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Overlord platinum dragon lord level

Is Platinum Dragon Lord as strong as a keeper on the floor? Page 2 43 Reviews Spoiler Alert: WARNING! This page contains a large number of heavy spoilers originating from the Overlord Light Novel series written by author Kugane Maruyama. For all anime-only observers and manga-only readers who see this warning, consider your decision first before choosing to expose yourself in reading the information below. If you're not up to date with the main source material from official books, consider staying away from the page for non-spoiler good until you actually read it first in advance. Unknown Intruder, this article requires your contribution to Overlord Fandom! It is clearly in need of serious cleaning. You can help the Overlord Wiki by improving in a way that matches the wiki design guide and standards or by simply providing a correction and grammar check.
• Elder Coffin Dragon Lord (Current) Overlord Volume 4 (Mentioned) Cure Elim Los Malマユバルムダヴァイゴゴ) エ is a Dragon Lord, one of the most powerful dragons in the New World. Appearance It was said to have two shapes, in its default form it has the appearance of an albino dragon with a snake-like head and a long snake whip-shaped tail with a half-bulging body that does not appear to fit with bat wings, blood-red eyes cut vertically. In other words, Elder Coffin Dragon Lord had a long neck, reptile-looking head, and wings. In its other form, it had six thick legs and a thin tail. It was said to have a close resemblance to that of a Western-style dragon. However, his neck was extremely long compared to the normal image of a dragon. In addition, the extreme thinness of its tail made it look like a mash-up of a combined western and oriental dragon. Or rather, it looked like someone had stuck six legs and a lagged beast on the body of a snake. Besides, it looked ugly and bulging, without any of the beauty that the shape of a dragon should have, probably because it was made of zombies. Suzuki Satoru noted that his stature was very large in size, as the said Dragon Lord was at least 150 meters long from head to toe. Personality Cure Elim seems to have some resentment towards Level Magic and the players who brought that magical power to the New World. It became the reason he chose not to use his collective-level spells until near the end of his death match with Suzuki. He judges people like Suzuki Satoru as inferior life forms, ignoring all the weaker ones he himself as a nuisance unless they are disturbed. In addition, Cure Elim is amused to see how Suzuki would try to disparage him with words, convincing the latter to fight as long as one can before his Force. He often shows a mocking tone towards his enemies by his ignorance, laughing at his own battle unbalances him. You'd like to jokingly joke with your opponents before trying to take them down forever. In addition, he also sees his opponents as a springboard to test his developed powers and abilities, choosing to fight Suzuki as a way to see how far he has grown over time. As a result, Mr. Dragon said he shows signs of being cynical and self-centered in nature, possessing an academic mindset that involves fighting enemies with the intention of experiencing his power. Cure Elim prides himself and prestige him by calling himself a Dragon Lord, believing that his adversaries should have known how powerful he was to them. I felt it was natural for all his enemies to know who one of the various Dragon Lords really is. Despite the arrogance, Cure Elim acts desperately when the battle becomes disadvantageous to him, doing his best to overcome the odds and fight a dangerous enemy. As a result, he releases his outbursts of anger and tantrums to the point where he requires his undead emotional suppression effect to intervene and reduced that nature back to his calm behavior. However, he was willing to do everything he could to harshly disparage his enemy as he tried to turn around the fight against Suzuki. [1] Background In the past, five centuries ago, he had always avoided entities such as the Eight Kings of Greed that were on the same level as Ainz Ooal Gown. Because of his rational intelligence at the time, he made the right decision not to try to go to war with these powerful individuals who could not be beaten as they are above their level and strength. For Cure Elim, he admits that his past self is the kind of coward who did cowardice actions like getting out of the sight of the players. After becoming an undead, he doesn't see himself as that same weak person as before. Cure Elim swore he will be the Dragon Lord to annihilate players once and for all without running away from them anymore. Three hundred years later, Cure Elim decided to participate in a loose alliance with five other True Dragon Lords. He and the five Dragon Lords thought that with the six united, they should be able to stand against the next wave of YGGDRASIL