ziggy cannot understand Ziggy!

Anyway, some of the calculations here are rough, but the goal is to get you all thinking more about exactly what is going on in the character sheet. It's a great exercise in applying rudimentary rules we have encountered in past volumes. If you get confused by some of the terminology please defer back to those other articles. Like the Focus Capacity arguments and tables.

Berserker is so under explored in the story Ziggy thinks it's spotty to consider it. Like in other literature they are distinct from Fighters, in others it's not. Part of being a Berserker is more brute strength, which fits Zesshi's style, but then does it count like a Martial class for Martial Arts? Or is it closer to a traditional fighting style of warriors before the Great Gods preserved in Slaine culture? The absence of Berserkers in the other nations implies the Great Gods might not have had a Berserker.... If classes really did exist in the past, Berserker style classes or combat



might have been the norm for humanity since it would be one of the few ways they could strengthen themselves lacking technology and magic. That's too contingent on speculation to worth considering deeply though.

Anyway, in your Overlord the truth can be whatever you want it to be!

# OVERLORD ARTICLE

Ahoy hoy, Ziggy Today lets talk about a safe topic without any contention what so ever. Race.

[illegible]

Disagreements about race vs ethnic categorization aside (politically or in terms of taxonomical theory), there are reasons such ideas persist in human history across the world. It's mainly based on phenotype, but other things exist as well. Like differences in gut bacteria etc.

That aside in Overlord we have several ways to categorize just humans. One is by nation, culture, etc but phenotype does exist as well. Sadly this next article is going to rely slightly on anime designs (done by so-bin) for the initial connection. That connection is Zero and Powapon from Silver Canary(Threat Bird). Zero, having discarded his own name, obfuscates the connection, but both are dark skinned men with tattoos of a sort on their body. Now that doesn't prove a connection, Lizardmen and Magelos have tatoos as well for various reasons too. However, both Zero and Powapon's tattoos are tied to job class levels they posses that are shamanic in nature. This is in conjunction with their similar appearance that we can begin to categorize that a non-European non-Asian ethnic group of humans exist in the New World.

But then where do they come from? Jirchiv found Powapon's appearance strange, the South is filled with Asian cultures, and this region is mainly European in culture and names(Roble is Iberian, Slaine is French and Romantic). Where are these Native American people coming from then?

One possibility is they come from a nearby island of a sort off the mainland isolated from stronger races. In that case they are closer to Samoan or Austronesian cultures.

The island idea cannot be disproven, however, culturally another possibility exists. The City State Alliance is the most plausible given it contains humans and beastmen of many distinct cultures. But the humans there suggest a culture closer to Europe or Asia based on names at least as well as the mayor system which uses a three-name structure.

That leaves one small possibility seldom mentioned - Aggrande.

We know humans exist there. We also know they are something of a minority but they do have Adventurers and geographically it's the next most plausible. Mechanically however there is another reason we will get to later.

So, what exactly are these people doing that is so distinct? Well the first is they developed a Job class series of mainly unarmed and unarmored Shaman type classes, some Monk some potentially something else. The core motif here is tattoos play a role in their class. Lizardmen had tattoos but we do not see them weaponize tattoos like runes from the Dwarves for example.

In contrast we know the most about Zero's Shamanic Adept class:

He has a monk-type class called Shamanic Adept, and the tattoos on his body are due to that class' ability and a Spell Tattoo (Cursed Rune) from a special magic item.

The spirits(more on this later) of animals live in his tattoos, and he can summon their bodies to strengthen his own as a Shamanic Adept.

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He has the ability to activate three of his tattoos at the same time: The Legs of the Panther, the Back of the Falcon, and the Arms of the Rhinoceros, to create the move [Single Strike Kill] that has an amazing destructive power.

WN

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It's not abundantly clear based on Frostfire's translation however the actual 'souls' or 'spirits' exist in the tattoos and this lets you tap into the buff of the creature.

That's so simple yet so amazing it probably isn't something most people bother to dwell on. These people learned to engrave a fragment of the soul's power with tattoos, or rather in the New World ideograms can harness the power of souls. Do you understand how amazing that is?

That's an amazing technical accomplishment in a world waning from wild magic where most magic seldom can harness the power of souls without mana. Even Tsa, a Dragon Lord, uses the ideogram on his Platinum Armor.

And there in lies another point in favor of Aggrande being where these people hail from: the Platinum Dragon Lord a user of Wild magic operates there sometimes. Ninja as well gave us a hint that certain Dragon Lords share wisdom about classes too:

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“That said, I only know a little bit about magic. Perhaps countries which trained magic casters on a national level could create spells like that. The Slaine Theocracy has academies for clerics — divine magic casters — while the Empire has institutes which produce their arcaners, sorcerers, wizards, and other arcane magic casters. Then there's places like the Argland Council State, which uses something like the spells born of the wisdom of the Dragons.”

V2

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Zero is no spell caster but the concept is very similar to magic casting and rune-smithing however. Likewise, there is another factor here: Tsa's specific wild magic uses a certain sigil on his Platinum Armor featured on sobin's art as well. There in lies a connection - they are both using runes of a sort, sigils or ideograms. Call it whatever you want. The difference here is Tsa's sigil with wild magic lets him effectively transfer himself into the armor, at least in terms of power level and a few wild magic spells. It's far more advanced, but Shamanic Adepts are doing something similar just they incorporate fragments of other creatures and harness their sealed power via tattoos.

It's the difference between adding a bonus to each ability score and combining several ability scores, spell lists, and a new character sheet in terms of complexity.

It's orders of magnitude different but there is a commonality.

As a meta commentary, the Platinum Armor and the Powered Suit mechanically are a dichotomy in terms of game mechanics like this. Don't worry too much about it but that's why they were working together.

Sadly little is known of Powapon's class, besides the appearance. We only know it's named different.

