

Overlord (Game) Fanfic Jumpchain



Welcome Overlord to the Over Realm.

I am Gnarl the minion master and devoted servant of darkness.

Unfortunately our last Overlord fell to the hands of... ugh heroes resulting in most of us minions being scattered to the winds.

What should we Minions alone and without a master do?

The answer is evil the answer is almost always evil and as such we loyal few summoned you our new Overlord.

This world should be similar to those you have heard of before but never fear master you have some control of what world you land in.

You may choose any of those versions of the Over Realm you have seen before, a new version of the world of your own design or you may take the **Scenarios** to go specific adventures both old and new.

Gain +1000 CP



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Origins:

Well Sire, what type of Overlord are you?

Warrior

You have a mighty amount of muscle, Sire, that allows you to fit a mighty figure in your dark armour. Not one of those disgusting white sets of armour Nine Hell's forbid you be mistaken for one of those goodie goodie warriors you know how to kill and make sure it hurts.

Warlord

Ah you are more of a thoughtful Overlord it's good that you know how to plan, lead and rule hopefully with an iron fist. With you in charge we should be able to cause death, destruction and cause a good bit of mutilation.

Wizard

You are one with a magical touch it seems master as you use the powerful dark magics to lay waste to those puny humans and bend the world to your whims. Just make sure you're not over reliant on your magic. I'd rather not have another Overlord die from asthma.

Wretch

Sire? Where did you go? Oh you're a master of stealth I see or rather don't see, you have a notable amount of agility and sticky fingers that allow you to take what you feel should be yours. Wait, where did my robes go?

Wanderer

Why stay as only the Overlord when you can be more, you may choose to be one from another world to be. Perhaps you're a diamond in the rough, a saint from third street, or that Potter boy he tends to be the Overlord a lot, here's hoping you're just not that clown from Gotham he's not as fun as you'd think.

Perks:

Fortunately thanks to us summoning you through the Jumpchain you will have access to a number of Perks allowing you to gain power that our past Overlords never had.

A little bit of evil goes a long way - Free

This is a must for any Overlord master. You are able to apply an **Alt-Form Filter** to any of your **Alt-Forms** allowing you to apply a glowing effect to your eyes and a change to your skin so that it can take on a lustrous dark tone. Normally this makes your eyes a vibrant yellow and your skin a dominating dark blue but you can toggle and alter these colours to those of your choice.

Evilness truly suits you - Free

It's true lord that while wearing dark clothing or armour you will always look some combination of impressive, attractive, imposing or cool.

Minions back in the field fighting and dying alike - Free

Master you can now collect the lifeforce of those who have been killed allowing you to store it or transfer it to a Minion Hive. The Minion Hives can convert the collected life energy into an elaborate flesh puppet grown in the Hive from a template unique to that Hive. Minions have functioning biological systems but are necrotic constructs making them both alive and undead. This means they are immune to death magic and holy magic but still vulnerable to mana drain and physical damage. Each minion is mentally identical upon creation but gains a personality as they gain life experiences. Any Minions created by the Hive will be instinctively loyal to you.

The Overlord - Free

As our Overlord you can command 5 Minions directing and ordering them to do your bidding. Your essence gains a sizable amount of Health and Mana represented in your mind through coloured bars Red Bar for Health and Blue Bar for Mana. Finally your body is perfectly suited to contain and wield evil energy with it boosting your raw power through acts of evil such as Killing innocents, Sacrificing others for your greed and stealing candy from babies, oh cherry flavour.

Evil Presence - Booster

We can't have any games not knowing you're the Overlord, if you access any Games or Gamer Perks you automatically gain The Overlord as a Skill, Class and/or Job in that system.

That's evil energy, it gathers in all us Evil creatures -100 CP

Why not just scoop the evil out of the unworthy? When you kill those who are evil black clouds will rise from their corpse, if you absorb that evil you gain its power. While **The Overlord** perk is active this Evil Energy will not harm or corrupt you but if you die it will be explosively released.

Evil Presence - Booster

If you wish to spread out the fun master you will no longer need to kill a target in order to gain their evil energy. You can now use your evil presence to drain Evil Energy with or instead of Mana making you into a veritable sin eater.

Does that make us the Good Guys? -100 CP

Egh, you.... Egh i think i need a sick bucket. Why would you want this, Sire, what is wrong with you, with this revolting Perk you can choose for your evil actions to be egh, goo-egh, good. You can choose to either have it frame your actions as good for publicity, allow you to see the long term benefits of your choices or manipulate fate so that the end results of your evil actions result in the greater egh.. greater good.. disgusting or you can choose to combine these effects.

True Loyalty -200 CP

What? No, Sire, you don't need this it's a waste of valuable CP just ignore it. What does it do?

Oh well it's not important, it merely forces any subordinates who willingly join you to be truly loyal to you above all else and indicates to you who is and is not affected by this Perk allowing you to know

who is at risk of being a traitor and when they have betrayed you. It's not worth your time, Sire, oh look, Sire, Evil Perks go look at those!

The only ones we will really be helping is ourselves -400 CP

Sometimes we must.. Help.. Others. Egh it felt as vial coming out my mouth as that live rat... I'm sure I chewed on it. Oh well but we must always make sure that we are rewarded for our own generosity. With this perk you will always get rewarded for your efforts gaining some form of treasure or mystical artefacts when you have finished doing whatever the fools dare demand.

Evil Presence -600 CP

This is more than a mear magic it is the culmination of your Evil Energy projected in order to enact a perfect mixture of Torture, Domination, Enslavement, and Death. When wielding this you can lash out a whip of lightning that causes extreme full body pain and suffering while forcing their mind to stay alert and active. Once you have made this connection through your Evil Energy you can either drain the mana from the target or twist your Evil Energy to dominate their mind and turn them into a drone without a will of their own. Finally you can overcharge your Evil Energy in order to flood your target with dark energy, reducing them to ash and remnant lifeforce, useful for making new Minions and black confetti.

Warrior:

To smash crush and slay -100 CP (Free for Warrior)

It seems, Sire, that you have a powerful connection to the Brown Minions which causes both you and the Browns that you summon will be twice as strong and durable as you should be.

The Overlord - Booster

The maximum number of Minions you can now command is increased by +5.

Don't dilly dally, Sire, go smite something -100 CP (Free for Warrior)

There are those who must spend years learning the way of the blade and practising over and over again on how to wield their weapons and then there's you, Sire. You have innate mastery over any melee weapons you use, with you instinctively knowing the perfect angle and strength you must put behind each swing to cause the amount of carnage you desire.

A weak frame can be remedied -100 CP (Free for Warrior)

It is common my lord for those resurrected from the dead to find their emaciated form lacks the muscles they used to have but that is not a problem for you, Sire. Your body is strong and healthy with it never degrading, even if you have an arm severed that arm will not rot and remain muscular at least until something eats it. Grubby... Grubby will probably eat it.

Visit the Forge at once! -200 CP (Discounted for Warrior)

It is often a hassle lord for weapons and armour to be miss sized requiring hours of adjustments just to be acceptable but this is not an issue you have be, Sire. You are able to wield any weapons or armour you touch regardless of its proportions, this can be done either through granting you the strength required to use the equipment or by changing its size to fit.

To smash crush and slay - Booster

Your minions can now benefit from this so that any of their steal-me-downs adjust perfectly for them even if they would otherwise be harmful to your Minions. I remember when Glippy tried to use a holy blade he swelled up so much we thought he would burst no more of that now.

It's important to see what your about to crush -400 CP (Discounted for Warrior)

Whenever you are in battle or targeting an opponent you gain a mental 3th person surround vision of yourself allowing you to watch your own back, see what weapons your enemies have hidden and even tell how Gash cheated at cards... I'm telling you he cheated!!!

Don't dilly dally, Sire, go smite something - Booster

This gives you some interesting capabilities, Sire, as you will now instinctively know how to use any ranged weapon and allow you to perfectly plot paths and angles of fire while viewing the area it will hit, allowing you to better pelt that cheating Gash with his ill gotten gains!!!



Rub some acid in his eyes that should freshen him up -600 CP (Discounted for Warrior)

You seem to have a special form of growth, Sire. Whenever you are harmed in battle your strength and mental clarity seem to grow allowing you to become up to three times stronger when fighting to the death in a state of near death, however this boost will slowly weaken the less threatening the situation either due your enemies dying or your health replenishing. So for the best results make sure it's a long and agonising death, i mean battle.

A weak frame can be remedied - Booster

It seems my lord that your newfound strength is not as limited as I had been led to believe you now are able to retain your gained strength even when fully rested and safely in the heart of your empire. Just to warn you, Sire, your body will need to adjust to your new found power before you can fully take advantage of this again I'd rather not have not see another Overlord rip themselves apart with strength their body can't contain.

Evil Presence - Booster

Why should you suffer alone for this power? Now, Sire, you can use your Evil Presence to drain the health of others to expand your maximum health but without truly healing, allowing you to keep your power for longer. You can attempt to absorb any of the health you retain after the battle to increase your maximum health and durability but like eating troll fillets, if you don't take the time to cut it down and prepare it you will just end up vomiting and bleeding from every hole.

Warlord:

You can burn them all the same -100 CP (Free for Warlord)

This is a surprise master, it seems the Red Minions have a deep connection to you. From this both your firepower and that of the Reds you summon will be boosted, making fire attacks from either you or the Reds twice as powerful and have twice the maximum range.

The Overlord - Booster

The maximum number of Minions you can now command is increased by +5.

You've driven them to the edge, time to push them over it -100 CP (Free for Warlord)

Well, Sire, it seems you have a greater understanding of group combat and a better control over the actions of your subordinates. This allows you to better implement strategies without any one screwing it up such as those morons with less brain cells than sheep.

It's merely a setback for the forces of darkness -100 CP (Free for Warlord)

It's common for the forces of darkness to be waylaid by the so-called forces of good. With this Perk whatever setbacks you face, fate will aid you so that evil overcomes! Should some Heroes kill all your minions, leave you near death and burn down your tower, events seemingly will line up to help you regain what is yours with problems you face only being at the scale of power appropriate for your current level of power to be victorious over, at least until you return to full strength then this won't prevent any accidents from showing up uninvited.

A few dirty rags and no one will tell the difference -200 CP (Discounted for Warlord)

You truly are a master of strategy my lord as when you disguise your subordinates as the members of another group they will be engulfed in a perception filter that makes it almost impossible for others to tell they are fake allowing you to perform reconnaissance and false flag attacks with ease.

You can burn them all the same - Booster

Why bother with disguises, fire burns the same regardless of who starts it. You can now alter the remains of any destruction you or your subordinates have caused to make it appear to have been caused by anyone else you target. This will make those fools believe it even if it wouldn't logically make sense for your chosen group to have committed the action with no one bothering to question it.

Minions leading minions disgusting -400 CP (Discounted for Warlord)

You now know a tasteless trick to lead more Minions master. By giving your subordinates a rank of authority such as "Sergeant" you can have them lead others with the same level of authority as though you were the one in command. When used on Minions it forces them to use their tiny brains and allows them to summon up to 5 minions from minion gates of their colour who will simply copy them. Order a "Sergeant" to smash, destroy or maim and their subordinates will all joyfully do the same, call that "Sergeant" back and the others will follow, should a "Sergeant" die, well not all mimicry is a good thing. It may be distasteful but it is effective.

You've driven them to the edge now it's time to push them over it - Booster

You are now able to enhance your "Sergeants", making them slightly bigger, stronger and smarter, it also gives them a new appearance with their skin gaining black scales with vibrant energy veins of their skin's natural colours. These Greater Minion are able to act more independently of you with them controlling upto 10 minions of their type to the same level of control as a beginner Overlord would be able to control their regular Minions. Don't worry, Sire, I'm sure we won't need to replace you.



Now that, you'll agree is a cunning plan -600 CP (Discounted for Warlord)

And not a Baldrick in sight Ha. Once per jump or once every ten years you can use this perk to possess whoever or whatever killed you allowing you to slowly absorb their soul, essence and presence from the inside out. However this new body will probably not be up to your normal standards so you may need to alter it to make it fit for purpose.

It's merely a setback for the forces of darkness - Booster

Why stick with the new and busted body when you can tune it up? Whenever you use this perk you will be able to reshape and get your new body in order to slowly regain your full power and appearance normally this will take approximately a month but you can speed this up through other means including meditation and shapeshifting. Also if the new body happens to have anything useful you can choose to keep it.

Evil Presence - Booster

Using your Evil Presence you can choose to implant a partial remnant or a full remnant of yourself within a victim however you can only have one full remnant at a time. Using either remnant you can temporarily possess the target however a partial remnant would be disposed of in the process. If you die you can choose to use the full remnant to resurrect yourself as though they had killed you, thus allowing you to possess the body containing the full remnant.

Wizard:

A Splash of new evil to darken the place up -100 CP (Free for Wizard)

What's this, Sire, the Blue Minions have a magical connection to you. Thanks to this connection you are able to boost the magic and healing abilities of both yourself and the Blues you summon. From this any healing or mana regaining abilities used by either you or the Blues will be twice as effective.

The Overlord - Booster

The maximum number of Minions you can now command is increased by +5.

Magical Barbarian -100 CP (Free for Wizard)

Why do so many wizards disregard physical might just because they have magical might? With this you don't have to, you can now transfer any spells you are casting to any weapon you are using including your own fists. By doing this you can enhance the weapons with the spells as if they had magical enchantments or you can use your weapon as a focus for the spell allowing you to enhance the spell with the enchantments or effects of the weapons.

Witchboy -100 CP (Free for Wizard)

It seems that your title is more appropriate than we thought master as you can sense the presence of magic and magical energies allowing you to differentiate the different flavours of magic in order to understand what you are sensing. If someone were to cast a necromancy spell you would always detect the hints of undeath however unless you have tasted the flavours of magic before you may find it difficult to determine if the necromancy is Daedric or Draconic though Draconic magic tends to taste spicy.

Yuck it's covered in Light magic -200 CP (Discounted for Wizard)

How disgusting how could you stomach to touch that vile magic. Yes master you now have access to the revolting healing magic allowing you to heal your wounds and those of others. This disgusting magic should be left to potions but using it you could prevent a living being from dying just by touching them.

A Splash of new evil to darken the place up - Booster

I apologise, master, I never thought of such corruption, It is truly beautiful. Using your healing magic you can now prevent healing, inflict wounds and even cause healing to go wrong causing scars, infections and blood clots. Even better, your Blues have learned this trick allowing them to be an offensive aid on the battlefield rather than just support.

Spell Forger -400 CP (Discounted for Wizard)

There's more to magical crafting than merely creating something and shoving a spell into it but you will now know all about that. Thanks to this perk you now have all the knowledge of how to craft all the magical items within the Overlord game series as well as how to store spells within an object allowing you to cast them at a later date without using up any magic.

Magical Barbarian - Booster

Well isn't this interesting Sire, it seems you can learn the principles behind enchantments allowing you to not only replicate the magic they contain as spells but also allowing you to determine how to convert spells into enchantments. If you want a fire breathing statue just use the flames spell if you want to cast a spell to temporarily increase your mana reserves get a look at the mana pillar. This understanding isn't even restricted to magic as you can learn the mechanics behind cursed, demonic, divine and spiritual objects and replicate them using their corresponding energy types, so long as you actually have those energy types.



Magic is clean carnage -600 CP (Discounted for Wizard)

How fascinating master, your control over your magic is more precise than I thought. You can now use your magic at a 10th of its regular cost and can control the targets of your spells allowing you to prevent friendly fire and selectively target peasants, houses, weapons, clothing and anything you desire. From this you can use fire spells to burn down a village or merely melt the flesh off a halfling while it acts like pretty lights to the bundle of hay he's sitting in.

Witchboy - Booster

It seems you're a bit of a copycat Sire, your magical senses allow you to pick up and copy any form of spell like abilities both in order to copy them and to control them. This means, Sire, that should someone fire a spell at you, you could move it with your mind then reshape it and return fire with the same spell. This will also work on some natural and unnatural forms of magic such as The Golden and Magical Ooze allowing you to create and destroy it or merely use it on others in order to mutate them whenever you wish too.

Evil Presence - Booster

I see you have control over the scale of your magic, Sire, through this you can increase or decrease the intensity of your spells with the cost of mana that is required scaling to match. This also gives you a greater control over your evil presence, when breaking the minds of others. This allows you to completely rewrite a victims mind allowing them to selectively keep their memories, personality and will but have you as their idol of worship making them completely loyal to you without them needing to become mindless drones.

Wretch:

The slime the stagnant Oder it's all so homely -100 CP (Free for Wretch)

Well master it seems that your sneaky ways have created a connection between you and the Green Minions. From this connection the assassination abilities of both you and the Greens that you summon are boosted so that any stealth abilities that either you or the Greens perform are twice as effective and any attacks on someone's back will be twice as damaging.

The Overlord - Booster

The maximum number of Minions you can now command is increased by +5.

All they want is a little bit of love... A little bit of death! -100 CP (Free for Wretch)

You are not only a master in the bedroom, Sire, but also very filling. Thanks to your particular set of skills and your appropriate set of tools you can satisfy anyone's bedroom needs without causing yourself any pain or discomfort. This means, Sire, that should you be spending any time with a succubus or any other creature that kills through their amorous activities not only will you survive but you will make them feel full. This means that they no longer need to kill their playmate during pleasant activities though they can choose to do so for the fun of it, not that it will work on you. Quite the surprise for any Ardat-Yakshi with delusions of grandeur.

Keep his magnificence a little lower profile -100 CP (Free for Wretch)

Master? Oh master? Where are you? Well it seems that you are skilled at avoiding detection Sire, allowing you to slip past foes or strike from an unseen position. Your skills are excellent for sneaking, hiding in plain sight, picking unsuspecting pockets and moving while unperceived.

Evil is not something you just forget -200 CP (Discounted for Wretch)

The never ending cycle of good and evil is annoying but it does give you something to learn from lord. With this at the start of each jump you will get the memories of each dark lord, their secrets and how they gained their power. It will also allow you to know where those fallen dark lords hid their treasures.

The slime the stagnant Oder it's all so homely - Booster

It seems you're not the only one to gain memories, Sire, now each of your minions will gain the knowledge and experience of any who die serving you. This allows your minions to slowly improve and you know what they say about monkeys and typewriters, then again monkeys tend to be smarter than minions so don't expect to read Love's Labour's Won any time soon.



Why not both -400 CP (Discounted for Wretch)

Whenever you are being forced to deal with a variable trolley problem where you must pick between two evils, some would say you should go for the lesser of them but those people are cowards who should be hanged, you should obviously take both options and kill them all. With this Perk should you ever be stuck choosing between mutually exclusive options such as those stupid mortality options you can choose to take a new meta option that keeps the benefits of both. If you must choose to keep food for yourself or to give it to your slaves you can duplicate the food to fill both option, should you be forced to pick between the lives of your future elf slaves or a pile of gold you minions will temporarily duplicate to grab both, should be you forced to choose between two mistresses because you only have enough room for one, you will be able to placate them both and gain extra rooms for your second mistress.

All they want is a little bit of love... A little bit of death! -Booster

Ah master a **Meta Perk** how deliciously Evil this not only boosts the abilities of your power to fill others allowing you to make vampires no longer need blood or those creepy statues no longer need to eat time. The **Meta** part of this perk is it also allows you to pick all optional Scenario rewards when you would normally be forced to pick from a selection. As such any time you have conditional rewards or a limit of how many gifts you can choose you will either be given an option that would fulfil all the conditions or merely ignore the selection limitation. How fun you can now get the Master Key, the Old Witch's Ring and Black Firebombs, not the Goddess's Blessing though evil has standards after all.

