



By Pokebrat_J

Ever since there was the concept of Morality, there was Evil. Cruel murders carried out through mindless Wrath. Men and women stabbing each other in the back for Envy or Greed. Lusting after another's wife that didn't look like a bloated whale. Lounging around in their Sloth and Gluttony while their fellows starved in the streets. Simply doing whatever they wanted because their Pride demanded that all else bow before them.

By the end of your time here, you will have known Evil most intimately, Master, for you are the Overlord, Master of all Evil.

You shall receive **[1000 Evil Points]** to gain powers beyond what Good could have ever given you within these lands.

Remember this Master, Evil always finds a way...

Origin:

Overlord - Did you really expect anything else? You are the Overlord, one of many Overlords that have risen before you, and you wake up one day within The Tower, a magic gauntlet on your hand and an elderly looking Minion at your side.

You may be any gender you wish, as Evil doesn't really discriminate who commands it. There have been more than a few female Overlords, even if the men seem to be more iconic.

Age is likewise a non-issue. While it is recommended that you are at least a teenager to do some proper Overlording, you can be as young or old as you wish.

And if you want, you can choose to be a different race all together. It needs to be a sentient race in the setting, so no turning into a giant black super eldritch dragon if the world is only populated by humans or elves.



Perks:

You may choose any two perks from each tier to discount for half price, with discounted perks costing [100] being free.

Evil Aesthetic [Free] - Well you can't exactly go walking around like a perfectly good Hero, now can you Master? With this, you may change how you look this once in any way that befits your Evil nature, with the notable exception of your eyes, as they burn an infernal orange-red.

Evil Mindset [Free] - To go along with your new looks, your mind has also had a slight change forced upon it. You have a tolerance for Evil acts, perfectly accepting previous ideas you never would have conceived had you been Good. You can handle any amount of gore as though it was just taking out the particularly bloody trash, and never seem to lose your stomach's contents. While this alone doesn't make you Evil, it certainly paves the way. In addition, you now have a soft spot for Minions, able to tolerate them and their actions as well as you now do blood and torture.

Blackest Art of Bureaucracy [100] - One of the greatest inventions of Evil, paperwork can break the will of even the hardest of Heroes. Not only are you a skilled bureaucrat, but you are immune to it's soul-sucking properties, even finding the action to be enjoyable!

Expert Lover [100] - With the purchase of this perk, you are an undisputed master of carnal pleasure, capable of going on for hours at a time. Not only is the act always enjoyable for yourself, but your partner will also be satisfied. Not of much use in the long term, but your Mistress will certainly appreciate it.

Minion Empathy [100] - It would be more accurate to simply call this one 'Idiot Tolerance.' Suffice to say, a good amount of people are stupid, and all Minions are too. Luckily, you have this perk that gives you an endless when dealing with those less cerebrally gifted than yourself.

Perfect Mind [100] - The mind is one of the deadliest weapons a person can have, when you exclude any actual weapons. You have a perfect memory, able to easily recall what you are for breakfast over a decade ago, or thinking back on that one time when you caused a Hero to completely break down in a most humorously pitiful way. Also helpful with remembering you and your Mistress' anniversary. Never be fooled by the same trick twice.

Alignment Vision [200] - It is a sad truth that you cannot entrust Minions to do everything, so you unfortunately need to rely on other people at times. This should be

helpful, as with but a glance you can tell just how loyal someone is to you and/or your cause. Yes, there is a difference. You can of course turn this ability on or off, and can even choose if this expresses itself as a number scale ranging from -100 to 100.

Incorruptible [200] - Nothing and no one can force you to do anything you don't wish. Your spirit will never break under any type of torture. Mind control cannot find any purchase on your mind. Cursed items will be unable to change you. Memetics effects might as well not even exist. You are the Overlord, and you have no strings to pull.

Logistics Wizard [200] - One of the most important skills an Overlord can have is resource and logistics management. While some of your predecessors didn't even know the meaning of it, there were plenty that held it on a pedestal. You can effectively manage what resources you have in the best way to suit your goals.

Silver Tongue [200] - There were some Overlords who favored talking others into giving them their worldly possessions and lives instead of the fun way of taking them through force, but they were often the ones who lasted the longest, so it's a bit of a mixed bag. You too are very skilled in the arts of diplomacy, persuasion, and intimidation.