However, we do have a pattern now. This ethnic group has a culture that harnesses powers similar to Wild Magic. So who else looks like them?

Using so-bin's designs, Edstrom would be the next culprit. if you reread Volume 6 after Volume 14 you might catch onto a similarity shared between Edstrom's specialization and Tsa's specialization in fact:

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“Dancing Scimitars” Edström. There was a certain magical item property called [Dance]. As the name suggested, it was an enchantment which allowed a weapon to move as though it were dancing, allowing it to attack independently. Thus, it was commonly regarded as the best way to increase the amount of one's attacks. That said, this enchantment only allowed for simple movements, and thus it was not suitable as a primary offensive method. At the very most, it was good for sneak attacks or to hamper a foe, and during fierce clashes between warriors of her level, all it could do was get in her enemy's way. Since there was a limit to how much one could enchant a weapon, it was a sensible choice to pick some other effect instead, rather than the [Dance] enchantment. For instance, Blue Rose's Gagaran used a weapon whose enchantments only increased the damage it dealt. That said, there was no better enchantment for her than the [Dance] property. Dancing weapons moved in accordance with their masters' will. However, when their master was involved in a fight for their life, it was very difficult to order a weapon that one was not holding and which was in a completely different location to attack an opponent, unless there was a tremendous difference in fighting strength. Therefore, most dancing weapons could only make simple motions. However, that was not the case for her. She could easily and naturally manipulate her weapons as though they were being held by an invisible warrior — one whose skills were equivalent to hers. The reason for this was due to the unique makeup of her brain. This was because she had

been born with a pair of natural abilities. The first was an excellent sense of spatial awareness — bordering on the preternatural. And then — some people could have their right hands act with complete independence from their left hands without training. However, her ability in that field was greater than that; her mind was gifted with an unnatural flexibility. That was her second ability. It would not be unusual for someone to describe her as having two brains. This was her ability. If she had only one of those abilities, she would not have been able to control her swords as freely as she did. However, these two abilities were united within her. One could call it a miracle. In all likelihood, there was nobody else within the Kingdom's nine million souls who had the same abilities as her.

V6

Everything up till this point had occurred well within the margins of Ainz's plan. However, not even Ainz could predict his opponent's next move. Since their weapons moved with them, he had thought that they were the fighter type and would want to close the distance between them. Instead, his opponent moved his hand in a somatic gesture, causing the giant hammer to suddenly shoot forward. So fast! It was like a high-level warrior had lobbed it at him, Ainz could not dodge it at all. If this weapon were not enchanted, it would be nullified by his immunity to non-enchanted projectiles, but no matter which way Ainz sliced it, it had to be enchanted. If that was the case, Ainz stood still, mimicking the stance his opponent had adopted as he took the hit. Of course, the spell activated the moment the hammer connected with Ainz's body. In place of where the [Wall of Skeleton] stood, the honed edge of the greatsword pointed towards Ainz as it hovered. He had thought that it would return to Riku's side after that, but instead it flew towards Ainz as if someone were wielding it. On the contrary, Riku was standing still in his original position, in his original pose. From his observation of that pose, what had been at the tip of Ainz's tongue finally came out. Indeed, he was just like a puppet. Riku was moving around like a puppet whose strings were still intact. It was as though giant hands were behind him, one controlling the body and the other controlling the weapons.

V14

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Whatever the real reason, Edstrom's Dance specialization and Tsa's marionette

skill with wild magic mirror each other as "controlling" thing similar to a second body and with great skill.

With this line of reason it presents an interesting explanation as to why Edstrom survived decapitation and earned Sebas's praise:

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Before the scimitars could begin their attacks, Sebas had already entered his attack radius, and he threw a chop with impossible speed. In the next moment, her head fell to the ground. Wreathed in Ki, his knifelike hand was sharper than any blade. Fresh blood spurted from her neck, and her body collapsed a beat later. However, the five scimitars still hung in the air. That was because Sebas' chopping hand had been too sharp and too fast for her to feel her own death. She might not even have felt pain. The five scimitars — still obeying her will — sliced through the air towards Sebas. However, Sebas ignored those swords, drawing himself and standing in place. He tenderly addressed the fallen head with honest praise: "To think you would continue to fight even with your head severed... I salute your fighting spirit." Her mouth opened and closed. What are you saying? I don't understand. However, she had probably sensed something from those words. Her eyes spun madly, and then realized her body was missing its head. Her expression distorted wildly. She blinked several times, and then her eyes went so wide it seemed as though her eyeballs were about to roll out of her head. Impossible. It can't be. It must be an illusion. I couldn't have been defeated. He did nothing to me. I can't move because of some kind of magic. Somebody say something! And then, she finally accepted reality, and despair colored her face. Her mouth opened and closed, and the swords headed at Sebas fell to the ground, never to move again.

V6

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Notice how the narrator explains 'her death'. That's what Sebas was praising - Edstrom had "died" but continued fighting for a bit longer. That sounds crazy but recall one explanation as to how Cure Elim's wild magic works - he's controlling his own dead (undead) body like a marionette in a similar way to how Tsa controls the Platinum Armor. Likewise, Soul Ignition is predicated on the idea someone effectively 'kills' themselves to perform one last feat using their own life as the payment. Ie Blood Bought or Soul Bought Miracles.

Therein lies the Agrande connection - Edstrom looking similar to Zero and Powapon's ethnic group could be descended from Shamans of their culture and thus that might explain why her special ability is so special - she inherited some of their prowess like how Neia inherited some of Pavel's prowess.

Is that air tight? No. But it does present an interesting idea -

There is a connection between Classes, Edstrom's own specialization, and whatever Dragon Lords can do which lets them remote control all sorts of things. It's interesting to note how the Austronesian or Native American ethnic looking humans are the ones who discovered whatever this skill is which is distinct from tier magic AND Martial arts. Yet it is a tiny reflection of Wild Magic.

