Generic Lewd Overlord

v0.1

by Edyy78

Welcome Jumper to a place full of darkness, despair, and everything evil. A place where war, slavery, and a whole host of other “great” evils are commonplace. And all of it is done at the beck and call of beings known as Overlords. From a demon king clad in pitch black plate armor seeking to destroy the gods to a maniacal alien space empress who sees the entire galaxy as her personal birthright you will be able to stand equal to these juggernauts, scheming, warring, and personally doing battle with them. Not to mention the various and equally diverse heroes groups who will stand in your path.

But everything doesn’t have to be all work and no play as a sexual undertone will also be present during your time here, free for you to take advantage of to sate your dark sexual desires. Whether it be beating down and raping hapless heroes, using and abusing your “loving” populace/minions, or outwitting and humiliating your overlord rivals. Untold amounts of sex, land, and power is yours for the taking as long as you have the will and a dark sense of self to take advantage of any situation.

Take **2000 Choice Points** to help fund your adventures, and no that's not a typo. You are going to need it.

Jump To Table Of Contents

Table of Contents

These are clickable links and underlined areas in the rest of the doc are also clickable.

Table of Contents 2
Settings 4
Origins 5
- Personal Methods 5
- Ways of Rulership 7

Perks 9
- General [Undiscounted] 9
- Personal Method Perks 19
  - Brute Force 19
  - Unrestrained Invention 24
  - Shadow Tactics 27
  - Minion Management 31
  - Corruptive Dominance 34
- Way Of Rulership Perks 41
  - Beloved Tyrant 41
  - Conquering Warlord 45
  - Proselytizing Zealot 49
  - Slaving Despot 54
  - Manipulative Monarch 58

Items 63
- General [Undiscounted] 63
- Personal Method Items 67
  - Brute Force 67
  - Unrestrained Invention 71
  - Shadow Tactics 75
  - Minion Management 79
  - Corruptive Dominance 83
- Way Of Rulership Items 87
  - Beloved Tyrant 87
  - Conquering Warlord 91
  - Proselytizing Zealot 95
  - Slaving Despot 101
  - Manipulative Monarch 105

Lair of Your Own 110
Nation of Your Own 116
Companions 122
Scenarios 123
- Scenario One [Alexandrian]-Requires Nation Of Your Own 123

Scenario Two [No Gods, One Master] 125
Scenario Three [Bury/Fuck The Light] 127
Scenario Four [Harem Lord] 129
Drawbacks 131
Decisions 136
Change Log 137
Notes 137
*"Magic" Clarification 137
*Corruptive Monarch "Tree" Seeds fusing 137
*Sexual Apotheosis Divine Energy Generation Rules 138
*Sexual Apotheosis: What can You Do As God 138
*Lair Of Your Own- "City" Lair Amenities Ruling 139
*Ominous Glow and Shadow Example 139

Jump To Table Of Contents

Settings

The exact location doesn't matter all that much, so you're free to customize the particulars of any of the below settings, including where you specifically start, or pick a setting outside of the suggested ones below.

Modern Day
Well, well, well, are you nostalgic or just a bit homesick? Either way this location takes the form of modern day Earth, though one that either has seen a sudden emergence of "magic" and fantastical races or has always had these elements with history being slightly different than what you may know. Besides magic, one of the other major differences is that the world has become very "hot" compared to what you're used to with various conflicts, both secretive and out in the open, popping up all over the place.

Western Fantasy
More of a fan of sword and sorcery eh. This fairly generic fantasy world is home to everything that an ordinary fan of such would expect. Including, but not limited to starry eyed heroes battling against evil, greedy dragons capturing members of royalty, and hordes of monsters roaming wild areas. Hell you may even run into a few people from other worlds who are as foreign to this place as you.

Space Opera
A place of wars among the stars and exploring countless oddities. Many kinds of planets exist here ranging from lightly settled backwaters to greatly populated ecumenopoli and everything in between. And with the sheer size of the setting everything is just "bigger" from the nations to the ambitions of people like you. Are you going to conquer the entire galaxy, or just content yourself with a few worlds?

Superhero
Whoa, Superman looks good in all black… Oh, that's not Superman, that's you! Say hello to a world not totally unlike your own, but with one pretty wild difference: superheroes exist here. And, because every action has an equal and opposite reaction, supervillains also exist here. Have fun in this world, and do your best to show those tight-wearing superheroes who's boss around here, will you?

Cyberpunk
Who could be more villainous than an evil corporation hellbent on hooking everyone up to machines? Well I guess we're gonna find out, given that you've elected to enter this strange, vaguely post-modern setting. Have fun toppling and replacing the biggest evil of all: corporate greed. And then replace it with your corporation, because this is an Overlord jump.

Jump To Table Of Contents

Origins

*For clarification an origin consists of both a **Personal Method** and a **Way of Rulership**.*

Personal Methods

This first half of your overlord origin consists of different ways you'd personally go about doing things. This ranges from how you engage your nemesis in personal combat to what you typically send your minions out to do.

Brute Force [Free]
Ah, I see you're the type of overlord who like to dispense with the bullshit and just get right into fucking things up. If you were to pick this then you'll be the type of person who tends to solve problems directly and occasionally with applications of force, violence, and rape. This means engaging the heroes in glorious combat, using your dominating presence and minions to cow your subjects, and throwing around the threat of violence to deal with your rival nations. And when you manage to beat down pestering heroes and their allies you're also well versed in pinning them down and raping them until they're cowed and subdued.

Unrestrained Invention [Free]
With a mind like yours and an unsurprising lack of ethics it's a wonder you haven't walked down this path of crazed madmen science before. But that's besides the point, as if you are to pick this then you'll be the type of overlord who revels in pushing the various fields of technology, magic, and biology to their limits and finding ways to weaponize them or turn them to lewd purposes. This means tinkering and coming up with your own inventions, unleashing new weapons to counter heroes, and turning your nation into a haven of scientific hedonism. And when your superior tech and/or magic manages to overwhelm the heroes and their allies, you can use them as sexual guinea pigs to help further your research and innovation.

Shadow Tactics [Free]
Now those bright eyed heroes may call you a craven coward due to your shadowy methods, but pay them no mind, they'll be unable to complain when your blade or bullet catches them unaware in the throat. Alongside that, if you decided to follow this then you'll be the type of overlord who gets perverse glee in killing those who can't see you and subtle art of stealth rapes. This also entails various acts of sabotage, forming your minions into terrorist cells in other nations, and using your citizens as the ultimate info center. And when you've managed to make the heroes and their allies vulnerable and isolate them you can easily whisk them away to be your personal sex toy, with peers having no idea what happened.

Minion Management [Free]
Now this level of organization and … professionalism will no doubt make you a bane to those who expect you to be sloppy in your villainy. If you are content to continue down this professional path, taking this will make you the type of overlord who runs a tight ship and knows how to both command and properly motivate your minions. This also includes commanding your own bodyguard, making your minions get off on fulfilling your tasks, and turning your nation into a prime example of productivity and efficiency.

And when you've outpaced and out-performed the heroes and their allies, feel free to let your minions have their way with them as a reward for a job well done.

Corruptive Dominance [Free]
Huh, so you're the type of sick fuck who enjoys twisting both the minds and bodies of those who oppose you. If you want to fulfill your dreams of getting your, metaphorical or literal, corruptive tentacles into people then this will make you the type of overlord who twists any and everything to their own perverted whim. This includes using your own corruptive energy to forcibly recruit people, turn your minions into powerful monstrosities, and warp the very nature of your nation. And when the heroes and their allies have been brought low and weakened you'll be more than happy to show them the joys of corruption warping their minds and bodies.

Ways of Rulership

This second half of your origin consists of the general way you rule over your various subjects. This includes how you get your citizens to put up with your reign and how you go about taking over other hostile nations.

Beloved Tyrant [Free]
Are you sure you're in the right place? Because most in this profession usually don't try to make the lives of their citizens better outside what is absolutely necessary. If you want to go further down this path of "charitable villainy" this will let you baffle the heroes with the kindness you show your people. This includes figuring out what your people want and twisting it to your benefit, making your minions and people more appreciative of what you're doing for them, and turning your nation into a haven for those the so-called good guys neglect. And when the heroes and their allies come knocking at your gates they'll be met with a people determined to keep you exactly where you are.

Conquering Warlord [Free]
So you're a bit of a traditional conquering type huh. Well if you want to go further down the popular path this will turn you into one of the best warmongers the world or galaxy has ever seen. This includes leading your armies from the front, using sex as a potent recruitment tool for your armies, and using rape to pacify your latest conquests. And when the heroes and their allies try to stand against your might you can rest assured that they'll be broken and ravaged by your legions.

Proselytizing Zealot [Free]
Parading around as a person of the cloth are you, or are you aiming for something a bit higher. In any case this will send you down the path many overlords follow of building your own cult centered around yourself. This include doing things like impressing possible converts with your awe and skill, turning your minions into lewd preachers, and seeding secret rape cults in neighboring nations. And when the heroes and their allies come to stamp out your "little cult" they'll be met by hordes of your faithful ready to forcefully welcome them into the fold.

Slaving Despot [Free]
Well as they say money is the root of all evil and it seems you're keen on proving that statement. If the pursuit of money, both fair and foul, interests you this will not only let you become a master of legitimate business, but also of illegal ones primarily the slave trade. This entails illegal shops with legitimate fronts, sending raiders to plunder and disrupt the competition, and forming monopolies so expansive and strong that whole nations will crumble without them. And when the heroes and their "allies" come to shut down your operations they'll find that you've bought out their support from underneath them.

Manipulative Monarch [Free]
Going for the long con I see, well I'm sure those heroes won't know what's in store for them. With this **Way of Rulership** you'll be the type of overlord who puts complex and long lasting plans into place to entrap people in an inescapable web. This entails putting multiple different kinds of plans in motion, using your minions as spies/info gatherers, and fabricating claims on other nations. And when the heroes and their allies manage to

get themselves stuck in your expansive web you'll have no trouble sexually breaking them and turning them into willing traitors.

Jump To Table Of Contents

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

Race [Free-300 CP]
What makes an overlord has nothing to do with what race a person is as there are plenty of examples of overlords who are goblins, demons, or even normal human beings. What matters is your competence and ability to project yourself, but I understand that you may want to be something different than what you came here as. To that end with a purchase of one of these tiers you can change your race to something new and exciting.

You can also purchase another tier, either your original or the other two, to gain an extra race as an alt-form either for tactical consideration or cosmetics.

For free you can become a human or races with one or two minor advantages that either make them a bit better than a standard human or puts them on the same level. This can include things like elves with their long lives and affinity for magic or an orc with their greater strength and stamina.

For 100 CP you can become a race that is capable of single handedly threatening a town and due to their two strong advantages needs a professionally trained group of soldiers to beat. This can be something like a minotaur with their great strength and natural berserker rage or a minor demon with resistance to non-magical attacks and a boost to their fire magic.

For 200 CP you can become a race that is strong enough to need a specially trained hero, or a disproportionate amount of soldiers, to take down and come with three powerful advantages. This can be something like a young dragon with a powerful breath attack, tough scales, and a fearful aura or a genie with powerful elemental resistances, enthralling voice, and intangibility.

For 300 CP you become a race that is strong enough to solo cities and requires an entire team of veteran heroes or a whole army to try and stand against your four powerful advantages. This can be something like a lich with a death aura, phylactery, boost to necromancy magic, and soul manipulation or a archdemon with a demon dominance aura, strength to knock down buildings, a natural anti-magic field, and a resistance to everything, but holy magic.

“Magical” Ability [100-300 CP]
What is considered “magic” differs from setting to setting. Whether it be called straight up magic or something else like ki/psionics an overlord like you should be aware of it and, if you so choose, be able to even the playing field against those who use it. Upon taking this perk, and picking a tier, you gain magical ability fueled by mana, ki, mind power, etc with the tier you choose determining your starting capabilities such as your energy pool, your starting spells or equivalent, and the power of said spells.

Regardless of what tier you pick you start with five schools of magic you are proficient with as well as a handful of spells, or equivalent from each.

For 100 CP you get minor magical power equivalent to someone who has recently started studying magic. In terms of combat ability you'd be able to take on things like minor monsters or bandits and be able to destroy rooms or small buildings with effort. In terms of utility you'll be able to do things like cast spells to muffle your footsteps or cast minor illusions.

For 200 CP you get moderate magical power equivalent to someone who's been studying for a few years. In terms of combat ability you'll be able to easily overpower mid-tier monsters or lower level heroes and be able to destroy whole buildings or multiple small ones with ease. In terms of utility you'll be able to teleport short distances and, with effort, move a building with telekinesis.

For 300 CP you get master level magical power equivalent to someone who's spent their life studying the arts. In terms of combat ability you'll be a threat to elite hero parties or whole armies and be able to wipe out chunks of cities. In terms of utility you'll be able to shield a city from bombardment or summon clones that equal you in power.

Overlord Basics [Free]
Unless you've done this type of thing before, you're probably going to be new to the whole overlord business. And getting yourself killed or overthrown because you don't know the first thing about running a nation would be very boring and disappointing.

To that end by taking this perk you'll have a crash course of overlord 101 crammed into your head. This will include things like basic governorship, the basics of how to raise, run and lead a military, how to handle an economy, and other skills needed to keep an evil nation afloat. You'll also gain some competence in other more villainous overlord activities such as knowing the basics of torture, including things like gauging how much someone can take, basic combat skills and other things an overlord is expected to do.

Villainous Soundtrack [50 CP]
A good soundtrack can make almost any activity more intense or grand and with a purchase of this perk you'll be able to partake in this splendor. You gain your own soundtrack full of a combination of your favorite songs you've heard before and brand new songs suited to your tastes and perfect for different situations. You also can gain more songs as time goes on and even have some of your current songs gain remixed forms for other genres.

For example, you could have a grand orchestral piece that swells as your final fight with the heroes drags on or an intense death metal piece when you're going on a blood soaked rampage.

You can also choose whether or not anyone else can hear the songs.

Making Your List And Checking It Twice [Free-100 CP]
If you've watched any tv show or movie you should know of the various pitfalls of the more….cartoonish and/or idiotic overlords fall into. This level of stupidity and

short-sightedness are unbecoming of a proper overlord and to make sure you won't be caught doing such things this perk will instill an instinctive knowledge on how to avoid falling into common mistakes made by more amateurish overlords such as knowing when and where to monolog, how to properly secure prisoners, and how to properly restrain any monster you may make use of.

Though if you're hesitant to fully get rid of these fun endeavors, you can pay 100 CP to get the second level of this perk. With it you'll be able to indulge in all of the stereotypical cliches related to being an overlord without any of them backfiring in any way, unless you for some reason want them to.

Like You're In A Hentai [Free-100 CP]
Part of the reason you are here is to have your way with those that catch your fancy. Though depending on where you go, that may be difficult if the locals don't fit your definition of beauty. To remedy this, taking this perk will make sure you're never without appealing people to keep you company.

At the free level, this perk gives everyone a beauty boost with everyone moving up between one and three spots on your own personal scale. Those that are lower than a five in your book get set to a five before their boost. This boost also applies to their sexual characteristics, giving people cocks, tits, asses, and pussies that fall inside of what you find attractive and can, at your discretion, push on what's possible with all possible drawbacks being eliminated. Also no one, not even yourself, will ever become desensitized or tired of sex no matter how much or how long they have it with things like harmful soreness being removed as well.

The second level, which costs 100 CP, breaks the entire 10/10 grading system and gives everyone a massive boost to their beauty. Even a low born mud crawling peasant or a barbaric monstrous race will look like supermodels. You can also turn inorganic monsters and creatures into sexy versions of themselves, such as making stone golems into sexy babes that can both be rock hard and soft to the touch. You are allowed to pick and choose who this broadly or specifically applies to as well in what manner just in case you like monstrous races to still be somewhat monstrous.

If you want, this new massive boost, like before, also applies to their sexual characteristics not only giving them things like cocks as thick and as long as a horse's or an ass thats the perfect blend of jiggly and firm, but also letting you add things like hermaphrodites or femboys and/or make them more common as well as making sure such ridiculous proportions never have any adverse health effects or impede them in any way especially during sex. You can also allow people, including yourself, to "conceal" these assets by making them shrink and contract into armor or clothing, though this comes with the downside, or upside depending on how you look at it, that their assets may come bursting out of their clothes and armor once they sustained enough damage.

Also sex now becomes so pleasurable that things like massages or kissing can bring someone to orgasm and, if you happen to be particularly good, people can be mind broken from the pleasure.

Evil Has A Certain Look [Free-100 CP]

Now that you've worked on how everyone else looks you can now focus on yourself.

At the first free level you embody certain overlord appearance archetypes as well as what feeling they would instill in others which defaults to your origin. Maybe you want to look like a hulking muscular barbarian with the feeling that you could easily pin someone down and demolish them. Maybe you want to look like a beautiful and suave socialite fit to charm your way into the pants of even your greatest enemies. Or maybe you want to give off the air of a creepy perverted scientist, your molesting gaze making everyone caught in feel both uncomfortable as well as intellectually inferior. You also are given free reign to design your sexual characteristics to your liking with the guarantee that they won't cause any health problems nor impede you during day to day tasks or fighting. This also comes with a moderate boost to your sexual skills/instinct and competency with your favorite fetishes.

The second level causes the feeling your new appearance instills into others to become stronger as well as letting you increase the pleasure others feel when you act in accordance with your stereotype. For example, if you brutally rape an enemy as a brutish barbarian or flirt with them while fighting as a suave dark romantic then they'll feel a rush a heightened pleasure.

This also causes those of your choosing to make ignorant assumptions about your abilities based on your appearance. For example, if you look like a brutish barbarian then a group of heroes or enemy nations will assume you're not capable of complex tactics both on the small and large scale. If you look like a creepy scientist then they'll assume you'll be a physical pushover and prioritize getting as close to you as possible. Your sex skill/instinct also gets boosted to master level with you able to easily size up someone's sexual asset size, fetishes, and erogenous zones and play their body like a fiddle.