players. Meanwhile, Cure Elim has been developing and preparing an effective wild magic spell that he believes can work against them before his first battle with a player. Two hundred years earlier, Cure Elim was primarily responsible for orchestrating the greatest drop of four nations. While stationed on Mount Keitenias, Cure Elim from afar cast an AoE (area of effect) spell on the living that resulted in them becoming zombies among the undead controlled by her. He had done so with the aim of collecting millions of souls through his deaths in order to feed his strongest wild magic spell. In a way he was the sole author of making both Inveria and Aina Miscogeneration League ruin. [3] On the other hand, only in the Overlord Overlord Volume, the Dragon Elder Coffin Lord was defeated by Suzuki Satoru due to lack of experience, contempt for Level Magic, lack of information and lack of cooperation from his fellow allies. Shown by his epithet, the Dragon Lord of the Elder Coffin was an Undead Dragon, as was the Vampiric Dragon Lord. At the beginning of the main timeline, the Dragon Lord of the Main Coffin is suspected to be currently dead. Timeline Alternate Timeline The Vampire Princess of the Lost Country Arch Main Article: The Vampire Princess of the Arch of the Lost Country This takes place in an alternate timeline established two centuries ago in the past far removed from the timeline of the current light novel. It was when Cure Elim was resting on Mount Keitenias that he was discovered by Suzuki. The Dragon Lord did not bother to give Suzuki any attention until he was constantly provoked and misseen several times for his annoyance. After some provocations from the latter, the Dragon Lord decided to please the undead and toy with him, using it as a way to test his powers he had acquired. By exchanging some punches, Suzuki was caught by the zombies that Cure Elim was controlling. When the Dragon Lord was about to take him down forever, that was only until Suzuki used a sealing glass to escape the clutches of Cure Elim. Once Suzuki understood who he was facing and what kind of enemy he is, he returned to the battlefield and challenged the Dragon Lord for a second round. However, this time, Suzuki brought with him his sorority weapon and the appropriate equipment to effectively deal against him. While the Dragon Lord was surprised by his change of attitude and equipment, Cure Elim established the wild magic spell known as the World Separator Wall to make sure Suzuki no longer has an escape route to get out of. When Suzuki used his ultimate ability [The goal of a lifetime is death], he forced all the zombies he controlled as flesh shield armor to die immediately. At the same time, he ended up conjuring several Dark Young Men of the many sacrifices to surround and catch Cure Elim simultaneously. This in turn left Cure Elim completely exposed to the next combo initiated by Suzuki and the powers of staff of Ainz Ooal Gown. As a result, the Dragon Lord received a magical bombardment of attacks from many powerful level spells and high-level elemental summons, forcing Cure Elim to reveal his trump card that he had kept hidden up to this point. He used such a trump card to erase everything in his sight, but Suzuki was unhinged because of the protection of an article in the world he has equipped with. Perplexed, they continued to exchange more punches until Suzuki revealed that he also brought the members of corpus Abyss to struggle without the Dragon Lord nodding. Caught off guard by the explosions of multiple spells of these undead liche, he also infuriates Cure Elim to the point that he threw his trump card once more a second time he only annihilated everything except Suzuki Suzuki remains unscathed. With the wild magic and health of the Dragon Lord continuing to run out constantly and near the end of her life, Cure Elim was forced out of her way and cast Level Magic spells. Cure Elim initially had no intention of relying on that power he hated until his life was in danger. The Dragon Lord uses that power to act as his last line of defense, defending and attacking Suzuki. However, by the time it was too late for the Dragon Lord to have a return. Due to a final blow from Suzuki that eventually increased his health to zero, Cure Elim disintegrated and crumbed to ashes. Before the Dragon Lord encountered his inevitable death, Cure Elim's last breath of words was thrown directly at the disdainful player, cursing the same being that leads to his fall. Main Timeline The Lizard Heroes Arch Main Article: Lizard Man Heroes Arc Zesshi Zetsumei guessed that Shalltear is the Elder Dragon Lord Or Vampiric Dragon Lord, as he was too strong to be classified as a normal vampire in this world. [4] Elder Coffin Dragon Lord Skills and Powers was observed to be at level 95. As a member of the Dragon Race and with powerful working classes, Cure Elim is actually more powerful than its 95 levels imply. Thanks to level-based damage adjustment, your chances