Disguise all that nasty human skin of yours -600 CP (Discounted for Wretch)

Oh, it seems you are more than a Master of Disguise my lord. You are a shapeshifter of true talents you can not only take on the appearance of any you see you can also alter your clothing to match their appearance. However while you do change your height, shape and weight your appearance is mostly an illusion so unless you could do it beforehand turning into a dragon won't help you fly or breath fire it will however make peasants wet themselves.

Keep his magnificence a little lower profile - Booster

Why master it seems you have found a way to get over the limitations of your ability you can now copy the mind and structure of any being you touch so that when you transform into them you gain the memories and abilities they had when you touched them. This also adds a small perception filter so that others won't notice inconsistencies in your attempts at impersonation.

Evil Presence - Booster

My lord it seems you are a true flesh sculptor as rather than merely altering your proportions you can truly redesign your biology allowing you to grow new bones, organs and appendages and you no longer need to use it only on yourself. When using your Evil Presence's lightning whip you can choose to alter the victims form allowing you to completely remodel their body such as changing their physical age, race or gender, you could even sculpt them into a replica of me. It would be nice to have another handsome face to look at.

Wanderer:

Yellow Minions? -100 CP (Free for Wanderer)

Sire, it seems that you have a shocking connection to the Yellow Minions. This causes both you and the Yellows that you summon to be twice as fast and any stunning abilities either of you use to last twice as long.

The Overlord - Booster

The maximum number of Minions you can now command is increased by +5.

There's no restraining true evil -100 CP (Free for Wanderer)

Whenever you are trapped or restrained, whatever is restraining you will have a pressure build on its weakest points. The longer you are trapped the greater the pressure will build until whatever is restraining you breaks.

There he goes again! Blowing up and Reincarnating -100 CP (Free for Wanderer)

You can now recycle lifeforce so that whenever a minion dies they will respawn at the spawning pits with all of their memories and experiences intact.

Minions of the Rainbow -200 CP (Discounted for Wanderer)

No Master not those ones at least I hope not those ones ugh... Instead this is some form of pocket monster disaster as somehow there have been more minion hives created. In this and future Jumps you may find a wide variety of minion types relevant to the setting which can be retrieved in order to become Fiat Backed Minion Hives. You also gain a **+200 CP** stipend to spend in the **Minion Hives Section** allowing you to gain new Minion types including those vial disgusting Fluffy Pinks yuck at least now they know who their master is.

Yellow Minions? - Booster

Why restrict what lifeforce each minion hive can use? With this option all lifeforce gathered will be converted to a uniform lifeforce type that can be sent to each hive allowing you to use all lifeforce to summon any minions your heart desires or you may instead choose to sacrifice it in order to restore 1/10th of your maximum reserves of any energy reserves you have including but not limited to health and mana.

These lands once held many secrets and artefacts -400 CP (Discounted for Wanderer)

Ha, Sire, do you hear that? It's the call of power as it beckons you to it. Whenever you are near an object that can bestow you some form of power you will feel a pull towards it. This sensation will let you know some information about the object but only the basics.

There's no restraining true evil - Booster

Objects of power have an even greater pull towards you Sire, until you return them to the tower objects of power within a range of you will start moving towards you with them picking up speed until they reach you. When these objects reach you they will lose speed and momentum hovering within arms reach of you until you return them to the tower.

I think our grumpy friend's spirit may still reside in it -600 CP (Discounted for Wanderer)

You are now able to trap the consciousness of anyone you kill within their lifeforce allowing you to implant them in objects or minions where they will stay aware but bound to your whims.

There he goes again! Blowing up and Reincarnating - Booster

You can now use a target's lifeforce to forcefully reincarnate them within the spawning pits. When reincarnated you can choose for them to be reborn in a body almost identical to their original one at any stage of their life or you can reincarnate them within the body of a race who you have an Alt-Form of.

Evil Presence - Booster

You are now able to create lifeforce of any colour at a rate of about one lifeforce per second. You can also create an artificial consciousness and insert it into any lifeforce you create though it will take longer to make. You can use this lifeforce as if it had come from a regular living being and either use them to create Minions, implant them in objects or reincarnate them within the spawning pit.



Items:

Sire, this section contains a number of items that you may start this Jump with feel free to get items that will cause others to suffer.

Games - Free

Oh, Sire, it seems like a jolly distraction. This portable gaming system contains all of the Games in the Overlord series plenary of fun for the Overlord on the go.

Seal nuggets - Free

Oh these are delicious, Sire, nothing I enjoy more than deep fried Seal pups delicious and evil a perfect combination.

Health Vial's -100 CP (Free for Warrior)

A useful drink master, not the tastiest though, you gain six of these red glass vials a day drinking each heals a sixth of your maximum Health. Drinking one will help with removing scars and when drinking multiple flasks regrowing limbs but it depends on how severe your wounds are.

Blood Pit -200 CP (Discounted for Warrior)

Ah even better, Sire, you can now summon a Blood Pits to you at will! By sacrificing lifeforce often in the shape of a minion you are able to gain Health. Don't worry, Sire, your least powerful minions will be sacrificed first.

Catapult -400 CP (Discounted for Warrior)

Ohh Catapults you can summon this to your location at will. A catapult is handy for destroying buildings, guard towers, gates, siege towers, and wiping out a whole Legion of troops from afar. It brings me joy to see the young minions having a toy for such destruction.

Slug Farm -100 CP (Free for Warlord)

Old Mc Gnarl had a farm E.I.E.I.O. and on that farm he had some slugs E.I.E.I.O. and it produces an endless supply of delicious slugs well I say delicious, we minions certainly enjoy them and you gain lifeforce from each one we kill, I don't think you would like the taste, Sire.

Food -200 CP (Discounted for Warlord)

Even more food you do spoil us, Sire. Any minion who eats this varied selection of food will become more energetic and slightly stronger for about an hour.

Minion Gate -400 CP (Discounted for Warlord)

Well, Sire, Minions won't summon themselves, I should know I've tried. You can now summon temporary minion gates in any colour at any location you're at, allowing you to call minions directly from the Spawning Pit.

Mana Vial's -100 CP (Free for Wizard)

A powerful drink Sire, what no not alcohol, you gain six of these blue glass vials a day drinking each heals a sixth of your maximum Mana.

Mana Pit -200 CP (Discounted for Wizard)

A fun for all the family you can summon Mana Pits these are used to convert life force into Mana normally Minions shaped life force. Your weakest Minions will be volunteered to sacrifice themselves first.

Anti-magic Shield -400 CP (Discounted for Wizard)

Ah magic it's what gives a wizard their power, an energy field created by all living things, It surrounds us and penetrates us. That is unless you have one of these Anti-magic Shields instead this will surround and penetrate an area pulling all the mana to a central location. You can choose to toggle who is or isn't affected by this Anti-magic at will.

Beer -100 CP (Free for Wretch)

Our stinky little minions love the booze and you can summon some at will, when a minion drinks this alcohol they will act as though they are under the Frenzy spell.

Poison Pods -200 CP (Discounted for Wretch)

Delicious sautéed in a splash of demon's bile, deadly of course so perhaps they would be more useful for setting off for a touch of explosive carnage?

Ballista -400 CP (Discounted for Wretch)

You can now summon a Ballistas, this oversized crossbow has incredible penetration and power often killing powerful targets in a single shot, This is why that captain of the sauce calls them the god killer.

The Big Book of Evil -100 CP (Free for Wanderer)

Ah the bedtime stories you could learn from this book, most of them terrifying and horrific. This book contains all the dark secrets and hidden weapons of power within a jumps setting and updates each jump to contain new jump relevant evil secrets.

Sacks of Gold -200 CP (Discounted for Wanderer)

Destruction tends to be its own reward, Sire, but getting dutiable compensated for your efforts in destruction is always a pleasant bonus. Whenever you are searching an area you are likely to find large sacks of gold that only you and your minions can see. Once you have returned these bags to your tower they will become visible. Normally these bags contain between 500 and 2500 setting appropriate gold pieces so look out for them.

Waypoint Gate -400 CP (Discounted for Wanderer)

How useful, Sire, you can now create both temporary and permanent Waypoint Gates. These Waypoint Gates have a red glow and can be used to return to your throne room, you can only use the Fortress Heart to teleport to a Waypoint Gate if it is the last gate you used.

Fortress Customisation:

Master I apologise about the decorum without an Overlord the lair has been falling apart.

All origins gain **+200 CP** to spend in the Lair section with the **Wretch** Origin gaining an extra **+400 CP** and the **Wanderer** Origin gaining an extra **+100 CP**.

Fortress Structures:

What is the main structure of your Fortress Sire?
I'm partial to a tower myself but you may purchase one or more of these Fortresses and customise them as you see fit.

Castle Gromgard -100 CP

Though the smallest available option, Castle Gromgard is a wide and sprawling castle. It was the home of the First Overlord during the duration of Overlord: Dark Legend.

Castle Gromgard can have a maximum of 5 **Fortress Rooms** and gains the **Armory** and **Treasury** rooms for **Free**.

If purchased with **The Dark Tower** then the Dark Tower will be the centre structure that the castle is built around allowing access to the lowermost floors of the Dark Tower from Castle Gromgard.

The Dark Tower -200 CP

The Dark Tower is a massive tower located between a mountain range.

It was home to Third Overlord, the Minions, and his mistress during the duration of Overlord and Overlord: Raising Hell.

The Dark Tower can have a maximum of 9 **Fortress Rooms** and gains the **Minion Burrows**, **Beer Kettle** and **Iron Maiden** rooms for **Free**.

If purchased with **The Netherworld Tower** then the Dark Tower will be joined to the Netherworld Tower with the bottom most floors of the Dark tower leading to the top most floors of the Netherworld Tower.



The Netherworld Tower -300 CP

The Netherworld Tower is a giant stalactite-made tower, residing in The Netherworld, a volcanic cavern deep beneath the earth.

It is the place where the Fourth Overlord, his mistresses and the Minions lived during the duration of Overlord 2.

The Dark Tower can have a maximum of 13 **Fortress Rooms** and gains the **Forge**, **Magic Room**, **Battle Rock Arena** and **Mistress Floors** rooms for **Free**.

If purchased with **Castle Gromgard** then the Netherworld Tower will be underneath the centre structure of Castle Gromgard with the uppermost floors of the Netherworld Tower from Castle Gromgard.



Import - Free

Why stick with just the options you are given when you can supply your own. With this you may import and combine any of your Fortresses from other Jumps into this one with them gaining the advantages of each of them.

Fortress Rooms:

An Overlord's Fortress needs to be more than a pretty building Sire, it needs to have some form of functionality.

Throne room - Free (Mandatory)

Ah the Throne Room, the primary chamber of your Fortress, the centre of your Dark Empire. From this room you have access to your fortress's portal gate which lets you instantly travel to the other regions of the world. This room branches out to the other main rooms of your fortress. Here you also find various Dark Tower Objects such as Pillars, Totems and of course your throne.

Spawning Pit - Free (Mandatory)

Ooo the Spawning Pit, how nostalgic this room is directly underneath your throne room Sire, it contains the Fortress Heart in the centre of the room and the various minion hives where all minions are born. This is where collected Lifeforce concentrates to create new Minions and where they tend to live when not looting or killing.

The room expands in order to accommodate any new Hives that you find in jump or onwards.

Main Hall - Free (Mandatory)

This is the main hall, Sire, this room of your fortress always cleans itself and looks resplendent to any guests who visit your fortress increasing their opinion of your majesty.

Bedchambers -50 CP

This is the centre of your night's as you can sleep, plan and customise this room with any trophies or items you collect being kept on display, with new shelf's appearing as needed.

Kitchen -50 CP

A good meal is its own reward and this kitchen is stocked with all the best cooking equipment this world has to offer, it also gains new top of the line cooking equipment from each setting at the start and end of each jump.

Medical Room -50 CP

Oh a magical healing facility not that we minions will need it we just tend to eat our injured. Though I suppose anyone else in the tower that got wounded could use this facility to make themselves as right as burning rain.

Ship Dock -50 CP

Hoist the wosname... splice the mainthingie... climb the..., ah master i see you have found the Ship Dock this location can use the Fortress Heart to store vessels and deploy them when needed however this will only work with vessels you have marked as yours and they can only be summoned to you. The Docks also expand to accommodate any type of vessel without changing its external size.

Botanical Garden -50 CP

Oh Sire, look at all the evil plants that the world can produce deadly nightshade, mandrakes, Hogweed, even demonic pumpkins. This lovely garden can expand internally without growing externally whenever you bring a new plant, seed or cutting into the room with each new section perfectly suiting the growing and caring of the corresponding plant.

Banquet Hall -50 CP

This "elegant" Banquet Hall contains a proportional expansion so that the room and dining table are internally lengthened in proportion to the number of people in the room without the external space changing. While in this room you will find that you have a boost to your Social capabilities allowing you to perform negotiations and deductions far more effectively. Do make sure to mix business and pleasure, Sire.

Stables -50 CP

This is a fine place to store your animal assistants, any steed or riding animals brought into this room will have their own custom section added without changing the external dimension. The rooms also gain any equipment you would need for riding your beast's. You can't keep anything other than non-sentient creatures in here so nubby will have to find rooms elsewhere. By purchasing this you gain a **+100 CP** stipend that can only be used on the **Mounts** section.

Servants Quarters -50 CP

Sire, you will need a location to store your slaves, pets and servants and with this option you gain a section of rooms perfectly suited to each of them. Each room contains a bed, dresser and self restocking and customised uniform. You gain an additional bedroom for each servant who works in your Fortress.

By purchasing this you gain a **+200 CP** stipend that can only be used on the **Servants** section.

Dungeon -50 CP

This normal stone and steel dungeon comes complete with a torture chamber, the number of cells available expands the more prisoners you add and each cell is designed for containing presents and normal humans.

Empty Room -50 CP (Free with "Tower Upgrade Room")

Whenever you wish to add additional rooms to your tower these empty rooms can be added. Each room contains absolutely nothing though they do not expand the external space of your fortress and can be altered or upgraded using the **Tower Upgrade Room**.

Mine -100 CP

This limitless magical mine tunnels into a pocket dimension of stone and raw materials such as gold, diamonds, steel, durium and arcanium. At the entrance to the mine a button with a safety cap can be pressed in order to safely extract everyone and all the equipment within the mine and restock the mine. Whenever you enter into a new jump new materials will be randomly distributed in deposits across the mine. Minions can be set to work the mine so long as you have enough of them.

Possession Gate -100 CP

This room is a bit odd, Sire, using the equipment within you are able to possess any minion or subordinate within your domain. Once the minion or subordinate has left the range of your domain you can still control them however if you leave the possession you will need them to return to your domain before you can repossess them.

Armoury -100 CP

Ah, Sire, this is the perfect place to store your smiting implements as each item left in this storage is slowly repaired to their optimal state and slightly reinforced making them more durable. By purchasing this you gain a **+200 CP** stipend that can only be used on the **Weapons** and **Armor** sections.

Treasury -100 CP

The Treasury contains all of your riches with each non-unique coin, gem and non-living treasure you own being safely stored within. You can teleport any treasure you have to this room and retrieve them at will however no one else will be able to take treasure out of this room without your permission as it will instantly teleport back. The size and depth of this treasury will expand to match the amount of treasure you add.

By purchasing this you gain a **+200 CP** stipend that can only be used in the **Items** section.

Menagerie -100 CP

Ooh i'm sure the minions will enjoy having a zoo to visit though they may attempt to eat some of the exhibits. With this purchase your fortress gains an area for the storage and observation of any creature you put in there with the area expanding to accommodate them with environmental settings to make them most comfortable without changing the external size.

By purchasing this you gain a **+200 CP** stipend that can only be used on the **Magical Menagerie** section.

Battle Rock Arena -100 CP

This may not quite be as fun as brutally slaughtering your enemies but it is close, you can use this magical battle zone to create simulations of any creature you have killed allowing you to battle them and gain anything you would normally have from killing them.

This area also allows you to fight waves of simulated enemies and updates each jump allowing you to fight some that aren't present in the normal setting such as Phoenix or Satyrs.

By purchasing this you gain a **+200 CP** stipend that can only be used on the **Perk** section.

Minion Burrows -100 CP

A pleasant place to rest and relax, well at least for minions, this is where we minions live. You may access the Barracks of the different minion tribes where you can view your minions that are all individually named and each of them have their respective titles based on their actions, see how many minions you have spawned\ died\ alive.

With this the maximum number of Minions you can now command is increased by +15 and by purchasing this you gain a **+200 CP** stipend that can only be used on the **Minions** sections.

Guest Floor -100 CP

It seems that you have made a number of friends in other lands, master or perhaps you just wish to gain them. This floor of your fortress will contain a number of rooms and floors personalised for each Companion or Mistress with you by default gaining a Floor for each jump or setting that you have recruited from.

Forge -100 CP (Discounted with "Minion Barracks")

Ah the Forge Sire! This place has brought forth weapons that could slay from kings and Armor that could stop a dragon's breath. This is where you can forge new equipment and upgrade the **Minion Barracks**. This Room can be combined with any other type of Forge or smithing equipment you have in order to gain the benefits of both.

Mistress Rooms -100 CP (Discounted with "Tower Upgrade Room")

This section of the fortress contains rooms for those you have chosen to be in a romantic or sexual relationship with, each getting their own room. Anyone you give access to these rooms will have an influence on what Tower Upgrades become available for purchase in the **Tower Upgrade Room**.

By purchasing this you gain a **+200 CP** stipend that can only be used on the **Mistress** section.

Magic Room -100/200 CP

For **-100 CP** this room allows you to examine and study magic through the room recording any spell you cast, breaking down the mechanics and formulae of the spell and showing any imperfections in your casting style.

For **-200 CP** each Jump will automatically import Spell Catalysts that no one other than you and your minion's can see, then it will scatter them around the jump setting. If returned to the Fortress you can use each Spell Catalyst to alter or improve any one spell you possess. By purchasing this you gain a one time **+200 CP** stipend that can only be used on the **Spell** section.

Tower Upgrade Room -200 CP

Ooo the tower upgrade room will allow you to upgrade your Fortress, uhm perhaps this should have been named the Fortress Upgrade Room. This room provides you with different options to update the architecture of the tower, alter the decorations and customise it, with you gaining additional options depending on your mistress's.

By purchasing this you gain a **+200 CP** stipend that can only be used on the **Fortress** sections.

Cellar Crypt -200 CP

A useful room, Sire, that most Overlords tend to be too foolish to use. The Crypt in your fortress's Cellar will automatically summon your corpse should you unfortunately get stabbed and burned to death like a squealing pig, or however else you may die. Once per 10 years or once per Jump depending on which is first, if your corpse is in the Crypt you will be resurrected as though a 1-UP was used.

Graveyard -200 CP

Ah the graveyard, what fun playing with corpses can be. Then again this Graveyard has some extra uses. Whenever one of your minions or companions die their corpse is summoned to this location and buried amongst the many dead with a tombstone marking each grave. Each tombstone will have a number representing the amount of lifeforce you will need to sacrifice in order to resurrect the one buried here. I suppose you could bury any rando here and a tombstone would appear, however, Sire, only you can perform the resurrection so don't expect to bring yourself back here.

Fortress Extensions:

The Fortress Heart - Free (Mandatory)

Each Tower of an overlord contains a core of magic connected to the Overlord and is almost proof that someone is the Overlord. Your Core is named The Fortress Heart it is a large glowing magical orb that simulates a permanent mana fusion reaction allowing it to generate an infinite amount of Mana which the Fortress can use as a power source allowing it to perform teleportation and utilise any magical artefacts regardless of the power requirements.