A Fitting Name [Free-100 CP]
A good name can go a long way in solidifying your image and few would disagree that coming up with cool, thematic, and/or clever names is a blast. So with this perk you become a master of coming up with fitting names for things like attacks, minion groups, and inventions as well as making sure those names always convey the intent you want behind them. And you also gain the ability to shout out your attack's/technique's name in the middle of combat with no difficulties.

But, if you want all these elaborate names to provide some kind of benefit then by paying 100 CP you'll be able to use them to influence battle. More specifically when shouting out the name of an attack/technique, said attack/technique will be given a boost to their overall power. This boost scales to the dramatic tension of the current situation. For example, just saying an attack's name during standard combat will only see a minor, but still noticeable, boost while shouting it during the final showdown between you and your hero rival as both of you are near death will see a more dramatic boost.

Perverse Corruption [100 CP]
Now getting a supply of minions on your side should be relatively easy, either because you pay them enough, can find like minded people, or offer it as a form of advancement

for your people. However, there may come a time when you want a specific person for your cause that doesn't want to join you. Maybe they are a goody two shoes who detests anything evil, or maybe you're asking a lot from them; like needing them to always be open to fuck you. In any case this perk will make recruiting these people much easier.

Upon purchase you gain the ability to fuck evilness, or your own morality, as well as ideas into people such as captured heroes with the more pleasurable the sex the faster they convert. For example, you could make it so someone sees rape as easy to commit as petty theft or that being rewarded with sex is the best thing in the world. This also comes with the helpful addition of making it so that the more different your morality is to someone else's the more pleasurable the sex is with this boost not fading even when you turn them.

Out Hamming The Heroes [100-200 CP]
If there's one aspect people can appreciate about even the most villiest of villains, it's when they go off on grand monologues or deliver a barrage of scathing quips. Now with this perk you'll gain two abilities to make you one of the very best at this.

First, you become an expert at coming up with quips and monologues on the spot for any occasion and tone with their intent always hitting home. Maybe you'll give a scathing monologue about how the heroes have fallen so far trying to stop you. Maybe you'll launch off a series of creative and bloodthirsty threats as you fight people. Or maybe you'll give a speech that's equal parts light hearted and completely psychotic.

And second, you gain the charisma, confidence, and sense of timing needed to make good use of your monologues and quips for maximum effect, make everyone take you seriously when you deliver them, as well as preventing them from interrupting so long as you don't take violent actions, at least if they aren't restrained. You also gain a unique evil laugh perfectly suited to you

If you pay an extra 100 CP for a total of 200 CP you gain the third ability of perfect voice control with the ability to replicate any sound or voice you heard as well as. While this can be used to wow people it can also be used to unnerve the shit out of people such as by relaying the final words of a hero you killed to their friends in their own voice.

Small Little Pleasures [50-100 CP]
Even though it's fun to beat down and have your way with heroes or your fellow villains there may come a time where you just want easy targets to flex your power over. That's where this perk comes in to fulfill your desires as it makes it so you keep running into suitable innocent targets to sexually use and abuse when you need to take a "load" off.

These will appear when you're out and about, such as walking around your territory or out in the wilderness, and can take many different forms. For example, maybe you run into lone women walking an isolated road at night ripe for your to spring an ambush. Maybe a man's little sibling "ruins" your outfit letting you coerce him into sex as recompense. Or maybe while laying low in an apartment or suburb your neighbors keep coming home drunk and leave their front door open.

If you pay an extra 50 CP for a total of 100 CP then you can also, at your discretion, cause lone or small bands of relatively weak heroes or villains to pester you in a manner of your choosing so you can get some exercise before your pleasure. You can have them directly confront you so you practice your combat skills, set up a base near you so you can train your stealth, or try to raid you so you can let your armies get some training.

Targets For Your Desire [50-200 CP]
Another wrench in your plans to have your way with the heroes and villains who oppose you is they may not be your preferred gender or may not have the right physical characteristics for your liking. To remedy this you'll be able to make such changes with this perk.

More specifically, you are now able to make sure your major opponents such as the hero/villain groups that hound you or the rulers of other nations will be of your preferred gender and body type either by specifically specifying changes for a person or setting up general archetypes. For example, maybe you want the protagonist group to be turned into hunky dudes. Or maybe you want all of the nations of the world/galaxy/universe to be run by muscular big boobied bombshells with the occasional fat assed femboy among them.

This won't change a person's personality and the world will bend to let them continue in their original role. For example, if you change a male general into a female in a nation where only men can serve then they'll be the first women allowed to serve. This also extends to any officers or others of similar importance that are subordinate to your opponents. For example if you change a nation's leader you can also affect their inner council and the like.

If you pay an extra 150 CP for a total of 200 CP then this demographic modification gains the ability to apply to the setting as a whole. For example, you could make it so that the entire orc population is 90% female, with the 10% of males all being femboys, and not only will this not cause population problems, but this demographic breakdown will carry on to future generations. Or you could make it so that 1 out of every 5 of a specific monster you run into will be transformed into a sexualized monster girl version with the emphasis on either monster or girl being up to you.

Ominous Glow and Shadow [100 CP]
Having a scary appearance is an aspect of being an overlord that, while not necessary, can make your job a bit easier. One avenue that is available is the use of ominous glowing highlighted by shadows. By taking this perk you'll be able to make parts of your body, things you're holding, or things on you glow any color you want with it being able to be seen through obstructions such as darkness or smoke clouds. For example, after killing a hero in a dark tunnel you can make your eyes and teeth glow, make your weapon glint, and even highlight the blood dripping off you. On the lewd spectrum you could rape a hero in a similar dark tunnel and once you're done you can make you sexual assets and sexual fluid glow to intimidate the other heroes looking at the tunnel.[See Notes]

This also lets you control how you are lit by surrounding light such as making your entire body covered in shadow even if you're outside in the middle of the day.

Public Image [50 CP]
One thing some of the more egotistical overlords draw enjoyment from is the various names and descriptions other people give them. Whether it be the good nations describing you as a horrible scourge that degrades all that you touch or your citizens calling you the benevolent iron gripped monarch, this perk will make you a magnet for this kind of thing.

So you now know how various groups such as your minions, your citizens, the population of other nations, those nations' leaders, and hero groups feel about you and why. You also gain the habit of accumulating befitting titles which works in a positive feedback loop with the way groups feel about you to make you more effective in cultivating specific images for specific groups.

I'm Not The Overlord You're Looking For [200 CP]
Having everyone know your name and appearance is all well and good, but there may come a time where you need to lay low for a time. Maybe you are infiltrating a location or maybe you just want to visit some place without fear of people finding out about you. In any case, with this perk so long as you put some effort into putting together a disguise then most people won't be able to connect you to your overlord self. And to aid against those smart enough or perceptive enough to see through it you will always be aware if someone is suspicious of your disguise and get a mental alert once someone has put two and two together.

My People Aren't Involved [200 CP]
Now being a big dick and/or boob swinging villain isn't going to win you any friends with the nicer nations of the world and that animosity is more than likely going to extend to your people as well. This can range from them simply being barred from visiting these other nations to others trying to kidnap and/or kill them in retaliation towards you. If you'd rather your people be allowed to experience the wider world by taking this perk, it will make it so as long as it can't be proven that visitors from your nation are directly affiliated with you and aren't caught furthering your goals they won't be barred or kicked out from other nations.

The main benefit of this, besides letting your citizens vacation, is that this can serve as a avenue of approach letting your agents have an easy in to other countries as well as giving them an alibi as while suspicion will more than likely be on them the host nation will be hesitant to make a move unless they have hard evidence so they don't spark an international incident and give you a legitimate reason to overtly move against them.

Lusty Take Down [200-300 CP]
Now a danger with trying to have your way with heroes and villains, as well as the occasional soldier, is that in the ensuing fight you may accidentally kill them. To make sure such a tragedy won't befall your attempts to get your hands on your victims this perk will grant you a foolproof method of non-lethally subduing a target.

For 200 CP, you gain the ability to channel a lewd energy into your weapons, including things like claws and vehicle mounted weapons, as well as into your powers or spells, like fire breath or a meteor summon. In either case your weapons and powers/spells

will have their lethal damage converted into lust and stamina damage so if you were to stab someone the blade would pass into them without making a wound or if you were to make an attack that would have normally taken off a limb they, temporarily, won't be able to use it. It also has a magical acid-like effect on clothing, armor, and weapons making it much easier to disarm someone and crack open their defenses.

You can also grant this perk to any minion of your choosing, just in case you want to build something like a dedicated manhunter squad.

If you pay an extra 100 CP, for a total of 300 CP, this lust potion/tainting now has three extra abilities.

First it can now discriminate targets. For example, if you were to throw a tainted fireball at a group of soldiers then those of your choosing or who fall into certain parameters, such as the commander or anyone who is wielding a spear, will get lust damage while everyone else gets burnt to a crisp.

Second, these infused attacks now protect their targets from indirect damage. For example, you could punch someone off a skyscraper and when they hit the ground they'd just get dealt lust and stamina damage just like if you had attacked them.

And finally, at your discretion, attacks and powers/spells can have no effect on non-living things. So you could throw a fireball at a building with said building suffering no damage while everyone inside gets hit.

Even Evil Has Standards [300 - 500 CP]
While you may enjoy committing evil there is going to come a time where it draws too much heat towards you. In the inevitable case where this happens this perk will help you by providing scapegoats to temporarily take the heat off of you.

For 300 CP it makes it so that as long as there exists some person, group, or nation you can point to that is doing more "evil" things than you, heroes and other nations are more likely to leave you alone, at least until they've dealt with the other person.

What's considered more "evil" is dependent on the scope/scale of the action, the number of victims, and the time frame. For example, if you terrorize a small town by raping one person a month then someone who terrorizes a city by raping hundreds of people in a week would be considered more "evil". You also get to pick actions or motivations that are truly "too evil" even for you. When these specific actions are occurring near you, you become aware of them and can easily point heroes to the location or take care of it yourself if you want some guilt free victims with the heroes electing to not intervene in the latter case even if you're furthering your own goal when going after them. For example, if a neighboring nation who has a supply of a rare resource is committing genocide you can swoop in and conquer them with no fuss from anyone else even though your getting your hands on their resource supply.

For 400 CP, it also makes it so that not only do these worse people coincidentally appear when you're doing evil, it also makes heroes and other nations occasionally ask you for help combating these villains that are more "evil" than you. The more "evil" they are in

relation to you the more likely your help will be requested, and when providing help you'll gain some goodwill with those affected by these more "evil" villains.

And for 500 CP, alongside the benefits of the previous two, this perk will once a jump or ten years, whichever is longer, generate a being or group of "true evil" whose goal and methods will always be something you despise. They will terrorize the entire setting, effectively guaranteeing the heroes will try to recruit you, but will also be relatively easy for you and only you to beat them. Once you've beaten them you gain an extreme amount of goodwill with people, some of which begrudgingly, forgiving all of your past deeds as well granting you a grace period where no one, but the most virtuous people will attempt to stop you.

Fuck Friendship [500-600 CP]
Now while the whole “power of friendship” talk that the heroes love to go on might be annoying to listen to, in some cases it's a real and tangible threat. With it heroes can gain a sudden boost in power, refuse to fall down and die even when their bodies are torn to shreds, or even be brought back to life. Since this sudden and unexpected shift in power can throw you off this perk will make sure such things never come to fruition.

With it, whenever your enemies try to make use of the power of friendship or something similar, they must enter into a sort of contest of power. In it they put their friendship against the unabashed horniness and need to rape them of both you and your allies. If you manage to win out, not only will what they were attempting fail, they will also be stricken with lust infused despair with them being fully aware of what just happened.

If you pay an extra 100 CP, then you also gain the ability to make use of the same things the power of friendship is able to do, though fueled by your own horniness. Though it’s going to be less efficient than friendship so make sure you get a few horny minions around with you.

Overlord Supreme [600 CP-700 CP]
This is a Capstone Booster
It seems you want to skip right to this level huh, well I don’t blame you. By taking this perk you don’t gain any direct power, instead you gain a massive amount of narrative protection. This means that it is flatout impossible for you to be taken down by anyone other than those with similar narrative might. This includes people/beings such as the main protagonist, the true/final BBEG, or anyone with names such as the "One True Reincarnated Hero" or "The Embodiment of True Eternal Darkness".

You also gain a 1-up which restores your health, energy pools, ammunition, and other such to full, and returns you to the fight nearly instantly depending on the situation. For example, if the killing blow an enemy landed on you sent you flying for miles then you may instantly teleport back to your opponent or gain a temporary jump height boost in order to leap back to them.

Furthermore, this also grants both this and all other 1-ups you either have or acquire in the future an additional ability. When they trigger you may transform into your “second phase” which boosts your skills and powers with the specifics of the transformation being themed around the current arsenal of weapons and powers you were using,

though you do have control over the aesthetic aspects whether they be in relation to your body, weapons, or powers. This transformation lasts for the rest of the current fight. In the event that a 1-up either teleports you to a safe location or brings you back after all enemies have well and truly left, you can choose to skip that and go right back into the fight.

And, despite the name of the transformation, you are not limited to only a second phase either. If you burn through multiple 1-ups in a single fight, either by purposely killing yourself or because the enemy is just that tough, then each time you may enter a new phase. Each new phase transformation will be overall stronger than the one before it and you can choose to retain or discard specific benefits of the last phase you were in, though retained benefits will be nerfed depending on how different they are compared to the theme of the new transformation.

For example, if you're using thunder magic and a massive mace during a fight and then happen to die then the phase transformation may have you be struck by lighting, infusing and partially transforming you into lighting. This could grant you a speed boost, infuse your mace with lighting, and massively boost your lighting related powers. Then during your second phase you continue to use your mace and thunder magic, but also decide to make use of the power to control water. When you fall again and enter your third phase, you might transform into a being of living electrified water, becoming much harder to damage and shocking those you touch, but no longer gaining the massive increase to speed. Then deciding to completely shift tactics you ditch the mace and water/lighting power to focus entirely on using your psychic might. As such, when your fourth phase rolls around you find that you are now returned to your original appearance but with a large almost alien head with the remains of the previous phase being your hair which is either soaking wet or frizzy and sticking straight out. But most importantly you now have massively magnified telekinetic and telepathic powers, but a negligible boost to your speed, thunder magic, and water powers.

Also as a bonus, if you're willing to spend an extra 100 CP, for a total of 700 CP, you no longer have to wait to “die” to access these phases. As now you can freely access the various benefits and boosts associated with entering a phase including the successive increase in said boosts for each phase you enter. Though upon entering a phase it will cost you a one-up and will take a large amount of energy.

Jump To Table Of Contents

Personal Method Perks

Brute Force

Combat Skills [100 CP]
Now it would be a right shame to be someone who walks the path of direct action and brutality, but can't fight effectively. If such were the case you'd be nothing more than a common thug or bandit who legs it the second someone vaguely threatening shows up. To make sure such a humiliating fate won't befall you this perk will grant you a sort of crash course in the world of combat.

More specifically, you gain expertise in one hand to hand martial art, one melee weapon, and one ranged weapon. This skill set also includes some basic and intermediate level combat concepts such as how to feint and block as well as how to fight with a mode of transportation such as charging on horseback or dogfighting in a starfighter. You also gain two extra abilities to give you a bit more of a starting edge.

The first is a special fighting style that can be adapted to any weapon and that is centered on disarming/disrobing, grappling, and pinning enemies in submissive sexual positions. Perfect for non-lethally taking down as well as toying with a single target.

And the second is the intuitive knowledge on how to best weaponize any item or power you can get your hands on, even if they at first don't seem to have a combat application. This also includes the most optimal way to wield sub-optimal weapons, armor, and powers as well as greasing the wheels of reality to allow these suboptimal things function a bit better.

Can be purchased again with no discount to get another set of hand to hand martial art, melee, and ranged weapon skills.

Savage Mentality [100 CP]
Now, while going around beating the shit out of everything that crosses you can be exasperating, it can be difficult to get your own people on board with it. And simply beating them and forcing them to participate may give them the mindset it will also naturally guide them to direct it towards you. To remedy this, by taking this perk you'll turn your nation into the martial society of your dreams.

More specifically, it grants your minions and citizens a martial culture of your design and disposition towards direct violence. For example, maybe you want your nation to be made up of "noble" warriors who seek great opponents through working for you or maybe your nation is instead a bunch of blood thirsty battle junkies. Either way you never have to worry about this causing your nation to implode and this is perfect if you need recruits for your army, paladins/clerics to protect your faithful, or raiders to terrorize and plunder. This also makes them more open to taking their fill of post combat rape.

Battle Fuck Training [200 CP]
While trying to be a one person army is a neat concept, it is incredibly difficult to do in reality so you're going to want people, like your minions, watching your back when you get into a scrap. So to make sure they'll be able to keep up with you and not get

slaughtered going up against those who you consider your equal, this perk will turn you into a perfect teacher.

With it you now have the ability to train anyone, no matter how inept they are, in anything you know related to combat such as how to throw and take a punch, to how to properly swing a sword, to how to properly restrain someone. This also lets you use sex as a powerful teaching aid. For example, if your teaching your minions the proper way of grappling someone and decide to use one of them as a demonstration if you fuck them when you managed to pin them then all of them gain a boost in learning speed.

You also gain the ability, through vigorous training and/or combat experience, to develop supernatural fighting techniques, such as sending air blades with a sword, as well as condense all you know into your own unique fighting style with its own sub-styles.

Rape Logic [200 CP]
While the joys of hard work and self improvement that goes into honing your combat skills feels rewarding, there's going to come a time where you need a quick boost in power and strength and what better way than to steal it from others. After raping someone, whether they be a combatant or not, you'll gain a portion of their skill, physical capabilities, and magical power with them also losing that same amount. The longer the session the more you'll steal from them which means if you rape an elite fighter enough times or for long enough they'll be reduced to a green physically weak newbie.

This also applies to your minions as well so feel free to sick them on any captives you may have.