At The Top [400] - That is where you truly belong, Master, with everyone and everything bowing to you. Now, though, you need to run it. You are now a master of statecraft and politics, enough to very effectively run an extremely large Evil Domain all by yourself. I wouldn't recommend it, but there have been more than a few control freaks in the past.

Destruction [400] - Destruction comes in many forms, Master. A raging inferno, an unstoppable storm, a particularly motivated goose. You are a force of Destruction. You can find the weak points of anything, be it a building or a body, and know just what to do to bring it crumbling down. In addition, or possibly due to this, you can figure out ways to minimize these weak points on yourself, "allies," or things that you own.

Domination [400] - What good is being an Evil Overlord if there are no subjects to Lord over? You know just how to break someone or something's will to best make it completely subservient to you. You could have the mightiest and most willful of Heroes singing your praises and doing your dirty work within days. Make an entire Empire gladly bow before your majesty within a few weeks at most! And may whatever gods out there help them if you ever learn any Mind Control Magic.

Minion Employment [400] - Not something that affects you directly, but is undeniably a boon in running your conquered lands. When you dress a Minion in an outfit associated with a specific career or skill, they will become surprisingly competent in that field. A

Brown wearing clothes commonly seen on Nobility will make them decent bureaucrats. Dress a Red in a sailor uniform, and they'll be a damn fine seaman. Greens in a chef's uniform will make three star meals regularly. You get the picture. The only exception is dressing them in children's clothing, as nothing really seems to change.

Evil Power [600] - It may seem like a word thrown around willy-nilly, but there is true power within Evil. And as the Master of Evil, you will know power. The more Evil acts you've committed, the more you can enhance something about yourself. The more Evil an act, the greater the enhancement. Think of it like gaining stat points. Stealing a cake will give you 1 point to increase your intelligence or skill with a mace, while you can dump the 100 points gained from viciously murdering an innocent man into a single spell you enjoy using.

Minion Master [600] - Minions are your greatest tools in your path of conquering everything in the name of Evil. And with this, the link you have with them becomes even better. Not only is the amount of Minions you can directly control through **[The Gauntlet]** increased fivefold, but you can see through their eyes and hear through their ears perfectly with no ill effects. Your multitasking capabilities has also increased to best make use of this new development.

Sorcerer Supreme [600] - Let lesser men play with their pointed sticks, you know that true power is held within the forces of magic. You have memorized hundreds of spells, and almost instantly learn new ones. Your well of Mana is immense, able to fire off spells for hours at a time. Developing new spells in minutes, and altering existing ones in seconds. With but a wave of your hand, reality bows to your will.

Warrior King [600] - Upon the battlefield, there are none that can be called your equal. You are an unstoppable juggernaut, a warrior without peer. Each swing of your blade can cut down ten heavily armored men, and you can easily throw around a fully grown horse. You could take more than a few cannonballs to the chest before falling dead, and your stamina is practically unlimited.

Items:

You may choose any two items from each tier to discount for half price, with items costing [100] being free. Items may be imported freely.

The Gauntlet [Free] - The symbol solidifying your status as Overlord, this offers many benefits. The most obvious is being an indestructible piece of armor. It can absorb the life force of slain beings around you, act as a spell casting focus, send decent amounts of money to your treasury, and can have others contact you through the Tower Heart. Additionally, while all Minions obey your will, you can perfectly control up to 50 Minions as though they were your own Evil little phalanges.

Basic Equipment [Free] - To start off with, you will receive a fine but mundane set of iron armor as well as an axe well suited for destroying your enemies.

Flag [Free] - A flag bearing your personal emblem. It might not mean much right now, but in the future all who see it will know of your might and influence.

Ancient Games [100] - Why, it's a series of games about a few of your predecessors! Oh what fun times those were, and now what fun you can have, playing these on nearly any gaming system.

Dwarven Brew [100] - Dwarves are known for many things, but one of their most famous is their brews. This replenishing stock of alcohol is of the highest quality, able to make even Gods of Debauchery nod their heads in approval.