Is this the Fragmentation Hypothesis at work? Or is this a case of new original classes being able to duplicate some abilities? Both?

It's hard to say.

Effectively power can be stored in totems or sigils, where for the weaker people this amounts to like a buff to one stat. At the opposite end however, Dragon Lords can store not only multiple full ability scores or stats but even their own ego and access to their spell list at the same time. Neither of these abilities uses tier magic mana as well, explaining how non-mages can do it.

Tsa's version requires a sigil, meanwhile a work around lets you use undead bodies (mindless ones at least) provided it's your own body? But how does it work? Mass for the Dead and the anime show how to remote control the armor, Tsa sort of project's his consciousness outward to the armor. Still his own main body is still alive during this. Cure Elim's case seems to be he projected himself out, converted and race changed his body, and then shoved himself back into the Zombie, letting him seemingly increase his level cap, gain tier magic, and store souls at the cost of no longer being a living Dragon Lord. So the reason he 'cheated' and got tier magic was he's actually controlling a mindless body with the Platinum Armor marionette rules. Huzzah for munchkin mechanical abuse! THAT HACKER SCUM!

This has come up before but mechanically you can see how this works too: consider HP, MP, and let's call the mana used by Wild Magic, Olde Mana, SP or soul points.



For Tsa:

HP =SP

MP=0

It's clear whatever counts as his HP also counts as his magic casting fuel.

For Cure Elim:

HP

MP

SP

Cure Elim however has an MP bar that doesn't use his wild magic fuel and is also not his HP. Yet wild magic doesn't affect his HP either according to Satoru. Brightness Dragon Lords wild magic also seemed to be independent of HP as Satoru doesn't seem confused Cure Elim's wild magic operates differently from the Brightness Dragon Lord.

In theory living Dragon Lords

HP

SP

Where HP doesn't drop normally with wild magic use (that is Satoru doesn't seem to recall HP being the resource used at least) and SP is something he cannot measure that fueled their magic but was 'unfathomable' to him.

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Analyzing the knowledge one had gained and working to counteract the abilities of one's opponents was a matter of course. Cure Elim would definitely do such a thing. Only a fool would assume all their enemies were fools. More to the point, the enemy might have found a countermeasure in the next battle, if he was unlucky.

Since he was a Dragon Lord like the Brightness Dragon Lord, it was possible that he might wield Wild Magic — an incomprehensible power that did not exist in Yggdrasil. KBA

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This came up before but HP has proven to be anything that animates the body, be it life energy, negative energy, or whatever it is Tsa used to make his Platinum Armor function. Clearly HP is a measure of the body's integrity and animating force as far as YGGDRASIL mechanics are concerned.

Then what is SP and MP?

We know MP loss causes unconsciousness and can be restored via meditation, and both the living and undead can have it. Meanwhile animal spirits for Shamanic Adepts don't appear to rely on the user's MP at all. Yet SP loss leads to Cure Elim ceasing to exist as well in his zombie controlling role. MP being 0 is not as fatal as SP being zero at least. Why?

One theory is whatever the Greed Kings did warped all life in a way so that whatever distinguished between HP and SP in the past blurred into what is now HP, MP, and modern life force. MP became easier to use and broad at the cost of mana desecrating their body to an extent. At least the Dragon Lord's see it as abhorrent and filthy. This is why Dragon Lords cannot learn tier magic - their Olde Mana, SP, cannot be reformatted into MP and vice versa. The closest that can be achieved is done via Blood Bought Miracles or Soul Ignition, there being some trace of Olde Mana in blood MP doesn't use.

Maybe it's related to how blood used to be seen as physical life force? But then how do Shamanic Adept Totem tattoos function? Maybe the process of tattooing causes the tattoos to work by binding the user's blood and the animal's spirit into the sigil? That is they bind spiritual power (or maybe even the animal's blood) with blood and magic ink of a sort. Runes operate on using just sigils and mana so in theory if blood contains Olde Mana.... it could function the same way?

Theoretically Runes in Runesmithing prove that all you need is an ideogram, a special job class, and some sort of mana. So why can't Tattoos using Job classes use traces of Olde Mana in blood in the same way? That seems to be the logic at

play as far as Ziggy sees it.

It's important to note though that Monsters and a select few races have natural spell tattoos as well. What that language is... No one seems to talk about it. These are typically just single spells stored in tattoos but no one appears to understand why they manifest as tattoos or even bring it up.

There is a fundamental duality at play here though. Going back to the Edstrom case, Tsa case, and Cure Elim case we see:

### Edstrom:

Body Dies

Consciousness persists to manipulate Dance

### Tsa:

Body is dormant

Consciousness controls Platinum Armor(shares old spell list)

Control uses HP to cast Wild Magic

### Cure Elim:

Body dies, becomes undead (new being)

Consciousness controls dead body(shares new and old spell list)

Consciousness draws on SP to persist

Does that make sense? There is a clear distinction between the state of the body and the state of the consciousness. One's body does not need to be 'alive' for consciousness to continue (at least for a while). Isn't Cure Elim's body undead? This might be one explanation for how Soul Ignition works - the souls of New Worlders are at minimum bipartite.

So what does that mean?

Well there is some trace amount of Olde Mana or wild magic fuel in bodies, which people can sacrifice for Soul Ignition (eg Brain) and while the body falls apart the consciousness can continue to operate the now 'dead' body for a time. Climb managed to scare Succulent by continuing to fight on nearly dead. Perhaps it's related to that. This might also explain Ainz's Create Undead exploit - it can harness whatever residue of the soul Soul Ignition uses in the body or even Olde Mana in the blood to permanently create undead under Level 40. This also explains why these undead are bounded at that level range - New Worlder's typically cannot level up beyond that Outlier range usually.

