

Game Theme:

Are you good with keeping the theme with the anime Overlord?

And starting out that way?

I was thinking of playing like the style of the anime. So you and I know a lot about the game itself but will have to figure out how it all works in the new world. We would start with a guild that we made that we had made with other players that were not logged in at the end of the game...

As you can tell going with Overlord's intro into the animation, basically episode one.

Overall, just like Overlord we will be overpowered to 80% of the population, especially with our dragons.

Starting game:

To start we will 'jump into the new world'.

Dragon Ideas:

Seeing as dragons in pathfinder are their own beings so making them a duo that plays off each other would work nicely. (This will happen slowly as they don't start with a personality except for what is written. Oh yes we should right up a personality and background for the dragons too!)

Sly - Bronze Dragon

Windrider - Silver Dragon

Juvenile Dragons...

Though our dragons could easily take other shapes to help out when they choose. In the 'game' they were just mounts to ride that helped do some damage. But as you 'enter the new world' they will take on personalities and such.

Sly's personality:

How did we acquire the dragons in the game?

1. Steal it from a dragon, or other player.
2. As a reward for a obscure higher level (like level 9 or 10) quest.
3. Bought with real money through the website for the game but only during special events for each color of dragon.

Guild:

The last two fellow guild members of Dragon's Glory!

They should all be LN to be absolutely loyal to us and the other perfect beings that created them as would be their mentality.

We want the butler and maids to be able to fight, so each of them should have their race and classes:

Butler: LN 8th level Monk, race: Elf. Male CR: 7

Hylan Droberson

Emotionless, faithful, dutiful,

Focus skills: Butler, serving, managing staff

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Maid 1: LE , Medusa. CR 7. Female

This slender, attractive woman has strangely glowing eyes and a full head of hissing snakes for hair.

Kaylee Morgrave

Charismatic and intelligent, avaricious, lustful, greedy

She takes pride in how her quarters look, filling each room with resplendent jewels, masterfully crafted works of pottery, and unique pieces of beautiful art.

Focus skills: art, gem crafting, maid

http://images3.wikia.nocookie.net/___cb20110521081030/warriorsofmyth/images/1/14/DnD_Medusa.jpg

Maid 2: LE, 2nd level fighter Adaro. CR 5. Male

Nayder Viscan

This hybrid of human and shark holds its spear menacingly, thick, glistening saliva dripping from its razor-sharp teeth. 7-1/2 feet long and weighs 250 pounds.

Fierce, storm crazed, feral, might is right,

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<https://www.d20pfsrd.com/bestiary/monster-listings/monstrous-humanoids/adaro/>

Maid 3 & 4: LN, Terra cotta horseman. CR 7 Male and Female

Yen and Ying (switch names easily)

Playful, envious of living creatures, easily scorned and angered and offended, inseparable

<https://www.d20pfsrd.com/bestiary/monster-listings/constructs/terra-cotta-soldier/terra-cotta-horseman>



Jordan Abernethy
www.jordanabernethy.com

Maid 5: LN, Shaitan, CR 7. Male.

Ishtara Rubicon

This being resembles a towering human with skin of polished stone and glittering agate eyes.

boastful and proud, noble, stern, haughty

<https://i.pinimg.com/originals/f7/2c/38/f72c38aaeadf9d0841ad2668c930a7df.png>

<https://www.d20pfsrd.com/bestiary/monster-listings/outside/monsters/genie/shaitan>

Maid 6: LN, Soulbound mannequin, male, CR 7.

This strange construct is shaped like a masked humanoid made of wood and porcelain. a faithful servant, easily excited, oblivious, childlike face is expressionless and its voice has little inflection, it carries several masks that it uses to convey emotions.

https://static.tvtropes.org/pmwiki/pub/images/soulbound_mannequin.png

<https://www.d20pfsrd.com/bestiary/monster-listings/constructs/soulbound/soulbound-mannequin/>

I think the maids should have a CR of between a 5 and 7.

So the Guardian Overseer will be 10th level.

And the 3 other guardians would be 8th to 11th level

Character plans:

I was thinking we would start off as 10th level, with some specials that are unique to our characters. But I am open to how you would like to do it too!

Since it will primarily just be the two of us we should gestalt.

I was thinking of having Arthur Stavian The Bull.

He is a Bard Barian, taking the bestial totem so when he rages fur bursts forth over his body, horns, making him look like a minotaur.

In his normal form he would be an angel kin aasimar with a halo. I might come up with some some other monster to ride but he could just as well ride a dragon.

Dragons in the games are just using them as fireballs and mounts.

I'd say that our characters could just be fellow guild members that get assigned on the same mission. Then go from there! As it gives them a lot of room to grow both as characters and towards each other.

We would be the only members of the guild as we appear in this new world, thus we make our own missions.

Misc.

Oh we are going to have far less than Ains. In Yaggrasil he was level 100. In D&D terms that is like 30th level.

My character is the guild leader. 10th level was max in Yaggrasil.

Most people in D&D are 1st or 2nd, same as those in the new world.

Ains could flick a villager and likely kill them.

The rules of D&D are vastly different from Yaggrasil.

Athens

A city of middling size with many shops and people

11,000 to 15,000 people

At Night: streets should be bare except for guards, thieves, and undesirables. Mainly the curfew is to keep people safe. It is not against the law to stay out at night but the mutants are the main concern. If attacked by a guard you should not attack back and state who you are quickly.

On the main strip is a magic shop:

Jewel Row:

Buying property would be at the Gathering Hall. It is in the center of town. Once you find Sapphire Square with all the fountains, it is the building with the large marble staircase before it. Most of the other buildings are temples there."

Saul Hinterman, at 21 Emerald Street, the book shop in Emerald Square.

Mithril Row: Noble section of Athens.

Wood Row: This neighborhood is filled with common houses, and places to work the wood trade.

Iron Row: This neighborhood is filled with common houses, and places to work the iron trade. Many blacksmiths are located here.