Iron Maiden -50 CP (Requires "Minion Burrows")

Ah one of the Minions favourite toys while the tower contains this source of entertainment your minions skin will become more durable increasing all minions defences by 33%.

Beer Kettle -50 CP (Requires "Kitchens")

Ooh the minions do so enjoy a good drink and this Beer keg will allow them to make and drink as much Beer as they want, while these drinks are available all minions will have the offensive abilities increased by +33%.

Chandeliers -50 CP (Requires "Dining Hall")

These fancy lights may not look that interesting but while your tower has these tools all minions attack range is increased by 33%.

Health Pillars -100 CP

These are useful for your long term improvement, Sire, in each Jump numerous Health Pillars will be distributed around the world, no one other than you and your minion's will be able to see them. If you return them to your Fortress they will increase your maximum Health by a stackable 40%.

Mana Pillars -100 CP

Well these Pillars act as a booster for your magic with a number of them being imported into each future jump being scattered around the world. Only you and your minion's can see them and when taken to the Fortress your maximum Mana is increased by a stackable 40%.

Minion Pillars -100 CP

In each Jump Minion Pillars will be distributed around the world that no one other than you and your minion's can see. If returned to the Fortress the pillar will increase the maximum number of Minions you can command by +5.



Defence Pillars -100 CP

Now your Fortress looks like it should as it is situated with all manner of defences including guards, lakes of lava and traps. In each future jump Defence Pillars will be distributed around the world that only you and your minion's can see. If returned to the Fortress the Defence Pillars will give your fortress additional fortifications and defences relevant to that setting.

Smelters - Free/-100 CP (Requires “Forge”)

Ooh, Sire, you've found a smelter, for **Free** you gain the steel smelter allowing your forge to create steel weapons and armour. For **-100 CP** you can find smelters within each jump that have been distributed around the world, no one other than you and your minion's can see. If returned to the Fortress these smelters can be used to forge weapons and armour out of whatever metals are native to that setting. Don't worry, Sire, if you miss any smelters they will be pushed forwards into future jumps.

Import Controls - Free (Requires “Throne Room”)

When sitting at your throne you can use this console to alter how your fortress is imported into a setting from your warehouse. This also allows you to recall your fortress to your warehouse and select the location you wish to import it.

Please note that conditions may restrict your access, import capabilities and export capabilities.

Perception Filter -200 CP (Requires “Import Controls”)

You are now able to surround your Fortress with a mental shield that by default will cause those who see your Fortress not to be able to fully register what they are looking at, perhaps making them think of it as a mountain or landmass in the distance. You can alter the settings so that it only affects certain types of people or alter the effects to make the fortress more eye-catching for those who see it.

Icebox -50 CP (Requires “Dungeon”)

Why worry about prisoners escaping when you can just put them on hold? With this option your Dungeons can now freeze those within them in time preventing them from ageing or changing while you are away.

Fusebox -150 CP (Requires “Dungeon”)

Dungeons will contain specialised equipment and restaurants that will strip away the powers and abilities of those trapped within making even powerful gods as weak as toddlers, it also improves the equipment of your torture chamber.

Reality Filter -300 CP (Requires “Perception Filter”)

You are now able to toggle your fortress and its immediate surroundings so that they become intangible and invisible to anyone outside of your fortress. If locked into an active state when importing your fortress this will greatly expand your import options and allow you to shift between the fortress and any space it is occupying instantly.

Reality Anchor -1000 CP (Requires “Reality Filter”)

At the end of each jump you are now able to leave a copy of your fortress in an intangible state within the jump you are leaving. Through this you can link the Fortress Hearts allowing you to open a portal between any of the towers you have left behind.

Fortress Adornments:

You can purchase as many adornments for your fortress with each adding to the decor of your fortress.

Assortment of Musical Instruments - Free (Requires "Dining Hall")

You gain an assortment of musical instruments including a Piano, a Harp and a Drum with your minions being able to use them to play music.

Flowers -50 CP

Your Fortress is now adorned with a number of flowers that put those who see them at ease.

Fire Bowl -50 CP

Your fortress contains a number of Bowls containing eternally burning white flames. These fires can not burn but do slightly increase the power behind any light or neutral magic you cast.

Grand Fire Bowl -50 CP (Requires "Fire Bowl")

The Bowls in your fortress are now enhanced with the fires now giving your light and neutral magic a moderately increase in power.

Skull Fire Bowl -50 CP

Your fortress contains a number of Bowls containing eternally burning black flames. These fires can not burn but do slightly increase the power behind any dark magic you cast.

Grand Skull Fire Bowl -50 CP (Requires "Skull Fire Bowl")

The Bowls in your fortress are now enhanced with the fires now giving your dark magic a moderately increase in power.

Girl Statues -50 CP

Your fortress now contains a number of statues that make servants and mistresses feel more comfortable when in your fortress.

Chimera Statues -50 CP

These statues of powerful beasts slightly enhance the general power of any of your mounts.

Golden Chimera Statues -100 CP (Requires "Chimera Statues")

These statues of powerful beasts moderately enhance the general power of any of your mounts.

Dogs of Hell Statues -50 CP

These statues of demonic beasts slightly enhance the power behind any of your minions' attacks.

Golden Dogs of Hell Statues -100 CP (Requires "Dogs of Hell Statues")

These statues of demonic beasts moderately enhance the power behind any of your minions' attacks.

Guardian Statues -50 CP

These statues of powerful warriors slightly enhance the durability of any of your minions' defences.

Golden Guardian Statues -100 CP (Requires “Guardian Statues”)

These statues of powerful warriors moderately enhance the durability of any of your minions' defences.

Demon Statues -50 CP

These statues of demonic warriors slightly enhance the range of any of your minions' attacks.

Golden Demon Statues -100 CP (Requires “Demon Statues”)

These statues of demonic warriors moderately enhance the range of any of your minions' attacks.

Nightmare Master Statue -200 CP

Your fortress now contains a number of statues of the Overlord and their Nightmare Steed. This statue passively gives a slight enhancement to all of the abilities of the Overlord and their Nightmare Steed.

Wolf Rider Statues -100 CP (Free with “Minion Steeds Statues”)

Your fortress now contains a number of statues of the Brown Minions and their Wolf Steeds. This statue passively gives a slight enhancement to all of the abilities of Brown Minions and their Wolf Steeds.

Salamander Rider Statues -100 CP (Free with “Minion Steeds Statues”)

Your fortress now contains a number of statues of the Red Minions and their Salamander Steeds. This statue passively gives a slight enhancement to all of the abilities of Red Minions and their Salamander Steeds.

Spider Rider Statues -100 CP (Free with “Minion Steeds Statues”)

Your fortress now contains a number of statues of the Green Minions and their Spider Steeds. This statue passively gives a slight enhancement to all of the abilities of Green Minions and their Spider Steeds.

Dolphin Rider Statues -100 CP (Free with “Minion Steeds Statues”)

Your fortress now contains a number of statues of the Blue Minions and their Dolphin Steeds. This statue passively gives a slight enhancement to all of the abilities of Blue Minions and their Dolphin Steeds.

Ostrich Rider Statues -100 CP (Free with “Minion Steeds Statues”)

Your fortress now contains a number of statues of the Yellow Minions and their Ostrich Steeds. This statue passively gives a slight enhancement to all of the abilities of Yellow Minions and their Ostrich Steeds.

Unicorn Rider Statues -100 CP (Free with “Minion Steeds Statues”)

Your fortress now contains a number of statues of the Pink Minions and their Unicorn Steeds. This statue passively gives a slight enhancement to all of the abilities of Pink Minions and their Unicorn Steeds.

Minion Steeds Statues -600 CP

Whenever your minions gain a Steed you will gain a statue that passively gives a slight enhancement to all of the abilities of that Minion type and their Mounts.

Buttress Spikes -50 CP

The arching extensions of your fortress now have spikes on them. Anyone who sees these spikes will find their appreciation of you slightly increased.

Buttress Fang Spikes -50 CP (Requires “Buttress Spikes”)

The spikes of the arching extensions of your fortress are now altered to have jagged fang like extensions. Anyone who sees these spikes will find their fear towards you slightly increased.

Buttress Obsidian Spikes -50 CP (Requires “Buttress Spikes”)

The spikes of the arching extensions of your fortress are now altered to have beautiful gem-like extensions. Anyone who sees these spikes will find their attraction towards you slightly increased.

Crown Tip -50 CP

The tip of your fortress is now bestowed with a resplendent crown which causes anyone who sees it to slightly increase their respect for you.

Greater Crown Tip -100 CP (Requires “Crown Tip”)

The tip of your fortress is now bestowed with a resplendent crown which causes anyone who sees it to greatly increase their respect for you.

Fang Tip -50 CP

The tip of your fortress is now bestowed with a terrible set of fangs which causes anyone who sees it to slightly lower their belief in their capabilities in fighting you.

Greater Fang Top -100 CP (Requires “Fang Tip”)

The tip of your fortress is now bestowed with a terrible set of fangs which causes anyone who sees it to greatly lower their belief in their capabilities in fighting you.

Fortress Walkway:

You can use this section to purchase what flooring your Fortress has.

You may only purchase 1 Walkway type unless the walkway has a requirement.

Stone - Free

Your fortress has plane stone walkways with no additional effects.

Fur Rugs -50 CP

Your fortress now contains a number of Fur rugs that heightens your senses and gives you a boost to your tracking capabilities.

Golden Marble Walkway -50 CP

Your fortress now contains a number of Gold tinted Walkways that doubles any gold the Overlords gains.

Leaf Rugs -50 CP

Your fortress now contains a number of magical rugs weaved out of magical leaves which magically emphasise your best features making you seem more attractive and boosting any social actions you perform.

Red Carpet -50 CP

This elegant red carpet enhances your Magical energy boosting your maximum reserves by 30% and allows you to regenerate 5% of your maximum mana per minute.

White Marble Walkway -100 CP (Requires "Red Carpet")

This glossy white marble has magical enhancements that boost your Magical energy so that your maximum reserves is doubled and your mana regenerates 30% of its maximum amount per minute.

Black Carpet -50 CP

This lovely black carpet enhances your life energy, boosting your maximum health reserves by 30% and allows you to regenerate 5% of your maximum health per minute.

Black Marble Walkway -100 CP (Requires "Black Carpet")

This Obsidian black marble has magical enhancements that boost your life energy so that your maximum health reserves is doubled and your health regenerates 30% of its maximum amount per minute.

Fortress Throne:

You can use this section to purchase what type of Throne you have.

You may only purchase 1 Throne type unless the Throne has a requirement.

Imperial Throne -50 CP

This eye catching throne slightly enhances your understanding of your subordinates capabilities and needs slightly improving your leadership capabilities.

Greater Imperial Throne -100 CP (Requires “Imperial Throne”)

Your now ornate and impressive throne greatly enhances your understanding of your subordinates, their capabilities and their needs, thereby greatly boosting your leadership skills.

Throne of Darkness -50 CP

This skull adorned throne twists the feelings within all your subordinates making their feelings of submission towards you grow and slightly reduces the likelihood of any resistance against you.

Greater Throne of Darkness -100 CP (Requires “Throne of Darkness”)

Your now dark and twisted throne emanates a terrible dominance and authority making all those who serve you feel a powerful feeling of submission towards you.

Hunters Throne -100 CP

This savage throne adorned with the remains of your hunts forces feelings of intimidation and fear of you towards anyone who might challenge you, moderately reducing their confidence.

Serpent Throne -100 CP

This gold plated and serpent themed throne stimulates your creativity and understanding of each situation thereby moderately enhancing your cunning.

Mystic Throne -100 CP

This magical throne stimulates your mind and draws unclaimed knowledge from your lands allowing it to moderately boost your intelligence.

Fortress Banner:

You can now adorn your fortress with upto 3 types of banner each of which are able to channel part of the Fortress Hearts power towards you in different ways.

Overlord Banner -50 CP (Free For Warrior)

This red and gold banner depicts your Overlord helmet with it extending your maximum health by a third.

Minion Banner -50 CP (Free For Warlord)

This orange and brown banner depicts a minions skull while in use it will increase the maximum number of minions you can command by 5.

Evil Eye Banner -50 CP (Free For Wizard)

This blue and purple banner depicts the evil eye of magic with it extending your maximum mana by a third.

Serpent Banner -50 CP (Free For Wretch)

This green and gold banner allows your weapons to automatically coat themselves with poison that will slowly kill any living creature you strike with it.

Gauntlet Banner -50 CP (Free For Wanderer)

This Purple and brown banner depicts your Overlord gauntlet and increases the amount of lifeforce you absorb any 1.



Triumph Banner -50 CP

This white and gold banner depicts a winged bird skull and boosts the maximum amount of mana you have by a third and regenerates 10% of your maximum mana per kill.

Skull Banner -50 CP

This black and grey banner depicts a skull and boosts the maximum amount of health you have by a third and regenerates 10% of your maximum health per kill.

Fur Banner -50 CP

This animal fur banner depicts a wolf and enhances your physical strength.

Gilded Banner -50 CP

This silk and gold banner depicts a spider and enhances your physical speed.

Efferial Banner -50 CP

This animal fur banner depicts a salamander and enhances your physical durability.

Weapons and Armor:

Your weapons and Armor are custom forged in your fortress. We wouldn't dream of giving you any old steal-me-downs.

All origins gain **+200 CP** to spend in the Weapons and Armor section with the **Warrior** Origin gaining an extra **+400 CP** and the **Wanderer** Origin gaining an extra **+100 CP**.

Materials:

This option allows you to make a one time purchase for the materials your weapons and armour are made from with each armour and weapon set changing depending on your alignment.

With each purchase you also gain 10 Ingots of that material once every week.

Steel - Free

This is the bare bones material you can make your weapons and armour from, it is able to hold 1 magic enchantment and changes its appearance depending on the level of your corruption.

Durium -100 CP (Requires "Steel")

This metal is better than Steel as it is more durable and allows the user to put more minion Lifeforce into it allowing it to hold 3 magic enchantments.

Arcanium -100 CP (Requires "Durium")

This is the most powerful material you can use, it has the highest durability even without enchantments however Arcanium can hold an immense amount of lifeforce meaning that it can hold every enchantment in this document.

Weapons:

As an Overlord you may select what weapon you wish to wield and the magic that runs through it. For **Free** you may select 1 of the following Weapons, **The Minion Axe**, **The Mad Batter** or **The Smooth Slicer**.

The Minion Axe -50 CP

This Axe was designed as a balance between power and speed, and as such it is a nice middle ground between the sword and mace, it's a well-balanced weapon for well-balanced carnage.

The Mad Batter -50 CP

This Mace does more damage than a Sword or an Axe but is also a slower weapon to swing. You'll be knocking them senseless with this little evil beauty.

The Smooth Slicer -50 CP

This Sword is faster than the Axe or Mace but isn't as powerful as them allowing its extra sharp blade to shred through enemies in a short amount of time.

Weapon Enchantments:

What use is a piece of metal when it can be a magical piece of metal in this Section you can purchase enchantments for your weapon.

The Pocket Knife -50 CP

You can summon and unsummon your weapon to your hand at will.

The Shifting Hilt -100 CP

With this enchantment you can purchase additional weapons and give them to your first weapon as an Alt-Form allowing you to purchase their enchantments for your weapon.

Axe Enchantments:

These enchantments are exclusive to **The Minion Axe**.

The Berserker - Free

With each swing of this Axe you can choose to perform a spin attack that allows you to become the centre of a whirlwind of destruction.

The Fervid Axe -50 CP

When striking your enemies with this Axe you will deal them additional Fire Damage.

The Executioner -50 CP

You will cause extra damage on both prone and power strikes, this is an axe so good that it practically does the smiting for you.

The Axe of Confusion -100 CP

When hitting your foes with this Axe it will send them fleeing before you.

The Reaper -100 CP

Don't fear it, although your enemies will as this beast of an axe steals health.

Mace Enchantments:

These enchantments are exclusive to **The Mad Batter**.

The Big Chill - Free

When striking an enemy with this mace it has a chance to freeze them solid for a few seconds, preventing them from moving but also improving their defence while they are frozen.

The Mace of Doom -50 CP

This will send your foes flying on your Power Strikes.

The Beast Master -50 CP

With a poisonous sting in the tail this mace will have you unleashing the beast within.

The Stormbringer -100 CP

Unleash the power of the storms and literally stun your foes.

The Apocalyptor -100 CP

Unleash hell. — Hell does not seem to be what it used to be, though. Inflicts fire damage, with a small explosion on the third strike.

Sword Enchantments:

These enchantments are exclusive to **The Smooth Slicer**.

The Chopper - Free

This blade can slice at enhanced speed, with it doing extra damage on directional strikes.

The Azure Sword -50 CP

Crafted from the fur of a lucky dragon, this sword does Magic Damage and increases the luck of the wielder.

The Scorcher -50 CP

Forged with the entrails of an unlucky dragon, this sword does bonus fire damage and lowers the enemies luck with each strike.

The Sword of Life-Stealing -100 CP

This hungry blade heals you by hurting your foes.

The Warlock -100 CP

This sinister and most bloodthirsty sword restores Mana as a successful kill.

Apparel:

You must look the part of an Overlord, Sire, and how better to show your power than by what you wear.

Minion Helmet - Free

A solid piece of headgear that protects your head and brings out the glow in your eyes.

Minion Armour - Free

An Overloading Classic which never goes out of style.

Cape - Free

This torn and damaged old cloth is an ordinary cape without any abilities though I suppose you could use it as a blanket if you needed to, Sire.

Apparel Enchantments:

Why stick with just a piece of cloth or metal when you can make it magical?

Helmet Enchantments:

Your helmet is deeply connected to the Fortress Heart allowing it to be used to contact you regardless of where you are.

The Evil Eye -50 CP

Each lifeforce absorbed counts for two while this helmet protects the evil brain.

The Infernal Commander -50 CP

Increases your horde size and your defence. And I bet you thought it was just a hat! +5

The Harvesting Helmet -100 CP

The Harvesting Helmet doubles the amount of Lifeforce you will harvest. It also gives a +5 maximum horde size as an added bonus.

Armour Enchantments:

All dark lords need a sturdy suit to intimidate their enemies and cow toe the masses into line

Elemental Armour -50 CP

This practical, yet elegant, armour provides resistance to not only the elements as in the weather protecting it from rain, snow and sandstorms but also halves the damage taken from elemental attacks.

The Armour of Fire -50 CP

An armour with a burning deSire, to protect its wearer, getting attacked in this armour will cause those foolish enough to try and harm you to burst into flames.

Infernal Armour -100 CP

What any self-respecting Overlord should be wearing in the middle of an apocalyptic show-down. This armour also acts as a life upgrade, passively regenerating your Health and Mana by approximately 1% of your maximum per second.

Cape Enchantments:

The Colour of your cape heightens the intention of your banner showing everyone what you stand for.

Red -50 CP (Free For Warrior)

This vibrant red cape fills you with magical health, while wearing this cape you gain extra health.

Orange -50 CP (Free For Warlord)

This dirty orange cape gives others a feeling of respect towards you, while wearing this cape you can summon an additional 5 Minions.

Blue -50 CP (Free For Wizard)

This soothing blue cape fills you with magical power, while wearing this cape you gain extra mana.

Green -50 CP (Free For Wretch)

This sickly Green cape allows you to surround yourself in a cloud of green gas which will make any other than you who breathe it in slightly weaker.

Purple -50 CP (Free For Wanderer)

This ethereal purple cape will grasp at lifeforce splitting them in two so that every absorbed lifeforce counts as two.