One side note here is how eugenics or bloodlines factor into Level Cap as well. With this logic above, blood and bloodlines contain residual Olde Mana, which might explain the Level Cap and Wild Magic Ring enchantment connection - Olde Mana manifests in several ways but one way it often comes about is just raw LEVELS in some way. Perhaps even in mass death piles, Negative Energy twists leaking Olde Mana from corpses into Undead Genesis which spirals out of control?

Neia's death scene shows how consciousness may also leave the body but loses individuality as a result - as in the bipartite model leaves something behind to be targeted by resurrection but also something gets set free upon death.

Zaryusu's death scene however being different might prove that scene was from the perspective of his BODILY SOUL. That's why it's so different from Neia's scene - it was death from two different aspects of the SOUL. Zaryusu somehow sensed Ainz's karma but also Krusch. Neia however was utterly oblivious to things like that. It could just be the tier of spell used but Zaryusu still had a tangible sense of body unlike Neia. What do you think though?

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A gentle sensation filled his body. It was as though a hand were trying to drag him up through deep water, but Zaryusu shrugged it off. That was because he felt something disgusting from that frightening hand. After what seemed like an instant and an eternity had passed, he felt the hand reaching for him again. Zaryusu wanted to brush it off once more, but he stopped. That was because he heard a voice coming from beside him, that of the female he loved. He hesitated. And hesitated.

And still hesitated. In this world where time might not have existed at all, Zaryusu waffled, and then, however reluctantly, he reached out to take that hand. After that, someone pulled him up forcefully, dragging him into a brilliantly white world. He felt powerless. He felt like his innards were a sack of mud. He felt incredibly tired. Even intense physical activity had never left him this exhausted before. Zaryusu struggled to open his heavy-lidded eyes. V4

There was a world of darkness. She did not know what “she” was. She wanted to open her eyes — but she did not know what eyes were. She did not know what darkness or the world meant. She did not know why she was thinking of these things. She knew nothing. She was vanishing. She did not know what “vanishing” meant. But she was vanishing. However, suddenly, she felt like she was being pulled by something. From above, from below, from the left, from the right, from somewhere— A completed world was pulling her. A pitiful being who had been completed by the works of their friends. Someone who had sealed away all thoughts that there was a greater treasure than that. And then — an explosion of white light dyed the world. There was a tremendous sense of loss— A sense of separation from a whole— Neia Baraja blinked several times, seeking to return her unfocused field of vision to normal. She sensed that something had happened, but she could not remember anything about it. However, she ought to have been fighting demi-humans. What on earth had happened? V13

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## The Bipartite Model:

### Life Essence

### Consciousness/Spirit

Shamanic Adepts can bind the Spirit of others onto themselves, meanwhile undead seem to lack Life Essence but still 'move'. This might be why the living all reject the undead - they can sense the absence of Life Essence, something that should be present, in them. Ziggy imagines it's much like how the Dark Side of the Force is described in Star Wars media, it's an unnerving coldness typically not felt except around these beings. It could just be negative energy however. The way everyone describes the hatred of the living in the undead, something palpable, that does seem more likely.

Life Essence appears to be what regenerates Spirit, as Cure Elim's Spirit (SP) cannot recharge seemingly unlike other Dragon Lords because he is undead. That dormant potential seems to be what fuels Blood Bought Miracles and Soul Ignition to an extent. Every living being has 'Life Essence', at least everything Ainz can also target with Create Undead. It's Bodily Olde Mana. Spirit however is Spiritual Olde Mana. This is likely the part of the SOUL Zaryusu's death occupies.

Spiritual Olde Mana isn't as demonstrable as we can see, the perspective of the SOUL Neia's death illustrates. It might be very weak compared to Bodily Olde Mana. But maybe Spiritual Olde Mana is what powers Talents? If you think about how some Talents are weak and some are strong, you could make a case it's something like Level Cap that varies with people and some people have more of this Spiritual Olde Mana than others. But believe whatever you want in your head canon! Though... there is a hint to something Spiritual Olde Mana does actually do but... It's not easy to elaborate on. In that case though, Spiritual Olde Mana wouldn't be related to Talents.

Anyway, back to the original topic.

### The Bipartite Model:

**Life Essence** = Bodily Olde Mana - Zaryusu's Death POV

**Consciousness/Spirit** = Spiritual Olde Mana - Neia's Death POV

Does that make sense? You can call it whatever you want, this is an exercise in categorization and the nominal designation isn't as important. For a brief tangent, the Tripartite model acknowledges Talents might not fall under Life or Spirit. Talents aren't running off MP or HP at least, but if it's something like SP then it has to be related to Olde Mana but it's not clear which. So a third category is made for TALENTS.

## Mystery of Miracles

{ definition }

**Bipartite Model of the Soul:** A model of existence, of the soul. As the name implies it is a model of two components, one for consciousness and one for the integration of consciousness and life. Before many modern civilizations a Bipartite Model for the soul was actually more normal than it is now. From Egypt to Native American spirituality, the Bipartite Model existed with many nuances.

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The Tripartite Model:

Life Essence = Bodily Olde Mana - Zaryusu's Death POV

Consciousness/Spirit = Spiritual Olde Mana - Neia's Death POV

???=Talents = IT JUST WORKS

Manipulating Spiritual Olde Mana seems to be trainable, as Edstrom harnessed it to operate her Dance abilities but she was also predisposed to the art. The text describes how she had a bodily bias toward the skill via spatial awareness AND a multi-processing brain. The idea people can have different proficiencies in Dance does suggest it's something like a Skill shared between Dragon Lords and others. Whatever this Skill is, it might also be related to how Cure Elim can mould or shape his zombies around into his own image.

The best way to simplify this SKILL is to think of it as exerting one's will on reality to move matter. It's basically the Force?

If you are wondering why Ziggy used a Star Wars reference, recall how Yoda describes the Force in Star Wars:

"Life creates it, makes it grow. Its energy surrounds us, binds us. Luminous beings are we, not this crude matter."