Elven Herbs [100] - Elves, the pansies, have at least managed to get these right. These carefully cultivated herbs are often used to commune with their Mother Goddess, but in reality they are the best trip one can ask for. Guaranteed to leave you a vegetable for several hours at least.

Halfling Feast [100] - Halflings are unapologetic gluttons, but they are at least skilled in their food preparation, and this never-ending feast is proof of that. From golden loaves of bread to honey-glazed hams to pumpkin pies, everyone will find at least something they greatly enjoy at this table.

Imperial Cape [200] - This stylish cape gives off a suitably regal aura when worn, and makes its wearer a tab more 'persuasive' than they otherwise would be. It never gets stuck or caught on anything, and flows in the sometimes non-existent wind in a way that always looks aesthetically pleasing.

Magic Ring [200] - While it's not *that* ring, this does give it's wearer some nice perks, like complete immunity to all diseases and poisons. It's always embarrassing when an

Overlord took over the world only to die of food poisoning or the plague. Hopefully this will stop that from happening.

Spell Tomes [200] - Having immense magical power means nothing if you don't have any way to use it. There are six times here, of which you may choose two with each purchase. Fireball, Lightning Whip, Slow, Shield, Frenzy, and Halo. Each of these times not only grants you access to the basic spells, but they can also teach you how to use more powerful variants!

Trusted Mount [200] - Some sort of loyal, trained animal that you can ride upon. Could be an elephant, a giant wolf, a giant bird, a shark, or even a normal horse. If it's killed, you will find it returned to life the next day, no worse for wear. And don't use your inexperience as an excuse not to use it, as it will always be easy to ride.

Health Pillar [400] - A stone pillar, engraved with images of Warriors, tripling its owner's vitality, making them that much harder to kill.

Mana Pillar [400] - A stone pillar, engraved with images of Scholars, tripling its owner's Mana stores. Enough firepower will solve all of your problems.

Minion Pillar [400] - A stone pillar, engraved with images of Minions, doubling the capabilities of all Minions who serve you. Let your soldiers never be found wanting, except in intelligence.

Spell Pillar [400] - A stone pillar, engraved with images of Sorcerers, making all spells you cast cost half as much and twice as effective, making sure that magic will always be a viable option.

Armor of Evil [600] - This enchanted suit of blackened Arcanium is the ultimate protection for a Master of Evil such as yourself. Not only is it extremely hard to break through, it offers potent protection from the elements, both environmental and magical, increases your strength, speed, and vitality fivefold, and doubles the amount of Minions you can control through **[The Gauntlet]**. In addition, you are immune to fall damage, so falling off a high tower with an uncertain result is a bit less uncertain.

Weapon of Lords [600] - This weapon, whose exact specifications are up for you to decide, has a great many benefits. It ignores resistances and immunities to its weapon type, is enchanted with otherworldly flames that also ignore all resistances and immunities, and has the Node Rune. This allows you to teleport to any Tower Node or the Tower itself so long as you are holding it, which allows its second function, allowing you to teleport yourself to the weapon whenever you want, to be very helpful indeed.

Tower Customization:

*What kind of Evil Overlord doesn't have his own Evil Tower? You will have **1000 Tower Points** to customize your own Tower. It will be placed in any area you wish within the world, and will become a Warehouse attachment after your days here. Can be placed anywhere you wish in future Jumps.*

Conversion Rates - You can convert **Evil Points** into **Tower Points** at an exchange rate of 1:2.

Import [Free] - Perhaps you already have a structure you're already attached to? Well in that case you may import it into the Tower for free, with all that entails.

Basic Functions [Free/50] - What's the point of an Evil Tower if it doesn't have basic amenities of life? Your Dark Tower has a throne room, bedroom, guest rooms, kitchen, storerooms, basement, armory, forge, torture chamber, and a few more empty rooms for you to decorate as you see fit. As is, everything is very basic and not very well furnished, but that can be fixed right away with **[50]**, granting it luxurious decorations that would make some kings look like cheap peasants.

Minion Hives [Free/50] - One cannot be an effective Overlord without an army to conquer in his name. With these, all you need is a steady supply of Life Essence and you can raise an army of thousands at your beck and call. With four different types of Minions, it stands to reason that there are four kinds of Minion Hives. The first Minion Hive is free, with the other three costing **[50]** each. All of these hives will be placed somewhere in the basement.