White -50 CP

This almost glowing white cape is able to drain mana from your opponents allowing you to drain a small amount of mana whenever you harm something.

Black -50 CP

This dark and edgy cape allows you to drain some of the damage you do so that you gain a small amount of health each time you harm something

Fur -50 CP

This comfortable fur cape heightens your senses and gives you a small boost to your tracking capabilities.

Gilded -50 CP

This regal and valuable gold lined cape seems to be a magnet for money as any gold you gain is somehow doubled.

Efferial -50 CP

This clearly magical cape highlights your best features making you seem more attractive and boosting any social actions you perform.

Steal-Me-Downs:

This section allows you to customise the default equipment each of your minions have when summoned. **You can exchange CP for SP at a rate of 50 CP to 60 SP.**

Minion Helmets:

Weak Helmets -10 SP

Your minions are automatically equipped with helmets that boost their defence by 10%, these include Breakable pumpkins and Berets.

Fragile Helmets -10 SP (Requires “Weak Helmets”)

Your minions are automatically equipped with helmets that boost their defence by 20%, these include Frying Pans, Saucepans and Peasant Hats.

Minor Helmets -10 SP (Requires “Fragile Helmets”)

Your minions are automatically equipped with helmets that boost their defence by 30%, these include Spiked Steel Helmets, Pots and Rat Skulls.

Notable Helmets -10 SP (Requires “Minor Helmets”)

Your minions are automatically equipped with helmets that boost their defence by 40%, these include Slick Steel Helmets and Stag Skulls.

Moderate Helmets -10 SP (Requires “Notable Helmets”)

Your minions are automatically equipped with helmets that boost their defence by 50%, these include Bull Nose Rings, Chef's Hats and Bird Skulls.

Durable Helmets -10 SP (Requires “Moderate Helmets”)

Your minions are automatically equipped with helmets that boost their defence by 60%, these include Rat's Skin Hats and Boar Skulls.

Strong Helmets -10 SP (Requires “Durable Helmets”)

Your minions are automatically equipped with helmets that boost their defence by 70%, these include Steel Helmets, Knight Helmets and Red Hood.

Deadly Helmets -10 SP (Requires “Strong Helmets”)

Your minions are automatically equipped with helmets that boost their defence by 80%, these include Theatre Masks, Mining Helmets, Slug Heads and Eagle Helmets.

Powerful Helmets -10 SP (Requires “Deadly Helmets”)

Your minions are automatically equipped with helmets that boost their defence by 90%, these include Ninja Masks and Heavy Steel Helmets.

Golden Helmets -10 SP (Requires “Powerful Helmets”)

Minions are automatically equipped with Golden Helmets that boost their defence by 100%.

Minion Armor:

Weak Armor -10 SP

Your minions are automatically equipped with Leather Left Glove and Right Cuisse that boost their defence by 10%.

Fragile Armour -10 SP (Requires “Weak Armour”)

Your minions are automatically equipped with Leather Vest, Iron Left Greave that boost their defence by 20%.

Minor Armor -10 SP (Requires “Fragile Armour”)

Your minions are automatically equipped with Leather Right Bracer and Left Cuisse that boost their defence by 30%.

Notable Armor -10 SP (Requires “Minor Armor”)

Your minions are automatically equipped with Leather Right Pauldron that boost their defence by 40%.

Moderate Armor -10 SP (Requires “Notable Armor”)

Your minions are automatically equipped with Iron Right Greaves that boost their defence by 50%.

Durable Armor -10 SP (Requires “Moderate Armour”)

Your minions are automatically equipped with Iron Left Pauldron and Right Gauntlet that boost their defence by 60%.

Strong Armor-10 SP (Requires “Durable Armour”)

Your minions are automatically equipped with Iron Right Pauldron that boost their defence by 70%.

Deadly Armour-10 SP (Requires “Strong Armor”)

Your minions are automatically equipped with Left Iron Gauntlet and Spine Plates that boost their defence by 80%.

Powerful Armour-10 SP (Requires “Deadly Armour”)

Your minions are automatically equipped with Greater Left Iron Gauntlet and Back Plates that boost their defence by 90%.

Golden Armor -10 SP (Requires “Powerful Armor”)

Your minions are automatically equipped with Gold Gauntlets and Back Plates that boost their defence by 100%.

Minion Weapons:

By default Brown Minions will carry wooden clubs whereas all other minions will be unarmed.

Weak Weapons -10 SP

Your minions are automatically equipped with weapons that boost their offensive capabilities by 10%, these include Hatchets, Sickles and Short Sword.

Fragile Weapons -10 SP (Requires “Weak Weapons”)

Your minions are automatically equipped with weapons that boost their offensive capabilities by 20%, these include Rolling Pins, Maces, Daggers and Stone Hammers.

Minor Weapons -10 SP (Requires “Fragile Weapons”)

Your minions are automatically equipped with weapons that boost their offensive capabilities by 30%, these include Pickaxe, Pitchforks and Long Sickles.

Notable Weapons -10 SP (Requires “Minor Weapons”)

Your minions are automatically equipped with weapons that boost their offensive capabilities by 40%, these include Glaives, Skull Staffs and Cleavers.

Moderate Weapons -10 SP (Requires “Notable Weapons”)

Your minions are automatically equipped with weapons that boost their offensive capabilities by 50%, these include Bows and Unicorn Horns.

Durable Weapons -10 SP (Requires “Moderate Weapons”)

Your minions are automatically equipped with weapons that boost their offensive capabilities by 60%, these include Zombie Arms and Shovels

Strong Weapons -10 SP (Requires “Durable Weapons”)

Your minions are automatically equipped with weapons that boost their offensive capabilities by 70%, these include Greater Zombie Arms and Silver Daggers

Deadly Weapons -10 SP (Requires “Strong Weapons”)

Your minions are automatically equipped with weapons that boost their offensive capabilities by 80%, these include Crossbows with Bayonets and Single-Bladed Axes.

Powerful Weapons -10 SP (Requires “Deadly Weapons”)

Your minions are automatically equipped with weapons that boost their offensive capabilities by 90%, these include Double-Bladed Axes and Ninja Blades.

Golden Weapons -10 SP (Requires “Powerful Weapons”)

Your minions are automatically equipped with weapons that boost their offensive capabilities by 100%, these include Golden Axes, Golden Scimitars and Golden Halberds.

Spells:

All origins gain **+200 CP** to spend in the Spell section with the **Wizard** Origin gaining an extra **+400 CP** and the **Wanderer** Origin gaining an extra **+100 CP**.

Spells with the **Dark** Suffix an their upgrades can be cast separately or combined with their non-dark version of the spell.

When combined the spell's effects are combined and boosted dramatically.



Energy Spike -50 CP (Free with “Evil Presence”)

A basic spell that first a bolt of destructive lightning directly at your foes that deals moderate damage with a small mana cost. If purchased with “**Evil Presence**” this spell line can be used with “**Evil Presence**” to combine and boost their effects dramatically.



Chain Lightning -50 CP (Requires “Energy Spike”, Free with “Evil Presence”)

A single cast will launch a lightning bolt that hits the nearest foe before arcing to multiple other enemies in the vicinity, it deals moderate damage but has a high mana cost.



Power Drain -100 CP (Requires “Chain Lightning”, Free with “Evil Presence”)

A spell produces a lightning bolt that transfers a portion of the damage that it inflicts back to the caster allowing them to gain health back, relative to the damage dealt to a single foe.



Lightning Whip -100 CP (Requires “Chain Lightning”, Free with “Evil Presence”)

This spell is an extension of the Evil Presence which allows you to lash out at close range opponents wrapping them in Lightning allowing you to cripple enemies and kill small creatures such as vermin, birds, and Gnomes in a single strike.



Fireball -50 CP (Free with “Magic is clean carnage”)

A short-ranged spell that sets the target on fire, dealing minimal damage.



Flamethrower -50 CP (Requires “Fireball”, Free with “Magic is clean carnage”)

A medium-ranged spell that sets the target on fire, dealing a fair amount of damage.



Inferno -50 CP (Requires “Flamethrower”, Free with “Magic is clean carnage”)

A medium-ranged spell that will set fire to anything in the area of effect and cause significant damage.



Combustion -100 CP (Requires “Flamethrower”, Free with “Magic is clean carnage”)

A medium-ranged spell that will harm and set fire to only enemies in the area of effect and cause significant damage.

 Slow -50 CP

A spell that slows the advance of your enemy and you deal more damage upon them.

 Confusion -50 CP (Requires “Slow”)

A spell that makes your enemies attack a random enemy, meaning they may attack the Overlord, the minions, or anything else that is breathing.

 Betrayal -50 CP (Requires “Confusion”)

A spell that causes your enemies to attack each other, thus saving you the trouble. Used by High Corruption Overlords.

 Submission -100 CP (Requires “Confusion”)

A spell which stops your enemies from attacking you and your minions. Used by Low Corruption Overlords.

 Dark Slow -150 CP

This Spell reduces the movement and attack speed of approaching enemies, allowing you to dispatch them at a more leisurely pace. It is ideal against high damage creatures.

 Dark Petrification -100 CP (Requires “Dark Slow”)

This Spell turns enemies to stone for a short period of time and reduces their resistance to blunt attacks allowing your minions to literally shatter them.



Shield -50 CP

A spell that forms a protective barrier around the Overlord, preventing enemies from dealing damage upon him.



Shock Shield -50 CP (Requires "Shield")

A spell that forms a protective barrier around the Overlord, in addition to dealing damage to any enemy who attempts to deal damage to him.



Infernal Shield -50 CP (Requires "Shock Shield")

The Infernal Shield is very mean. He'll stun, burn and generally disintegrate everything he can. A spell that forms a protective barrier around the Overlord, in addition to dealing a large amount of damage to any enemy who attempts to deal damage to him. Used by High Corruption Overlords.



Sanctuary -100 CP (Requires "Shock Shield")

A spell that creates an unbreakable shield but deals zero damage to enemies. Used by Low Corruption Overlords.



Dark Shield -150 CP

A spell that reduces the damage that you and nearby minions are dealt. It is a constant cast spell which drains mana slowly.



Dark Transmogrify -100 CP (Requires "Dark Shield")

You can use this spell to temporarily transform any enemy who attacks your shield into a sheep for a limited time, allowing you to attack them with greater ease. The mana cost for this spell increases with the number of transformed targets.



Frenzy -50 CP

A spell that increases the amount of damage the Overlord's minions do. And according to Gnarl, it also increases their health as well as armour.



Berserk -50 CP (Requires "Frenzy")

A spell that largely increases the amount of damage your minions do, along with causing them to attack anything, whether they are a friend, foe, or object.



Legion of Terror -50 CP (Requires "Berserk")

A spell that gives your minions a significant boost to damage but makes them attack everything around them, and makes enemies run in fear.



Legion of Honour -100 CP (Requires "Berserk")

A spell that gives your minions a significant boost to damage and will only attack enemies.



Dark Frenzy -150 CP

A spell that is great for parties as it sends your minions crazy causing the Minions to power up and scatter in a whirlwind of destruction, attacking everything in sight. In addition to increasing the damage, your minions are uncontrollable. It is a constant cast spell which drains mana slowly.



Dark Halo -100 CP (Requires "Dark Frenzy")

This Spell boosts all minions with an offensive and protective enchantment while allowing them to unleash mighty earth-shattering shockwaves.



Dark Minion -100 CP (Requires "Dark Frenzy")

You can grab the closest minion to you and channel the spell's power into them, imbuing it with dark energy. Releasing the spell before the minion is overcome with power turns it into a minion missile! The minion will gain a speed bonus as it shoots towards the nearest target and explodes. The type of explosion depends on the type of minion used:



— Knock back+Massive damage



— Fire damage



— Poison damage



— Magical stun

Companions:

Minions love destruction and will smash anything they can get their grubby little claws on
All origins gain **+200 CP** to spend in the Companions section with the **Warlord** Origin gaining an extra **+400 CP** and the **Wanderer** Origin gaining an extra **+100 CP**.

Recruits:

Inferna -50 CP (Free for Warrior)

This Neherghul was a legendary human warrior who met her gruesome end at the hands of rock trolls, she has the **Free** perks and items as well as those that would **Free** for the **Warrior** Origin.

Cryos -50 CP (Free for Warlord)

This Neherghul was a Dark Elf prince who died at the hands of Harken, with the two executing killing blows on the other at the same time, he gains the **Free** perks and items as well as those that would **Free** for the **Warlord** Origin.

Cryos -50 CP (Free for Wizard)

This Neherghul was

Malady is a human necromancer who sacrificed her own life and sent a wave of dark energy to kill many others, she gains the **Free** perks and items as well as those that would **Free** for the **Wizard** Origin.

Hakon -50 CP (Free for Wretch)

This Neherghul was a Dwarf rogue who died at the hands of Cryos with the two executing killing blows on the other at the same time, he gains the **Free** perks and items as well as those that would **Free** for the **Wretch** Origin.

Thalya -50 CP (Free for Wanderer)

This a Dark Elf Sorceress, well she's not one of our Neherghul's but she has been the long standing minion of another dark lord so she does gain the **Free** perks and items as well as those that would **Free** for the **Wanderer** Origin.

Canon - Free/-50 CP

Any canon character you convince to travel with you without mentally altering or manipulating them will do so for **Free**.

By spending **-50 CP** you can have any character pre convinced to join you.

Evil Presence - Booster

You can now convert anyone you Dominate with your Evil Presence into a Fiatbacked companion.

Import -50/200 CP

For **-50 CP** you can import any companion with **+600 CP** to spend in the perks or items sections. You can bulk import **8** companions for **-200 CP**.

Named Minions:

Not all minions are created equal, Sire, here you may gain some named minions who each have special advantages.

Gnarl - Free

Of course I come standard with the occupation of Overlord as you know I am the minion master, adviser to the Overlord and I keep those feckless moronic minions in line. Don't worry, Sire, I am completely loyal and would never plot your demise in a power grab which continues the never ending cycle of good and evil.

Jester +50 CP

Oh please master not that fool I've been trying to get rid of him since the first Overlord conquered Castle Gromgard. The only good thing about him is how far you can kick him.

Blaze -50 CP

Blaze is an elite Special Forces red minion. His Fireballs are far more potent than a regular Red minion's and he can throw a Huge Highly Explosive Fireball. Should he be put in charge of the reds their fireballs will all become 20% more powerful.

Dobby -50 CP

This odd minion is clearly a brown but despite that he has more magic than most blues, he is also lacking in the death and destruction department, preferring to cook and clean, at least he knows how to properly punish himself. If purchased your Fortress will always be clean and free of dust.

Gash -50 CP

Gash is a brown minion and the overseer of the Battle Rock Arena, he wears a black executor mask and wields an axe. If purchased with the **Battle Rock Arena** you receive 20% extra rewards when battling in the Battle Rock Arena.

Giblet -100 CP

Giblet is a brown minion who has been both a Forge Master and an elite member of Special Forces as an elite melee fighter. Giblet is durable and tough and likes nothing better than to break things, kill things, or jump up and down on them, preferably all at the same time. His technique lacks finesse, but it gets the job done. If you have purchased the **Forge** then all smithed equipment will be 20% more powerful and you put him in charge of the browns they will be 20% more durable.

Grubby -50 CP

Grubby is one of the Browns, supporting the Overlord in his capacity as minion Digger. These minions tunnel up from the Netherworld to the surface, allowing the Netherworld gates to be exposed. If purchased with the **Mine** digging speed in the mine is increased by 20%.

Grub -100 CP

Grub is the Minion Tailor. He is a Green responsible for providing the Minions with hats and sells their everything from goblin helmets to cook chef hats.

If you purchase **Grub** all **Steal-Me-Downs** give double the boost they otherwise would.

Mortis - CP

Mortis is an unique and aged blue minion, Sire, as he prefers to look after the dead rather than creating new corpses. He served under the Infernal God and oversaw all the events that caused the downfall of the previous Overlord's Empire. He is, like all other minions, unwaveringly loyal to you the Overlord, and has improved resurrection abilities. If you have Morris and the

Graveyard all redirections are half price.

Oswald -100 CP

This fool thinks he can take up my mantle of minion master, he's nothing but an overgrown rabbit. If you were foolish enough to pick this moron as the minion master he would boost all minion abilities by 20% and would be "loyal" to you. What a wretched fool he is not worthy to clean my corpse collection.

Ricket -50 CP

Ah Ricket is a rare female Minion, I honestly didn't know we could be female, she is a young minion and is a talented blacksmith. The colour of her skin suggests that she is part of the Greens but she somehow has hygiene and hair, steam-punk goggles, a leather smith's apron and a large hammer. Honestly if I didn't know she was real I would think she was Gible's Mary Sue fanfic. If you have purchased the **Forge** then all smithed equipment will be 30% more powerful.

Stench -50 CP

Stench is a Green and a member of the elite Special Forces Team. Stench has most of the skills of a regular green minion, he is a skilled melee fighter and he is able to emit a noxious poisonous gas from his mouth. Unlike most green minions Stench does not need a guard marker to turn invisible and he can walk quickly without leaving stealth mode.

Should he be put in charge of the greens their stealth and backstab abilities will be 20% more powerful.

Zap - CP

Zap is one of the Blues and a member of an elite Special Forces Team. He has also been seen creating blue balls of magical energy and generating Magical Electricity between his hands, though he has never actually demonstrated these powers during the Kindred Revival crisis.

Should he be put in charge of the blues their healing magic and offensive abilities will be 20% more powerful.

Minion Hives:

This is the spawning pit, Sire, where new minions are born any Minion Hives purchased here will produce Minions twice as powerful as those you can collect in Jump.

Black Minions Hive -50 CP

These stony Black Minions tend to be quite a bit larger than the regular Minions in fact they are quite close to the size of an Overlord. Black Minions, despite their improved strength and size, tend to be fairly slow and struggle to fit through the gaps that other minions find easy to traverse.

Blues Minions Hive -50 CP (Free with “A Splash of new evil to darken the place up”)

The Blue's minds appear to be on a different plane of existence half the time. When they do decide to join us on this one, their healing and magical-damage skills can be most useful. They can resurrect fallen Minions during battle, but Blues are quite fragile, so position them carefully.

Brown Minions Hive -50 CP (Free with “To smash crush and slay”)

Browns are the toughest of all the Minions. They're never ones to shy away from a fight. In fact, it's quite difficult to get them to stop! Such is their dedication to the fight that Browns can also use many different objects as weapons.

Grey Minions Hive -50 CP

Master Grey's tend to be little better than overgrown pigeons, leaving a mess all over. Grey's are the only minions able to actually fly, not well mind you but they can, allowing them to attack as the crow flies. Grey's are also able to lift enemies in the air in order to drop them however the larger the enemy the more grey's will be required.

Greens Minions Hive -50 CP (Free with “The slime the stagnant Oder it's all so homely”)

Greens can do a great deal of damage if you attach them to an enemy's back. They aren't terribly hygienic I'm afraid. But they are good at sneaking up on things. Use them to guard an area, and they're practically invisible. As long as the enemies don't notice the smell!

Orange Minions Hive -50 CP

Orange's tend to find it difficult to keep themselves together and to stay out of my drinks. Orange, though not much for fighting, are quite resistant to physical attacks and are able to use their slimy abilities to move through small gaps including cages, sewer grates and doorframes.



Pink Minions Hive -50 CP

Why are the Pink minions so Fluffy and Cutified? Ugh... despite their appearance they are at least still loyal and evil even if all forms of magic detect them to be good. The Pinks are immune to evil targeting magic being picked up as good whenever they are karmically tested.