One caveat of the Force in Star Wars is only LIVING beings and nature give off the Force, Droids are decidedly lacking in the Force. If the connection here isn't clear, look at how Tsa and Cure Elim use their Wild Magic, and then compare to how Edstrom fights. There are certainly parallels between the Force and these powers. Wild Magic has more to it, but the non-casting feats of Wild Magic, the ability to marionette things does eerily resemble the Force to some extent. Perhaps this is why stronger people can exert more Killing intent, it's a raw feat of all the life energy they contain?

Spatial awareness seems to be related to Fighters in general, given how Brain also had a great sense of space, even creating Field. Many New World beings have great senses so it's tied to that potentially. There was also another New World Fighter that used multiple swords as well, Francen (the readers go collectively "WHO?").



Clearly it is something Warriors can be good at, more than just using them as an attack option. Francen shows probably what is typical of specialization, while Edstrom is abnormal using multiple swords in excess of four. If this scales based on race and so on, is unknown, for example Cocytous uses Four Arms naturally, so it might be a multiplier on your base limbs. Then again Asura suggests it requires special classes potentially. Hard to say, with so little to go on.

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Their sole female was dressed sheer silks, and looked to be agile. She wore gold bangles on her wrists and ankles, which rang with crisp metallic sounds as she moved. She had six scimitars at her waist V6

The warrior who incorporated dancing swords into his four-sword style, Francen, aged 39. V9

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The Multi-processing brain however is related to a few other oddities in the New World. The first is how Ainz insinuates that if you have split personalities you are unaffected by Dominate magic and skills to an extent. Perhaps it's a duality of the self? Anyway, these people have a clear mechanical advantage from their condition. If this is trainable like Dance specialization is up for debate. Maybe? Perhaps this adjustment to your state is related to Genius or Actor/Actress classes? Ie those classes that let you simulate other classes? That might be why Genius is so special, beyond the typical hax nature of the class. By pretending to be people you are not you develop this skill which then manifests into Genius which actually grants you the bonuses you pretend to have eventually? IE by wining it super hard you become able to have the skills you once pretended to have?

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A dominated individual could not lie to their dominator, which meant that Cygnaeus had no direct connections to the incident. Though an indirect connection was still possible, it wouldn't have made it her responsibility. The hypothetical that she had been lying by ways of memory manipulation was unlikely. “—Have you been described by others as having multiple personalities?” “No!” “Umu... then do you wish to oppose us?” V14

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Ziggy digresses. Regresses? Hmmmmm.....

Hopefully you can see the application of Genius providing temporary CLASS abilities to a body as something related to how Dragon Lords can grant their spell list to things they control over long distances. Therein lies a connection to Shamanic Adepts and how tattoos can store stats.

On a tangential note, Dragon Lords being able to use WILD MAGIC via proxies might be related to how Talents can be used by people as well. Whatever allows Dragon Lords to do this, whatever aspect of Olde Mana it is might be related to how Talents manifest.

A CLASS is far more sophisticated but we have a taxonomy here forming with degrees of difficulty and sophistication:

**Animal Spirits** = one ability score

**Genius** = one (basic/foundational) CLASS no ability score

**Avatarism** = combat power level (multiple ability scores) and spell list

\*Avatarism sort of transfers rules of beings onto inanimate objects as well - hence how Tsa's weapons ignore YGGDRASIL defensive properties - they are technically 'tackles' as well as attacks as they are part of his 'Avatars' body. Does that make sense? That's how Ziggy interprets it at least.

What could we call these... Manifestations of power? Embodiments would be a more literal way to express this idea.

And so we finally have a way to categorize Keno's and Antilene's Talents! They're Talent based Embodiments as well! Huzzah! Keno's can Embody any spell for one use she's exposed to while Antilene's let's her Embody a 'trump' card SKILL of anyone who touched something she uses. Both Keno and Antilene's Talent's require inoculation so to speak - Keno has to get hit with or witness the spell. Antilene's seems strong but it requires her to have the BASIC CLASS of the user and to physically wear what they wore. Basically Antilene's requires a physical

interface, Keno's does not. Keno's doesn't seem to even need CLASSES however, which is predicated on how soft WILD MAGIC is and how OVER meta magic evne lets you use things off your spell list.

Maybe we should classify these different.... Keno and Antilene's Talents only let you use ONE fragment of the other person, so it's not at the level of Avatarism.

Keno = One SPELL (requires exposure)

Antilene = One SKILL (requires shared class and equipment)

Animal Spirits = one ability score

Genius = one (basic/foundational) class no ability score

Avatarism = combat power level (multiple ability scores) and spell list

YGGDRASIL didn't have things like this of course. Shamanic Adept maybe in the game is arguable however. Using other people's SKILLS however is busted as far as Ainz states. However, there is one oddity amongst YGGDRASIL beings Embodiment resembles - NPC creator inheritance.

Consider for example how potentially Whitebrim's maids in OhVerLord are actually talented artists. Likewise, Pandora's Actor inherited Satoru's ability to fight deceptively when it was stated Mare was a terrible actor against Antilene. Yuri also inherited Yamaiko's love and skill of teaching for a more definitive example.

These could all be flavor text things, but given how Satoru comments on how they remind him of his friends, likely they inherited or Embodied these things somehow due to their connection to their creators which also makes them more loyal to them than anyone else.

You might say this is reaching, however, Embodiment does share facets of NPC inheritance ironically, it's like Genius for whatever "skills" the Player had and not their character. Supposedly flavor text overwrites this (Creator Inheritance requires no flavor text that contradicts it). It sounds strange but it oddly matches the mechanics of Embodiment. In this case since these things didn't require classes on Earth, in the New World NPCs were able to inherit them.