of victory are lower. He is a practitioner of the use of wild magic. That said, Cure Elim cannot use the souls of the living, unlike other True Dragon Lords. Normally, an undead Dragon Lord like him should not have been able to use Wild Magic at all. However, Cure Elim has managed to develop his own wild magic that avoids such setbacks. The kind of wild magic Cure Elim can use was considered the most vicious of all spells True Dragon Lords could cast. This wild magic allows him to suck all the souls around him into a surrounding area, using them to compensate for the flaws of his undead transformation. Therefore, he was able to acquire the ability to use and cast Wild Magic. When this happens, it's like casting wild magic spells from an MP bar that can't be restored with mere mana, but with souls. Each time he throws it, it completely destroys a fixed number of souls. Once a soul is consumed by using a spell, it cannot be brought back. Therefore, you should do your best to search for more souls each time you try to cast a spell of wild magic. Elder Coffin Dragon Lord would eventually become an unintelligent and callous zombie dragon if he consumes all of his souls. Realizing that this magic was useless without souls, Cure Elim did not attempt to use it for the last time. So, that's why he kept some souls around, so that he could still cast spells of wild magic from less powerful in the event of terrible emergencies. Use Wild Magic to increase the destructive power of your own long tail when you use it to sweep enemies with wind labor force. Normally, a True Dragon Lord who could use Wild Magic cannot have free access to the of level magic and its level spells. As much as possible, as you emerge from your Dragon Lord form, Cure Elim could use the Level Magic power of the Necromancer class in which you have levels. Not to mention his own position as Lord Dragon Old Coffin, Cure Elim was able to find a way to circumvent the restrictions of the Wild Magic system. Cure Elim used this lagoon to strengthen himself. Not only can you cast level spells, but you could even modify it to some extent by using various Metamagic enhancements like Triplet Magic. Unlike the other True Dragon Lords, it is a type of undead who is able to cast spells of wild magic and necromantic level magic spells one magical system at a time. In a way, Cure Elim uses and exploits this squid to gain even more strength. It is capable of accumulating and controlling a horde of over 400,000 undead beings each with different types of zombies ranging from fallen humans, beasts, giants to dragons. At the same time, the Dragon Lord of the Elder Coffin is mainly using them to shield his entire body in layers, as well as having him armed for offensive maneuvers. You have exceptional control over the countless zombies that protect your main body. For starters, whenever you want to express a face, Cure Elim freely controlled the zombies and molded them into any kind of various facial expressions that fit how you feel outside while facing your enemies. Suzuki Satoru presumes that the level spell known as [Time Stop] is probably ineffective against the Dragon Lord of the Old Coffin. It has at least 1,200,000 more zombies in reserves to order at your disposal as a booster. However, Cure Elim could be defeated only by players who are in possession of World Items or their fellow True Dragon Lords. And at least, the challenger must have unlimited firepower or resistance to kill millions of zombies first. In a way, the dragon Lord of the coffin is virtually impossible to be defeated only by a solo challenger. But also, even when the challengers have their own equipment, they would still be immediately destroyed by the [Soul-Breaking Breath]. That's why Suzuki Satoru is regarded as Cure Elim's nemesis. [5] Dragon Monster Levels (10) Young (10) Adult (10) Old (10) Old (5) Ancient (5) True Vampire Dragon (1) Active Work Classes Wild Magic Spells: Soul-Breaking Breath: A Wild Magic Spell developed by Cure Elim. The strength of this spell of wild magic is driven by the many souls it has been acquiring and storing for several centuries. Once souls are released by Cure Elim, it was considered to be on par with the World Element, Longinus in terms of power. This is one of the strongest spells and with only five other existing wild magic spells comparable to it. It was an irresistible and evil power that would consume the soul of anything that touched. After extinguishing the soul of the dead, it will be impossible for any common method of resurrection to work on a dead enemy fell prey to this spell. However, since the spell was surprisingly inefficient, the undead Dragon Cure Elim could only use it up to three times before the souls stored until now were completely depleted. The Wild Magic spell would kill any being in one hit, except those with the protection of the world's object. While so, Cure Elim never thinks of trying to use [Soul-Breaking Breath] without his undead