Purple Minions Hive -50 CP

Purples can be quite the airheads but I suppose it's hard not to be when you're mostly made of foul smelling gas. These Ghostly Purples can float and pass through solid objects with them only being harmed by magical attacks. Unfortunately as they lack a physical form they are only able to mental psionic attacks meaning they can't interact with physical objects and can not harm those without a mind, I wonder if this mean's Gibby is immune to their attacks?

Rainbow Minion Hive -50 CP

These constantly colour shifting minions are a little odd, Sire, they aren't much for fighting but are damn good at taking the hits. For a short period of time Rainbow minions are able to dance, distracting foes and become impervious to harm. Well at least I think they one time Stu's parachute pants didn't go off, but then again he might have been flailing not dancing.

Red Minions Hive -50 CP (Free with "You can burn them all the same")

Reds aren't particularly hardy, so you mustn't let enemies get too close to them, Sire. But use them in a horde, and that's a different story — a story full of flames and burning and screaming! Ahhh, it's good to have them back, maybe I can get a hot meal now!

White Minions Hive -50 CP

White's tend to be quite useful when cleaning a mess Sire, they can create bubbles to throw at others or wrap around themselves and other nearby minions. These bubbles not only wash away stubborn stains they also act as shields protecting against attacks but when thrown are able to injure their targets and hinder their movements.

Yellow Minions Hive -50 CP (Free with "Yellow Minions?")

Yellows may have a striking resemblance to an overgrown rat but they do have some shocking uses. Yellows are incredibly quick and able to perform electrical attacks that may temporarily paralyse their enemies. They are also useful as an emergency night light and power supply.



Mounts:

Of course, Sire, you need someone to stash your noble steed and the animals your minions ride.

Nightmare -100 CP (Free with “Nightmare Master Statue”)

A beast fit for an Overlord this burning stallion, has a muscular warhorse-like exterior, fangs like vipers, and spouts orange fire when their manes.

Wolf Den -50 CP (Free with “Wolf Rider Statues”)

No one is going to worship you from inside a wolf's stomach, Sire, but they will fear you when they see others being turned into dog chow. Brown minions can ride them as mounts, lovingly calling them "Good Wolfy".

Salamander Pit -50 CP (Free with “Salamander Rider Statues”)

These lovely lizards have radical possibilities as they can roll up into a ball to roll across ramps and do kick flips and Ollie's and other rude dude skater tricks.... Ok I don't know anything about skater tricks but the reds do me that's why they ride them as mounts.

Spider Web -50 CP (Free with “Spider Rider Statues”)

These Spiders know how to stick to the winning side as they can produce webs and can climb walls. They also give a considerable boost to the fighting prowess of the Greens when being used as mounts.

Dolphin School -50 CP (Free with “Dolphin Rider Statues”)

What lovely little creatures can swim up waterfalls and across whirlpools that would otherwise rebuff their blue riders. When ridden their vicious bite and powerful strike boosts the offensive capabilities of the blues.

Ostrich Mound -50 CP (Free with “Ostrich Rider Statues”)

These shocking birds can glide allowing them to pass through certain obstacles and when ridden by the yellows they can bury their heads to make their electrical attacks a wide area attack.

Unicorn Glave -50 CP (Free with “Unicorn Rider Statues”)

Ugh these pure-hearted horses... no I can't do it, I will not stand around talking up these disgusting things. They are unicorns and the pinks ride them.

Dynamic Steeds -300 CP (Free with “Minion Steeds Statues”)

Well, Sire, you can't guess them all so whenever you get a new type of minion you will also gain a mount appropriate to that minion type.

Magical Menagerie:

Ooh, Sire, I didn't know you had an interest in magical pets. In this section you can purchase groups of respawning magical animals who will act towards you like a loyal pet should, following your commands and doing tricks just make sure to have treats and a pooper scooper.

You can convert **-50 CP** to gain **+150 BP**.

Beetle Collection -200 BP

Beetles are one of the most common creatures in the world, you can find them almost everywhere from forests to deserts. There are two types of Beetles in the world, Normal Beetles; they are completely harmless and will flee for anything that may squash them, and the Giant Beetles; larger and more aggressive than their small cousins and who will attack anything that enters their territory. All of the Giant Beetles species, with exception of the Battler Beetle, have the ability to launch fire, toxic gas or pressurised water from behind and launch themselves into the air.

With this purchase you gain the **Battler Beetle**, **Blaster Bug**, **Dazzler Beetle**, **Magma Beetle** and **Puff Beetle**.

Battler Beetle -50 BP

Battler Beetles are brown coloured beetles that are a common pest to farmers; these giant beetles can easily destroy an entire harvest if left unchecked. The Battler Beetle is the toughest of the Giant Beetle species but in return it lacks the ability to launch fire, toxic gas or pressurised water from its behind like the other varieties.

Beholder -200 BP

The Beholders are magical floating, eye-covered, tentacled beasts. They can teleport others into combat, and by the same token can teleport away anyone who goes directly beneath them.

Blaster Bug -50 BP

The biggest of the Beetles named after the fact they explode violently upon death, occasionally leaving behind their face. They emerge from sand pits when prey nears.

Boombo -50 BP

Boombo are flightless aquatic birds with large beaks and tiny brains that resemble large dodo birds and typically live in or near water, especially the swamps around Heaven's Peak. They all live together in small to large sized breeding colonies for mutual protection against predators and egg thieves. They are very aggressive, unintelligent, and are very protective of their eggs.

Boulder Beast -100 BP

Boulder Beast are armadillo-like creatures with rock hard backs that can roll up into a boulder and steamroll over anyone in its path. These creatures like rocky areas and they do like to sleep and maybe even be able to feel their way around the world, proven by the fact they can detect invisible greens and easily be woken up by the sound of a footstep of a dwarf landing on dirt.

Dazzler Beetle -50 BP

Dazzler Beetles are blue coloured beetles that live in or near watery areas. These beetles are weakest of all the beetle species, but no less dangerous. They thrive in or near areas with lakes and ponds, or in dark and dank caves with large amounts of moisture in the air. Dazzler Beetles have the ability to launch themselves in the air via pressurised water when surrounded.

Dragon -300 BP

Dragons are large, powerful winged creatures that breathe fire, despite nearing extinction they are the apex predator of any areas that they live in.

Duck - Free

Ducks are a small waterfowl with webbed feet and long, flat beaks.

Frog -50 BP

Frogs are amphibious creatures with long legs and webbed feet. They come in two varieties, each providing Lifeforce when killed. The more common small variety can be overcome easily. The rarer huge variety on the other hand can be a quite annoying opponent, using their large tongue to swallow at creatures in one attack.

Gingerbreadman -50 BP

Gingerbreadman are magical constructs created by Witches because they are made from a tasty snack they are weak but in groups they can be tough to beat.

Gnome - Free

These Tiny humanoid creatures have very large noses for their size and big pointed hats which may be part of their biology. There are four types of gnomes, which differ in the colour of their hats, the life force they drop and special abilities. While brown hats lack any specialties, red gnomes will perform suicide attacks on their enemies, green gnomes can climb trees and blue gnomes can swim.

Magma Beetle -50 BP

Magma Beetles are red coloured beetles with flames coming from their behinds. These fire beetles are attracted to heat or anything that burns and can usually be found in places that are quite warm and have a lot of fire or volcanic activity. Magma Beetles are constantly on fire, and under stress, will launch themselves into the air with a fiery blast, incinerating any minions close to them.

Magma Giant -200 BP

The Magma Giant is a variety of Rock Giant that is the same, except the size and the flame cover and he has magma cracks around his body.

Panda -50 BP

Pandas are large, fluffy bears that inhabit the Everlight Jungle. Pandas gorge themselves on bamboo and are ferocious if you start cutting it down. Besides that, they are perfectly neutral.

Peacock - Free

The Peacock is a bird found in the Empire Harbour and the Heartland. It is friendly, and will not attack others.

Phoenix -250 BP

The Phoenix is a massive avian creature covered in feathers that appear to be constantly ablaze. It befits its mythological traits in that it is capable of resurrecting itself from the ashes caused by its death, it has the ability to breath a stream of fire as well as to lay eggs that spawn Gnomes.

Puff Beetle -50 BP

Puff Beetles are green coloured beetles that are poisonous and bad tempered to boot. These beetles feed on poisonous plants that can be found in forests, jungles and caves. They are completely immune to many toxins and their poisonous bite can be fatal. Puff Beetles constantly emit green fumes and will launch themselves into the air with a poisonous cloud of gas when under attack.

Rock Giant -100 BP

Rock Giants are large humanoid creatures whose Skin is composed of thick, hardy, rock-like materials.

Salamander King -150 BP

The Salamander King is a large variant of the Salamanders, His body structure is similar to normal salamanders, but it also seems to closely resemble a T-Rex. This is due to the fact that the king walks on two large hind legs, unlike the other salamanders who walk on all fours. Another feature that makes him resemble a T-Rex is that he has small arms, and unlike normal salamanders with small yellow spines he has longer ones that resemble thick spikes.

Sandworm -200 BP

Sandworms are gigantic worm-like sub-terrain ambush predators hiding underneath the sands of the Ruborian Desert, they are cunning as they sense the vibrations underground waiting until unexpected prey comes near before striking with ferociously with their tentacle-like mouth which makes them the top predator of the Ruborian Desert.

The skin of a Sandworm is so thick and well armoured that it makes it nearly impossible to kill them with conventional weapons, even magical spells are completely useless against these creatures.

Seal -50 BP

These fluffy rats are creatures that live in and around Nordberg. Their eyes can see into your soul and as far as I'm concerned they need to be wiped out. Seal pups are small and covered in a white fur coat to camouflage themselves, while adults have dark fur instead. Pups congregate in large groups for protection, often backed up by adults. When threatened, pups will flee, preferably into the nearest body of water.

Sheep - Free

Sheep are quadrupedal creatures with mass amounts of black or white fur. They only have 7.5 brain cells and tend to drop brown Lifeforce. All they do is chew grass until something kills them.

Skulls Collection -250 BP

Ohh these creatures are interesting, Sire, The Nightmare Skulls are a tribal race of nightmarish undead creatures that were born out of the Oberon's nightmares.

With this purchase you gain the **Skull Rat**, **Skull Boar** and **Skull Stag**.

Skull Boar -150 BP

The Skull Boars are giant Nightmare Skull boars, encountered in Evernight Forest. They are very tough, but possess no attacks other than slamming down their rock hammer with tremendous force.

Skull Rats -50 BP

The Skull Rats are undead rat-like archers that stalk the undergrowth of Evernight Forest. They use bone arrows with bone bows, bone blades and bone quivers.

Skull Stag -150 BP

The Skull Stags are Nightmarish deer-like creatures that are the shamans of the Skull Tribe, performing unholy rituals to worship their "Father" throughout the forest. They use skull staff and are able to resurrect fallen Nightmare Skulls, as long as their corpses are still on the ground, and have not faded away.

Slugs -150 BP

Slugs are slimy giant slug creatures that inhabit the Golden Hills. They are treated as pests by the Dwarves there and often attack each other.

With this purchase you gain the **Sluglet**, **Slug** and **Snail**.

Sluglet -50 BP

The smaller and more common slug variety, with only one eyestalk and a small poison spit attack.

Slug -100 BP

A larger variety of sluglet, with 3 eyes and the ability to eat large objects or enemies whole.

Snail -100 BP

A small shelled creature similar to a sluglet which is far more durable and more physically powerful.

Spider Queen -200 BP

The Spider Queen is a large and powerful Spider with a black exoskeleton, red eyes and she can produce an immense amount of silk and venom.

Troll -100 BP

Trolls are large, brutish humanoids, with what appears to be very little intelligence. Trolls are mostly seen living in the "wild", but have also been seen under the control of creatures such as Halflings and Queen Fay.

Water Serpent -200 BP

Water Serpents are giant snakes that inhabit the waters in and around Heaven's Peak. These large, vicious creatures will attack anything that gets too close. They will linger for a while after each strike, making them vulnerable for a counter-attack.

Undead Collection -650 BP

Wraiths are the inhabitants of the Abysses. They are the reanimated spirits of fallen evil beings and come in many different forms. They were summoned by the Forgotten God to defend the abysses and be his army of chaos.

With this purchase you gain the **Undead Swordsman**, **Undead Commander**, **Undead Musketeer**, **Undead Shock Trooper** and **Undead Reaper**.

Undead Swordsman -100 BP

These undead make up the bulk of the abyss armies and are the reanimated spirits of fallen evil beings. Some Undead Swordsmen will carry golf clubs instead of swords, but this is purely cosmetic.

Undead Commander -150 BP

These wraiths work just like the dwarven warriors and usually lead small groups of Undead Swordsman. They can easily kill a single minion but are not very effective against a large group.

Undead Musketeer -150 BP

These wraiths wield muskets that shoot light orbs that can easily kill weaker enemies. They are easily overwhelmed and when they are damaged enough they turn into regular Undead Swordsman.

Undead Shock Trooper -200 BP

These undead charge straight through their enemies and can kill anything at the level of a Brown Minion or weaker instantly.

Undead Reaper -200 BP

These Undead Reapers are surprisingly intelligent, cynical and enjoy making people suffer. They can summon Undead Swordsmen that while not under their direct control will share their allegiance.

Yeti -150 BP

Yetis are giant one-eyed ape-like creatures. They also have three-fingered claws. Yetis tend to be relatively gentle creatures, and extremely hardy.

Zombie Collection -350 BP

Heaven's Peak is infested with a few different varieties of zombie, each distinct from the others, but all motivated by finding new victims to either infect or eat.

With this purchase you gain the **Zombie**, **Zombie Lord**, **Venomous Zombie** and **Zombie Commander**.

Zombie -50 BP

These are the most common zombies you'll find shambling about, roving the streets in massive, minion-munching mobs. Zombies are weak and easily killed individually, but in great enough numbers they'll wear down your enemies in a head-on fight often turning them into new zombies.

Zombie Lord -100 BP

These are the zombie lieutenants, armed with massive blades and powerful magic blasts. They tend to work in pairs, and fight from where they can rain down magic on your foes.

Venomous Zombie -100 BP

Venomous zombies are immune to poison and can poison your enemies with their attacks while remaining as durable as normal zombies.

Zombie Commander -200 BP

These are the smarter zombies that are able to summon and take direct control over regular zombies. Though they are just as frail as regular zombies they are immune to fire.

Servants:

An Overlord always needs servants, the Fortress gathers dust like you wouldn't believe. Each group of servants contains 20 Servants who are each unquestionably loyal to you. If taken with a corresponding Scenario the Servants are gained at a corresponding plot point. If you prefer they be of the male persuasion you can choose to change their gender.

Spree Girls - Free

After an incident with Haystack Harriet you took the ladies of spree to become the servants of your fortress. They are proficient at cooking and cleaning but that doesn't mean they are particularly good at it.

Ninja Girls -50 CP (Free with "Don't dilly dally, Sire, go smite something")

These servant girls tend to work better as bodyguards than menial workers as the scantily clad Ninjas are experts at remaining hidden and striking down your enemies.

Cult of the Overlord -50 CP (Free with "You've driven them to the edge, time to push them over it")

This group of dark elves are worshippers of the Overlord as their saviour thanks to them having been bathed in the evil energy of the Overlord. They've become dedicated assassins able to eliminate any annoyances and worship you as though you were their god.

Coven of Witches -50 CP (Free with "Magical Barbarian")

Ooh these ladies have the magic touch as they have formed a magical coven. This makes these ladies very useful for supporting your magic and enhancing any rituals you may attempt to perform.

Order of the Red Dawn -50 CP (Free with "All they want is a little bit of love... A little bit of death!")

Ooo, Sire, these very sensual ladies submitted themselves to a pleasure cult and are excellent teachers of the art. While they are Servants of your fortress all of those who join your bed will know at least the basics of how to pleasure you.

Dark Mistress -50 CP (Free with "There's no restraining true evil")

The kinkiest of the creatures from another land, they who enjoy pain and inflicting it on others making them excellent dungeon keepers. Oddly slapping them gives them pleasure and they tend to rush off into battle as soon as one starts. At least they are decent fighters.

Elven Maidens -50 CP (Free with "Banquet Hall")

The ethical beauty of elves is normally a disappointment when paired with their snobbish attitude. Luckily these ladies are so grateful towards you for saving them from the Dwarfs that they don't mind swapping one slaver for another. They are able to put their etiquette to use in the maintenance of your Fortress making it cleaner and improving any diplomatic talks you host.

Short Stacks -50 CP (Free with “Kitchen”)

Ooh after poor Melvin popped like an overgrown zit these desperate little ladies submitted to you in exchange for protection. These Halflings are incredible cooks and have a unique talent for farming both for crops and cattle.

Miners -50 CP (Free with “Mine”)

After the Tragic end of Goldo these surprisingly beautiful dwarfed ladies swear fealty to you for ending their revolution against the corruption of their leadership. They are capable miners able to effectively plan out and construct a functioning Mine with little difficulty.

Dryads -100 CP (Discounted with “Botanical Garden”)

Don't be confused Sire, these dryads may be plant-like but they are definitely all lady. Normally Dryads show a more combat oriented form but they can take on a more sensual appearance that you can take advantage of. Dryads as part plants are able to communicate with and enhance any other plants they interact with allowing them to massively improve any Botanical plans you may make. These Dryads are all connected to a central pod, which allows them to regenerate and recover from any damage they take.

Succubus -100 CP (Discounted with “Bedchambers”)

Ooo such lovely ladies, Succubi are human-like flying demonesses ruled by their Succubus Queen. They are all humanoid and female, with pink skin, dark hair and vampiric fangs. All are dressed in lingerie, namely, a black corset, garter straps and stocking, as well as a ribbon collar necklace, how provocative. With Succubus becoming comfortable servants all those who you find pleasing within your tower will find themselves more carnally inclined towards you.

Mistresses:

Now that the help is sorted you will need to choose your mistress, if you so wish you can instead choose to change your mistress into a mr-ess... that is to mean you can choose their gender. All purchased Mistresses will truly love and care for you as well as being happy to share their Overlord. All Mistresses are at least 18 years old.

You gain a **+100 CP** stipend to spend exclusively in this section.

Canon Mistresses:

If taken with a corresponding Scenario these mistresses are gained at their plot point.

Rose -50 CP (Free with "A weak frame can be remedied")

Ah Rose a cunning and practical mistress of evil, she is rational and shamelessly ambitious with incredible administrative skills. She first met the Overlord at Castle Spree while she attempted to aid those suffering from a plague.

Velvet -50 CP (Free with "It's merely a setback for the forces of darkness")

Ooh Velvet, tall, black-haired girl beauty with legs for days, and the complete opposite of her sister Rose in calmness. She gains a certain amount of pleasure from being in charge of the dungeon and any interrogations. While her inclination towards torture often yielded a lot of information, her lack of restraint made her a poor spymaster. She met the Overlord after he rescued her from her imprisonment by Sir William the Black who cancelled their wedding to enjoy himself.

Kelda -50 CP (Free with "Witchboy")

This busty brunette is a Huntress from Nordberg with a well-trained body. She was the childhood friend of the Overlord and had been forced to take a job as a maid for the Nordberg Governor installed by the "Glorious Empire" until the Overlord dealt with him and took her as his Mistress. She greatly enjoys hunting and using the skins of the animals she'd hunted for rugs, especially if those were from big predators.



Juno -50 CP (Free with “Keep his magnificence a little lower profile”)

Once a noble from the "Glorious Empire", she has a face straight out of the dreams of a marble sculptor. After being saved from being executed from a number of jealous wives she joined the Overlord as a Mistress and spymaster using her impressive knowledge gathering skills to gather information from both high society and the criminal underworld.