**Keno's Talent** = One SPELL (requires exposure)

**Antilene's Talent**= One SKILL (requires shared class and equipment)

**NPC Creator Inheritance** = Non-CLASS skills of their creators

**Animal Spirits** = one ABILITY SCORE

**Genius** = one (basic/foundational) CLASS no ability score bonuses

**Avatarism** = COMBAT POWER LEVEL (multiple ability scores) and SPELL LIST

Note how Genius-modifiers also let a person learn extra spells and Martial Arts beyond their level requirement. Sadly these modifiers are probably not Embodiment related because they appear to be fixed bonuses, ie it just lets you learn one extra thing permanently. Embodiment as we see lets you temporarily confer qualities you shouldn't have. It's close mechanically, but it might require more elucidation to argue in favor of it. There is an explanation for Genius-modifiers that is distinct from Embodiment as well not related to anything we've talked about today.

For Talent embodiments your own stats affect the quality of the Talent(Keno's spell casting relies on her own ability scores, Antilene's requires at least part of the same build). Renner's Genius also seems to not enhance her stats, only her SKILLS. Avatarism likely scales based off the user as well given how the Platinum Armor is about as strong as Tsa probably is in theory in terms of power level if not combat potential.

Tsa's reliance on using his HP for Wild Magic likely shows that Embodiment relies on SPIRITUAL OLDE MANA. It's the only thing that could explain how Platinum which should be weak can hold so much power in the first place(presuming it is even Platinum). If Embodiment works how it seems, it shouldn't operate with the constraints of mana levels normally seen in stuff. Recall how New World Artifacts also appear strange to Ainz's mana vision - YGGDRASIL mana divination is blind to Olde Mana. This might also explain how Tsa's Platinum Armor isn't fooled by Perfect Unknowable - Perfect Unknowable likely would not have any coding in it to hide OLDE MANA. So Ainz can hide everything else about him but since the spell can't hide Olde Mana he's still detectable via Olde Mana divination. I

For example can Climb not increase his own level temporarily to an extent past his own Level Cap? Mana Oversaturation lets things possess more power than they should so long as a price is paid after all. It also would explain how NPCs have no CLASSES yet gain influence from their creators - it's not a bodily form of OLDE MANA. Yet it can actually animate things or serve as an interface to animate, conferring stats and abilities.

Contrast this with how Golem development in the New World is seem as expensive and inadequate in this region given they are not weaponized beyond novelty or as ancillary aids. YGGDRASIL logic dictates the quality of the materials affects the quality of the magical apparatus. Olde Mana seems to disregard some of that logic, being SOFTER. It lets your body possess abilities it shouldn't be able to or surpass its limits. Soul Ignition, Blood Bought Miracles, all these powers are driven by OLDE MANA in it's different forms, granting access to powers CLASS and LEVELs alone the person has would not normally grant. And if the pattern holds true... NPC creator inheritance also ignores the YGGDRASIL rules and uses these New World rules for non-game stuff. And if you're a smart cookie you might even claim this is how NPC flavor text manifests in NPCs to be a genius or an expert at something.

Let's revisit that idea. Shamanic Adepts then would be people who require CLASS LEVELs to perform embodiment unlike the Talent users, and Genius works the same way. The way these work require investment to tap into extra power. These are the 'trainable' Embodiment methods. Others are not trainable like Talents or possibly NPC creator inheritance. Wild Magic depends - does it scale off your level or how many Wild magic classes you have? There's too many unknowns involved with that. All we know for certain is Tsa said he felt he was stronger in person than in the armor and Maru confirmed that's not bravado - he really is Ainz's hard counter, his nemesis.

We can reorder these Embodiment also into Class Dependent, Stat Dependent, and Class/Stat Independent groupings.

### Class Dependent

**Animal Spirits** = one ABILITY SCORE **Genius** = one (basic/foundational) CLASS  
no ability score bonuses

**Antilene** = One SKILL (requires shared class and equipment)

**Stat Dependent**

**Keno** = One SPELL (requires exposure)

**Avatarism** = COMBAT POWER LEVEL (multiple ability scores) and SPELL LIST

**Class and Stat Independent**

**NPC Creator Inheritance** = Non-CLASS skills of their creators

You could argue Stat Dependent Embodiments still require CLASSES to get the SKILLS needed to perform them (ie magic casting) but Edstrom's case suggests there is a natural affinity or SKILL aptitude factor involved with how her Dance specialization works beyond just a CLASS. That does justify the existence of a separate category for Wild Magic Embodiments given the similarities between her Dance and Tsa's marionette style of combat. Gazef as well argues that SKILL seems to not cap the same way as CLASS or LEVELS do to an extent. Though it seems some SKILLS like Runesmith require CLASS LEVELS.... Hmmmmm....

As a digression, the philosophical dispute here is where the CLASS taxonomy ends and the SKILL taxonomy begins. In game design you have differences between the two, where many series are actually a CLASS-SKILL hybrid, because CLASS systems are so rigid and pure SKILL systems are so... nebulous(people just specialize in stuff and there isn't a good way to tell how strong people are). The prestige class system sort of converts the CLASS system into brackets like a step function in banking where you have to be X strong to get Y CLASS in a sequence of Classes. What is best depends on your preferences. C'est l'vie.

So a popular idea is New Worlder's can gain CLASSes but they have to study to learn SKILLS or new SPELLS etc. This is the logic behind Ninya's Talent - it let her learn SKILLS faster.

To extend the discussion on Genius, it's a CLASS that lets you modulate SKILL levels by simulating a CLASS, so hopefully that clarifies the New World does operate with both in tandem (few things are actually pure CLASS systems).