form, as that spell can also get him killed as his own soul will be consumed during the process of casting it. However, if you are determined to do or die for it, you may cast the spell at least once. The attack takes the form of a massively thick black beam of light. He has to turn and turn his neck as he aims to fire his beam attack at one enemy at a time. Therefore, your enemies may dodge this spell from a single target as long as they are out of range through means such as teleportation. World Warp Wall: Creates a teleport lock barrier, trapping the enemy from using teleportation magic within the user's environment. In a way, the World Warping Barrier with which it had opened simply interfered with teleportation through it. However, teleportation was possible as long as the start and endpoints were within the barrier. The enemy could simply teleport to the edge of the barrier and then walk through the barrier itself. Moreover, outsiders could still enter the barrier. In order to prevent enemy reinforcements from continuing to invade, Cure Elim could widen the barrier, but at the cost of draining a lot of energy. Undead Transformation: An Area of Unknown Effect (AoE) spell that consumes everyone's souls within a wide radius around Cure Elim. When Cure Elim casts it, the radius of using this spell seems to extend to 250 kilometers wide, sinking four nations near Mount Keitenias to total ruin. Those targets to which they took their souls with this spell became meaningless zombies who are struck by the Dragon Lord of the Old Coffin. It was the spell that Evileye and his counterpart Keno ended up copying and using through their exact talent to a lesser degree. Level Spells: Indicator Flame: A 5th level spell that allowed you to heal the claws and hooked fangs of Healing elim burn with bluish white flame. This was a spell that added negative energy and fire damage. Originally, you can cause undead targets hit by him to get infinite healing, but this is no longer in effect after it has been patched. Skeleton Wall: Creates a wall of skeletons that can move and fight to some extent. Skills: Undead Slave Vision: skill used in specific types of undead over which you have control. This allows Cure Elim to see through any of the eye sockets of his undead minion as his field of view. Due to the fact that every part of his body is camouflaged in the Great Ball of Non-Death, he had to rely on the view of the zombies as he looked out through his eyes. The undead invented his eyes were zombiefied magical beasts with slightly above-average vision. Healing Elim who is hidden from view from within the horde of zombies, would not be able to see through things like a tornado. Suzuki Satoru has even considered the possibility that Cure Elim was seeing through the eyes of zombies covering all parts of his body, including wings or legs. Based on how your movements and the way you turn your head to lock your eyes to targets, you could be specified using the zombies' eyes on your head to do that. Big Non-Death Ball Main Team: Inside this ball is Cure Elim Los Malvar which protects against being damaged by a series of attack spells from enemies magically or physically weapons. The armor consists of a huge collection of more than 1,200,000 zombies that are used to hide Cure Elim's true body from being shown openly during combat. According to Suzuki Satoru, he describes that it is a massive ball at first sight. However, the ball begins to take a different shape as it changes shape to match the body structure of the Old Dragon Dragon Lord. When you wrap Cure Elim in the form of armor, it also acts as a branch for the many different types of zombies that cover Cure Elim or the contents from within it that can be used to launch an attack on your enemies. For example, as it consists of zombies, his armor was able to sprout things in the combined form of zombiefied ropes, arms and snake-like tentacles to have an open jaw over enemies. Not only that, but you could cling to enemies by force before pulling them into the armor by a large number of zombies doing it simultaneously. Once absorbed the enemies, the latter will be easily driven and swept away by the surrounding zombies that shaped the armor, similar to an underwater current. In Overlord's bonus volume, Cure Elim's armor was completely destroyed by his special ability, [The goal of a lifetime is death]. The magnitude of your enemy's power was enough to largely kill all the zombies who adapted their zombie armor and what understands their shape. Suzuki Satoru Relationships When he first confronted Suzuki, Cure Elim whimsically thought that the so-called Lich Night was just a medium-level undead way that was above his head. He had fun with Suzuki's bold statements about appearing to be an arrogant supreme undead, seeing him as nothing but a funny jester. Along the way, Cure Elim played with Suzuki in battle while testing some of his skills he has gained and showing some sadism enjoying the