Teleportation Grid [Free/50] - Of all the toys the Tower has to offer, this is probably the best one. Able to set up nodes that teleport those wearing **[The Gauntlet]**, as well as Minions, to any other nodes or the Tower Throne Room. You just need some Mana to mark an area, and you'll find a node there within the hour. This works much faster on already existing nodes. This can be used to bring along items or people so long as they are with you, and for **[50]**, you can personally grant people an arcane mark that allows them the same access to these nodes as you do. And yes, they can be taken away.

Tower Heart [Free/100/200] - An ancient artifact of Evil, this Mana generator powers the entirety of your Dark Tower. How much Mana does it have? Well, let's put it this way, how much do you like the state of North Carolina? Because if managed improperly, that is what it can destroy in a horrific magical explosion.

Is that not enough for you? Then with **[100]** you can use the Tower's Mana in place of whatever power source you're using in order to cast spells or use abilities, so long as it's channeled through **[The Gauntlet]**. Don't worry, it'll be completely safe. For you. Not so much whoever you aim your fireballs at.

For an additional **[100]**, the Tower Heart has nearly ten times the Mana it did before! It goes without saying that you could power nearly anything should you hook it up correctly.

Treasury [Free] - And what Tower would be complete without the Treasury! This massive vault can contain any amount of money you wish to place within, either personally or through **[The Gauntlet]**. All money is automatically converted into gold coins of your design, but can be any type of currency you wish. You can of course reverse this effect, as I'm sure most modern societies won't let you buy a soda with Spanish Doubloons.

Expanded Facilities [50] - Is there a certain kind of facility you want within your Dark Tower, or perhaps an upgrade to an already existing one? With this, you have that option. A perfect way to spend any leftover points.

Arena [100] - Don't you wish you could go back in time and continuously beat that one particularly obnoxious villager? Well this is the next best thing! You can fight anything you've previously killed, allowing you to improve yourself, relive your glory kills, or make absolutely certain your victory wasn't a fluke.

Difficult Approach [100] - It should be common knowledge, but most Towers cannot move on their own. As such, it's very easy for people to actually get to it. With this, that is not the case. Whether it's surrounded by a poisonous bog, on an isolated island, or any other environmental obstacle, it's a serious pain getting to the Tower by foot.

Halfling Pantry [100] - What is the point of a kitchen if there is no food? None, and something this Tower addition seeks to solve. Your pantries/storerooms never run out of food and ingredients to make better food. The best part? It has basically every kind of culinary ingredient you can imagine. Somehow.

Tower Defenses [100] - Where there is an Overlord, there is an Arc where the Heroes storm the Tower in order to brutally murder the poor Master of Evil. This makes it so that any intruder has a hard time trying to break in, buying you enough time to get ready to fight or run away, depending on your preference.

Castle Town [200] - Oh, it's been so long since the Tower had one of these! A bustling town with the potential to expand, this has everything you would expect within it,

including people who are almost as loyal to you as Minions. It also functions as an excellent way of generating revenue if you're too lazy to actually go out and do anything yourself.

Dwarven Mine [200] - There are few friends out there as trustworthy as steel. This mine underneath the Tower is filled with all kinds of raw ores you'll need for crafting. Of course there are metals like iron or gold, maybe some gem deposits, but there are also some arcanium deposits too, as well as metal from future worlds as well. And since you're buying at premium, it will never run out, but it might be best to give it a break every now and then.

Elven Garden [200] - An extremely beautiful garden that gives off a very peaceful aura, it is filled with almost every kind of alchemical ingredient you would ever need, and continues to gain new additions from each new world you visit. You will also find a fully stocked alchemy lab close to the entrance. Additionally, it's a very good place to take your Mistress on a picnic, if you're into that sort of thing.

Grand Library [200] - The life's work of one particularly erudite Overlord, this library has books on every subject he could get his hands on. Medicine and biology, flora and fauna, magical theory and mythology, this has a little bit of everything within its shelves, and continuously updates itself in future worlds. It won't magically gain rare or truly unique books, you'll have to go out there and find it for yourself.