Queen Fay -50 CP (Free with “There he goes again! Blowing up and Reincarnating”)

Queen Fay is the leader of the largest group of elves resisting the Glorious Empire. She was an enemy of the Overlord before she was forced to seek an alliance with them and become their mistress. She is a powerful sorceress, with incredible cunning but she comes with an interesting choice. When Purchased you must choose between **Good Fay**, **Evil Fay** and **Ghost Fay**.

- **Good Fay** is a sweet and earnest girl with fair skin and ethereal blue hair. She is a benevolent and selfless ruler, completely dedicated to her mission to protect her people if it means sacrificing her own life however she blushes like a schoolgirl when it comes to romance.
- **Dark Fay** is a truly dark and twisted reflection of her original self. Upon her Light Magic being overpowered by the Overlord's Dark Magic, she lost her previous beliefs in good, instead becoming obsessed with the destruction of both her former Sanctuaries, servants and the Glorious Empire. Dark Fay has fair skin and blood-red hair and is a traditionalist in the sense of evil, especially in the wardrobe and bedroom departments.
- **Ghost Fay** is the disembodied spirit of Queen Fay, caused by the Overlord's over-draining of her body to the point of it being obliterated. She's now an ethereal entity who haunts the Dark Tower and has developed a romantic obsession toward the same person who murdered her.

Fay can be Free once and may be purchased additional time in order to gain an alternative version of Queen Fay.

OC and Semi-Canon Mistresses:

If taken with a Scenario these mistresses are gained at a corresponding point.

Custom Mistresses -50 CP

You can now design your very own Mistress, how fun, Sire. You may design their appearance history and choose if they are Human, Elf, Dwarf, Halfling or a variant of any of those species.

Serena Lavellan -50 CP (Free with “Banquet Hall”)

Serena is a smart beautiful elven girl who is devoted to you and loves the Overlord aesthetic and lifestyle. Serena was hated by other elves for rejecting the Mother goddess who she blamed for orphaning her. She rejected elven traditions including ritualistic gorging becoming the most beautiful elf in their village. Serena takes great pride in managing Servants, creating costumes for all occasions and organising things to keep everyone happy and knowing their place. You met her whilst you were a hero when elf's attacked you for travelling through the forest their village was in. They offered to sacrifice Serena to in exchange for sparing them, she in turn offered to become yours if you burned the village down and seeing it burn was the happiest memory she had at that point.

Jewel -50 CP (Free with “Treasury”)

Jewel was a stubborn but generous thief who led a group of charitable bandits after the Dark Lord started his crusade of destruction she joined the hero party becoming your comrade in arms and a close friend. After the defeat of the Dark Lord, becoming cursed by endless envy and suffering the manipulations of the wizard she helped betray you. She was later captured by the Overlord and her curse was broken causing her desires and emotions to wildly overcorrect themselves making her want the Overlord and wanting to give them everything she possibly can. Once she becomes your mistress her infiltration and thieving skills are invaluable as she constantly brings you treasures and magical items in order to prove her affection for you.

Sylvi Greenhaze -50 CP (Free with “Botanical Garden”)

Sylvi Greenhaze is the timid younger sister of Orberon Greenhaze. She was one of the elves captured by the dwarfs where she spent most of her time in the dwarven gardens and kitchens in order to grow ingredients and make soup only to be rescued by the Overlord. She has an interesting attraction to darker styles, enjoying wearing grunge clothing and having a panic attack if her collar is removed. She is immensely devoted and loyal to you her master and is happiest when being thanked for making food for others.

Goldy Golderson -50 CP (Free with “Mine”)

Goldy is the rebellious daughter of Dwarven Hero Goldo. She gathered a militia of Dwarven women to resist her fathers new ways of greed and destruction through guerilla tactics. After the defeat of her father she swore fealty to the Overlord becoming enamoured with him. She is an excellent warrior and combat teacher, being able to train fresh recruits into acceptable soldiers in a matter of days.

Holly Underbelly -50 CP (Free with “Kitchen”)

Holly Underbelly is the daughter of Halfling hero Melvin Underbelly who gathered her people and fled into the hills after Melvin's death. Later she would come to the Overlord and offer to be his mistress and have the Halflings swear fealty in exchange for protection. Holly is excellent at civilian and internal economy management while organising the Halfling civilians to rapidly produce food and distribute it as needed.

Grace -50 CP (Free with “Empty Room”)

Sweet little Grace has an interesting view on evil that makes her adorably evil. Grace was an orphan whose parents died in the Halfling slave camps, after the Overlord Killed Melvin Underbelly she swore herself to you and quickly took to the ways of evil. She quickly became an efficient enforcer of your will as a master swordswoman and a decent general who can command 10 minions at a time.



Little Red -100 CP (Discount with “Menagerie”)

Lil' Red or Little Red Riding Hood is a proficient hunter, disguise master and Werewolf who acts as the Overlords personal guard. She first met the Overlord while disguised as a little girl in order to get revenge for the Overlord killing her pet wolves. She tricked the Overlord into taking her to grandmother's house deep in the woods which was a trap. When in a dark cave she took on her werewolf form attacking the Overlord but was defeated and forced to submit to the Overlord as her alpha.

Silvia the Succubus Queen -100 CP (Discounted with “Bedchambers”)

Silvia was the Succubus is a literal sex demon. Her loose hair is the same crimson as the colour of her wings, with two elegantly curved horns that made for perfect handholds with pouty, blood-red lips in that perfect face. Small, soft scales covered her arms and legs, with a soft prehensile tail, long enough to completely.. agh sorry master I got a little distracted there. Where was I? Oh yes you first encountered the Succubus Queen in the back of the Halfway to Heaven Inn after she had Sir William cancel his own wedding and she became your mistress when she found out that your mana could sustain her indefinitely.

**The Mother Goddess -300 CP (Discount with “Graveyard”)**

Well, Sire, it seems that you have somehow managed to convince the Mother Goddess to become your mistress, also known as Mother Earth and Earth Mother, she is a deity worshipped by the elves and, to a lesser extent, by Dwarfs and Humans who represents nature, motherhood, fertility and creation. She's associated with the birth of all life, along with the world and everything in it. However she looks far more beautiful than her depictions with her largeness being focused mostly on two very enjoyable areas.

Non-Canon Mistresses:

These mistresses seem to be from other worlds and unless stated otherwise are gained at the start of the Jump. You can choose for these mistresses to be copies of the real characters summoned to this world or self aware copies who have accepted what they are and are completely loyal to you. Additionally, Sire, should you visit those worlds in future you may import them to replace the version of them who already exist.

Jessica Krupnick -50 CP

While this Lovely ladies exact origins are not quite clear, Jessica is a statuesque beauty with red hair styled in a peek-a-boo coif with her wearing carefully applied makeup and her preferred outfit is a strapless red dress with a matching pair of pumps, and purple, shoulder-length gloves. Jessica, despite her somewhat cold demeanour is dedicated and loving but has no qualms about flirting. Jessica is morally ambiguous and has questionable motives in everything that she does but in the end, everything that Jessica does is for the benefit of those she cares about. Jessica is proficient in the use of handguns and other weapons as well as being a talented spy, actress and singer.



Holli Would -50 CP

Sire, this Holli Would is a stunning woman with short blond hair who enjoys wearing revealing outfits including a white strapless one piece suit with matching white thigh high boots. She has a rather sordid history frequenting night clubs and coming to blows with the police. Holli is quite cruel and cunning despite her warm attitude and appearance with her often acting manipulative, amoral, and at times spoiled. At the end of the day she is a woman who seeks a life of comfort and power above all else.

Clover -50 CP

This unlucky Clover was captured by slavers and mentally broken with her succumbing to her conditioning. As a result, her original personality was replaced by one of blind devotion and love to whoever owns her, she willfully kills for, sleeps with, and does everything else she's ordered to do by her owner. Due to the abuse she has suffered, Clover is desperate for attention and approval immediately apologising and begging to let her make up for any issue no matter how minor it was.

Wendy -50 CP

Melinda Lou Thomas also known as Wendy is a well endowed, freckle-cheeked girl with red pig-tails with an immense amount of financial acumen. Though she normally projects an appearance of being an innocent, kind and loving girl, she has a deep seeded need to make money which has her show an arrogant, sadistic and outright monstrous streak if someone negatively affects her finances or any business she sets up.

Lucille Hahn -50 CP

Lucille is a young Dilettante from a place called Boston, she is quite er delicately proportioned, she has short brown hair, unnaturally violet eyes. Unknown to most she has a connection to elder beings with the related destiny thankfully having been subverted by her being here. Though she retains the potential to become a demi-god and eventually a lesser god.

Olivier Mira Armstrong -50 CP

Olivier is a severe woman who has a fearsome and commanding presence where she is harsh with her subordinates and peers and coldly merciless to her enemies earning her the nickname "Ice Queen". She is quite beautiful with a rather muscular build despite having a slender body with pale-skin, light-blue eyes with long eyelashes and waist-length blond hair that is noticeably curled at the ends.

Harley Quinn -50 CP

Harley is a beautiful blond who normally wears a customised court jester jumpsuit with jester hood, black eye mask, and diamond accents. Prior to taking on her identity of Harley Quinn, Dr. Harleen Quinzel was a professional psychiatrist however who was taken advantage of by the Joker as she was tricked into becoming the crown prince of crime's costumed accomplice before he left her for dead. Given time for introspection it was clear their relationship was merely a means of opportunity for the Joker and he didn't care about her. Harley would make an excellent Jester and advisor for any Overlord and is highly affectionate towards them.

**Lady Maria of the Astral Clocktower -100 CP**

Lady Maria is a young yet stoic member of the hunters who was a citizen of Cainhurst and is a distant relative of the royalty. She has a slender build with notable muscles and her breasts are slightly above average. She has white soft skin, a thin shaped face, Chestnut eyes and long silver blonde hair, which goes over her shoulders. Maria is fully aware of etiquette and can be a perfect and polite lady, making herself appear to be trustworthy and helpful. Always helping others feel like they're all equal while showing smiles no matter the situation however Maria is quite an evil, Sire, she tends not to show her real emotions and those she shows are pure acting. She's the perfect deceiver to get what she wants, letting others die in order to complete dirty work. She can be the kindest and also be the extreme aggressive type, which makes her unpredictable. Maria favours using her Rakuyo, which requires dexterity and skill rather than blood to wield effectively but can also use her blood to power up and use fire based attacks.

Syx -100 CP

This Shadow Elf was once an Overlord herself but after being defeated and trapped and tortured for thousands of years in the demon planes she has changed becoming a positive, humble, kind and caring individual. Luckily for her you summoned her instead of that bag of warts Rickard.

Seras Victoria -100 CP

This attractive young woman is a vampire with blonde hair cut into a flare cut and blue eyes with an occasional red hue. She had a fairly broad-shouldered torso, yet maintained a very voluptuous and buxom figure, which was further accentuated by the fact that she is quite short. Seras is a strong-willed woman tomboy with a wild temperament and will not be afraid to question your orders if they cross with her personal beliefs. However, she is loyal and trustworthy and will diligently follow your orders .

Ciri -100 CP

Ciri is quite brave, determined, and a little naive, with some of the facts of people's lives being a mystery to her. She has emerald-green silvery-blond she wears past her shoulders and her most distinguishing feature is the scar on her cheek. She often wears a white shirt with black leggings, black trousers and dark brown trousers. She is a master Swordsman and an expert at Hand-to-Hand Combat, she is able to perform short term teleportation, launch fireballs and perform a dash attack which deals a colossal amount of damage to any enemy on her path.

Loona -100 CP

Loona is a cynical and choleric grey haired werewolf, who shows little interest in matters going on around her so long as she is comfortable. Despite having complete control over her werewolf form and being able to transform in a moments notice she has a short-fuse temper that tends to draw out her werewolf form. Although Loona goes to great lengths to maintain an outwardly apathetic attitude, her troubled and isolated upbringing have made her socially awkward and when she does actually want to connect with others she tends to stumble over her words.

Luna Lovegood -100 CP

Sire, i am unsure whether miss Luna is a kind but lucky girl or an evil genius and that slightly scares me. Miss Luna seems detached from the world either seeing what others do not or being unaware of the world around her with an airy Fae-like demeanour. She is possibly a powerful seer or a meticulous planner regardless as her enemies suffer from virtually unpredictable happenstance and those that challenge her are thrown through loops from her words and often downstairs from seemingly their own clumsiness.

Hermione Granger -100 CP

Miss Granger is a brilliant witch and oddly friend for someone with such a cruel streak. She is strict on others following her interpretation of the rules with no regard for the agreement of others unless she sees them as a higher authority. She has previously tortured and maimed those who have gone against her and is just the right amount of competent, cruel and intelligent to pull off most of the plans she makes.



Red Sonja -100 CP

This scantily clad redheaded warrior woman is a famous swordmaster protected by the goddess Scathach who had bestowed her with incredible fighting prowess but in return for these skills she can never sleep with a man who doesn't beat her in fair combat first. This means that technically she will not become your mistress unless you are capable of defeating her in martial combat but she will make an incredible bodyguard.

Entrapta -100 CP

This mistress is a little odd Sire, she is a genius with an unquenchable thirst for knowledge and one-track mind. While she is hyperactive, cheerful, intelligent, bubbly, and optimistic which could be considered a hindrance to an order of evil but she is capable of mass producing weapons and robots and can be easily manipulated.

**Mavis Dracula -100 CP**

Miss Dracula is a beautiful young vampire woman who has just celebrated her 117th birthday. She has a slim-yet-shapely figure, small fangs, pale-fair skin, light blue eyes and silky black hair kept into a bob with V-shaped bangs. She also wore black lipstick, nail polish and eyeshadow around her eyes. Mavis is quite headstrong, intelligent and beautiful though she is sincere and feels a zing with you.

Vampirella -100 CP

Be wary, master! This tall, pale woman with a mane of raven-black hair and beautiful green eyes, long, high-heeled black boots, a skimpy red sling bathing suit barely covering... What was I talking about? Oh yes the Vampire. She has a gentler attitude towards humans but tends to prey on those darker entities who harm humans. Normally I would warn you against this beautiful specimen but with this she should be loyal to you. She has a fairly playful personality and tends to be quite the flirt.

Galadriel -200 CP

This Golden Haired Elf has extraordinary beauty Sire, she is one of the immortal elves who have timeless features which allow her to remain young regardless of her age. Though she is a powerful warrior both physically and magically she has taken on a more of an advisor mindset in her current age as her prideful youth led her to quick victories that cost her more than the battles were worth. As such she now believes you may be the only one capable of repairing the damage her arrogance has wrought.

Priscilla -200 CP

Priscilla is a tall humanoid half-dragon, she has extremely pale skin, stark white hair and a fluffy white articulate tail. Despite having draconic power and large scythe she tends to speak softly, and resolve things diplomatically.

Duo Non-Canon Mistresses:

These mistresses will be romantically interested in you despite their pre-existing relationships and unless stated otherwise are gained at the start of the Jump Sire.

Omega and Sigma -50 CP

Omega is a black haired punk girl with an hourglass figure, and Sigma is a blonde valley girl, both are intelligent, cunning and cruel. These two rivalling college girls are constantly attempting to one up and humiliate each other while trapping and sexually debasing one another. In truth this is just how the two attempt to enforce the complex desires they have for one other.

Dee Dee's -50 CP

The Dee Dee's are Delia and Deirdre Dennis, the future twin granddaughters of original Harley Quinn. The two girls joined the Jokerz, a gang inspired by the crown prince of crime, the twins have Olympic-level gymnastics skills and are experts at tumbling and hand-to-hand combat. The two identical twins are both attractive, fair-skinned teenagers with acrobatic but slightly muscular bodies. Despite having long blond hair, they wear orange wigs, clown-like makeup, with rosy-cheeks, orange freckles, and black lipstick. For attire, they both wear white caps, black chokers around their necks, close-fitting red tube tops, white hot-pants with belts that have silver buckles, and red knee-length go go boots. Although they are two individuals, they like to act as though they are one person, often speaking as one or completing each other's sentences but despite this teamwork they are still susceptible to sibling-rivalry.

Xena and Gabrielle -100 CP

This duo are allies, friends and sometimes more. Xena is a muscular dark haired Warrior Princess who commonly wears brown, skirted, leather armour and uses a chakram. She was once a ruthless warlord and now tends to use her formidable fighting skills to help others. Gabrielle is a thin blond farmgirl who became Xena's greatest ally with her initial naïveté helping to balance Xena's strategy focused mindset.

Catradora -100 CP

Catra and Adora were childhood friends that grew up together in "The Horde", an evil force fighting against The Rebellion and training young cadets and soldiers. Even as children, they were always together. Adora eventually discovered the Sword of Protection, which gave her the ability to transform into the "Princess of Power"—She-Ra. She learned of the evil of "The Horde" and left to fight against them. Adora is a tall, pale tan-skinned teenage girl with blue-gray eyes and long dark blonde hair. When transformed into She-Ra Adora still maintains her slender physique, but is more muscular. Catra is a tan-skinned girl with various feline physical characteristics. She has an athletic physique, freckled cheeks, soft-curved black eyebrows, and cedar-brown hair that tends toward wild and spiky.

Twinrova -300 CP

Kotake and Koume, collectively known as Twinrova, are a pair of Gerudo twin witches known as the Sorceress of Ice and the Sorceress of Flame, respectively. Though these two women are still young their future counterparts normally become the surrogate mothers of Ganondorf.

These two are able to perform a fusion ability and to become a singular woman with both of their powers and abilities combined. They can also teach this ability to other compatible women.

Trio Non-Canon Mistresses:

These mistresses will be romantically interested in you despite their pre-existing relationships and unless stated otherwise are gained at the start of the Jump Sire.

The Fluff Girls -100/500 CP

These triplets were created by a scientist named Professor Utonium who attempted to combine Sugar, Spice and Everything Nice to create the perfect little girls.

For **-100 CP** he succeeded in creating perfect clones of human Girls.

- Blossom is considered the eldest, she has long red-orange hair and pink eyes. She tends to wear pink clothes. She is the most mature, level-headed and composed member of the sisters.
- Buttercup has short black hair and lime green eyes. She likes to wear green clothing. She is considered the toughest sister and has a temper that is easily enraged.
- Bubbles is considered the youngest, she has blonde hair she wears in two pigtails, blue eyes and likes to wear blue dresses. She has a sweet personality and tendency to be emotional.

For **-500 CP** these girls have Chemical X in their system giving them the powers of the Power Puff Girls.

The Black Sisters -200 CP (Discounted with “Magic Room”)

These rather fetching ladies have decided that you are their dark lord, a fun advantage to evil I say. Thanks to that they will loyally follow you and curse anyone you wish them too.

Growing up, Bellatrix Andromeda & Narcissa Black lives were comfortable as the Black family was a fairly wealthy one.

- Bellatrix, the eldest sister, is a tall woman with long, thick, shiny dark hair. Her face had a strong jaw, a thin mouth and dark, heavily lidded eyes with long eyelashes. She is intelligent and a natural leader, taking charge in tricky situations but has sadistic and brutally violent tendencies.
- Andromeda is the middle child with an uncanny resemblance to her older sister, Bellatrix, though Andromeda has light brown hair. She is strong-willed, cunning and tends to treat others with respect and kindness.
- Narcissa is the youngest of the three though Narcissa is slim and very pale, with blue eyes, long blonde hair, and a clear, cold voice. Narcissa is a very proud woman who is proficient at manipulating social circles and only tends to show warmth to those who she is close to.