supposed struggles and begging for mercy. When Suzuki returned for a second round, he account of who his opponent really was. Because Suzuki is a gambler, he had nothing but resentment and hatred rooted in him, seeing him as nothing but filth because he was part of the force that corrupted the world and massacred his species. His anger and anger at Suzuki really skyrocketed when when opponent ignored the rules of 1 vs 1 engagement so much that not even his passive undead emotional control could not keep him calm, even towards the end of his life he continued to pack it until his last breath of life disappeared. Deep Darkness Dragon Lord Two hundred years ago, the two Dragon Lords were part of an alliance as brothers. Brightness Dragon Lord Share the same opinions by harboring a deep resentment towards those of YGGDRASIL. Trivia There is little chance that the Dragon Lord of the Old Coffin will remain active as he is not dead. At level 95, Cure Elim Los Malvar is the strongest entity in the New World that has been confirmed in the series at least in terms of levels. Suzuki Satoru fought the Dragon Lord of the Old Coffin in the Overlord Bonus Volume. According to Suzuki Satoru, based on his experiences with fighting both individually, he believes that the Elder Dragon Lord is an enemy stronger than the Dragon Lord of Brightness. Unlike the rest of his relatives, Cure Elim is the only known Dragon Lord in the New World who had the power to use Wild Magic and Level Magic. According to author Maruyama, if Cure Elim exists in the main timeline, his 200 years of study and accumulation of power mean he will have fewer weaknesses than he was supposed to be in the Overlord Bond Volume. [7] It has the highest confirmed number of racial class levels to date with 51 racial levels. Overed Dragon or Aubade Dragon is the term for one of Cure Elim's working classes. Dating (A Suzuki Satoru): Originally I intended to ignore you because you were too dumb. But it doesn't matter. You have a big mouth for a simple middle-class undead being. (To Suzuki Satoru): What? You don't know about me -- you dare make a fool of yourself with that pitiful knowledge of you? No, I'm definitely the fool for bothering you. (To Suzuki Satoru): Fuhahahaha! To think you could entertain me so much! I didn't think making fun of the ignorant could be so much fun. Fuhahaha -- (To Suzuki Satoru): O miserable undead, you -- won't you be my jester? You don't need to do anything. Just stay there and entertain me. While Jester's position requires a certain degree of intelligence to fill, it seems that there are clowns born in this world! (To Suzuki Satoru): Fuhahahaha! ... Oh no no no, everything you say is so much fun. All right, now what do you want to do --- forgot your name, because I was planning to annihilate you... it doesn't matter, forget it. Lich Night. Will you serve as my jester? You know I'm willing to save you if you agree, don't you? (To Suzuki Satoru on the Eight Coveted Kings): [Fireball]... that the warped magic spread across that damn lot. Do not only are you pitiful, but you're furious... talking about it, it should have been a low-grade spell. Night Lich, try a top-level spell on me... happens. I want to evaluate the completion of this body. (To Suzuki Satoru on Seruk No.3) No, it wasn't for such a pedestrian reason. The souls of that city -- no more than - have been used by myself. (To Suzuki Satoru): Would you tell such an inferior way of life -- tell ants crawling on the ground? Then you must be the generous soul. Oh, no, you were born a jester. Maybe I revealed it a long time ago without realizing it. (A Suzuki Satoru): Although I would have liked to take your spell head-on, I guess it wouldn't be nice to go too easy with you. Mr. Undead-Sama. Maybe I should rehearse an attack too. Be careful to avoid it so it doesn't destroy you, okay? (To Suzuki Satoru): What's the matter, jester? You'll have to cast that weak spell tens of thousands of times to kill me. You're a Night Lich, aren't you? Cast a dirtier spell of a higher level. Or does this mean -- can't you? (To Suzuki Satoru on Zombie Dragons): Own type? Fuhahaha! What a jester you are. How could you consider lower living things to be the same type as me? (To Suzuki Satoru): What a pleasant cry. It seems that even the undead can make such sounds when they know that their doom is near. (A Suzuki Satoru): Do your duty as a jester to the end. Let me enjoy the cries of a foolish creature of the undead as he is crushed! (To Suzuki Satoru after witnessing the true power of the Supreme Lord): --So you were the filth of the Dragon Emperor. That spell... that powerful panoply... I would never forget it.. (To Suzuki Satoru): ... Your jester act was really magnificent. I was completely deceived by your charade. (To Suzuki Satoru about the players): I have no mercy for your kind, fools who pollute this world. Reference Gallery Click the images for a larger view. Add a photo to this gallery gallery