Domineering Pacification [400 CP]*
The major problem with trying to rule through intimidation is that, given enough cause, your people will simply power through any fear they have of you and if you act too belligerent on the world stage, other nations may join up to put you down like a rabid dog. To prevent this by taking this perk you'll gain an aura that will dissuade those who would oppose you.

This aura attaches itself to you, as well as anything that bears your likeness or iconography, and embodies your physical capabilities, martial skill/feats, and your sexual traits/feats. For those that are weaker than you it instills the idea that going against you, either physically or indirectly, is a horrible idea unless they have an ace up their sleeve and that they should just submit or leave you to your devices. And for those at or above your power it gives them the idea that even if they could win they may take more damage than its worth, causing them to hesitate though this isn't a guarantee and the effect will be weaker if they drastically outpower you.

Aura Of Provocation [400 CP]
Sooner or later there is going to come a time where you want people or nations to fight you. Maybe you're just itching for a fight with a specific person or maybe a nation is combating you through things like embargos or spywork and won't face you in the open. In any case, at your discretion, you can embolden those of your choice and provoke them

into rash, poorly planned out direct actions against you. This includes things like trying to occupy your nation's resource locations, trying to bully your diplomats or worshipers, or trying to fist fight you in a bar. They will also be more likely to pause or even flat out scrap any existing subterfuge based plans against you. Perfect for baiting out the weaklings who seek to dance around you.

And as a bonus when your chosen target does their brash action most people and nations will see it as an unjustified act, and as such view any retribution you reap, especially if it's sexual related, as justified. Only those who truly hate you will be on the "aggressor's" side.

Lust-zerker [600 CP] (Particularly Proud of)
The image of a berserk warrior effortlessly slaughtering their way through a multitude of enemies is something most people are aware of. That raw rage and passion can be very enticing for those warriors who seek to emulate and lucky for you by taking this perk you gain a berserk rage that's more suited for your lustful endeavors.

Upon committing some act of combat or violence you're able to enter a Lust-zerker rage. Once it gets going it provides a massive boost to your speed, strength, durability, and reflexes and has no limit so long as you can continue to fuel it with combat or rape. Not only will violence fuel the rage it also will grant you a steady stream of pleasure for each act of violence committed whether it be against someone else or yourself like stabbing someone or getting hit by a fireball.

You also gain the ability to quickly knockout opponents via extremely short, but brutal sex acts such as lifting them up and roughly blowing them/eating them out, facefucking them with your tongue, or pinning them down and delivering a few anally devastating thrusts. In either case these acts will cause most to have a mind shattering orgasms which takes them completely out of the fight, with tougher opponents or those who could miraculously match your sexual drive needing more work, and thus may try to throw you off. You also gain immunity to damage when you start your battle quickies so you don't have to worry about getting stabbed in the spine when you're blowing out the back of the party's healer.

As a small addition, to guarantee you won't accidentally kill those you don't mean to when you fall into your lust-zerker rage, you gain a small secondary mind in the back of your head. This mind effectively is you when you're not on the lust-zerker high and can make use of power reduction perks, such as **Combat Skills** or **Lusty Take Down**, in order to prevent you from killing those who normal you wouldn't want to whether because you want to rape them or because you need them alive for some purpose.

This rage also doesn't have to make you stereotypicaly fuck-ass mad. Maybe you'll enter a "calm" tranquil fury as you cut down people left and right or maybe you'll turn into a mad joker making lighthearted and disturbing jokes about the people you're killing or raping.

Capstone Boosted: Befitting a supreme overlord such as yourself your Lust-zerker rage gains two extra abilities.

The first is a lust based version of a killing intent. Only those of your preferred gender and/or simply of your choosing will be affected by it when they are able to perceive you. When they do, it causes them to become paralyzed with an extreme lust based fear with images, of your choice, of you ravaging them flashing before their eyes. Those who are extremely weaker than you will suffer mind shattering orgasms on the spot with only the most steadfast still being able to move and fight. And for those who try to use precognition or, god help them, mental/soul powers on you the effect will be significantly magnified to the point not even gods could withstand it.

For everyone else, this is treated as a normal killing intent with all that entails. Killing people who are extremely weaker than you, causing destruction to your surroundings, etc.

The second is a fighter sense that grows more and more potent the deeper and deeper you fall into your lust-zerker state. For example, at the beginning of your rage you can only sense the vague direction of incoming attacks and can only keep track of two or three combatants around you. Fall deep enough and you'll be able to accurately sense when and where attacks are coming, reflexively dodge and block attacks, tell if a guard or attack is a trap, and keep track of hundreds of opponents.

Show of Domination [600 CP]
It seems you've finally reached a level of intimidation and dread that most overlord only dream of. Because by taking this perk you, and by extension your minions and your nation as a whole, are now experts in leveraging your power and strengths to intimidate and sap the will to fight from those you've already beaten in some way especially when you take sexual advantage of them during your victory. And the bigger or more decisive your next victory and/or ravaging of them is, the more intimidated they'll be.

Beat down a country in a border war and rape their soldiers? They'll be less effective the next time they face you. Do it again, but include some of their citizens? They'll be hesitant to answer any call to band together and stop you. Once more, this time getting your hands on their nobility, and they'll outright refuse to make any moves against you, maybe even deciding to join you since they don't see a point in resisting. Though be warned this won't be as effective on those with significant willpower and/or pride. Though that will just mean you can have more fun breaking them down.

Capstone Boosted: Well, well, well seems like they're getting off on this. Now whenever you start to beat down on and intimidate someone then they'll start to derive masochistic pleasure from the encounters with them getting more pleasure the larger the gap in power between you two is. And when you've managed to truly break their spirit they will gleefully jump at the first chance to join you with everyone else such as a heroes team or a nation's allies being unable to or unwilling to try and bring them back. Alongside being unable/willing to do anything just seeing what you've done to your new acquisition causes these observers to become intimidated as well making it much easier to break them when you turn your sights on them.

And as a bonus your intimidating effect also extends to a person's power/magic as well. Get someone nice and intimidated and watch as a fireball they throw at you only warms you when it connects.

Jump To Table Of Contents

Unrestrained Invention

Area Of Expertise [100 CP]
Now you wouldn't be a mad scientist if you didn't have fields expertise to tinker and develop in. By taking this perk, you gain expertise in five technological, "magical"[See Notes], and/or biological fields such as kinetic weapons, fire magic, or combat drugs. You'll now be able to more easily innovate in those fields as well as develop derivative sexual inventions. For example, you could modify a fire spell so that it absorbs heat, and in turn freezes things, or take a combat stimulant and seamlessly tack on a sexual stamina enhancer and a rape frenzy inducer. Though be aware that if you were to take a magical field you won't gain magical ability from this perk alone.

Can be bought more than once with no discount to obtain another five fields.

Innovation Fever [100 CP]
Conducting your brand of mad science may be easy in the beginning, but as your ambitions get higher and what you're researching gets more complex, you're going to need plenty of helping hands. That's where this perk comes in as it makes your minions and citizens much more innovation inclined, especially when it comes to sexual innovations and whatever fields you're an expert in such as the ones granted by **Fields Of Expertise**.

So expect your nation to become famous for inventing dozens of new sexual positions or new ways to involve magic, technology, and unique biology in the bedroom. There will occasionally be the thousand dollar ideas, both lewd and non-lewd, but rest assured those, alongside their inventor, will always seem to find their way to your desk.

The "Power" Of Sex [200 CP]
As you go further and further along your research regardless of what it is you're going to eventually run into a power problem. Whether it be powering some huge mech, powering your arcane defenses, or even just powering your lab this perk will give you a power source that is both easy to get and completely clean.

More specifically, you can now use sexual fluids to fuel/power your magic, technology, and/or biology. For example, you can run a car off of semen or down a gallon of breast milk to fuel a series of fireballs. The more dense, virile in the case of semen, and nutritional the fluids are the more effective of a power source they become. You also gain expertise in developing ways to "milk" the most out of people as well as improving/changing the sexual fluids of others such as making a drug that makes someone's semen so nutritionally dense they could easily feed an entire town.

Post Nut Clarity [200 CP]
While sex and lust normally clouds one's mind and makes it harder to focus or think rationally, upon taking this perk you, as well as your minions and citizens, will be able to flip that idea on its head. Whenever any of you have sex your mental abilities all get a boost with the boost scaling with the length and pleasure of the session. This can improve things such as memory, intelligence, creativity, and problem solving.

Also for around a few hours after sex you're much more likely to have an ”Ah-ha moment” letting you break past any mental slumps or roadblocks in your research.

Unshackled Creativity [400 CP]
If you’ve read a comic book or two, you should know of the ridiculous levels of science and magic that goes on in them. Massive nano machine swarms that effectively give you creation powers, a specially crafted spell that lets you bring back what should eternally be dead, or vat growing a set of specialty organs and tissues strong enough to let someone fist fight a god. By taking this you’ll be able to indulge your wildest dreams when it comes to inventing and developing things like those.

In specifics you now have comic book science logic which vastly increases the possibility of what you can research and make. You also gain a Path To Victory knock off that maps out what exact fields of technology/magic/biology you need to know and what materials or resources you need in order to bring your dreams into reality. But don’t mistake this as taking the easy road, you’ll still need to put in the hours of research, design, and testing to truly make whatever is bouncing around your head real.

Unnatural Enhancements [400 CP]
One reason for the advancement of science, whether it be technological, biological, or magical, is to better people. Whether that be as simple as glasses to aid in sight or as drastic as prosthetics to either improve a person or make up for a bodily loss. In any case with this perk you’ll become a master at using the various sciences to make and implement various enhancements to people, especially those of a sexual nature. You can do things like installing a synthetic dick that can change size at will, installing musk glands that can mind control people, or putting magical tattoos on someone’s boobs which continually casts a “Produce Milk” spell.

And when you do install these enhancements you don’t have to worry about things like their body rejecting the implants.

The Best Of All Worlds [600 CP]
When developing and working with the various fields of science, it becomes quickly apparent that some fields can do things better than others. For example, unlike biology, trying to get technology to repair/heal itself by itself is difficult, requiring you to dip into developing nano tech to try and reach something similar. By taking this perk you’ll now be able to ignore those limits by drawing inspiration from the various fields.

More specifically, you can now replicate any magical phenomena, technological invention, and biological process with a spell, device, or organ/tissue no matter how convoluted or complex they are. With this, you can do things like make magical spells that can replicate a digestive system or a set of synthetic testicles that can generate their own customisable fully functioning semen.

Capstone Boosted: Well now supreme overlord, just what kind of monstrosity are you planning on building with this. You now have the ability to seamlessly integrate magic, technology, and biology together into one package. And when you do all those separate parts/systems will work synergistically together, especially if their functions overlap. For example, if you give a monster inbuilt flamethrowers, the ability to shoot magical

fire, and a biological flame organ all three would work together to let them shoot out fire that's magnitudes hotter and that can go magnitudes farther than any produced by the individual pieces.

Counter Play [600 CP]
Finding ways to counter the tech and powers of others is a key component of a scientific arms race. By taking this perk, you become a master of this art, being able to easily find the perfect counter to the abilities and skills of your enemies. Your counters also always seem to cause massive sexual backfire on whomever you use them on. For example, countering a mass healing spell causes it to infect all of its targets with maddening lust rather than just fizzle out. You also become aware of any flaws or weaknesses in your own inventions and can easily shore them up.

Capstone Boosted: You'd think those pesky heroes would have learned by now that a supreme overlord such as yourself can counter any move they make. But it seems that their noble minds came with a healthy dose of naivety. Now, when you've managed to counter or beat someone at least once, your ability to adapt to them will always be greater than their ability to innovate. They can come up with some new power or technology and all you need is to see it in action once before you come up with the perfect counter.

And in terms of them trying to counter you, they now seem to be incapable of coming up with new plans of attack or even taking basic precautions against your abilities or inventions in a timely manner. For example, if you managed to beat a team of heroes with a bunch of lust inducing musk monsters then it may take a dozen more encounters before they put in even the barest precautions such as bringing breathing masks or anti-horny spells.

Shadow Tactics

Tricks Of The Trade [100 CP]
Being a badass agent doing things like assassinating targets, blowing up buildings, and other destructive cloak and dagger activities is a lot harder than movies and shows make it seem. There are plenty of smaller skills you need to get good at to even allow the more flashy and exciting stuff to succeed. Though, in order to let you side step all that boring learning, this perk will make you an instant expert in the needed skill set.

This skill set includes things like long distance sniping, proper explosive creation and demolition knowhow, kidnapping, stealthy melee kills, etc. You also gain expertise in keeping your sexual escapades silent such as when you've managed to break into the heroes' base and started raping one of them.

A Thousand Eyes and Ears [100 CP]
Now, for most of your operation to go off without a hitch, you're going to need information in some capacity. While you could make use of your agents as info gatherers it's much easier to make use of your own citizens.

By taking this perk your citizens are molded into the perfect informants making it so that when interacting with outsiders they always seem to get their hands on info about potential targets/opportunities that quickly gets passed up to you. More often than not it's going to be relatively small stuff like a caravan delivering urgent supplies to a backwater village, a struggling city having an election with only one competent candidate, or a female noble doing a tour through her remote territories. But occasionally your people will come across big juicy targets

Silence is Golden [200 CP]
Part of the reason you're following down this path of stealthiness is that you may have a fancy for stealth raping anyone who catches your eye. Whether it be dragging a hero into a secluded alleyway during their daily routines or breaking into random people's homes to rape them while they sleep. However these sorts of activities will rarely go unnoticed for long as the victim in question is either found or blabs about it to others.

By taking this perk these little sessions of yours will always remain a secret kept between you and your victims. This is done by making it so that the victim will gain a compulsion to cover up what happened and won't be found until they've had a chance to clean up and pull themselves together. Afterwards they'll also be perfectly tight-lipped about what happened, never accidentally letting it slip in conversation or body language whether it be because of shame, fear, or a misplaced assumption that they can handle you on their own the next time you roll around.

This perk also improves you and your minion's stealth and sneaking skill for every person you all managed to stealth rape.

Don't Ask, Don't Tell [200 CP]
One aspect of the whole operation in the dark and espionage business is that one of the most valuable things to snag from the other side is someone who knows a bit too much about the inner workings of their faction. If you manage to nab them and break them then you've just gotten your hands on a whole host of useful info. So in order to protect

you and your operations in the off chance an agent gets captured, this perk will make sure not a smidge of info will be able to be taken out of them.

More specifically, your minions will never break under torture and attempts to read their minds or mind control them fail. But, if you're concerned about the fate of your minions they also gain the ability to convincingly break under torture or mind reading. And when this happens two major things occur.

The first is that their captors become convinced they managed to pry out important info and as such feel no need to continue to torture your minion. The second is that you become aware of the rough location that the minion in question is being held, letting you stage a rescue op. Though whether you tell them you came to save them because you care about them or are just recovering a useful asset is up to you.

All Seeing Eye [400 CP]
While spreading out your various agents around will do wonders for your information network, there's still only so much ground they can cover and keep an eye out on. To help shore up this shortcoming, this perk grants you the ability to further the reach of your own senses.

By placing any item that bears your appearance or iconography in a location you can use it as a vector for your sense of sight, smell, and hearing. These items also function as recording devices for those three senses, as well as giving no indication that they can do anything out of the ordinary and can even cause people's eyes to slide right off of them.

They also serve as a teleportation beacon letting you silently materialize out of any nearby shadows, which they will create if none already exist. These created shadows won't stand out as weird to anyone that sees them even when they are in a location that makes absolutely no sense.

As an added bonus, you can also allow your minions to tap into both the camera like aspect and teleportation aspect as well just in case you don't feel like watching everything yourself.

Or Else [400 CP]
Normally, letting people know about the various heinous acts you've committed is a bad idea as, unless you have a knife to their throat or a gun trained on their head, they're gonna do their damndest to let others know about it. However, by taking this perk you'll be able to turn that bad idea into an excellent one.

As now you can pick and choose people to, through one way or another, become aware of the various assassinations, sabotages, abductions, stealth rapes, etc that you and your minions have done. But don't worry they won't tell, quite the opposite as they'll now be completely intimidated into working with you by giving you confidential/secretive information lest they witness first hand the cruelties you're capable of. This includes things like the location, floor plans and patrol schedules of a secret base, info on covered up nation wide shortages, or the times at which their peers are alone and vulnerable.

The amount and importance of the info they give you scales with the brutality and/or scope of your misdeeds.

Keystone Destruction [600 CP]
When it comes to destroying something or killing someone, there's usually an easy way to go about it. Whether it be finding and blowing up the main load bearing wall of a building or poisoning the wine collection of a raging alcoholic, by taking this perk you gain three abilities that make your job of assassination and sabotage so much easier.

First, you gain an extreme amount of luck in coming across the best and easiest ways of going about destroying something or assassinating, kidnapping, and/or raping someone which are usually centered on the various traits or faults a target has. For example, if the owner of a building you need to get into is a cheapskate then you may find part of the place is abandoned giving you an easier way in or if you're kidnapping target is a secret cake-o-holic then you may come across them alone and unguarded in their secret pleasure room gorging themselves.

Second, after looking someone or something over you gain intuitive knowledge on the various weak points that said person or thing may have and if they don't have one they suddenly seem to gain at least one. For example, you could suss out the chink in the otherwise impervious defences of a security complex, figure out that your target has had knee surgery and a simple kick would shatter it, or easily locate the main support structure of a bridge you want taken down.

And third, when you manage to take advantage of a weak point there will be localized blowback from it that aids you in some way. For example, you manage to land a blow on the weak point of a war droid and that causes its big and scary main gun to short out even if the weak point was on one of its legs. Or you blow up the power source of a big defense gun which causes the electrical or magical grid of the entire base it was defending to go dark. The more detrimental or important the weak point is the larger the resulting blowback.

Capstone Boosted: As much as your targets may try to cover their weaknesses, when a supreme overlord like yourself is on the prowl those attempts are detrimental to them. Whenever someone tries to shore up, mitigate, or outright negate the weakness of themselves or an item/building their attempts will always backfire.