Like Talents, Embodiment isn't powered by MP at least, well its powered by Olde Mana in some way. Rather than Bodily Olde Mana (like blood) it's something ephemeral. What that is isn't clear, Talents don't really deplete anything, though some powers are once per day (as we are told). Tsa's Embodiment doesn't actually use up SP until it tries to cast Wild Magic, it's normal operation doesn't consume any as far as Ainz(PA) was aware. Perhaps the ability to cast spells through an Embodiment requires a cost because it is technically breaking the rules (it's not a Dragon Lord per se). Talents however break the rules by just existing but few have discernible cost, but rather activation requirements. How strange.

The expendable Talents seem to have limited usages, but the ones that simply augment you or your SKILLS seem unlimited (eg Nigun's, Nfirea's, etc). The COPY Talents like Antilene and Keno also require something and are not usable without meeting those requirements. It's important to note no Talent seems to confer Ability Scores like how Shamanic Adept or Dragon Lord Embodiment do. Talents typically confer utility only, or augment existing things, but they don't actually directly affect your own stats. Perhaps therein lies the distinction between the power sources - with how common Talents are and varied, it is strange none do that.

We might draw a connection to Genius Modifiers here - how these work are augmentations to a CLASS which confers bonuses. Maruyama however flat out states that they never are way stronger than a non-Genius. Gazef for instance did defeat Brain twice at comparable levels. Brain had a Talent AND was a Genius. As was Nfirea. Eruya and Remedios didn't appear to have Talents but they were also Geniuses. Then people with Talents like Arche and Imina can lack Genius CLASSES. The only things we know Geniuses can do for certain is they learn quickly, get bonuses like learning things earlier than normal, and can get a few extra spells etc.

What we can conclude here is that just as Evileye and Antilene prove, Talents seem to be distinctly powered from Genius modifiers. That may have been obvious but it's important to be thorough.

Likewise whatever causes Shamanic Adepts and Dragon Lord Embodiments to confer stats is distinct from both of these by virtue of how no Talent or Genius modifier can perform this feat. Of note is Shamanic Adept requires a CLASS and a resource to perform it's function. We know what seems to power both of these



- the 'soul energy' or 'spiritual essence'. The animating force of Dragon Lord embodiments also happens to be the HP for them only in non undead non living targets. This power source is not HP in undead or living Dragon Lords. Which should make sense - the Shamanic Adepts can store and access their power without cost to HP either.

Another oddity is how Fluder, Arche, and Ninya's master all had the same Talent, but they all had different power levels or Level Caps. This proves Level Cap (as well as Ability Scores) or what determines it is independent of Talents. Maruyama as well in his Tenth Anniversary post distinguished between Level Cap, Talent, and Ability Scores. Hopefully, after this exploration you can see why he did that.

The strongest connection here is Spiritual Olde Mana as it seems to be what ignores the base material of the host or body. That does seem to answer why Talents ignore Level Cap and Classes. So then why do people have Talents, or Spiritual Olde Mana that can manifest as these powers?

Well, recall Spiritual Olde Mana is a facet of Olde Mana which fuels Soft Magic. of course it can be molded into different things with more flexibility than Tier magic. Even Maruyama says strong Talents can simulate any Tier of Tier Magic. The issue here is you only get one. That's distinct. Even Dragon Lords knew multiple Wild Magic spells.

Talent Slot Theory proposes every being has a 'SLOT' to hold power in them, so Our Sus Lord might have accidentally found a way to harness Wild Magic via Savage Magic (the Soul Blasphemer equivalent for Bodily Olde Mana usage from prey). Basically it could also be the Fragmentation Hypothesis at work too.

One possibility is related to another strange oddity - Antilene's Lesser Valkyrie.

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It is possible for [New World] natives to learn professions without regard to certain prerequisites. For example, if one is able to collect information at the expense of many casualties, they may be able to acquire the Ninja class even though it should be impossible for them to obtain, like with the non-lesser Valkyrie class. However, it must be said that the latter is impossible in practice. This is because Valkyrie is a much more difficult class to acquire than Ninja, and it is impossible for



even outliers to obtain the Lesser version of this class, making it difficult to gather experimental subjects. Therefore, it would be nearly impossible for a [New World] native to acquire this class, even with the assistance of someone with extensive knowledge of YGGDRASIL. Incidentally, in the several centuries that have since passed, the only person in the New World to obtain the Valkyrie class — even just the lesser version — was Certain Death. V16

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How did Antilene acquire Lesser Valkyrie? It states clearly even Outliers normally cannot acquire it yet she got it around the 30s... How?

Bear in mind Antilene has one of the strongest Talents and is Awakened. Other Awakened people do not have Talents so that is a distinction. And only Antilene has Lesser Valkyrie in history. What we know is Level Cap isn't the only factor here (though Lesser classes seem only accessible at minimum Level 30). Other people at Level 30 or 40 can't seem to get Valkyrie the same way. Why?

Another mystery is why you can only possess one Talent at a time but Genius classes, Shamanic Adepts, and Dragon Lords can all store multiple spells, spirits etc. Even weak monsters can cast multiple tier spells innately. So why are Talents one and done? People can have multiple CLASSES, Aptitudes, variable level caps, or even mixed or split builds.

Talents however remain solitary.

Recall Savage Magic and Talent Slot Theory.

One possibility is talents are bonus 'Wild magic SPELLS' and you can only ever get one.

Another possibility though is Talents like Genius modifiers are things you are born with. So there may lie a connection there. Genius as Maruyama describes it seems at best tied to Ability Scores in some way, likely power manifesting from being super lucky at birth with a higher than normal score. So are Talents something you have to have a lot of something in order to get? But what is it? Is it just Spiritual Olde Mana?

Ironically, it was something mentioned off hand which might actually explain this - the Blessing of the Fey. Notice how to Ainz this phrase DID NOT AUTO-TRANSLATE. The expression was Fairies. Whatever the Dark Elves meant it was something distinct from all the other concepts and mechanics Ainz knew about. The Dark Elves valued this 'blessing' but they claimed it was something becoming rarer and rarer amongst them.