Arcane Forge [300] - Within the bowels of your Tower lies the Arcane Forge. It has all the tools needed to create masterwork weapons and armor out of any material you come across, as well as greatly enhancing all enchantments you place upon any crafted items. In addition, you can sacrifice your Minions by the hundreds to further enhance whatever you craft here.

Netherworld [300] - Who needs a Tower that touches the sky when you can have one in the depths of Hell? Or at least that's what it would feel like. Within this pocket dimension around the size of Iceland is a land of mostly rocks and lava, with a few interesting secret areas hidden around. With only one entrance to the outside world, not including nodes, it's much easier to defend than an ordinary Tower could ever be.

True Throne [300] - When one rules all, he must have an appropriate throne to rule from. This is the greatest throne possible, protecting the Tower from outside teleportation and making it immune to all forms of scrying. In addition, it allows you to have a perfect visual of any place within your Dark Domain.

Companions:

Army of Minions [Free] - Any Minions you gain/create will become Followers of yours, even after your time here is at an end. A perfect army for one such as you, Master. Should you wish it, you can also have any number of your Companions or Followers take on a Minion form.

Head Minion Gnarl [Free] - As always, Master, I am here to serve you as best as I can. That mostly involves giving advice that lessens the odds of you dying in some extremely stupid manner, but it would warm my Evil heart if you were to take my guidance with you into your future conquests.

Mistress [Free] - An Overlord's life can be very lonely at times, even with an army of Minions at your beck and call. No, you need someone who will stand at your side, you need a Mistress. Well, they don't *need* to be female, but it is traditional. While you can either create or import a companion into this role, they will be extremely attractive, be of any race, and will share all of your tastes/kinks. They will also be competent in running your Dark Domain and a natural affinity for ordering your Minions around.

Elite Mooks [50] - Minions are the greatest forces of Evil one can hope to have, and these five are the best of the best. They will act as one single Companion or separate ones at your choosing, and hold a great deal of respect amongst the other Minions.

The practical and responsible Maggot is a physically powerful Brown Minion, worth at least three others.

Igni is a Red with exceptionally potent Pyrokinesis even amongst their kin, and just as trigger happy.

Fetid is one of the sneakiest, stabbiest, and smelliest Greens you'll ever meet, even with their penchant for wearing pretty colorful dresses.

Scyl is such a good Blue that they can even heal non-Minions to an extent, but are still unable to resurrect them.

And finally there is Maximilian, a self-proclaimed Brown Bard that will quite literally stab anyone that so much as puts one too many syllables into a line.

Drawbacks:

Alternate Start [+0] - Maybe you don't want to pave your own way, or just want some more familiar challenges. With this, you may take the place of any Overlords within the game series at the start of their adventure.

Crossover [+0] - Do you not want to conquer some generic fantasy world? Maybe you have someplace special in mind. A world where a Zero would summon a special familiar? Or how about a world underneath a broken moon? You can decide which world you crossover with, and can even use this as a Supplement on some other Jump should you so desire.

Villain's Best Friend [+0] - If you really don't want to play an Evil character, you can instead have a Companion take up the role of Overlord. While there won't be a direct benefit for you, it might just be fun to watch your companion take over the world.

Damn Gnomes [+100] - Gnomes are annoying little buggers. They get into everything and steal a great deal of shinies, and there are somehow always more of them. It should then be upsetting to know that you'll be dealing with them for the rest of your time here.

Delusional Villain [+100] - At your heart, you truly consider yourself a Hero. This is more than a little awkward considering your new title as The Master of Evil. Simply put, you need to justify any Evil actions you do with Heroic reasons, or you simply won't do it. This does have lots of leeway, but it's annoying to deal with.

Extended Stay [+100] - Instead of spending only ten years here, what if you spent twenty or thirty years instead? With each purchase of this, you spend an extra ten years here, but you can only benefit from taking this three times.

Kick the Dog [+100] - There are numerous ways to show that you are an Evil Overlord. This unending hatred of all things cute and adorable is a pretty big indicator. Should you see a puppy, a sheep, a baby seal, you'll be filled with an urge to sic your Minions upon it, or set it on fire.

Prideful [+100] - To the ancient Greeks, there was no fatal flaw more damning than Hubris. Unfortunately, you didn't learn that lesson and now your ego is unmatched. Expect the usual overestimation of your abilities, underestimating enemies, and belief that you always know best.