For example, someone tries wearing an armor plate to cover a recent injury, but instead of offering greater protection it only increases the damage to the injury when you hit it. Or someone attempts to beef up their base's security by installing security guns, but they draw too much power, unknowingly disabling the electric fence and cameras. This scales with the amount of effort they put into covering up the weakness in question.

Sleeper Agents [600 CP]
A good deal of your operations are going to necessitate infiltrating your agents into a location which runs the risk of them getting found out and your plan ruined. But what if you had an easier way to get a proverbial "man on the inside". By taking this perk you, and your minions, become capable of turning anyone into sleeper agents for your cause.

This is done via copious amount of rape with the more willful a person is the longer it takes to subvert them. Once subverted the person in question will find themselves subconsciously committing acts of sabotage or assassination that fall in line with your overall goals. To help them along in this when they get converted they gain access to "**Tricks of The Trade**" which will remove itself in the event your control over them gets broken.

Capstone Boosted: Well, well, well, all you'd need now is a funky eye symbol and you'd be a near match for another overlord I know of. But that's besides the point as now your ability to turn people into sleeper agents has gained a secondary form.

Now, upon making eye contact with someone you can choose to instantly mind break them and then allow their mind to reform with your control as the new foundation. Not only will this bypass any mind control or other mental immunities the person in question had, it will also break any other form of control that's already on them and make it so that your own control over them becomes permanent and is completely unbreakable.

Once done reality bends a bit, retroactively making it so that the victim was always one of your sleeper agents. This has the major benefit of retroactively causing various kinds of sabotage to their friends and allies such as inserting backdoors into their faction's base defenses or changing any info they gave on you in the past into hidden lies. And while the process changes things so that they never were truly "friends" with their old allies, some fondness for one or two of them may still linger. Luckily this manifests as them trying to bring them before you so they can be shown the errors of their ways with some retroactive rewriting of previous conversations sowing the seeds of their subversion.

This special form of **Sleeper Agents** can only be used twice every five years.

Minion Management

Herding Minions [100 CP]
The first step on this path of properly utilizing your minions is knowing who is the best person for a specific job. To that end, you gain the ability to have a constant awareness of who exactly in your employ would be the best person for a given mission or position as well as why just in case you need to articulate why they are the best.

You also gain expertise in commanding a small group of around ten to thirty minions in small-scale combat such as battling a hero group with your bodyguard. This includes things like combining the relevant strengths of individuals into synergistic parings and being able to accurately watch and pinpoint key moments in the flow of battle.

Hard Work Is Best Work [100 CP]
Another step to get the most out of the various minions, as well the citizens, working under you is to try and instill a sense of work ethic and pride in what they do as well as a good deal of obedience. By taking this perk, such qualities will become the bedrock for your minions and citizens meaning that no matter what they'll always strive to do 100% in any task you give them and are much more open to your suggestions and orders. And, while they may get a bit arrogant, you'll never have to worry about them getting so full of themselves they'll never seek to improve themselves especially if they are aware of what areas they are falling behind in.

This also allows you to use sex with yourself as a powerful incentive both to further motivate those working for you as well as increase their obedience towards you.

My Word Is Law [200 CP]
One aspect that can be seen with some overlords is that certain minions will try to twist any order they are given in some way. Maybe they do it because they're lazy and want to do the bare minimum or maybe they want to further their own goals at the cost of yours. Regardless of the reason to make sure such malcontents don't hamper your efforts, this perk will make it so any order you give out will be followed to both the letter and the spirit, with a higher focus on the spirit. And to make sure that your direct subordinates don't have to also deal with aforementioned malcontents, when you give an order or said subordinates give their own that you'd approve of this perk, alongside other perks related to giving orders, will get temporarily passed onto them.

Also as a form of incentive for your minions this also gives them, as well as yourself if you so choose, a jolt of sexual pleasure when they successfully carry out an order you give them with the more complex the order the bigger the jolt.

Make it Harder, Make it Bigger [200 CP]
Sex and sexual relations in the "workplace" is usually a bad thing as it destracts workers from doing their jobs properly and can even lead to rivalries forming further decreasing productivity. To remedy this, as well as allow you to use this as a boon rather than a detriment, by taking this perk when you, your minions, or your citizens have sex or engage in other sexual activities your focus, skill, and productivity take a massive uptick. The more pleasurable and longer the sex sessions the bigger the boost and the longer said boost lasts.

Edging Performance [400 CP]
Another way you could make use of sex, or more accurately lust, to help improve productivity is by harnessing that bit of clarity and focus one gets just when they're about to bust. By taking this perk, when you and your minions edge yourselves you all gain an exponentially growing boost to performance the longer you all remain teetering on the edge of orgasm with no limit on how far you can push this. To help you and your minion's a bit your, for lack of a better term, sexual resistance and self control gets a moderate boost letting you better force the urge to orgasm down.

As a bit of consolation for subjecting yourselves to possible agony of denying your sweet release the more work that you manage to get done during the edging period the more explosive and pleasurable the ensuing orgasms are.

Sex Break [400 CP]
Contrary to what some may think, allowing those who work for you to have an adequate break can drastically improve productivity by giving your workers time to refresh themselves. By taking this perk you can now twist the breaks you give your minions into a sexual nature while also making them much better for said minions.

More specifically, when you implement some kind of lewd element into them then your minions will come out of them completely and utterly refreshed and also make any work done after, no matter how complex or difficult, go a lot smoother. This means that you could run them ragged for hours and a two to three minute break would be all they need before you send them off to do something else.

Micro Managing Delegation [600 CP]
Once your goals and operations reach a certain size, it becomes incredibly impractical for you to oversee even if you're the type to put your fingers in every part of your operations. So, while you're more than likely going to have to delegate large parts of your plans and nation to others, by taking this perk, you can do the weird option of micro-managing your delegation efforts.

Observing someone now allows you to exactly figure out their skills and talents and which skills they are passionate about. You also become a master in perfectly grooming and guiding someone into being the best possible person for a specific role or task. This is done by you instinctively knowing what aspects of their lives you need to control and in what way in order to steer them in the right path. Through this you can also further someone's talent to supernatural levels and even flat out give them new ones, though this necessitates an extreme time investment.

Capstone Boosted: While delegation is a great way to prevent yourself from getting swamped with excessive amounts of work, for a supreme overlord such as yourself tackling every minute detail is part of the fun. With this, you gain unlimited multitasking ability and the ability to be continuously aware of every single aspect of your nation, though this can be selectively filtered, such as only being aware of natural disasters occuring or if a disease is ripping through your populace, or completely toggled on and off. When you decide to direct your attention to something, like your national security or agriculture sector, not only will you be able to micromanage it to be better than if you hadn't, your experience in relevant skills will also be applied as a boost enhancing any

benefits your work will have on it as well as cause anyone else working on it to gain a permanent productivity and skill boost.

Also when you decide to micromanage the sex life of your minions and citizens, they always seem to become less stressed and able to work longer and harder.

Diamonds Among Gold [600 CP]
Every so often, exceptional people will rise up from the masses whether they be an extraordinary general or a scientist well ahead of their time. As these people can make or break a nation, by taking this perk these exceptional people seem much more common in your nation.

And while they may not be equal to those in more specialized nations, they come damn near and with the ability to take their own sexual perversions and apply them to their work in unique and effective ways.

Capstone Boosted: Well now, supreme overlord, it now seems your golden geese have a whole lot more to offer you. They now come with a host of supplementary skills to support their main one. For example, a general with expertise in research being able to come up with ways to integrate magic/technology into the military or a prophet with expertise in subterfuge being able to perfectly run subversive underground cults. This also lets them make use of their sexual perversions in extremely effective ways never thought of before.

Corruptive Dominance

Font Of Corruption [100 CP]

As a lord of all that is corrupted, profane, and twisted it would be remiss of you to not actually have a way of actually going out and corrupting people. That's where this perk comes in as it grants you a large regenerating pool of corruptive energy that grows in capacity with use and can be used to corrupt people.

This corruption process can be directly done via one of two methods. The first is physical contact, with sex or contact with your sexual fluids delivering more corruption than simply touching someone. And the second is by channeling it through either your other powers or any weapon you're currently using such as tainting your healing magic to corrupt those you heal or channeling the energy into your mace to corrupt someone as you beat them. You can also shoot out pure corruptive energy attacks that, while quicker to corrupt someone when they hit, take a good deal more corruptive energy to use which can be wasted if it misses.

When you manage to sink your corruptive hooks into people, as well as other biological life, you can choose on the fly what effects it has on them. This can range from the minor such as making them taller, giving them body markings like a womb tattoo, or changing their hair color to the major like granting new body parts or changing their race. This also includes what sexual changes the corruption will have such as enhancing the sexual characteristics of people, making their bodies more sexually sensitive, or ratcheting up their libido. In both cases the more drastic the change is the more exponential amounts of corruption is required.

You can also infuse/channel your corruption into inorganic objects, like the aforementioned weapons as well as things like pieces of land or buildings. Once done they, alongside any biological life you've corrupted, can serve as vectors. This means they can corrupt anyone/thing that they attack, have sex with, interact with, or simply get too close to. However, they themselves can't generate corruption meaning they are effectively batteries necessitating you filling them back up if they ever run dry.

To give you a further leg up you also become skilled in the art of mental manipulation. With this you'll be able to use someone's fears, shortcomings, and even their strengths to tear them down and break their willpower making them much more vulnerable to your corruption which speeds up the process by a good amount.

Corruptive Benefactor [100 CP]

Now, while you may have twisted and warped someone's body, there isn't a guarantee that they'll like the new changes and an even lesser chance that they'll be thrilled with you. So to make sure your "artistic projects" come around to your changes this perk will warp their minds along with their bodies.

More specifically, your corruption causes those it affects to come to view you in a more positive and sexual light the more corrupted they are. This also lets your corruption enforce other mental changes onto people though similarly to **Font Of Corruption** the more drastic the change is the more corruption that's needed.

Corruptive Blooming [200 CP]

A limiting factor to the spread of your corruption is the fact that, while other people and objects can further spread it to others, they need a constant refilling of corruption energy as their supply runs dry. To save yourself the headache of trying to coordinate such efforts by taking this perk you can implant a corruptive "seed" into people, objects, or pieces of land.

This "seed", which is implanted by condensing a large amount of your corruption when in physical contact with someone/something, including yourself, turns whatever you give it to into a self-sustaining font of your corruptive energy with the seed generating the energy in the same manner you do. This means a corrupted item/person/place can freely corrupt others without you needing to refuel them and lets your corruption work like an infection meaning you don't have to personally pump your corruption into someone or thing. Seeds can also be implanted in others by corrupted items/people either by giving them multiple or having their seed split into two once its "grown" enough.

Speaking of which, the speed at which the energy is generated from the "seed", as well as how much, increases as the seed "grows", but it is soft capped by the metaphysical weight of the person/object the seed is put into. For example, a seed placed into a random peasant or rock won't grow that big and in turn won't produce much corruptive energy. If you were to instead place a seed into something like a hero or a beautiful piece of jewelry then the seed will be able to grow much larger before hitting its soft cap granting an abundance of corruptive energy that can be used to more quickly corrupt others.

And regardless of what you put a seed into the soft cap on their size, and how much energy they can make, can be overcome either directly by fusing another seed of a similar capacity into the original one that's slowing down which kickstarts is growth again or indirectly by just putting another seed in the person/object. However, that latter option is also hard limited by the size of the person, object, or location. In either case don't expect to get these seeds to anywhere near your natural level of production without a massive amount of time and effort.

You can also choose to design "template seeds" which upon being implanted can enact a series of predetermined changes with no input on your part. For example, you could make a "seed" that enlarges someone's sexual assets to a specific size or one that changes everyone into your ideal warrior grunt with natural weapons and a dampened pain receptors.

Trojan Virus [200 CP]
A problem with the more…extravagant changes your corruption can dole out to people is that they are extremely obvious to observers. Like a person hacking their lungs up on the sidewalk anyone can just glance at one of your victims and know something is wrong even if they don't have a concept of corruption. This perk alleviates this and makes sure your victim is unable to get help for as long as possible.

This is done by making anyone struck by your corruption either be unaware they are being corrupted and/or in denial about it when they finally take notice, sort of like a person brushing off the flu. And even when they start taking it somewhat seriously

unless they are extremely health conscious or know that it's your corruption they half-ass any attempt to cure themselves. This also, at your discretion, instills a compulsion to be more touchy feely as well as sleep around with other people, even if they're happily married, in order to allow them more easily spread the corruption to others. This however does little to help if other people notice so to provide additional help in this area you gain one extra ability.

It is that you can choose to have your corruption not leak out of a corrupted person, object, or location, this also includes yourself, meaning that while they can't corrupt people without physical contact others, like priests or clerics, or items like a corruption detecting gate can't detect the corruption if their methods are passive or scan multiple people at once. So you wouldn't have any worry walking past priests who scan entire crowds to check for taint, but if you run into someone checking people one by one you'd better have a back-up plan.

Faustian Bargaining [400 CP]
One way you can make your efforts to spread your corruption far and wide is by making the prospect of being corrupted a bit more enticing. So to that end by taking this perk you gain two main abilities.

The first is that your corruption now becomes a power booster enhancing not only your own strength and powers, but the power and strength of anything you've corrupted. This can also improve items, lands, etc based on their intended function as well as add lewd aspects to those functions. For example your minions could be able to hit harder independent of their muscle mass or even gain new powers/magic. A sword could be more resistant to damage and become unnaturally sharp when "fed" sexual fluids. And a piece of farmland could become extra fertile and turn any food grown on it into potent and corrupted aphrodisiacs. You are in control of which aspects these boosts affect, but like previously stated the more drastic the improvement or new ability is the more corruption is needed. With things other than yourself this scales with the amount of corruptive energy in them, but for you this scales with the amount of your corruption in existence.

And the second is that you gain the power and expertise needed to make deals to grant not only your corruption and the power it can bring to those who are in desperate need of it, but also things like items, "magical energies", and even knowledge with these latter things spreading your corruption if they weren't already corruptive themselves. For example, say a hero is on the ropes fighting against a fellow overlord. You'd become aware of this and can, at your discretion, choose to open telepathic communication with them. You can then offer your corruption to them as a "performance enhancer" and when they accept, ensnare them in a catch twenty-two. From then on out whenever they make use of the power you gave them they become more and more corrupt. To help give them more opportunities to make use of your "gift" your corruption takes on a sexually addictive quality when used and they also become a bad luck magnet, always seeming to get into situations where they need to call upon your power in order to win.

This can also extend to non-combat related things such as "helping" a farmer whose fields are turning barren, "healing" the terminally sick parent of a hero, or giving a poor schmuck the sexual boost he needs to impress his partner.

Corrupt(ed) Consciousness [400 CP]
Millions upon millions of minds working together in harmony can accomplish wonderful things if put to the right purposes. And by taking this perk you can use your corruption to bring such a thing into reality.

Now everything you've managed to corrupt in whatever shape or form is added to a hivemind centered around yourself. This allows them, as well as you, to instantly communicate with each other, share senses, sensations, and memories, and gives you all an unparalleled sense of coordination which increases teamwork and productivity among you all. You can also become aware of the corruption levels of those connected to the hivemind, take direct control and suppress the individuality of a member of the hivemind, either temporarily or permanently, as well as enact any corruptive change/effect to them without needing to be anywhere near them such as stoking their lusts or making their boobs grow a few cup sizes. You can also selectively filter your "awareness" of the hivemind if being linked to an untold number of beings sounds like a mental hell. For example, you could limit your awareness to only your closest minions or to those currently working with you in the field.

A complex system of "management" can also be set up for the hivemind in order to make commanding and utilizing it less of a hassle. To do this you gain two extra abilities, creating "sub-hiveminds" and designating certain minions as "admins". "Sub-hiveminds" function sort of like independent chat rooms in which specific members of the overall hivemind can be placed, by you or by admins, with you all able to designate specific rules or functions of the Sub-hive mind. For example, everyone in a specific sub-hivemind can't sense or communicate with anyone outside of it. And admins are specific members of the overall hivemind that you have given leadership of one or more sub-hiveminds. They have the same abilities and privileges that you have over the hivemind as a whole, such as *assuming direct control* or changing the bodies of hivemind members, though theirs are limited to the members of their sub-hivemind(s), and these privileges can quickly and easily be taken away from them.

For people that haven't been fully corrupted your ability to control them will grow as their corruption does, though you can't place them into sub-hiveminds or make them admins until they are fully corrupted, but you and your minions can use the direct communication to whisper to them or induce hallucinations and dreams which causes their will, as well as their sanity if you so wish, to degrade making their corruption grow by leaps and bounds. And if said person has some kind of link to others whether it be some kind of other hivemind or an angel linked to their parent god you'll be able to make use of it to stealthily corrupt anyone else linked to them.

Soul Bender [600 CP]
Damn. Seems like your corruption has gotten an extra potent kick to it. Because now instead of simply tainting someone's soul, or equivalent, it can now outright manipulate and change it. This means it is now able to bypass any innate resistances or immunities one would have against mental, spiritual, or bodily changes as well as supersede other corruptions. So you can, with a great deal of work and with them fighting it throughout the process, corrupt things like gods, greater demons, etc. This also gives your corruption the ability to "entrench" itself making it harder and harder for others to

remove it the longer it stays in someone or something as well as let you reverse any and all corruption at your discretion.

As an added bonus your corruption can also instill “soul seeds” inside of objects or beings that don’t have them with the size limit being around a large statue. These “seeds” grow when fed the souls of others which they can do naturally by stealing slivers of souls from people their wielder kills or from people that die near them. At first they instill an animalistic mind in the object or being they are placed into, but as they grow, with the amount of soul slivers needed scaling with size, said mind gets more and more intelligent until they gain a fully formed soul and in turn a fully formed personality. They also can control their “bodies” and make use of any functionalities or powers instinctively such as a gun being able to fire itself.

Capstone Boosted: It seems you’ve stepped it up a notch as your corruption’s soul manipulating ability has taken a massive boost.