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“...why are you so fixated on that idea? Is the fact that she may have been chosen by the Fey so appealing to you?” “Yes. We — no, the people in the villages around us have already lost most of their Fey Blessing. If that child stays here...” “You are not thinking about lording over the other villages with that, right? I will oppose everything you do if you are planning on that, you know?” “I am not planning on anything that warrants your opposition. It’s just, if we can learn how she received the Fey Blessing, maybe we can get ours back as well” Ainz felt like the Fey they were talking about were not racial beings, but something closer to spirits. YGGDRASIL also had the concept of the Fey Blessing. Maybe the native Fey of this world had such abilities naturally V15

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So what is it?

Recall that in Dark Elven culture the very idea of Wizards and Arcane magic is foreign to them. From a meta perspective this is actually a joke about something else too. Don’t worry too much about that though.

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“No, I do not have talent as a ranger like that child, but I am confident in my ability as a first-class wizard.” “...uizaad?” “Yes, Wizard.” Plum’s eyes darted around. Ah, he looks like someone who doesn’t know what a wizard is...is that even possible? No, a wizard is someone who acquires and uses magic through learning. In a place like this without an education system, it’s unlikely someone like that could appear...right? Well, then maybe it’s reasonable that they don’t know? He didn’t really know the exact reason behind this lack of knowledge, but if it was as he had expected, then he just had to make the other party understand. “I mean, an arcane-type magic caster.” “Arcane...I see. I see. That’s awesome. As expected of

Fiora-sama's uncle." He felt like he could hear the guy thinking, well, I don't really understand, but it sounds awesome so let's praise him anyway. But, that's fine. He was used to getting fanatically praised for everything in Nazarick, so much so that such an obviously blunt way of getting praised was rather refreshing. V16

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So what are Wizards then? Well from the evil Academy arc we know they practice magic based on sets of formulae or a more Physics based approach to understanding magic and applying mana to alter reality. Academic Wizards are closer to Wizards that double down on this and study the formulas and potentially other things as well.

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*"...And as such, this is evidently the case. Are there any problems? Paradyne-sama!" "...Hmm, there seems to be none. Your explanation follows the textbook's to a tee. However, if I am being strict, there are some unnecessary portions in the transformation equation, and so if you plan to use spells of the fourth tier or higher, you should use a different formula."*

WN

*A wizard, the type of magic caster who learns arcane magic as an academic discipline.*

V7

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One thing we can interpret here is that Elven culture just does not conceptualize magical effects in terms of formula. But they must have invented some other idea to explain what the formulas do. Other classes do this too, but whatever this concept is not even Auto Translate portrays it as anything from YGGDRASIL Ainz knew of. Does that make things clearer?

Likely, the Blessing of the Fey might be related to Olde Mana, either Spiritual or Bodily Olde Mana. What a trip right? Ziggy had to invent bullshit words for these

but maybe it was all Fey all along. Or Fei...? (That's a Web Novel joke for you all! hur hur)

(One Cricket Koffs)

Anyway.....

What could the Blessing of the Fey be? Apparently fewer and fewer people have it in the Dark Elf population. That shouldn't be related to Talents then since we know those seem to fluctuate outside everyone's understanding. That might suggest it's Bodily Olde Mana and Awakening in theory. Slaine seems to have some understanding that Awakening depends on bloodlines and special marriage practices.

And we also know that Decem failed to Awaken any pure Elven children or even get a child as strong as he was.

[illegible]

Maybe Decem was missing a piece of the puzzle the Dark Elves understood but he did not. But what's this puzzle piece then? The Dark Elves also notice they are losing the Blessing. And clearly Decem's breeding like crazy shows he's conducting experiments consistently. It shows that bloodline alone is not enough to achieve Awakening given the Dark Elves likely had the same populations on average given their long lives too.

There's actually an answer to this enigma. Piecing it together however requires a lot of work and it deviates too much from the original topic of this article. Your homework is to think about how come Krusch Awakened and had an albino baby too but Decem consistently failed to have a child anywhere close to his own appearance or power level. It's something broader than you might think. But alas this margin is too narrow to contain it! Har har. There are however a few hints above throughout this piece you can piece it together from. There are two other mysteries in Overlord that once you realize what is going on here you can easily explain why they exist too. Remember to always ask Who, What, When, Where, and Why!

Anyway.

Lesser Valkyrie could be related to this overarching mechanical mystery. Or it could just be Valkyrie is a bitch to get and due to flavor text you need to be of royal descent and have a divine bloodline. Pick your poison there. So how does that relate to Talents being single? To answer that you need to ask what determines what Talent you get anyway? We know that Olde Mana might explain how Talents work. Your other homework is to piece together the rules of Olde Mana and understand Talents more. There's enough hints here to form a foundation for a theory! You need super convoluted giga brain Overlord esoteric knowledge to prove that theory though!! The rudiments are within reach of you all though!!!

Hopefully you had fun talking about Soul Anatomy! If nothing else it might explain the inconsistency between Zaryusu and Neia's death scenes! Or Maruyama and Ziggy are just hacks!! Odds are against us both on that one!!!

We went on a few tangents but it's always fruitful to apply Theoretical ideas. Give some thought to what Mana is, MP Mana that is. Why is it related to consciousness but not death? One hint there is how undead can have MP Mana at no consequence. Sadly MP Mana lost the Power of Miracles but it does have wiggle room. That wiggle room is explainable by how you can combine Blood Bought Miracles or Mana Oversaturation to extend the range of what you can do with MP Mana.

With all we have learned in Magical Natural Philosophy so far, perhaps the Softness of Wild Magic makes more sense as well. The fundamental schism of the world made a schism in mana itself, at least to an extent that Dragon Lords just can't learn Tier magic and vice versa Wild Magic is pretty much lost. It's quite sad. Even so, fragments of Wild Magic or original magic live on in the New World.