Amnesia [+200] - It seems that all of your memories made throughout your Jump are gone! You'll be very confused as to why you're in an Evil Tower and have the ability to summon sentient muffins or whatever tricks you've picked up over the years.

Dissent [+200] - It seems like people won't just lie down and accept your rule! Any lands you conquer will always have at least one resistance movement against you. And if you find and dismantle it entirely? Well, then that will just inspire another group to form. They will inevitably muck up some of your plans.

Lustful Idiot [+200] - You, Master, seem to think more with your Little Head than your actual head. If a person is to your tastes, you'll hardly be able to hold yourself back from attempting to hump them. This will distract you from most red flags a person has, or waste time pleasuring yourself when you should have left for battle hours ago.

Medieval Tech [+200] - Oh wow is you, Master. Forced to bear living in a world where technology is at medieval level, where you cannot improve it in any way. No guns, no power armor, no genetic engineering labs, no satellite lasers, not even a printing press.

Surrounded By Idiots [+200] - There are times when you think you're the only person around with more than three brain cells. Unfortunately for you, those three brain cells are shared between the entire world. Practically everyone on the planet is agrivatingly stupid, with the exception of yourself, your Mistress, and Gnarl. Even with the perk **[Minion Empathy]**, other people will get on your nerves within minutes.

Context [+300] - Power is a great thing to have. After all, why else would you be here if not for that? But of course, there are those who like to have somewhat of a challenge. For the duration of your time here, all supernatural powers and abilities are removed, leaving only what you bought here and your mundane skills.

From the Ground Up [+300] - But maybe you really do enjoy a challenge? With this, you start off with just your Body Mod, the Gauntlet, Gnarl and a single Hive, and an unfurnished Tower. You must now work to gain every perk or item purchased, but you should be able to get them by year's end. I wish you luck, Master.

Heroic Party [+300] - It seems like there are some nuisances running around. This five person group of adventurers, each with a different and useful skillet, make for a good team. Unfortunately, within a year or two they'll turn their attention towards you and your operations. How to deal with them is up to you, but I'd be wary, as many Overlords have fallen before the Magic of Friendship. Yes, it is a real thing, and yes, it will hurt like a bitch.

God's Ire [+600] - Those of a Divine persuasion tend not to like Overlord a great deal. Except the Norse. Turns out a night of drinking is a good way to become friends with Thor. Anyway, there is a God out there that *really* does not like you. This could either be the Mother Goddess of the Elves, or something else. They will send their best and brightest to devise ways of defeating you, and if you kill enough of their followers, they might just take to the field themselves.

Scenarios:

World Domination:

Ah, the classic, eventual goal of all Overlords who come into power. You don't even need to conquer the entire world to accomplish this scenario, just the continent the Tower is housed on. You will inevitably run into opposition, whether it's pre-existing kingdoms or some unleashed force of evil or good. Be prepared for anything, and crush all who oppose you, Master!

Reward:

What other reward were you expecting? Simply put, all lands and people within your **Dark Domain** shall follow into future Jumps. When not imported into these new worlds, it shall inhabit a pocket dimension connected to your Warehouse. And, should you wish to, you can combine any and all properties, areas, countries, or land masses that you own with your Dark Domain.

Ending:

At the end of your stay here, you are given all of the standard options you've come to expect.

Stay Here

Return Home

Continue on your Journeys

Notes:

- Yes, the benefits to **[The Gauntlet]** can stack.
- Basically, you are entering many decades, perhaps centuries, after the events of Overlord 2, should you not want to pick **Alternate Start**.
- All facilities within the **[Tower]** can be updated technologically in future Jumps, should you wish for it to be on par with whatever tech level you operate on.
- You can find all of the Hives out in the wild if you don't want to buy them, but it will be a chore.
- You can place nodes within 1sq mile of each other at the very least.
- Crossover** is exactly what it says, where you are placed within a world besides the usual Overlord world. While I would recommend fantasy settings, like Familiar of Zero or ASOIAF, it's up to you. You can also choose how the history of Overlord blends into the setting.
- When in doubt, Fanwank.
- Have the day that you deserve~***