First, by condensing an extremely massive amount of corruption together you can, after an incubation period, form brand new albeit corrupted and customisable souls. There are a multitude of extremely powerful uses for this, but the main one is that you can implant them into any object or soulless being to grant them a soul, with a larger object/being needing a larger soul, for when you don’t have time for the “soul seed” process.

Second, you can now install souls into designated locations or buildings, either with a “soul seed” or by forming one from scratch, which will grant that location a genius loci with the bigger the location or building is the larger the needed soul is. Besides being effectively omnipresent and omniscient inside the confines of the location/building, which you can also tap into, they can also warp reality in the location/building using a large amount of corruption the larger or more drastic the warpings are. For example, something like making time flow a bit faster in a palace or making a forest a bit bigger on the inside wouldn’t take much, but trying to make it so one day in said palace is only an hour outside of it or so that said forest is ten times the size on the inside would take a monstrous amount of corruption.

This also extends to enforcing laws that affect people. For example, a law that forbids clothing which immediately strips anyone who enters your palace or one that makes it so everyone is always standing at the edge of orgasm. In either case you can pick and choose whether you or anyone else is immune or unaffected by these changes or laws.

And third when your corruption entrenches itself into a person/object it now becomes impossible to remove it. Its progress can be slowed or even halted, though that entails frequently using powerful holy magic, but any progress it makes can never be reversed by anyone other than yourself. This also means your corruption becomes a permanent mark on their soul and even if they were to do something like transfer to a new body or reincarnate they won’t be able to escape it. And in the event that someone or something with a soul becomes fully corrupted you can choose to have a physical manifestation of their soul pop out which will be replaced by “soul seed”.

Primordial Ooze [600 CP]

Just how old are you to be able to have gotten your hands on something like this? Because now your corruption is able to be generated in a physical form outside of your body in the form of a muddy substance, the same color(s) as its energy form. Though it is not limited to this as you can control its physical characteristics such as making it more viscous and dense to trap those who walk through it, constantly bubbling and fizzing like soda, or you can even solidify it into a solid/semi-solid form, giving it properties like elasticity or hardness. This also extends to things like making it hot/cold, acidic, etc and once outside of your body your corruption can consume things, such as buildings, dirt, or the bodies of those you kill, either making more physical corruption or generating corruptive energy. Living beings, magical items or power sources like a mech's core will give drastically more corruptive energy or physical corruption with things like mundane stone, dirt, or a long dead tree giving next to nothing. So having your physical corruption eat a powerful wizard alive would give more than eating the corpse of a peasant.

You can also control and shape it such as forming tentacles for pleasure or combat, making armor, or making a mini tsunami out of it. Your bodily fluids can also be replaced/fused with your corruption such as your blood, semen, spit, or milk. And your corruption gains a massive boost to its corruptive potential when sexually interacting with people in its physical form. So molesting someone with your corruption tentacles or cumming liquid corruption down their throat will corrupt most normal people almost instantly.

And as a bonus you can now use your corruption to turn inanimate objects into living things, as well as the reverse, and enact corruptive changes to objects and buildings. For example, you could corrupt a statue and either turn it into a living breathing person complete with fully functional sexual assets or morph it into a spitting image of yourself that's five times bigger. You could do the opposite and turn your greatest enemies into a series of fuckable soft to the touch marble statues to decorate your trophy room.

Capstone Boosted: Huh. Well it seems that your corruption wasn't gifted or found, but was always a fundamental part of you. Because now your entire body is completely made out of your physical corruption, though you can toggle this new modification on and off. This grants you three new abilities.

First, besides the obvious of being able to shapeshift on the fly and regenerate from massive damage, your corruption, when it is in its physical form, counts as being a piece of your body for perks that require such conditions. It also comes with a mind of its own, whether it be animalistic or a full fledged person of your own design, and can be given orders such as never consume living beings or instantly attack anyone who isn't corrupted that gets too close.

Second, you can now project any of your senses through your corruption as well as teleport to any location where your corruption is present meaning that, if you were to thoroughly corrupt your nation you can be aware of anything that goes on in it and be able to go anywhere inside it instantly. You can also let your corrupted minions, or even citizens, use this maybe as an efficient form of transportation or a stealthy way to get inside hostile nations.

And third, you can now create living beings of your own design from just your corruption. This can either be done asexually or sexually with your corruption being able to impregnate and be impregnated. In either case after a gestation period, with the time being dependent on what exactly you're trying to bring to life, the creature will be born with absolute loyalty to you.

Jump To Table Of Contents

Way Of Rulership Perks

Beloved Tyrant

Before They Know They Want It [100 CP]
The wants and needs of your citizens and minions are more than likely varied and numerous and as such there are bound to be things they may request that you'd never even think of. To help you stay ahead of the game this perk makes it so that you are constantly aware of both what your minions and citizens want and need with the most important and/or popular being near the top of your mental radar. This also comes as a few ideas on how to grant a particular want/need both in a way that benefits you as well as with a lewd bent.

You also become skilled in the art of misdirection and convincing people. With this you'll be able to both draw people's attention away from the more "unsavory" parts of your "good hearted" deeds as well as knowing when and how to expose them to those parts and get them to think that they are nothing more than small prices to pay.

It's The Little Things [100 CP]
But, what is the use of doing all those good deeds if no one shows any appreciation and thanks for them? So by taking this perk you'll gain an easy way to big up your ego as well as make your people much more appreciative.

More specifically it makes it so when you fulfill a want or need of your minions and citizens they get a dose of happiness and contentedness towards you and your reign which scales on how popular or important those needs/wants were. This also makes them much more tolerant of any abuses or laws you implement, especially the sexual kind, so long as the benefits they gain from you outweigh what they have to endure or do. For example, passing a law enforcing a highly sexualized dress code wouldn't take many benefits for them to overlook, but if you'd want to do something like letting your minions rape any and everyone they want you're going to have to offer some big incentives for your people to tolerate it.

And as an added bonus as you fulfill more and more of their wants and needs a sense of loyalty gets enforced among your minions and people. If you manage to make their lives a living paradise then expect their loyalty to be ironclad with them willing to follow you into damnation and commit any heinous act your order. This loyalty may inspire disgust in some, but it will also foster a sense of curiosity at just what the benefits of serving you are if your people are so steadfast.

Friendly Neighborhood Overlord [200 CP]
A sort of stereotype or trope that can get pinned to citizen centric overlords such as yourself is that, at least to your people, you can kind of come off as a kind of hero. Maybe not the sparkly paragon of hope a traditional one may come off as, but a hero nonetheless. The reasoning for this varies from overlord to overlord. Some see their citizens as prized possessions and any attack on them as a direct insult, while others use this purely to try and sway their people by putting on the front of an ultimate protector. Regardless of your personal reasoning by taking this perk you'll be able to better help and protect your people.

First, you gain a sort of trouble sense which makes you aware of any dangerous situations your minions and citizens are in. By default this will be tuned for violent situations like a town being harrassed by bandits, but you can modify it to track less dangerous situations like a citizen who needs help pulling their car out of a river. Other conditions can also be applied such as limiting the area the sense will cover or limiting it to detecting situations that affect a certain amount of people.

And second, when you respond to and "solve" these situations, similar to a traditional hero, you'll gain the adoration and admiration of those you helped, with this being spread either by word of mouth or your attempts to publicize these events. And similar to lewd versions of your natural enemies a healthy dose of sexual attraction gets mixed in with all of that

Seeds of Progress [200 CP]
A problem that may crop up as you go about spreading your "utopia" to others is the amount of remodeling you'll have to do with conquered societies. Since improving the lives of those below you is your prerogative preexisting system would have to either be changed or torn out entirely and that can lead to some headaches. So by taking this perk you'll be able to simplify the whole process.

It basically turns the various institutions in your nation, like the school system or medical system, into self-sufficient assimilators. All you need to do is give your efforts to revamp and replace the institutions of places you took over a starting push and they'll handle the rest. You'll no longer have to worry about having to navigate an already in place labyrinthine system to make sure removing it won't unnecessarily harm people and you won't have to worry about any confusion on the part of your new citizens causing any problems as well. Though be aware this won't prevent resistance movements from among the populace trying to delay or hurt your efforts.

Good Times Create Strong People [400 CP]
The whole idea of hard times leading to a stronger people is something that quite a few people buy into including some of your fellow overlords. To them suffering builds character and allows those who are truly strong to rise above everyone else as they "rightfully" should. But by taking this perk you'll be able to show them how wrong they are to cling to such a notion.

Effectively the happiness of your populace and underlings serves as a booster for their individual capabilities. This includes things like their physical and mental health, learning speed, skill cap, lifespan, physical capabilities like strength, etc. Their sex life will also see a boost with their level of happiness serving as a multiplier for the pleasure and satisfaction they'll feel. These boosts soft caps at around a 5x multiplier, but there is no true limit.

The Grass Is Always Greener [400 CP]
One aspect of life that affects a good number of people is the comparison of what they do and do not have in relation to others. From food security, a roof over their head, to even basic happiness these comparisons can be a great source of discomfort or distress

for people. But by taking this perk you can transform these everyday worries into both a source of strength for your nation and weakness for others.

More specifically this perk allows you to weaponize the disparity in the quality of life between your citizens/underlings and those of your rivals in two ways, one specific and one general.

The former manifests as a sort of bad luck which gets inflicted onto any and all rival nations and organizations. Said bad luck materializes as events that show off just how "bad" things are in relation to your own people with the specifics of the events being dedicated by what areas of life your rival's people are behind in. For example, if your nation has a robust and highly effective medical system in comparison then a rival nation may be struck with an epidemic in which incompetence, callousness, and/or greed causes a significant amount of people to die. Or if you are welcoming any and all species then a rival organization may be rocked with a string of violent hate crimes among its members, with the species affected coming to hate that organization. The more antagonistic or outright hostile these groups are to you, and the larger the specific disparities are, the more often these events occur and the more devastating their effects are even in cases where the group wouldn't normally care about or be affected by the consequences.

And the latter occurs when hostile people or groups move against you, whether personally or against those under you. When this happens their workers, minions, etc will have their capabilities and morale reduced in proportion to the difference in their standards of living and happiness in comparison to your own people. This has a more profound effect on the grunts of said people/group, like the common soldier in an army a nation sends against you, but can still work on the leadership if their lives are somehow shittier than your citizens.

When either of these events occur your people will always be aware of them and will see a positive improvement in how they view their lives under your reign. While this may not do much to those you've already fully put under your sway, for new additions this serves as a potent pacifying tool, even if they absolutely hate your guts.

Lewd Brings Happiness [600 CP]
One difficult part about this path you're walking is trying to strike a balance between your laws and actions carrying some form of benefit for your people and them fulfilling your own lewd and/or evil ambitions. By taking this perk you'll no longer have to worry about trying to bridge this gap and become free to indulge in your lewd and evil shenanigans to your heart's content.

More specifically it makes it so that any lewd and/or "evil" laws you pass, or actions towards your citizens you take, will not only have their intended positive effect, if any, play out perfectly there will also be one or two unintended, but beneficial side effects for your nation as well. For example, if you punish crimes by simply killing the criminal, not only will your nation see an actual decrease in crime that isn't just in the short term, but you may occasionally find some leads on criminal groups in other nations that you can abuse. Or if you make a habit of forcing yourself on your citizens, not only will they come to view it as you giving them a surprise gift like a king giving a peasant a sack of gold,

but you may end up attracting specialists to work for your nation who see that as perfect leadership material.

Capstone Boosted: Now while having these laws and actions affect your people is all nice and well, but a supreme overlord like you should be aiming to ensnare others into the "fun". And this can now be done as you now gain two extra abilities.

First, when people and citizens from other nations are inside your borders in any way they will be at the mercy of your laws with their parent nation not lifting a finger to help them if they happen to break them. The extent you can force them to endure your punishments depends on the severity of the crime. For example, if you have a law that mandates skimpy clothing and a foreign citizen happens to break it, then you can at most put them in rape prison for a few days before having to return them. But if they were to commit something like murder or terrorism then you can effectively do whatever you want with them with their parent nation at most requesting they be returned home alive and even then only if they happen to be an important or famous person.

And second, your lewd/evil acts against others outside your nation will also somehow benefit your nation as well. For example, if you were to rape and mindbreak someone in a different nation you may find that you had just taken out the head spymaster of a rival nation hampering their efforts. Or if you kidnap the head of a trading empire you may find that they have always wanted to join you and now have an excuse to.

??? [600 CP]
People always want what they can't have whether it be something that's good for them or something that's bad, but they don't know it yet. And once they have found something or someone that can grant what they wish they become very adverse to anything that would take it away. So by taking this perk you'll be able to take advantage of this longing to easily strongarm nations and organizations into being on your side.

First, by utilizing the difference in the quality of life between your people and those of the rival nation/organization in question you can strong arm them into various different diplomatic agreements with this being able to counteract any previously held hostility or other factors that would cause them to reject your diplomatic actions. This also includes the ability to forge a special alliance with said nation/organization with the specifics depending on the difference in both quality of life and power, though with heavier emphasis on the power difference.

For nations/organizations that are weaker than you this "alliance" effectively turns them into a client state under your protection with the leadership unanimously coming to the conclusion that it is better to be brought under your "gentle" rule than be taken over by others. From there you can start the process of fully integrating them into you primarily by sending your forces to implement the various improvements you've made to your own nation. For those who are roughly equal to or stronger than you, the agreement takes the form of a "normal" alliance between equals which at its base has standard things like a mutual defense clause and other such things. The big main difference to a normal alliance is a special clause that it, similar to if they were weaker, effectively allows you to send your own agents and the like into the other nation/organizations to

start making “improvements” though obviously not to the same degree. While doing this will endear the populace/members to you, determining how the leadership reacts to this is where the difference in quality of life comes in.

If the quality of life for most people, baring the upper crust, is shit and the leadership doesn’t care about that fact then expect them to messily and futilely try to subvert these improvements. And like sand slipping through fingers the harder they try the angrier they'll make their populace and possibly even members of their own leadership. This will all but guarantee that a rebellion or coup, with the aim of bringing the nation/organization under your control, will kick off. On the other hand if the quality of life for most people is near yours, or the leadership is trying their best to improve it if its not, then similar to if they were weaker than you the process of subjugating them can start.

Capstone Boosted: Though as a supreme overlord maybe you’d rather not want to expend so much effort trying to subvert those around you. Maybe you’d prefer the simple fact that you treat those who bend the knee extremely well to provoke others into action. And with this upgrade you’ll be able to do exactly that.

So now, at your discretion, any information about the various good you do for your minions and citizens, their overall happiness, and the sexual antics your benevolence allows them to get up to serve as a major source of anger for foreign populations and group members. But this anger will always be directed towards their leaders rather than you with the intensity scaling depending on the difference between their quality of life and your people’s. Left to stew for long enough said anger will inevitably boil over into full blown rebelion, coup, or civil war with the leadership of said opposition groups unfailingly getting into direct contact with you. From that point on any aid you give them, as well as other similar liberation movements, will increase their success chance by leaps and boards whether it be covertly shipping them weapons or sending a few agents.

And as an added bonus this rebellion inciting effect can also work on groups you normally wouldn’t think would be affected by your machinations. This includes things like demons bound to work under an archdemon due to an ancient magical pact, a swarm hivemind of humanoid insects, or a god’s holy servants who are clones of said god. Not only will these individuals be affected by the anger inducing effects as they get angrier and angrier, whatever is binding or controlling them will start to wear away more and more, letting them set up for the future rebellion and eventually fully break free. For example, the magical pact forcing the demons to obey the archdemon will start to have loopholes punched into it letting the rebellious demons use “creative” interpretations of the rules or the drones of swarming hivemind may slowly, but surely start having independent thoughts and forming their own consciousness separate from the hivemind. And all of this will occur without their leader noticing their control wearing away up until the rebellion is launched.

Conquering Warlord

Conquerors Portfolio [100 CP]
There are plenty of examples, both real and fiction, of dictators and the like talking a big game militarily, but when the time comes to perform their showings are far from adequate. To make sure such poor performance doesn't befall you and your nation this perk will turn you into a military expert.

This includes granting you expertise in various military and conquest related skills both for on and off the battlefield. For example, things such as tactics, strategy, logistics, army building, and officer selection as well as things like how to divide up a conquered nation into manageable sectors or how to select provincial governors.

Military Fervor [100 CP]
However your skills on and off the battlefield are only half of the recipe needed to transform your nation into a military juggernaut. The other half are your citizens as without them your military will collapse in on itself before it even makes it to the field.

So to get them all on board with your militaristic aims this perk will instill a sense of militaristic discipline in your citizens and minions turning them into ardent war supporters. This also causes any recruitment drive in your nation to always be wildly successful, especially when you integrate sexual elements into any ads or propaganda you pump out. For example, making a poster that shows your soldiers gangraping an enemy, or a video depicting a sexy military mascot explaining various things about your military would draw in massive amounts of recruits.

Slogging With The Troops [200 CP]
If there is one aspect that many soldiers appreciate in their commanding officers is the knowledge that they are suffering through the same environment and situations they are. This also includes a willingness to put their own lives on the line like the men and women that serve under them. By taking this perk you and the other officers in your military will be able to tap into this appreciation to better motivate your armies. More specifically you gain two methods to more easily raise the morale of your forces.

The first allows you, and the various officers below you, to boost the morale of the soldiers under them by leading from the front when in the field. Whether that entails standing side by side with soldiers in a trench or being at the front of a wedge cavalry charge. The scale of the morale boost and the number of soldiers it can affect is dependent on the rank of the officer in question. Morale gained from this method however has a bit of a time limit, slowly ticking back to what it was before the officer applied the boost unless you have other methods to improve morale. And in order to make sure this won't result in you or your officers getting unceremoniously killed you all also gain various protections from things like stray bullets, artillery, and other such impediments that make leading from the front hazardous.

The second method lets you use orgies as a morale building tool with the various officers being centerpieces for the orgies to flow around. Similar to the first method the higher in rank the highest ranked officer in the orgy is the larger the boost to morale though unlike the first method morale improved in this way doesn't tick down over time. And you don't have to worry about your officers being into this sort of thing as the perk

will make it so that, at worst, they see it as a duty that needs to be done and these orgies never seem to impede normal military functions.