Fire Retinue -200 CP

This group is composed of Azula Princess of the Fire Nation, Mai, and Ty Lee, formed by the princess from her childhood friends from the Royal Fire Academy.

- Azula is the princess of the Fire Nation, she has amber gold eyes, Black hair and light skin. She is a skilled strategist, a firebending prodigy who tends to be obsessed with power.
- Ty Lee is a cheerful and energetic girl who is a formidable hand-to-hand combatant, often utilizing chi-blocking to temporarily paralyze her opponents.
- Mai is exceptionally proficient at throwing small knives and uses spring-loaded stiletto holsters. Mai tends to act like an impassive and apathetic teenager but this is due to her being forced to keep all of her feelings and emotions strongly hidden by her parents.



The Nords -200 CP

On the world of Nirn is a land of Skyrim, the people who live there are the Nords, a race of people known for their incredible resistance to cold and even magical frost. These three ladies are amongst the most beautiful and well known of the Nords.

- Lydia became the housecarl to the Dragonborn when they were appointed Thane of Whiterun. Lydia is a powerful warrior who wears heavy armour but she has no affinity for magic, her favourite weapons are a sword and a shield.
- Serana is an ancient, pure-blood vampire while she is enterprising and friendly, she is also lonely due to her troubled childhood and her mother's self-exile.
- Aela the Huntress is a werewolf who likes to wear Ancient Nord Armor. She is proud of her Lycanthropy seeing it as a connection to her parents and ancestors as well as enjoying the emotions and instincts she feels when transformed.

Scenarios:

So much evil to do and so little time master and why stick with the basic storyline when you can add more to your activities.

Unless otherwise stated Scenario Rewarded **Perks** are gained upon the start of the Jump, Scenario Rewarded **Items** and **Companions** are gained during the Jump and Scenario Rewarded **CP** is awarded upon completion of the Scenario.

Complete Collector:

Within your Jump and each Scenario a number of objects and items will be scattered around the setting. These items can be found and returned to the tower gate in order to boost your power within the Jump. For this Scenario you will gain an item collected % tracker for each plot relevant area to complete this Scenario you must reach 100% collected in each area.

Reward:

If at the end of the Jump or each Scenario if you have collected 100% of collectibles within the setting you may keep them as Fiat-backed Post-Jump.

Purchased items will be twice as effective as those collected however collected items can merge with the same purchased items making them three times as effective as those collected.

Heavy Recruiter:

Sure what is an Empire without citizens, what is an Overlord without the cowering masses? Well you shouldn't have to wonder but to complete this Scenario you will need to Recruit 100 willing companions using the **Canon** option from this Jump.

Reward:

For completing this Scenario you gain the **Subordinate Recruitment Service** Perk.

Subordinate Recruitment Service

Using this Perk you can choose to temporarily summon anyone from the original world of any of your companions. These temporary companions can only be summoned once per Jump each for 24 hours. Using this Perk you can also convert any willing individuals into permanent Companions for **Free** so long as you can convince them to travel with you without mentally altering or manipulating them.

Monster Monopoliser:

It seems, Sire, that 50 arenas will be added to the Over Realm each with their own unique powerful monsters that can only be found in their Arena including Orks, Cymera and Dragon's

Reward:

For each defeated monster you may select 1 Monster Girl from any Monster Girl Media such as the Monster Girl Encyclopedia, Monster Girl Quest or Monster Musume to become a Mistress.

Evil Never Dies:

This Scenario Merges all **Overlord Scenarios** into a singular story.

You are the child of The Black Baron of Gromgard, your mother after arguing with the Black Baron about the sustainability of his Kingdom, thanks to the prompting of the Black Barons Assistant she took you with the intention of you being raised by your uncle in Gromgard. Just before passing through the mountain range to the east of Gromgard the Great Cataclysm occurred a magical explosion that caused violent mutations. She then left you in Nordberg while she went to find out what had happened resulting in her finding and aiding Florian Greenheart. Together the two created The Glorious Empire to create order after the Great Cataclysm. Unbeknownst to most Florian Greenheart and the Black Barons Assistant were in league, while the Black Baron was away battling The Paladins of the Shining Justice the two attempted to absorb the Black Heart, the magical core of the Black Tower in an attempt to make themselves all powerful. Instead they made the Black Heart Unstable with it exploding in a way that scattered raw magic into the land and sky with its feedback causing both the Black Baron to explode, an action that the Paladins of the Shining Justice were happy to take credit for. The Black Barron's Minions were scattered before a number of Brown Minions eventually found you, determining you to be a worthy Overlord but that night the Glorious Empire attacked Nordberg attempting to capture you. You managed to escape falling into a ravine which eventually led to Gromgard's side of the mountain range where you were found by your uncle the newly Crowned Duke Gromgard who was returning from his failed quest to find his brother. After returning to Castle Gromgard your uncle claimed that you were his child to hide you from your fathers enemies though you suffered at the hands of your "siblings" until your 16th birthday where this jump starts as you receive a gauntlet which awakens your powers as an Overlord.

1. At this point you will start the **Dark Legend** Scenario
2. Shortly after completing the **Dark Legend** Scenario you will begin the **Minions** Scenario.
3. When you complete the **Minions** Scenario Black Barron's traitorous Assistant will take advantage of your weakened state to wipe your mind. He fails to kill you as your Fortress Teleports you away and disabled its functions while he then takes your place giving himself the title of the Dark Lord, you will then begin the **Hero's Journey** Scenario.
4. After completing the **Hero's Journey** Scenario the Dark Lord will possess the Wizard and then infects the Hero's with the Seven Sins but accidentally infects himself with pride. The Dark Lord then manipulates the other heroes so that in the night they betray you and leave you for dead. You will awaken within the tower as you begin the **Fallen Hero** Scenario.
5. When you complete the **Fallen Hero** Scenario you turn your sights to the other side of the mountains seeking out revenge against the empire within the **Dark Scion** Scenario.
6. After completing the **Dark Scion** Scenario you will find a group of paladins lording over the remnants of the Black Barons empire and must take the **Fellowship of Evil** Scenario.
7. After each Scenario is completed, abyssal gates will appear in the area's that the Scenario took place. You must complete the **Raising Hell** Scenario for each completed Scenario.

Reward:

By taking this Scenario each Scenario Listed will come with additional Rewards.

Overlord Scenario:

Dark Legend:

In this Scenario you will be taking the place of the first Overlord "Lord Gromgard" whom I will approach as the minion master in order to inform you of your destiny. Gromgard has suffered many problems in the form of blights, poor crop harvests, Halflings taking the local food, bandits stealing from the populace and wolves eating or destroying what was left. Duke Gromgard, has gone on many quests to acquire some assets, only to return with nothing and sadly pass away due to sickness and stress. Leaving Lord Gromgard with his extremely unpleasant older siblings, Lord Grenville and Lady Gerda.

As such this Scenario will start with you becoming the Overlord on your body's sixteenth Birthday when you receive a present from Rollick, the castle's chef, a mysterious gauntlet that awakens your power and opens the sealed door to the throne room.

To complete this scenario you must take up the Mantle of Overlord, take control of Castle Gromgard from Jinks the Jester, reclaim the Gromgard farmlands, deal with the bandits, kill the local wolves, topple the financial enterprise of Doris the Witch, instigate a war between the Elves and Dwarves by killing their leaders and framing the other side, and finally deal with Grenville and Gerda in a permanent fashion.

Reward:

For completing this Scenario you can select two of the following as a Reward.

- **+500 CP**
- **Unaging Love (Perk, Requires 5 Mistresses)**
- **Shield of Greed (Item)**
- **Duchess Gromgard (Mistress)**

If taken with **Evil Never Dies** you also gain the "**Gifts Well Given**" Perk for Free.

Unaging Love

An interesting option, Sire, through this perk you can gain and bestow a weak form of immortality as you can control the age of yourself and any of your perspective partners or subordinates, allowing you to lock them into a specific age or make them relive through any point of their life, you could even set this up so that if they die of old age they would instead return to the age of your choice.

Shield of Greed

This item acts as a piggy bank, Sire, allowing you to pocket all your spare change into it and the more money it contains the more durable it becomes with it even projecting a semi-magical energy shield that will give you greater control as its balance goes up.

Duchess Gromgard

This Mistress is the gender swapped version of the first Overlord

Gifts Well Given

Once per year and at the start of a Jump plot items delivered to you to instigate narratives.

Minions:

How vial and disgusting master, you seem to have trapped yourself within the body of a Gromgard's elite Minion squad when using a defective possession gate it must be awfully itchy they never wash. The minion type body you are trapped in is the type who's minion Hive is free for your Origin I.E. Blue for Wizard, Yellow for Wanderer. Don't worry though master all you need to do is accomplish the mission you had for the minions and you should be able to return to your true form. It should be as easy as lancing a boil.

To complete this Scenario you must deal with a mysterious fungus growth in the Withering Woods and eliminate the mysterious Kindred Dragon worshipping cult.

Reward:

For completing this Scenario you can select two of the following as a Reward.

- **Coloured Attributes (Perk, Requires "Beatle Collection", "Gnome" and 4 Minion Hives)**
- **Dragonkin Alt-Form Filter (Perk)**
- **Mink (Mistress)**
- **+500 CP**

If taken with **Evil Never Dies** you also gain the "**Minion Alt-Form**" for Free.

Coloured Attributes - Free (Requires "Beatle Collection", "Gnome" and 4 Minion Hives)

You can now alter any creature that is subservient to you, swapping out any elemental attribute it has so that it gains the abilities of one of your Minion Hives. Giving a Phoenix the Brown Typing will make them stronger and more durable but cause them to lose their fire abilities, giving them the Red typing will leave them unchanged, giving them the blue typing will give them water resistance and the ability to resurrect others.

Dragonkin Alt-Form Filter

How interesting, Sire, this Filter allows you to apply a draconic filter to any of your Alt-Forms allowing them to gain Draconic Abilities such as Breath attacks, wings and durable scales.

Mink

This hominid Half-Dragon is named Mink Sire, she has red hair and eyes with her Draconic nature giving her dragon horns, a tail, fire breath, inhuman strength and retractable wings that can be used to fly. Despite her abilities she is quite childish, goofy and thinks of herself as a normal teenage girl, best to just go with it, Sire.



Minion Alt-Form

Well side it seems you get to keep that body for yourself allowing you to use any abilities you gained within this Scenario.

Hero's Journey:

Sire, with this Scenario you take the place of the Eighth Hero during the rule of the Second Overlord without any minions or evil power to do your biddings.

To complete this scenario you must form the brotherhood of champions composed of the Heroes: Melvin Underbelly the Bard, Oberon Greenhaze the Druid, Jewel the Thief, Sir William the Paladin, Goldo Golderson the Artificer, Kahn the Berserker and the Wizard. Together you must defeat the Second Overlord, ending his rule over the lands and leaving it open for a new evil to take his place.

Reward:

For completing this Scenario you can select two of the following as a Reward.

- **A Shortcut to Fellowship (Perk, Requires 7 Companions)**
- **Diana the Acrobat (Mistress)**
- **Sheila the Thief (Mistress)**
- **+500 CP**

If taken with **Evil Never Dies** you also gain the “**Golden Dragon Blade**” item for Free.

A Shortcut to Fellowship

You toggle this perk so that whenever someone becomes aware of you they are well disposed towards you regardless of their personality or situation in relation to you.

Diana the Acrobat

Diana is an attractive, tomboyish girl with a slender build, brown eyes and dark brown hair she wears fur 'bikini' and boots with a matching set of golden armbands, choker necklace, tiara and belt. She is exceptionally fit and athletic having been a gold medal winning gymnast and horseback rider. She is a natural leader, normally an easy-going and cheerful personality however she can easily become competitive, outspoken and quite sarcastic.

Sheila the Thief

Sheila is a beautiful girl with freckles and flowing red hair, she wears pink armour and a purple cloak that allows her to become invisible at will. Despite having the skills of an expert Thief she is very friendly, open, and sensitive caring deeply about those she considers friends however she is also shy with new people and has a deep-seated monophobia.

Golden Dragon Blade

This large awkwardly shaped sword is forged from a composite of gold and a magically durable metal. The hilt is enchanted to be comfortable for whoever holds it and the blade is enchanted so that it is corrosive to dragons.



Fallen Hero:

Ah, Sire, how pleasantly evil it is to be back to the beginning you will take the place of the third Overlord from when I and the Browns drag you out of your crypt. The previous Overlord having been killed by the Seven Heroes, your duty is to reconquer the land for the benefit of evil!

To complete this Scenario you must gather the missing minion hives while slaying the Seven corrupted Heroes: Melvin Underbelly the Bard, Oberon Greenhaze the Druid, Jewel the Thief, Sir William the Paladin, Goldo Golderson the Artificer, Kahn the Berserker and the Wizard.

Reward:

For completing this Scenario you can select two of the following as a Reward.

- **OverLady (Mistress)**
- **Healthy Lovin (Requires 5 Servants)**
- **Primary Ring (Item)**
- **+500 CP**

If taken with **Evil Never Dies** you also gain the "Fresh Start" perk for Free.

OverLady

This Mistress is the gender swapped version of the third Overlord

Healthy Lovin

You may be concerned about Haystack Harriet and her uncomfortable itching but with these perks any form of sickness or diseases including the venereal variety are automatically cured for you and any of your prospective pleasure partners.

Primary Ring

Oh, Sire, some may call this a knock off of another dark lords property but this One Ring has so many useful features. By default anyone who wears this ring can turn invisible at will and anyone other than you who wears it will find themselves gradually feeling more positively about you until it gets to the point of worship. Should you wear this Ring you can use it to activate perks and abilities without them being noticeable such as activating a power up perk without its signature hair colour change or activating the **Evil Presence** Perk to dominate someone without projecting lighting or them feeling any pain. Additionally should this ring be destroyed it will instantly return to your finger, warehouse or Fortress depending on which one you designate as the return location.

Fresh Start

We all love new beginnings, Sire, and with this perk you can choose to reboot anyone who you defeat, this will alter them physically and mentally within parameters that you design so that they retain important features while their appearance and personality change to be in line with what you want them to become.

Dark Scion:

For this Scenario you will take the place of the fourth Overlord starting after an event called the Great Cataclysm that destroyed the Dark Tower, scattered the Minions to the Netherworld and caused the rise of the Glorious Empire. As the Overlord's successor you must retake this land for the forces of evil.

To complete this Scenario you must gather the minion hives, conquer Nordberg, Everlight, and Empire City while destroying the Elven Resistance, the Glorious Empire, and Emperor Solarius.

Reward:

For completing this Scenario you can select two of the following as a Reward.

- **Pointing at the Problem (Perk, Requires 5 Bloody Tourists Drawbacks)**
- **Share the Love (Perk)**
- **Overlass (Mistress)**
- **+500 CP**

If taken with **Evil Never Dies** you also gain the “**Compatible Restraints**” Item for Free.

Overlass

This Mistress is the gender swapped version of the fourth Overlord

Pointing at the Problem

This is a useful Perk, Sire, although it is technically a form of divination it is a very useful assistant tool. You can use this tool to either set up an alert, a compass or a list of things that you specify, you can only have one of these at a time but can change it between them at will. If you set it as an alert to inform you of when things you specify occur such as an enemy who enters your Jump. You can set it as a compass in order to point it in the direction of the nearest thing you specify with it changing direction when you reach it. Finally you can use it to set up a list of all the things that you specify with you being able to mentally scroll through the list.

Share the Love

Sire, this perk makes you a variable love machine as it gives you a passive Charisma boost while making it so that your Mistresses are happy to share and willing to recruit new Mistresses for your pleasure. Additionally you are now capable of Sexually pleasing any and all of your mistresses simultaneously as you can now alter your size, shape and proportions to best give your Mistresses pleasure and will have unlimited stamina when it comes to amorous activities.

Compatible Restraints

This strange set of restrains can change shape to match whatever form you want them to take. Whilst being worn by someone they will have their mind enter into a state of comfort and forgetfulness that leaves them at ease and susceptible to suggestions. It would take an amazing amount of willpower or discomfort for those wearing the restraints to even realise that they want to escape.

Fellowship of Evil:

By taking this Scenario you take the rolls of the potential Overlords after the true Overlord was supposedly killed by a trio of Heroes: Sir Cedric, Lady Clarissa and the unicorn Sparkle who then establish their own reign of Good with the order of the Shining Justice.

This order has turned the Netherworld into a tourist attraction causing the Minions to flee to an even deeper layer of the Netherworld, the Netherdeep. Under the reign of Good, a plague named "the Golden" touches the world, threatening the existence of all Evil.

From this I used a ritual as the last chance for evil to escape the Golden by summoning candidates for the throne of the Overlord, the Netherghuls.

To Complete this Scenario you must destroy the Shining Justice, retake the lands for the Overlord and take the throne of the Overlord for yourself.

Reward:

For completing this Scenario you can select two of the following as a Reward.

- **My Golden (Perk)**
- **My Darkness (Perk)**
- **Neither Heart (Item, Requires 5 Fortress Extensions)**
- **+500 CP**

If taken with **Evil Never Dies** you also gain the **Multi-Tasking** perk for Free.

My Golden

You can now replicate the Golden allowing you to create a golden field that cutifies anything that you touch making them into loyal and obedient cute versions of what they originally were. You can alter how this cutification world allows you to make something a fluffy or chibi version should you think those are cute.

My Darkness

You can now produce a hellish film of darkness that cruelifies anything that you touch allowing you to make them cruller and more evil looking while making them aggressively obedient to you.

Neither Heart

This magical artefact generates limitless magic, however unlike the Fortress Heart you can tap into this from any location in order to recharge your magic to full. However be warned over usage and overcharging will have unpleasant side effects.

Multi-Tasking

You can create perfect copies of yourself next to you that you have full control of. Initially you will be able to make 3 additional copies which are able to use all of your abilities but each only able to use 10% of your strength. While the copy exists you will need to control both its actions and your body's actions requiring a level of multitasking on your part. If the copy is destroyed it will simply cease to exist and no harm can be transferred from it to you.

Raising Hell:

At the end of your Jump or Scenario whichever is first a portal to a hell dimension will appear in your previously conquered lands. This hell will be a novel demonic replica of the Over Realm you have conquered previously.

To complete this Scenario you must take each of the local abyss stones for yourself and return it to your lair thereby claiming them as yours before killing that oh it's on the tip of my tongue some kind of forgotten something a forgotten god perhaps i don't remember.

Reward:

For completing this Scenario you can select two of the following as a Reward.

- **Necromantic Thief (Perk, Requires "Skulls", "Undead Collection" and "Zombie Collection")**
- **Opposcythe**
- **Charlie Morningstar (Mistress)**
- **+500 CP**

If taken with **Evil Never Dies** you also gain the **Personal Hell** item for Free.

Necromantic Thief

You can now pour your mana into any undead in order to override their mind and make them obedient puppets the stronger the undead the more Mana you will need to pour into them. You can also pour your mana into any corpses in order to convert them into any compatible type of undead you have previously taken control of. You will be able to control any undead you have taken command of to the same level of control as your minions but without the same limitations.

Opposcythe

Ooh this odd magical scythe has a wicked enchantment to it that you can toggle on and off at will which inverts energy that passes through it. From this you can convert your energies into its opposite form, any mana you pore in can become physical might, any darkness into light, all ice magic becomes fire and using healing spells will be dire.