And as a final bonus when your forces have high morale various different combat benefits get applied to them. For example, they can manifest as an artillery crew loading and firing their artillery piece faster than what is normally possible or your average soldier temporarily gaining an unbelievable level of combat skill.

Quick Raise [200 CP]
One problem that may rear its ugly head in as you conquer more and more territory is that it becomes harder and harder to quickly and easily raise your armies from across your vast territories. This especially becomes apparent in regards to elite units of your military which, depending on how you do things, may be the main cornerstone of your armies. To help alleviate this by taking this perk your armed forces gain a metaphysical lube to speed along the raising and arming process.

With it your nation gains a multiplier to the speed at which it can train troops and build their wargear, like weapons and vehicles. So not only will you be able to pump out massive amounts of basic footsloggers, but also good amounts of specialist and elite units such that where other nations have to limit them to specific armies you could make them a staple of every one of your armies regardless of their importance.

Gang Pressed [400 CP]
As your ever impressive war machine chugs on and on, a question may, sooner or later, rear its head in, what to do with any prisoners you take. While some of the more cruel and/or bloodthirsty overlords may just execute them all, sometimes in tortuous fashion, these POWs can be valuable in their own special ways. And with this perk you'll be able to capitalize in two specific ways.

First, rape becomes an extreamly potent tool in breaking any POWs, or other prisoners you may have. Not only does it work better than other methods, with high willpower needed to even begin to resist it, it also saps and weakens the victim's skill and/or special powers like magic. This makes it harder for prisoners to escape and once fully broken they will be put in a special state. In this state they become completely resigned to their fate, submissively accepting anything you throw at them and allowing you to easily pry info from them.

And second once in that broken state it becomes trivial to make them change sides and join you. Whether by poisoning the well of their past allegiances by convincing them their so-called allies left them to this fate or by showing what debauchery they can engage in, while being on the dominant side, if they join you. In no time you'll be able to turn swaths of enemy POWs into loyal soldiers and snag a few V.I.Ps, such as generals, from your enemies.

Blackened Legions [400 CP]
War crimes are something plenty of overlords engage in and are one of the more likely reasons the heroes are trying to settle a grudge with them. And while they may make some aspects of war very simple and easy for you such as dealing with POWs, committing them, especially the more heinous ones, will generally get the whole

world/galaxy on your back. Though by taking this perk not only will you be free to commit as many as your heart wants, you'll also gain a general benefit for doing so.

As now when you commit war crimes against your opponents, particularly if they are sex related, a sort of reputation starts to build amongst both you and your forces. Said reputation has two main benefits. The first is that it causes the enemy's military, government, and civilian populace to have a heavy sense of dread when facing you and your forces which in turn causes them to make "fight or flight" related mistakes. For example, enemy scouts may hastily collect the most bare bones of info about your forces before getting out of dodge in fear of being caught by your scouts or an enemy city may relocate nearby settlements inside of their walls in an effort to protect them from you, but all it ends up doing is reducing the time they can hold out. And if your reputation gets suitably overbearing enough enemy forces may even go AWOL rather than try and fight you and settlements would surrender the second they got a whiff you were in the area. Though you can choose to limit these more severe effects if you still want to actually fight your enemies.

And the second benefit of this reputation is that it causes any future war crime you commit to sap the will to oppose and resist you from the enemy, particularly their civilian populace, rather than reinforce it. For example, if you decide to take some of the rowdy populace of a newly taken city and either put them against the wall or bend them over it, the fires of defiance won't ignite in the rest of them. Instead you'll just be assured that they, along with anyone in neighboring towns and cities, won't step up against you again. And if you decide to go the sexual war crime route said acts serve as a lure for the more unsavory elements of the opposing nation's population, military, and government so expect turncoats and conspirators to come out of the woodwork to join you in order to get in on the action.

Second Coming of Rapeoleon Bone-Apart [600 CP]
Well now people with this level of military mastery only come around every once and awhile and whenever they rear their heads, they have shaped and changed the course of history. And by taking this perk you can easily count yourself among these military giants.

This entails your military prowess becoming awe inspiring due to multiple different factors. For example, you can easily do things like know what an enemy's strategy is, build a mental picture of what kind of commander their leader is, and pinpoint the strengths and weaknesses of both them and their forces with just simple observation and other information gathering methods. You could then easily come up with the perfect counter to what the enemy is doing as well as what the best course of action should be to capitalize on your enemies weaknesses. This also extends to knowing the best ways to utilize your own advantages such as making use of the multitude of different races that make up your empire or knowing the perfect way to make use of magic in the war effort.

Though it can be said that the true source of your strategic and tactical might derives from your uncanny ability to cut the head off the metaphorical snake which comes from two factors. With the first if and when you manage to get your hands on an enemy leader, whether they be military or governmental, a good ole raping will sap the will to

fight from those underneath them, whether it be by you or those under you. The closer you get to breaking that leader's will the greater the morale sapping effect with a complete mind break causing everyone under them, excluding the extremely strong willed, to surrender. And with the second opportunities to capture enemy leaders, whether it be a general on the battlefield or a ruler in a capital, seem to constantly fall into your lap. Maybe an enemy general puts their hidden HQ too close to the front lines and unknowingly reveals it to you or you manage to find a naturally obscured path that would allow you to bypass enemy defenses and launch an attack on their capital. And with the second when you manage to get your hands

Though be aware that even with these boons, losing is still on the table either due to plain bad luck or simply metaphorically choking to death after biting off too much.

Capstone Boosted: Or that would be the case, if not for you being a supreme overlord as now this perk makes you nearly unrivaled in the field of war.

First, there is no such thing as an unwinnable battle when you're around. Its doesn't matter if the difference in numbers is 1:1000, it doesn't matter if all you have are near mutinous slave soldiers, hell it doesn't matter if you're invading a god's personal domain, so long as you're at the helm there will always be a chance to win a battle. Though remember this is a chance, not a guarantee so don't forget to stack the deck in your favor as much as you can.

And second your ability to break the subordinates of leaders by raping said leader gains a secondary inverted form. With it raping captured POWs, enemy civilians, and anyone else under the leadership of someone will sap the will to resist you from said person as well as their ability to lead. For example, rape some enemy soldier after a battle and watch as the officers over them become disheartened and command the rest of their troops poorly. The only caveats are that this way isn't as effective, but that can be midigated by raping someone higher up the chain, for example, raping a council member of a ruler would affect them more than raping a random governmental clerk.

Fucked Back Into Action[600 CP]
When managing an army one major part that determines the outcome of a war, casualties. It doesn't matter if you're a supreme once in a millennia kind of commander, if after every battle you end up losing a majority of your army. So to make sure you keep any and all casualties to a minimum this perk will turn things in your favor.

More specifically, whenever your soldiers/minions get wounded in combat the severity of said wounds gets heavily downgraded. For example, a sword strike that would normally break a soldier's arm would instead make a minute fracture or a blown off limb that would normally have a soldier bleed out in minutes would have the time extended to hours. The only place this doesn't apply is when an attack would be a near instant kill for the soldier in question, like taking a tank shell to the chest or being evaporated by a death laser. But if a soldier is already tough as hell, due to their species or enhancements, then this would make them even more so.

And as a bonus to better take care of the influx of wounded that you now will have a more effective way to treat them. With either sex or the consumption of sexual fluids

your soldiers and minions will have their wounds heal rapidly, letting them return to the fray faster. A quickie or a mouth full of cum may be enough to heal basic cuts and the like, but for more serious conditions you're going to need a lot more.

Capstone Boosted: Though it would be a shame for a supreme overlord like you if this was all this perk could do so this perk now gains two new additions.

The first allows it to not only affect your soldiers and minions, but their military gear as well such as their armor, weapons, and even vehicles which does include mounts. So any damage they accrue will be reduced similar to the wounds of a soldier, though the instant kill clause applies as well so don't expect the armor of a normal soldier to turn away a tank shell. And the whole sex healing mainly manifests as using sexual fluid as a regenerative repair material, but installing sextoys into and onto vehicles works as well.

And the second addition allows soldiers and vehicles to enter a sort of last stand state. This state triggered when the soldier or vehicle in question would normally be fatally wounded or be considered destroyed, like taking a bullet/spear to the heart or taking a railgun slug to a reactor. Once that occurs, and as long as their body wasn't completely obliterated by what killed/destroyed them, they'll enter the state which makes them immortal, but with a timer. They'll be able to fight just as hard as they would have if they hadn't been wounded/damaged and any new damage they suffer during it will do next to nothing to them physically, but it will reduce the immortality timer with the reduction dependent on the severity of the new damage. And speaking of the timer the amount of time that a soldier or vehicle can stay in their last stand state is dependent on willpower, if they are capable of having any, and overall thoroughness.

Jump To Table Of Contents

Proselytizing Zealot

Bask In My Greatness [100 CP]

If you're going to be going around trying to gather people into a self worshiping cult you're going to have to be able to inspire the same awe that gods do. Normally those types of people who can do that are rare, but by taking this perk you'll be able to put most of them to shame.

As now everything about you seems worship worthy from your physical traits, to your abilities, to your deeds and this especially goes for your sexual characteristics. So expect people, especially your minions and citizens, to come to worship things like the length and girth of your cock, the amount of people you've fucked at once, and the unholy amount of milk you can produce.

To aid in spreading this image of yourself you also become an expert public speaker able to easily work a crowd or group into any direction you want and instill both a follower mindset into them all as well as a sense of mob mentality or groupthink. This also includes becoming an expert humble bragger able to suss out what things about you a person or group would value and the ability to know the right words as well as body language needed to inspire awe and reverence in them and to not have your efforts backfire. For example, if a group of people think a massive cock or set of tits is worship worthy then whipping them out and dangling it in their faces would get them to be in awe of you rather than calling the cops.

Cultic Beginnings [100 CP]

What would a zealot be without their religion or cause to further and spread? A ranting madman with no goal for the future. By taking this perk you can save yourself from that future by crafting a religion of your own which will become the sole one of your nation with every citizen and minion being a faithful adherent.

You'll be able to choose three domains to center your new religion around which can be anything from earth, trickery, cruelty, or wine. You can customize every aspect of it from the big things of what rituals and beliefs it has to the minor things of what days/items are considered holy or what the uniforms, if any, are made up of. These aspects by default are colored by the domains you picked, but you can disregard that such as having a forest domain and all of your holy animals being ocean dwellers.

And to give you a leg up when spreading it you and your minions gain two minor abilities. First, you all gain a radar for people who are vulnerable, in the social and/or emotional sense, and who have life problems which can be dialed in for different types of vulnerabilities or problems. For example, being vulnerable because someone is socially isolated, vulnerable because someone is desperate for something fulfilling in their life, or being on the verge of homelessness due to money problems. And second, you all become skilled evangelicals able to, after observing and asking someone choice questions, instinctively know both the best way to go about converting them to your religion, or other ideology, and then indoctrinating them to get them to stay. This is done by targeting their weaknesses and shortcomings and packaging yourself and your religion as the obvious and only solution to said problems.

You can also buy this again at no discount to get a further three domains.

Divine Purity [200 CP]
When one thinks of a god a common aspect that pops up is some kind of notion of purity. While the normal association of goodness tends to be more associated with good aligned gods, purity in this case refers to a freedom of all that would pollute oneself. So by taking this perk not only will you gain this godlike purity you'll also gain something a little extra.

More specifically you now have an aura of purity around yourself which not only makes you immune to things like mundane illnesses and parasites, but will also repel any filth that may dirty you, like mud or blood, as well as block out things like smog and awful smells. For things with a magical source like corruption or a curse you instead have a heavy resistance and the ability to fight them off with the effectiveness of such depending on their power relative to yours.

You also have the ability to project this purity onto others, curing them of mundane illnesses and parasites, healing injuries, as well as fighting off any corruption, curse, etc that is ailing them. And as a special bonus it seems that this purity is also heavily concentrated in your sexual fluids meaning that not only are they a potent tool in "curing" others you also become extremely adept at convincing others to partake in this "alternative medicine". Regardless of which method you make use of, the recipient will be extremely thankful for your aid and it will become trivial to convince them you are divine in some way.

Of The Same Cloth [200 CP]
One major problem with founding your own religion is the fact that it becomes difficult to expand outside of your own borders. While your own people may be open to your brand new religion others, especially those who already have a faith to call their own, may be heavily adverse to being preached at. But by taking this perk you, like plenty of other insidious cults, will be able to fly under the radar and parasitize rival faiths.

By taking even the barest of precautions you'll be able to send your worshipers into the lands of other faiths disguised as new subsets of their religion. And so long as your people don't publicly do or say anything that would be outright blasphemous the authorities in the host faith tend to view them as accepted, if a bit weird, offshoots. And once you've managed to nestle yourself into the soft flesh of a foreign faith the metaphorical blood sucking can begin.

The various elements of your own religion that you sneak into the disguised offshoot serves as a lure for those who follow the host faith, especially if they for one reason or another, have some kind of grievance with it. And this goes double for any lewd elements as well with both making your offshoot seem like a more fun and fulfilling alternative. As you bring these people in you can start weaning them off of the host faith and onto yours the same way a cult would acclimatize new members to their more "extreme" aspects with the aforementioned differences and lewd elements making this easier.

Domain Embodiment [400 CP]
A staple concept of many fantastical religions is the fact that their god(s) are said to be embodiments of their domains. From fire gods being made of literal fire to other such examples, if you want to further your path to divinity being able to embody some part of your domains is an important step. So by taking this perk you'll gain two major benefits associated with embodying a godly domain.

The first benefit manifests as this perk granting you a power boost for all of your powers, spells, ect that are related to your domains. For example, if you have a fire domain then a fireball spell, fire breath attack, or resistance to heat will see a boost, with said boost scaling off the overall level of worshipfulness from all of your followers. These boosts also apply to your worshipers, but their power is solely dependent on the worshipfulness and fanaticism of an individual so a spell sharing one of your domains launched by a true fanatic will be more powerful than one shot off by a casual adherent. And as a small added bonus both you, and your worshiper's domain related spells/powers gain a holy property meaning that they are much more effective against things that are considered "unholy", like demonic spells or the undead.

And the second is the ability to grant those who worship your various different blessings. While you can give more generic blessings such as increase in speaking skills or good health the closer a blessing is to your domains the stronger they become independent of the amount of magic you put into them. For example, if one of your domains is water then the blessing of being able to swim fast would be a lot stronger than if you didn't have that domain. Though these blessings aren't just limited to powers with you able to grant worshipers some of your own spells and even magical energy. Plus in order to make sure you don't have to run around everywhere in person to bless people when your worshipers, or anyone else, prays/invokes your name you can use that as a focus to remotely bless the person/people in question.

Conversion At Cunt-point [400 CP]
Now while most religions and cults proselytize new members by convincing them of the benefits of joining, such things aren't guaranteed to work. Not only does this take time, especially if you have to acclimate new converts to the more "extreme" parts of your religion, there exists those that no matter what you offer them won't turn their back on their current religion. So to help "convince" the more stubborn out there and provide a faster method of swelling your numbers this perk will provide a fun alternative than mere proselytizing.

Now you and your worshippers can now convert people to your worship or any other ideology, by fucking them with each thrust, lick, or suck worming your religion into their minds, culminating in them full on worshiping you with no hesitation. The speed of this conversion is dependent on many different factors such as the willpower of the target and how fanatical they are with their original religion or ideology though enough pleasure can help break down those impediments. To further aid in this process you and your worshipers also gain the skill and repertoire of holy prostitutes. Not only does this mean you all become experts at maximizing pleasure, sex now becomes an extremely enticing way to advertise your religion with brothels incorporated in your

temples/churches and door to door sex preachers being just as effective as going around and curing major illnesses.

And as a bonus sex can also be used to help strengthen the bonds of your religion. More specifically as members of your faith have sex with each other the fanaticism and obsession they have with you and your worship will grow and grow, especially if you or any other high ranking member of the religion is involved. Not only does this obviously make them work harder in your name it also provides protection against others trying to subvert them whether that be through mundane or supernatural methods.

Sexual Apotheosis [600 CP]
Well now it seems you've come a long way. You're now standing on the precipice of godhood, something thousands upon thousands of people would commit horrific acts in order to be given even the faintest of chances to obtain this. So by taking this perk you're able to make that first step into godhood through two main abilities.

The first is the ability to make use of a special divine energy. At its most basic it takes the form of an energy pool inside of you, similar to normal magic, that can be used in two major ways, as a potent fuel source for all kinds of magic and as an energy to temporarily be channeled into things such as weapons, vehicles, and even people. When used in either way this divine energy can both increase the base power and/or stats of a spell, item, person by a drastic amount. It also, similarly to **Domain Embodiment**, grants whatever it fuels or is channeled into a holiness which not only increases their effectiveness against things considered "unholy" it also "flavors" them in ways related to your faith's domains. For example, if you have a fire domain then fueling a water spell with divine energy may cause the spell to become scalding hot, channeling it into a sword causes it to become wreathed in flames, and channeling it into a person may partially transform them into a fire elemental . If you have multiple domains under your belt then you can either pick and choose which one to use at the current moment or even mix them together.

Your internal reserve of divine energy, which has no limit in terms of its capacity, gets refilled in one of two ways. The first is by good old fashioned worship of you by your followers with the amount that an individual can contribute being determined by their worshipfulness and fanaticism. Though when speaking of large scale generation, fanaticism scales better than raw numbers, so a small number of true fanatic diehards would generate more energy than a larger group of causal adherents. This energy generation can also be helped along through various different means. [See Notes] And the second method is simply to have sex with the amount generated from a session depending on the length and number of people involved.

You also gain an aura of godliness which strikes awe and reverence into those who directly see or hear you, with things like images, statues, and voice recordings carrying a lesser effect. Those affected by it, barring those strong of will, become incredibly suggestible and come to see you in a strong positive and lustful light, sort of like they just met their biggest idol they've always had a crush on. This allows you to do things like get them to follow you to a secluded room or spill their biggest secrets and a small push is all that is needed to start worshiping you. This also makes it much harder for those affected to harm you with only those of strong will able to fight their body's efforts

to stop them from fighting. In either case the more often someone is exposed to the aura the greater the previous two effects will be. This aura can also be toggled on and off for occasions where you don't feel like enrapturing everyone you meet.

Capstone Boosted: Scratch standing on the precipice of godhood you've now just skipped one of the largest hurdles. As now you managed to gain your very own god-spark, albeit one that's extremely early in development. It grows with an intake of divine energy and grants you various new uses for said divine energy [See Notes].

Your godly aura also gets a boost as not only does it grow, in both potency and range, along your godspark it also grants you various terraforming and summoning powers based on your domains. For example, if you have a fire/lava domain then you can set the area within your aura alight with a perpetually burning fire and open up lava flows. If you have a domain of war you can cause weapons and armor to rise from the ground or fall from the sky, and summon skeletons/zombies with the appearance and skills of everyone you've ever killed or your fallen worshipers.

You can also do more minor and "subtle" cosmetic things. For example, you have an ice domain and can make everyone feel cold even when the area is scorching hot and having a halo of ice follow you around. Or you have a murder domain and can make everyone feel like a blade is pressing into their throat when you get angry and be followed by a tide of blood.

Desecrating The Faithful [600 CP]
The proverbial final boss that your religion is going to face are the diehard fanatics of the various other faiths. Just like your own fanatics, their devotion and willpower make other methods of converting and subverting them ineffective, possibly forcing you to kill them just to be rid of them. However by taking this perk you'll gain a way to not only break these stubborn non-believers, but also cause their coveted faith to come crashing down like dominos.

This is done by giving any of your efforts to desecrate and demolish another religion, or any other ideology, an extra umph to its morale damaging effects. Whether it be burning their holy books, demolishing their places of worship, or assassinating their clergy these acts will send powerful morale shocks throughout the entirety of that religion which will shake even the most devout among them making them much more easy to convert. This goes doubly when you incorporate a sexual element in the desecrating whether that be gang raping their paladins or turning their worship sites into orgy pits, absolutely drenched in sexual fluids.

Capstone Boosted: Well now it seems all your desecrating and rampaging now has an actual effect on the gods and their godly servants which can manifest in one of two ways.

The first is that, alongside stealing away their followers, you can use your desecration of their places of worship, holy symbols, etc to both weaken the god of a religion, as well as their godly servants. This will also demoralize said god especially in the case of their servants. Shake them up enough and you may get their servants defecting to the "obvious winners" of the conflict and if said god is in the rare category of not being

prideful you may even end up getting them to surrender as well. Like the non-capstone effect this is much more effective when sex is involved in the mix.

And the second is that upon getting your hands on a godly servant of another faith you can conduct a special ritual. This ritual entails forcing them to undergo a rebirth, which unless they already defected/surrendered to you requires their will to be broken in some manner such as by raping the hell out of them. Upon completion the ritual will cause the servant to be remade as if you had created them just like in the capstone boosted section of **Sexual Apotheosis** which not only grants you control over them, but serves as a potent demoralizing tool cracking even the most devout upon seeing their "defiled" angel.

This can be done to gods as well, though similar to their servants unless they've surrendered you'll need to completely demolish their religion or the ritual will take an obscene amount of time barring other demoralizing or willpower lessening perks. And upon completing the ritual on a god they will also get reborn into new sub-gods of your religion with a form and personality of your choosing. Not only will this grant your religion, and in turn you, brand new domains to use and abuse the newly reborn gods also get bundled together into a group companion with any purchases being applied equally to all. Though be aware, if a god you manage to rebirth had multiple domains then their individual potency will be reduced proportionally to the amount.

Slaving Despot

Market Knowledge [100 CP]

Now if you're going to be playing the role of a maniacal amoral business person it would help if you actually had some level of skill in actually finding your customer base. So to make sure you don't end up dead in the water, both metaphorically and literally, this perk will give you the skill needed to suss out your customer base.

This entails giving you competence in watching and gathering info on the market in order to figure out what goods and services, both legal and illegal, are in hot demand especially when it comes to sexual related things. This also extends to knowledge on what people or areas in general would be interested in what you can provide.

Leash and Dollar [100 CP]

While standard business, both legal and illegal, are all well and dandy the main reasons you probably are walking this path in order to get yourself into the slave trading profession. Maybe you think it's the most profitable thing in existence or maybe it gets your rocks off striping someone of their identity and rebuilding them into total obedience. Regardless of your reasoning this perk will not only turn you, but your entire nation into a slaving paradise.

First, this grants all of you competency in the various skills you'd expect a successful businessperson to have. This includes things like knowing ways to minimize cost and maximize profit, ways to motivate your staff to work harder, being business savvy in general, and various other bits of knowledge needed to run any kind of business smoothly.

And second you all also become knowledgeable and skilled about the ins and outs of basic slave training, especially for sex slaves. This includes ways to break down someone's will, how to instill Stockholm syndrome, and how to train them. With these skills most common people will only take a few months to break down into submissive slaves.

Eye For The Vulnerable [200 CP]

A major component to trying to run a slaving empire is that you're going to need a constant supply of suitable victims to feed into the ever churning machine. And while you could simply run fake inns and the like to snag people, that would only be supplementary to the numbers you could get from good old fashioned raiding. And with this perk such endeavors will become much more profitable.

First, you and your minions gain an eye for what places would be the best raiding targets from minor details gathered from scouting missions or other means. For example, from the way the guards, if they exist, patrol a village or handle crime you could tell if they would do their best to try and protect the settlement in the event you raided or if they would hunker down in the town hall and leave the rest of the settlement to its fate. And from how the citizens carry themselves or how wealthy everything seems you could tell in general what you could expect to loot, both in terms of items and slaves.

And second when you do decide to launch a raid you and your minions always seem to find more loot with said loot being much more valuable/high quality, especially when it comes to slaves. So when your raiding expedition comes back with their haul expect to find rare riches and hordes of slaves, most of which fall into your preferences.

All The Figgy Pudding [200 CP]
In the world of business whether or not you make it big can be put down to a good amount of luck. Like a certain informer of deer making seemingly idiotic business decisions at the exact right time and place can draw in untold amounts of riches. And by taking this perk you'll be able to have this favor of RNJesus rub off on you.

This manifests by making all of your business ventures and decisions, no matter how small, to have a high chance of spiraling into obscene good fortune and luck which can then spiral again. For example, you just pulled in and trained a new crop of maid slaves and suddenly having a personal sex maid becomes the brand new signifier of wealth and prestige. Or you get a random, and from the outset stupid, request to send silk sheets and gas burners to a barren desert which later causes a boom of hot air balloon operators in the area leading people to clamor for more sheets and burners from you.

Bedazzling [400 CP]
At a certain point you're probably going to have so much cash and other valuable items like gold and diamonds that you won't know what to actually do with it. You could use it as decorations, but unless you plan on remodeling every building in your nation you're still going to have some left over. So to try and give the riches gathering dust in your vault a use this perk will make them the perfect performance enhancer.

To be more specific the more valuable and/or rare the materials you use to build something the better said something will perform. This also comes with the skill and ability to both work with these materials in new ways and ignore the structural weaknesses of them as well such as the softness of gold or the brittle nature of diamonds. For example, if you were to make a ocean going ship with a hull made of gold and the sails made of diamond thread not only would it be able to float it's hull and sails would be able to take obscene amounts of damage compared to a wooden ship and could catch the wind, and in turn move faster, as well.

Viral Slavery [400 CP]
Wouldn't it be nice if slavery could be spread like a virus? All you'd need to do is break a starting handful of people and let them loose in the world and within no time they would have spread rapidly, enslaving vast amounts of people. So if you'd like to enjoy this type of fire and forget slavery this perk will grant you the ability to do so.

First, you and your minions gain an intuitive sense on how to perfectly break in slaves. With just some passive observations and gauging tests you all can generate an exact step by step plan on how to use sex and other means to perfectly instill the mindset of being a slave into someone, whether subtly or overtly, as well as training them into specific slave archetypes such as a slutty slave maid or a highly competent secretary slave. This also includes time estimates for milestones as well as a few risky actions that can drastically shorten the time needed, but can make the slave lose all progress and become harder to train if they fail.

And second, when you do manage to break in a slave they gain a gleeful and almost euphoric sense of happiness and loyalty to you from which you can start to utilize them like a virus. By returning them home, whether that be letting them “escape” or maybe making a big international show of “freeing” the slaves “criminals” in your borders took, these “ex-slaves” will start enslaving those around them like their family, friends, neighbors, and anyone else they come upon. To help them they gain temporary access to this perk as well as temporary skill in keeping their efforts on the down low. They’ll continue to enslave their communities until they are either found out or managed to subvert the entire nation.

Slave Crest [600 CP]
When it comes to slavery and the like, a common trope that exists is the concept of a slave brand or crest. A symbol that is tattooed, or sometimes burned, into a slave that displays the fact that they are one to the world and specifies who owns them. While you're more than capable of doing this yourself by taking this perk you’ll gain a slave crest that does a lot more than just identify those who have been chained by you.

First, your custom slave crest can be applied to people via physical contact. Those that are willing will have it applied instantly while those who are a bit more resistant necessitate you maintaining that physical contact for a time with said time depending on their willpower. Weakening these types of people via things like poison or taking them by surprise can help reduce the time needed, but it doesn’t have to be consecutive and once it's on only you can remove it. You can either apply one single design for every person you give it to or you can do more personalized ones.

Second, if the person in question hasn’t been fully broken in by you the crest will make the process a hell of a lot easier. This is facilitated through the use of vivid and life-like dreams and hallucinations that will plague the future slave. The content of the dreams/hallucinations depends on what slave archetype you want the person to be, but they will be very lewd in nature and prey on their insecurities. Besides being able to wear down their will, and in turn make training them easier, the dreams and hallucinations can actually turn the crest into a fire and forget system. While slower than if you or a minion personally did it, by themselves the dreams and hallucinations can perfectly mold and train someone into being an obedient slave.

And finally, the crest allows you to more easily modify those you’ve managed to break both physically and mentally. For example, this includes minor body modifications such as increasing boob/dick size, cosmetic changes like eye and hair color, and “structural” changes like height or body type. As well as mental changes like modifying memories or changing personalities on the fly. You can also inflict lust onto those who bare the crest at any time, whether it be a small jolt or a mind shattering cascade of orgasms.

Capstone Boosted: A part of the reason one would make use of a slave crest is to serve as a “lost and found” identifier for slaves. But for a supreme overlord like you such a mundane utility won’t be enough. So this upgrade will both let your ownership of a person yield more fruitful results and let your crest be more versatile.

Now when a crest gets applied to someone, and they haven't been fully broken in, everyone that sees them gets a compulsion to try and return them to your ever so gentle care, the more law abiding the bystanders are the stronger the compulsion is. This ranges from civilians calling the police, and maybe even trying to "kidnap" the branded individual, to the police and even higher government agencies launching manhunts. And as a slave shouldn't have any need for "personal" property the application of a crest will begin a process of transferring ownership of all the victim's property and items fully completed once they are broken in.

And on the versatility front your slave crest can now be applied to items, which is also automatically done to what is owned by a branded person. Besides applying the aforementioned "lost and found" affect the slave crest will also make whatever it is attached to fiat backed.

King of Monopoly [600 CP]
Have you mastered a certain board game in a previous life? Regardless of the answer by taking this perk you'll become the textbook definition of a master monopolist.

This entails granting you extreme skill in forming horizontal monopolies on various services and goods and causes others who deal in those same services and goods to run into extremely bad luck letting you easily swoop in and buy them out. And when you've managed to become the only source of a good or service, or at least the only quality source, then everyone no matter how good they are will be forced to the bargaining table when they inevitably need what you monopolized though this isn't a guarantee that those you drive to said table, especially if they have iron clad morals, will accept your offers and may cause them to try and do a little trust busting.

Capstone Boosted: It was inevitable that a supreme overlord so infatuated with money like yourself would try to dream this big and aim so high. But don't fret as now your monopolies seem to have gained minds of their own and they agree with your lofty goals.

So now, with no input on your part, your monopolies will start the process of vertical integration, as well as the aforementioned horizontal integration, spreading and consuming similar industries above and below them. For example, if you have a monopoly on cotton farming then it will naturally begin to spread and create a monopoly on the creation of cotton fabric and, eventually after a massive amount of time, the creation of all cotton fabric based goods.

Your monopolies also act as a stabilizing force in every economy you encounter. The more monopolies you own, the more stable your economy becomes, with the economies of other nations you have a monopoly in gaining a similar benefit at half the strength of your own. This is enough to keep a nation on the brink of collapse from falling into financial ruin with only one or two monopolies, and can uplift the nation into a golden age of financial stability and excess by monopolizing the entire market. And if you were to be so generous and share this bounty with others then everyone will become keenly aware it was all of your doing and unless they are true moral paragons will let your villainous action slip by lest you rip away your gift and send them tumbling into recession.

Jump To Table Of Contents

Manipulative Monarch

Planning Basics [100 CP]

The first step to becoming a scheming chess playing mastermind is the ability to actually put together a halfway competent plan. That's where this perk comes in as it grants you expertise in formulating and executing plans such as feeling out obvious pitfalls or areas of difficulty. This also lets you find ways to shoehorn in sexual ways of completing non sex-related goals which are both guaranteed to fulfill their intended purpose if they succeed and give said goals a minor boost to their success rate which scales depending on just how lewd they are. For example, writing up a plan to gang rape the security of a V.I.P would have a higher chance to remove them from the picture than simply planning to assassinate them.

You also become skilled in gathering the info and tools needed to carry out specific plans with you gaining an intuitive knowledge on where to start looking for specific pieces.

Saturated Market [100 CP]

Normally most overlords would be against their subjects having their own schemes and nefarious plans. Mostly because you'd never know when those schemes and skills would be turned around to target you. But by taking this perk not only will you not have to worry about that you also gain a source of mini plans to fold into your own.

More specifically your nation becomes a haven of various schemes and conspiracies targeted at other nations which are started and run by your citizens. Most will be relatively minor in scope and/or severity such as ID theft, smuggling rings, or ambushing rape gangs, but a few will be in the major leagues like large scale sex trafficking rings or political ransom kidnapping.

Not only will these serve to weaken and hamper your enemies, you also are constantly aware of each and every one that is happening, especially the ones that would aid in any of your ongoing plans. For example, if you're planning out an assassination then you'll be aware of your citizen's scheme to evict and take ownership of the buildings surrounding the target's home and can easily subsume that scheme into your overall plan with said citizen being both an agent and a scapegoat if needed.

Everyone Has Demons [200 CP]

A major component to formulating and carrying out plans is getting people outside your personal sphere to help, willingly or not. And the easiest way to get them in on it is to dig up various kinds of dirt whether it be their own closet skeletons or the skeletons of those they'd love to tear down. So by taking this perk you'll be able to amass a large supply of blackmail to use at your discretion.

This is mainly achieved by two parts. This first is that you and your minions become experts at digging up any proverbial skeletons in the closet a person has no matter how secretive or tight-lipped they are, especially if said skeletons are sexual in nature. And if they happen to be a goody two shoes hero with not a single shameful thing about them then rest assured you all will also be skilled enough to be able to fabricate a situation that gives them one, with your efforts bearing more fruit if you decide to go the lewd route. Maybe you'll go with the good old fashion rape'em and shame'em or maybe you'll

entice them with a prostitute who you later reveal to have been their sibling you kidnapped and enslaved.

The second is that you all also become experts in not only leveraging blackmail to get what you want from someone, but in trapping your victims in a never ending spiral of blackmail. As with each piece of blackmail you use on them, the mindset that they'll never be free of your machinations will be hammered into their mind to the point that most people will give up and follow what you tell them to do out of dejection.

Plausible Deniability [200 CP]
One problem you're probably going to run into is when other nations or groups of heroes manage to catch wind of any of your schemes and manage to bust them wide open. If you're not careful then they can easily trace them back to your and/or your nation which will bring a lot of unneeded heat down on your head which more than likely is going to screw over some of your other plans. So to remedy this and to make sure your operations remain on the down low this perk will make you an expert at invoking plausible deniability.

This entails you being able to easily mask any ties your various schemes, as well as other things like shady business and the like, have to you along with having a constant knowledge of any weak points that can let those ties slip. These maskings can take the form of disguising your minions as common bandits funded by other parties, creating shell businesses under seemingly legit fake identities to handle transactions, or making sure stolen items from your operations change hands multiple times before it gets to you.

And even if your enemies manage to find some sort of link between you and your operations so long as you took some sort of precautions when setting up the plan, said link will be heavily muddled. This means that they'll be unable to publicly take action against you and while their leadership may not fully believe that your hands are clean, unless they want to start an international, or intergalactic, incident all they can do is grumble and try to find more evidence.

Plans Upon Plans [400 CP]
Too many plans running at the same time tend to result in a whole host of problems. The most common of which is that all those plans are more than likely to step on each other's toes and if they happen to be connected then one going down could bring the rest of them tumbling as well. So by taking this perk not only will this not be a problem for you, you'll also be able to fulfill your fantasy of overly complex and hilariously multi-layered plans.

First, you gain extreme luck in coming across starting leads to supplementary plans which can help further your main overarching ones. For example, if you're formulating a plan to get a town to elect you as mayor then you may stumble across leads giving you different ways to take out rivals in the election. You also gain expertise in formulating back up plans and honeypot plans designed to draw attention away from your more important ones, which in the latter case grants you the extra ability to purposely cause any info you want to be "accidentally" leaked to your enemies. This can be used to misdirect and confuse them or to simply taunt them and, once done only the extremely

crafty will suspect a thing and even then there's a good chance they'll overthink it paralyzing their decision making.