Charlie Morningstar

Charlotte, more commonly known as Charlie, is the Hellborn princess of Hell she is tall and slim-built white-skinned hellborn demon with long, ankle-length blonde hair with thin light coral streaks on the paler-blonde highlight her eyes are yellow sclera and red pupils, and have thick eyelashes and grey eyelids. Despite her demonic origins is compassionate and empathetic to a fault, feeling genuinely upset at the idea of harm coming to others.

Personal Hell

You get to keep your conquered Hell dimension which can be used to store your Fortress before you choose a location to import it into. Any conquered lands you take over can be stored within these dimensions as well as any subordinates and defeated foes, even those who have been killed. Should you kill anyone or anyone you care about be killed you can choose for them to be placed within your Personal Hell.

Drawbacks:

These options can be taken in order to increase the number of points you gain with each drawback ceasing to function at the end of the jump.

Lord don't you think you should be elsewhere +100 CP

It seems that your stay here will be extended, Sire, you may take this Drawback up to 9 times with each time adding an extra 10 years. How beneficial.

This tranquil wilderness... so rural and idyllic. Hideous is it not? +100 CP

You find lush green areas unpleasant to be in, similar to being in a sewer it will make your skin feel unpleasant.

I feel the land quaking with fear already +100 CP

You cause slight tremors in the ground whenever you walk making it far harder to walk and the land underneath you slightly less stable.

Those roots don't seem to like the light oh I know how they feel +100 CP

Bright lights cause you discomfort and you are likely to suffer sun burns from walking in the sunlight for a few minutes.

Now he's either declaring war... or he wants to marry you to his pet dormouse +100

Ah, Sire, it seems that the Gnomes are becoming more of a problem. Every day 10 Gnomes will be added somewhere on the world with the intention of attacking you.

Where are these Gnomes? Will they find you that day? Are they going to gather together and set up a banking conglomerate? Who can say.

Your minions will take anything useful or not so useful +100 CP

These moronic minions have less brain cells than a sheep, they keep throwing away whatever they have whenever they find a replacement regardless of if it is better or worse swapping out master craft blades and armour for rusted pick axes and pumpkins. See master this is why they can't have nice things!

Stay back... Stay back, I'm so ashamed +200 CP

Oh your highness I do apologise if this is an inconvenience but it seems that I have been Cutified. I will endeavour to serve you as a loyal and good minion advisor but I don't seem to have the evil intentions that I normally would. But don't worry your majesty because good always finds a way!

They love to drink and fall over +200 CP

You minions are now starting to take after the dwarfs, if your minions touch a drop of drink they will be as tipsy and violet as a sailor in a cheap bar.



Destroy the elves precious petals +200 CP

It seems the elves have gone all in on the nature magic Sire, whenever you are battling elves they will become more powerful the more plants that are around them. This may require you to burn down a few forests to break a few elves.

Arcane links between your tower and this land +200 CP

Sire, this drawback is a rather annoying inconvenience instead of a full threat. The Waypoint Gate's will no longer exist. This means that only a few Tower Gates will now exist with the world, requiring you to take a notable trek whenever you need to return to the tower.

The right dead evil candidate +200 CP

Whenever you need to find someone you have never met before in order to progress your mission you will find you have a recurring problem. You might have a knack for finding them however only after they have died, well at least we can eat the corpses.

I don't like the way that ghost floats up behind you +200 CP

Unfortunately it seems the ghosts have started getting a little handsy. A number of ghosts will be added to the world and will keep sexually harassing you.

You may spread your Evil Domain even further, Sire. Won't that be nice? +200 CP

Maintaining your control over any land you have conquered will require your concentration.

Don't you just want to smash it up! +200 CP

You have an instinctive deSire, to destroy anything that others have put effort into making, the more effort they put in the more you want to destroy it.

The good... they do not know how close to evil they really are... +200 CP

Unfortunately, Sire, you have gained an excessive love for yourself and the deSire, to be better or more important than others. It's a good thing you're already the Overlord.

Have another roast pig Melvin...have two...you're a Hero now! +200 CP

Unfortunately, Sire, you have an unending appetite as no matter how much you consume of something you will always want more reaching an unreasonable extent. So we may need to get more food and drink in the pantries.

Rest Oberon, heroes need their rest +200 CP

It seems that someone needs to take a good night sleep Sire, or perhaps more than that. You will find yourself growing in laziness and disinterest while also suffering from a constant feeling of lethargy.

She likes you Sir William, if you want to slip away with her, I won't tell anyone +200 CP

Normally there would be plenty who could fulfil your desires for pleasure but with this drawback no form of pleasure you feel will ever make you feel fulfilled. A lesser man would be drawn out to seek more and more pleasure to scratch that itch, Sire.



Goldo, you can have all the gold you've ever wanted +200 CP

Ooo shinies we like shinies... sorry, Sire, it seems a bad case of dragon sickness is going around as you will find your deSire, for possessions growing by a sizable amount with you constantly picking up little things and refusing to throw out anything that you can justify keeping.

Jewel had everything, it turned out what she wanted was what other people had +200 CP

It seems, Sire, that you have an emptiness that you just can't seem to fill a longing that your heart keeps telling you, can be stolen. You will have a heightened deSire, for the possessions, happiness, talents or abilities of others which will only make you feel comfort for a moment before it loses all worth.

Kahn, when reason is gone, nothing is left but madness +200 CP

Unfortunately, Sire, it seems someone has turned the dial up on your temper sensitivity as all things will be more annoying and you will find yourself reaching a point of rage far more easily than you should.

Who's a big powerful Overlord then? You are! Yes you are! +200/400 CP

It seems, Sire, that something has gone wrong in the summoning and you are a baby, you will be trapped in this form and will only be able to age at a normal rate.

For **+200 CP** you will enter into this setting as a baby having to grow up in this world and reach an appropriate age for you to gain your purchases and take your place as the Overlord.

For **+400 CP** you will just wake up as an infant and we will have to start from there.

Survival of the fluffiest has never caught on +300 CP

The wretched Golden has spread throughout the land forcefully transforming anything that touches it into a mindless disgusting good version of itself that only intends to destroy evil. Such a disgusting existence can only be cured with death

Can't quite put a name to it +300 CP

With the exception of named individuals, the people of this world are very stupid, Sire, I think it has something to do with the magic of names as most of the stupid people don't have them or are so dumb that they don't know their own names.

Wretched hero's lining up to prove themselves +300 CP

Unfortunately Sire, a consistent problem that you will need to face is random so-called hero's showing up with the intentions of defeating you for the sake of "all that is good" disgusting. At least once per year you will be attacked by groups of heroes with various different skills, plans and abilities. You may find these groups familiar from various tales of Dungeons and Dragons but they are only the Over Realm equivalents of those beings.

Take my advice on the fairer sex it's best to keep them happy +300 CP

You will be required to make sure each of your Mistresses are content, Sire, as if you do not check in with each Mistress at least once per day your powers and abilities will be 50% weaker for 24hrs.

You helmet will allow me to see and hear what you do +300 CP

Unfortunately, Sire, your enemies have found various ways to spy on you such as using your own equipment to listen in on your discussions or crystal balls to watch you from afar.

Seems the more I think about it the more the memory fades +300 CP

You forget all of your out of jump knowledge about this setting so the plot will escape you, Sire.

Careful they don't throw up on you, Master... vomit stains are a devil to shift +300 CP

It seems, Sire, that a number of puddles of magical sludge has spread across the land causing anything that touches it to mutate into monsters including most of your Minions.

Drowning your army is a waste., Sire, +400 CP

You keep forgetting the strengths and weaknesses of your minions, Sire, resulting in them frequently dying.

Sire, the Tower can only accommodate one Mistress, unfortunately +400 CP

You can only purchase 1 Mistress from the Mistress section or Scenario Rewards.

I almost burst into flames once... actually let's not go there... +600 CP

Are you sure you wish to purchase this sire? All of your out of Jump perks other than your body mods will be disabled for the duration of this jump, unless this is your first jump in that case this is a cunning purchase.

Don't think you're coming up here without bringing us a present! +600 CP

With this Drawback you will lose all of your out of Jump Items other than your body mods. If you do not have any out of Jump items other than body mods this will be free CP.

Bloody Tourists +100 CP

Unfortunately, Sire, it seems that this drawback acts like a magnet to other settings resulting in some strange individuals from other worlds popping up and potentially causing us issues. These individuals tend to be in line with the natural power of the Over Realm but we won't have any way of knowing when someone new has shown up. However should you wish for a more specific challenge you may use this Drawback as a jumping off point to purchase more enemies.

It's really quite homely, for a damnation dimension - ?? CP (Requires "Bloody Tourists")

It seems, Sire, that this Drawback is more of a time requirement, please be aware though, Sire, you will need to deal with each Drawbacks before you can complete the Jump.

- For **+300 CP** all of the **Bloody Tourists** Drawbacks will activate when the Jump begins.
- For **Free** all of the **Bloody Tourists** Drawbacks will randomly activate throughout the Jump.
- For **-200 CP** you can activate each **Bloody Tourists** Drawback at your own discretion.

Screaming fun for all the family +100 CP (Requires "Bloody Tourists")

This is odd Sire, I don't recognise this minion hive, Let's call a few out. They don't look like minions, they are all Bulbus Yellow hominids in blue dungarees and some of them are cyclopsian. Unfortunately these minions, while durable, chaotic and destructive are incompetent, normally these would be useful features for an Overlord but not when it is all targeting them.

Make that their downfall, Sire, +100 CP (Requires "Bloody Tourists")

It seems, Sire, that the Knights of the Octagon Table warriors from Spamalot have appeared within the Over Realm. The group includes King Burger, Sir Bedevere the Wise, Sir Lostalot the Brave, Sir Galahad the Chaste, Sir Robin the Not-Quite-So-Brave-As-Sir-Lostalot, Bors, Gawain, and Ector. The group has given one task to find the Holy Grail. For some reason they think you have it and won't believe that you don't, I hope it's not that cup we keep in the privy.

Time to give them a good bashing +100 CP (Requires "Bloody Tourists")

It seems, Sire, that another threat has arrived, the King of Koopa and 100 of his Koopers Troopers will appear on the edge of your kingdom and attempt to take over while searching for some Princess.

The natural laws are a little bit flexible here +100 CP (Requires “Bloody Tourists”)

Ooo, Sire, a number of Pizzerias have appeared within the Over Realm, two branches of the Freddy Fazbear's Pizza, Freddy Fazbear's Mega Pizzaplex, Fazbear's Fright: Horror Attraction and the Circus Baby's Entertainment and Rental complex. Each location contains their own mascots such as Freddy Fazbear, Toy Bonnie, Springtrap, Circus Baby, Monty Gator, Vanny and an army of harmless S.T.A.F.F. Bots. Oh I do so look forward to having a delicious experience.

Demons deities and the damned lessons +200 CP (Requires “Bloody Tourists”)

The Dawnguard are an ancient order of vampire hunters, who are dedicated to eradicating Vampires. This group and their headquarters Fort Dawnguard are summoned to this world with 50 members, trained trolls and some spells that will harm you specifically. They will target you with any Vampires they find within their world.

It seems that everyone is getting in on it +200 CP (Requires “Bloody Tourists”)

Ah another group of Magical Beast Hunters have arrived within this world, this Huntsclan is an organisation of hunters whose goal is to kill all magical creatures by any means necessary. The Huntsman leader of the Huntsclan arrives with Huntsgirl, a destined dragonslayer and 100 huntsclan members all equipped with ancient and futuristic weaponry and equipment.

The halflings are using it to grow pumpkins +200 CP (Requires “Bloody Tourists”)

Sire, it seems that somehow that a strange form of magic has leaked across the land causing a number of plants to mutate into aggressive vegetation such as Peashooters, Wall-nuts, Potato Mines and Puff-shrooms. These plants will fight anything they see as a threat, when you get to heaven's peak you will find a number of the plants fighting zombies, a variable PVZ if you would.

Does that make them the bad guys? +200 CP (Requires “Bloody Tourists”)

Another world once teetered on the brink of anarchy, with an elite international task force restoring liberty to all nations. The Overwatch task force is supposedly Heroes but all they seem to do is fight one enough, capture flags and move carts in random groupings often working with the villainous Talon group. By taking this drawback all distinct named characters from the Overwatch series will be scattered across the Over Realm including all three versions of **Doomfist, Juno, Mina Liao, Emily** and both **Gabriel Reyes** and **Reaper** despite them being the same person.

A few weeks in the iron maiden +200/300/600 CP (Requires “Bloody Tourists”)

Oh no, Sire, teens with attitude i can't stand teens with attitude, by taking this drawback a group of powered heroes will be imported. This can be taken multiple times with each purchase importing 5 Teens with attitude into the Over Realm.

- For **+200 CP** you may select 5 Canon Power Rangers from any groups of power rangers to be the ones summoned with all of their equipment though without their Zords.
- For **+300 CP** you must select a group of power rangers to all be imported into the jump with all of their equipment but without their Zords.
- For **+600 CP** you must select a group of power rangers who will appear with their Zords.

A little meddling here and their +300 CP (Requires “Bloody Tourists”)

This is problematic Sire, it seems that an Assassin Guild from another world has decided to bring its best from across time and space in order to eventually kill you. These assassins may not attack you directly but instead kill your subordinate, stir up rebellions and cause acts of terror. This guild will contain members from when they were at their strongest including:

Altair, Ezio Auditore, Edward Kenway, Haytham Kenway, Ratonhnhaké:ton, Desmond Miles, Kassandra, Eivor Varinsdottir, Jacob Frye and Evie Frye.

Damnation is busy work +300 CP (Requires “Bloody Tourists”)

Certain shades of grey are almost white if not for the taint of darkness. This Order of warriors, rogues and mages are the Grey Wardens, they dedicate their abilities to fighting the Darkspawn demonic creatures that corrupt their victims into more Darkspawn. Unfortunately, Sire, the 100 Grey Wardens who have appeared within the Over Realm don't have any darkspawn to target and their Taint points you out as a Darkspawn meaning that their goal is to wipe you out. Oops?

This is the last hope for evil he's a little short +300 CP (Requires “Bloody Tourists”)

Oh no a bunch of space hippies have shown up, Sire. This group, the Jedi Order, is a peacekeeping organisation composed of light side Force-users, who are dedicated to protecting the Galactic Republic. This group of 200 various species from across the Jedi Order's history will be imported together with their lightsabers and a selection of handheld devices with their intentions being to defeat the largest darkness across the land, specifically you. It'll be interesting to see if Mind Tricks work on minions.

Once upon a time there was an ending +300/700 CP (Requires “Bloody Tourists”)

This strange order of Knights is from a post-apocalyptic world, they are a technology-focused paramilitary order whose core purpose is to preserve advanced technology and regulate its usage. They must be surprised to find a green mediaeval world without the technology they so covet. You may take this Drawback once per option:

- For **+300 CP** the Mojave Chapter of the Brotherhood will arrive consisting of 200 men women and children, all sent out to secure Hoover Dam equipped with land transport vehicles, energy weapons and Brotherhood armour including over sets of T-45d and T-51b power armour.
- For **+700 CP** the Maxson chapter of the Brotherhood on route to the Commonwealth will arrive on the Prydwen, a mobile command airship with a Vertibird fleet containing 1000 armed and trained troops, equipped with energy weapons, brotherhood armour and T-60b power armour.

I had some wings once... gave me a rash +400 CP (Requires “Bloody Tourists”)

Sire, we have an angelic problem! An army of Exorcist Angels led by Adam and his second in command Lute have come to the Over Realm for their purge instead of Hell. They are armed with angel weapons but are unable to use their magic to travel dimensions so they are stuck here and itching for violence on anything they see as evil.

Evil is as evil does +400/600 CP (Requires “Bloody Tourists”)

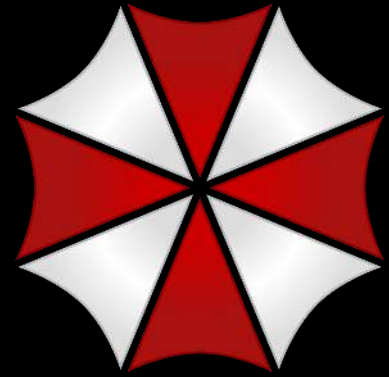
It seems, Sire, that an area of land has been imported into the Over Realm. This European Village contains a number of facilities including Castle Dimitrescu and a number of strange inhabitants who I can only assume are undead.

For **+400 CP** it seems that people including someone named Ethan Winters were supposed to arrive tomorrow, it's a shame they got there too late.

For **+600 CP** a number of people, a wide variety of undead and a chunk of some place known as Raccoon City have been summoned somewhere else in the Over Realm.

These people include:

Ashley Graham, Katherine Warren, Robert Kendo, Natalia Korda, Moira Burton, Ethan Winters, Rose Winters, Carlos Olivera, Billy Coen, Sheva Alomar, Helena Harper, Sherry Birkin, Jake Muller, Barry Burton, Rebecca, Piers Nivans, Ada Wong, Claire Redfield, Jill Valentine, Chris Redfield and Leon Kennedy, it's a shame they aren't friendly, Sire.



World domination won't just come to you +500/700/800/1000 CP (Requires “Bloody Tourists”)

It seems that the Over Realm is indirectly connected to the realms of Mortal Kombat with there being a high probability that the Outer Worlds will send their army to invade.

For **+500 CP** you may select which game and timeline you are connected to.

For **+700 CP** a strange temporal anomaly will occur exactly 1 Year after the realms connect **Kronica** will summon time clones of almost every in universe combatant from every Mortal Kombat game each one bribed blackmailed, threatened or brainwashed to attack you with her: **D'Vorah, Daegon, Dairou, Darrius, Drahmin, Ermac, Erron Black, Ferra/Torr, Frost, Fujin, General Shao, Geras, Goro, Hanzo Hasashi, Havik, Hotaru, Hsu Hao, Jacqui Briggs, Jade, Jarek, Jax Briggs, Johnny Cage, Kabal, Kai, Kano, Kenshi, Khameleon, Kintaro, Kira, Kitana, Kobra, Kollector, Kotal Kahn, Kung Jin, Kung Lao, Li Mei, Liu Kang, Mavado, Meat, Mileena, Mokap, Moloch, Motaro, Nightwolf, Nitara, Onaga, Quan Chi, Raiden, Rain, Reiko, Reptile, Sareena, Scorpion, Sektor, Shang Tsung, Sheeva, Shinnok, Shujinko, Sindel, Skarlet, Smoke, Sonya Blade, Stryker, Sub-Zero, Takeda, Tanya, Tasia, Taven, Tremor and Triborg.**

For **+800 CP** Kronica will gain time clones of:

Conan the Barbarian, Ghostface, Hellboy, Jason Voorhees, The Joker, Leatherface, Peacemaker, Pyramid Head, Predator, RoboCop, Rambo, the Teenage Mutant Ninja Turtles, the Terminator, T-X, T-1000 and a Xenomorph.

For **+1000 CP** Kronica will also gain time clones of:

Dark Kahn, Freddy Krueger, Homelander, Kratos, Omni-Man, Spawn and Superman.

At last evil is on the rise +1000 CP (Requires “Bloody Tourists”)

Master I really hope this is not your first Jump if you're taking this Drawback, Sire. It seems another type of Overlord has also arrived in this Jump along with his own fortress The Great Tomb of Nazarick. I will be honest, Sire, the Over Realm doesn't stand a chance against them.

Ending Choice:

Well, Sire, we are at the end of your stay here, and now you must choose where you will go next.

Stay Here

What! I mean yes Sire, of course you would want to stay within your dark domain. Let's hope nothing brings your reign to a premature end.

Return Home

Revisiting old sights to conquer and families faces to enslave have fun.

Next Jump

To seek out new worlds and new civilizations to darkly conquer what no one has conquered before.