And second, you also gain skill in tying multiple plans together which provides each plan's success chances a boost dependent on the number of other plans tied in the web as well as opening new avenues to completing them. For example, combining your plan to get enemy generals under your sway can be intertwined with your plan to start an underground cult to make both more likely to succeed as well as open new avenues to achieve both such as breaking one general into being a cultist and then using them to subvert the rest of the military. You also don't need to worry about a busted plan foiling any others that it's linked to as in such a case any incriminating info seemingly vanishes into thin air.

Knocking Down Dominoes [400 CP]
One mark that you're an expert manipulator and planner is that your plans seem to cause other "dominoes" to come tumbling down. Not only is this a show of skill it's also an indicator of your picking the ripest and juiciest targets for your machinations. So by taking this perk you'll be able to benefit from the concept of dominoes falling.

This manifests in one of two ways. The first is that when formulating a specific end goal you become aware of what plan you need to come up with and what its target needs to be to get the first domino to fall in a domino effect. From there on you'll have to figure out the rest on your own, but for each "domino" you knock over your chances of reaching your end goal go up, to the point that near the end it is all but guaranteed to succeed, and you'll never have to worry about accidentally halting the fall of said dominoes due to any action on your part.

The second way this manifests is by making the groundwork for your plans, such as info gathering, as well as the plans themselves cause unintended, but beneficial knock-on effects some of which can aid in the progression of your current plan. For example, a plan to gang rape someone to get them to stop bodyguarding a V.I.P may end up "disorenting" the rest of the force putting them into situations that make it that much easier to get your hands on the rest of them. Blackmailing a potential target into helping you may end up with you stumbling upon a massive well of blackmail they already had on others ready for you to use. Or a plan to poison a city's food supply may cause their parent nation to suffer a "random" economic crisis making it easier to snap up business as future fronts.

"Next You're Going To Say" [600 CP]
Trying to gauge and guess how someone will respond to something is an extremely hard and tricky thing for even master planners and manipulators. The best people like them can hope for is to use any information they can get their hands on to craft a picture and profile for a specific person, using it as a reference for how someone *could* react. Though by taking this perk not only will you be able to take the guesswork out of the equation, but you'll be able to use information as an even more potent tool.

This manifests as the ability to increase the success chances of any plan you make based on the amount of information you have on various elements of said plan such as your targets. This even works with trivial and effectively worthless information as well like

the history of a building you're stationing a sniper in or what groceries a target just recently bought.

And if you manage to gather a truly obscene amount of information then you can put together a perfect profile on not only people, but buildings and items as well, which. effectively grants you precognition in regards to how your actions will affect the target. For example, you'd know the exact route a fleeing target will take if you were to confront them at a specific place and time. You'd know the exact way a building will collapse and where its rubble will fall when you blow it up. And if you were to corner an enemy spy you'd know the exact words and excuses they'd give trying to cover their tracks. Not only will this let you perfectly draft and execute your plans this also will unnerve the hell out of your enemies and can even throw them into the pits of despair as they assume you're some kind of time traveler or mind reader. Though be warned: knowing exactly what's going to happen isn't a guarantee you'll be able to stop what's going to happen.

Capstone Boosted: Now while you may have reached the limits of what simple information can do for your missions time still stands ready to help a supreme overlord such as you. To be more specific the longer any of your plans go on for the higher chance of them succeeding and remaining hidden.

For example, a plan to install yourself as the ruler of the world over the course of a few weeks would be hard for anyone besides trained heroes and agents to detect. But the same plan stretched to take place over decades would only be able to be found out by the most competent and crafty heroes/villains and even then they're going to have to pull out multiple miracles to stop you.

Fabricate Claims [600 CP]
Trying to get one's hands on an item or title through fabricating claims of ownership is a tale as old as time. And while normally doing so would require a lot of work by taking this perk the process will become extremely simplified for you.

To be more specific, upon designating a target like an item, piece of land, or a title/position you can start the process of fabricating a claim on that target which will progress by itself. The time it takes for this claim to materialize is dependent on the importance and/or size of the target in question as well as your social standing in relation to said target. For example, fabricating a claim on a minor noble's territory or a claim on being a town's sheriff would only take a few weeks which would be further reduced if you happened to own more land than the noble or had a relatively loftier position than being that town's sheriff. On the other hand, trying to make a claim on an entire continent spanning empire or a seat on a king's inner circle may take years or even decades and would further be lengthened if you happened to only rule a city state or where only a low level government clerk.

However, to help deal with the possible time problems upon selecting a target you'll gain a series of possible plan leads that once completed will reduce the time of a claim. There will be a lot of small and easy plans that reduce the time by a relatively small amount, one or two hard ones that reduce the time by a lot, and a good number in between. Also having a large number of favors, both willing and coerced, from people related to the

item, title, or piece of land in some way can reduce the time needed as well with the more related/invested they are the larger the reduction. For example, if you're trying to make a claim on an apartment complex then getting favors from the tenants would reduce the time more then getting them from the owners family who live across the country.

Regardless when your claim finishes being processed you are free to ruthlessly press it and if the current owner refuses to part with what you're owed then you are also free to punish them in any way you see fit. Whether that be simply killing them or raping and enslaving their family. The only people who would go about opposing your claim would be those who truly hate you or those who don't give a damn about following protocol.

Capstone Boosted: Who said a supreme overlord such as yourself was limited to making claims on simple lands and titles. Because you can know fabricate claims on just about anything you can think of which can range to the "normal" like making a claim on someone's hand in marriage or a claim on the enslavement of a town to the extremely abstract like making a claim on a god's domain or on a hero's destiny. And upon pressing your claim, whether it be on something normal like a piece of land, you claim metaphysical ownership of the target. For example, if you fabricate a claim on the virginity of a princess then literally no one else can have sex with her before you do or if you claim a fire god's domain you effectively strip godhood from them, unless they have other domains, and become one yourself.

Though be warned, similar to the non-boosted perk if you're not in a similar ballpark to your target it's going to take a shit ton of time especially in the cases of more abstract things like trying to make a claim on someone's incredible luck. So unless you already have a similarly epic destiny trying to steal away the destiny of the one true hero is going to take decades, probably even longer. And in the case of abstract targets linked to an intelligence like the domains of a god or a semi-sentient magic system, if they find out what you're doing, and since you're stealing what is effectively a core piece of them they probably are, they will fight tooth and nail to halt your progress.

Jump To Table Of Contents

Items

Items may be imported into similar items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100cp items for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and can be attached to your warehouse after the jump is complete if you own one. In either case they can then be imported into future jumps as desired.

The special abilities of nation items also expand to newly created buildings so a newly built church in a recently conquered nation will have the same conversion boost as the ones your nation started with.

General [Undiscounted]

Symbolism Is Everything [100 CP]

If there's one major part of being an overlord, or even a villain in general, is branding. Not only does it let you more easily expand and show off your fame, it can also serve as a unifying force for your minions and even your citizens, sort of like a sports team. So by taking this item you'll gain the tools necessary to help spread your branding.

This entails two different pieces. The first, and most important, is a set of symbols and iconography of your own design which can easily be worked into anything such as flags, armor, or jewelry and will always be aesthetically pleasing. These symbols/iconography can never be faked, with any attempt to do so being easily identifiable as fakes, and upon seeing a genuine one anyone with even passing knowledge about you will realize that you either own whatever it is on or whoever holds it is a follower of yours. And in the latter case the symbols/iconography, whether it be a tattoo or a wax sealed letter, lets your minions use a bit of your charisma or dread when dealing with others.

The second piece of this item is a series of various tools and machines dedicated to producing various items with your symbols/iconography. This includes things like weaving looms to make flags and banners. Tattoo guns with stencils of your various symbols. Various ink and wax stamps. Or molds to make 3D metal versions of your symbols.

An Overlord's Arms [100-200CP]

Now, depending on what path you decided to take, it's more than likely you won't be expected to do any actual fighting. But it wouldn't hurt to have some form of protection in the event any heroes or the like manage to bypass your defenses or catch you alone.

So this item will take the form of a complete set of armor, two weapons which could be something like a laser lmg or a magical focus/amplifier, and a low grade magical/ high-tech item like a grenade bag that never runs out. The various pieces of this item,

obviously excluding the magical item, will be mundane, but all of them will be of extremely high quality, resistant to non-combat related wear and tear, and when not in use actively repair themselves. Though if you want something with a bit more umph to it by paying an extra 100 CP, for a total of 200 CP, these weapons and armor gain two special additions. The first is that the quality of everything gets boosted to masterwork level with all their various aspects, like damage potential, ammo capacity, and durability, being better than anything similar. And second, each individual piece of the set gains a single minor power like the ability to shoot fire or be controlled remotely.

In either case, these weapons and armor will be of your own design so you could have your armor be something like a kevlar reinforced lab coat, gloves, and pair of pants. And as a special little bonus each piece of this item gains a lewd alt-form. For armor, they gain a skimpy sexual version of your choosing that still protects you as much as it normally would, but lets you do things like rape your enemies without having to disrobe. And for your weapons they can transform into different kinds of sex toys such as a sword turning into a dildo bat, a gun turning into a fleshlight, or throwing daggers turning into butt plugs.

This can be purchased multiple times and you also gain a machine which allows you to apply the aforementioned lewd alt-forms to other armor and weapons.

Oppressive Pacification Precincts [200 CP]
Regardless of what manner you decide to rule your nation, it's more than likely that there are going to be some dissidents among your people, especially among any populace you've recently conquered. So to aid in making sure your people are nice and compliant with your rule by taking this item you gain a series of policing stations spread around your nation.

They are found in and around all of your settlements with the number found in each scaling with that settlement's size and population. Each not only comes with its own jail and a staff of loyal police and swat officer equivalents, but also suppresses everyone in their effective area, primarily through its own existence, but also by displaying just what happens to those who oppose you. Maybe they have street side viewing windows letting passersby look at the conditions of the prison wing. Maybe they have giblets outfront where tortured prisoners are put in to slowly and publicly die. Or maybe they have a series of stockades where prisoners your police thoroughly facefucked and ass raped are put out on display, either to be used again by the police or by less than scrupulous citizens.

In any case this suppression, as you may have guessed, mainly takes the form of instilling fear with the thoughts and feelings behind said fear being based on your own strengths and the strengths of your nation. For example, if you're a scheming master mind then it implants the idea that you already have extensive plans in place to crush any dissent or if your nation is a military juggernaut then it implants the idea that any attempt at forming a rebellion would be torn apart by your military. Though regardless of what kind of fear gets put into your citizens so long as you don't push them too far too fast you won't have to worry too much about them raising a stink over your abuses.

Operations Table [200-300 CP]

Contrary to what some more dim-witted overlords may think, making and overseeing plans/missions isn't something relegated to only scheming chessmasters. And while you may not be doing any complex multi-level planning, it wouldn't hurt to have some way of keeping tabs on your more simple ones. To that end this item takes the form of a large planning table which can perform two major functions.

The first is that it can generate a 3D map of the setting either through holograms or magical shifting sand which becomes more detailed the more info you feed it. And the second is that it keeps a tab on all of your ongoing missions and can do things such as calculate rough ETAs as well as track current mission progress. Both of these are facilitated by a supply of tracking beacons which can be attached to minions and vehicles which catalogs and uploads geographical info as they travel and allows for two way communication which is highly resistant to jamming efforts.

Though if you want a bit more by paying an extra 100 CP, for a total of 300 CP, your table gets a major upgrade. On the beacon side their geo information is upgraded to real time meaning you can pull up real time 3D maps of the area around them. And on the table side it will now generate generic mission leads for you. None of them will be world shaking, but they will be helpful in some way and by default will be themed towards your **Personal Method** and **Way of Rulership**.

Raping Dungeon [300-400 CP]
A staple owned by many overlords, your own personal dungeon is the perfect place to send prisoners that are either too important for your nation's jails or that you want to lay your personal attention onto. And while those in the use of other overlords tends towards more brutal and bloody forms of torture this one is tuned towards a more sensual way of breaking its prisoners.

To be more specific this dungeon is one that's perfectly suited to sexually torturing anyone you manage to kidnap. To that end it comes with the tools for the job like sex toys, BDSM devices, and a selective power nullifying field, but also has a secret weapon which takes the form of a special burning lust it instills in your prisoners. This lust will steadily become more and more unbearably "hot" as more time passes which not only will start to fuck with a prisoner's head, but will constantly drain their willpower and ability to resist any "seduction" attempts. It also prevents them from orgasming without your permission and makes attempts to do so, whether it be them masterbating or you fucking them without the intent to let them cum, accelerate the growth of the lust. And as a cherry on top when you decide to be "merciful" and fuck them to orgasm all of that built up lust will rebound not only shattering any willpower they may have had left, but instantly completing any physical, mental, or spiritual changes normally enacted by sex such as **Perverse Corruption, Conversion At Cunt-point,** or **Sleeper Agents**.

Though if you'd like a dungeon that fills itself by paying an extra 100 CP, for a total of 400 CP, your dungeon transforms into a setting wide prison. Not only does it massively increase in size to the point it's basically infinite, but any villains or petty criminals caught by the heroes or nations in the setting will be sent to it with you free to do basically anything to them. This intake can be put under certain conditions such as only intaking female villains/criminals, only taking in those who committed certain crimes, or taking in those with specific skills or powers. This also includes being able to snag

specific people that are in jail somewhere in the setting and this intake can be halted or resumed at any time.

While this may seem like you're actually helping the heroes you gain a lot out of the situation. Not only does this mean you can rely on the heroes to take out and deliver your rival overlords and other major villains to you on a silver platter you effectively gain an infinite source of bodies whether that be recruits, slaves, test subjects, or just corpses. And if somehow, someway a hero or other important person gets charged with a crime, whether or not your meddling was involved, you'd be free to get your hands on them no problem.

Propaganda Offices [400 CP]
It doesn't take some scheming mastermind or a prodigy of science to understand that getting your people to not only believe what you tell them, but to take it as the abject truth is one of the most important things you can do. As once you've managed to indoctrinate most of your nation they'll freely come to agree with and even value the various goals and actions you normally would have to force/scare them into doing. So this item will grant you a competent force of propagandists as well as offices found in every settlement for them to work out.

These offices take the form of your nation's very own news and media outlet with the various things they put out, whether it be newspapers, posters, or social media tweets, not only being spread quickly among your own people, but will always seem to find their way into the hands of your enemy's citizens no matter how hard their government tries to clamp down on them. This kind of specialness also extends to the propagandists that come up with what the outlet puts out as not only are they extremely creative and artistic they have two abilities.

The first is that any piece of media they make gets laced with a minor memetic cognitohazard. The more a person consumes said media whether by seeing it, hearing it, or reading it then more they become convinced that not only is it telling the truth, but that they should share this truth with others. And the second is that they are experts at masking the intent of their propaganda which not only makes it that much harder for other governments to find out about it, but it also makes it more "approachable" for those who may normally detest the message behind it.

Jump To Table Of Contents

Personal Method Items

Brute Force

Performance Enhancers [100 CP]
Compared to other types of overlords you're more than likely going to be spending a lot of your time either fighting or training/practicing for future fights. To aid your training and help you when you're in a tight spot during a fight this item will grant you two types of performance enhancing drugs. The first simply increases the gains you make from training by a small, but noticeable amount whether you're training your body, combat skills, or magic. The second provides you a moderate boost to your physical capabilities and magical power, not enough to make you equal to someone who outclasses you, but enough to edge out a victory in fringe cases. Both also function as potent aphrodisiacs, perfect for getting yourself in the mood for some post battle rape.

Gladiator Schools/Arenas [100 CP]
Being the kind of direct combat loving brute you are it would be remiss of you to not make it the national pastime of your nation. This item will provide your nation with a series of gladiator schools and arenas spread all around it, perfect to support just such a pastime. The schools serve the obvious purpose of taking in recruits and molding them into gladiators with different schools being centered on different fighting styles. The arenas, working in tandem with the schools, serve the purpose of giving your citizens an outlet for violence, bringing in a tidy profit, and elevating those who are exceptionally skilled or brutal for possible minion recruitment. Another aspect of the arenas is that they each come with special scenarios and rules with the one unifying one being that the winner gets to rape the loser.

You also have a group of instructors and organizers to help run the various schools and arenas all of which have a particular eye when it comes to sniffing out untapped talent.

Diabolical Mount [200 CP]
A staple of combat oriented overlords like yourself is a personal and unique combat mount upon which to ride and fight upon. Whether it be something living, like a horse or dragon, or something inorganic like a golem or starfighter this item will grant you one customized to your specifications. Regardless of what form it takes, the mount's basic capabilities will be enhanced past what can normally be found in your setting, particularly in terms of combat ability. So expect your horse to have the stamina to charge while carrying you in full armor and the strength to deliver armor breaking kicks/bites or your starfighter to have massive redundancy to keep in the fight and higher quality weapons. You can also pick out one special feature for your mount to have such as turning your horse into a demonic/eldritch horse or granting your starfighter a short ranged teleport feature.

Your mount also comes with some form of a sexual addon. Maybe your animal mount is well endowed and can serve as a helper when you rape your enemies. Or maybe your hoverbike can snatch up enemies and place them in a slot under you, in a perfect position for you to rape them while you ride.

Lust-zerker Gems [400 CP]

While improving your forces through good old fashioned trial by fire will get the job done you may want a method that's both quicker and is more immersed in violence. That's where this item comes in. It grants you a supply of gems that can be set into armor, weapons, or vehicles. Doing so grants them, and their wielder/operator, a minor version of the **Lust-zerker** perk. For the people, and things like animals, using them they basically gain the base perk with a reduced capability boost and lacking the secondary mind. For the armor/weapon/vehicle itself the capability boost will be converted to improve things like sharpness and durability, although it's less of a benefit than the perk itself would give your weapons and so on. The gems will also fix the armor/weapon/vehicle in question as well as provide fuel/ammo with each kill their user gets.

Forged Flesh Gate [400 CP]
Due to your preferred method of going about things you're more than likely going to have personally left a plentiful trail of both corpses in your wake. But corpses are only good for meat and bones and so that's where this item comes in. It grants you a pocket dimension to help forge the aftermath of your battles into something more useful.

Upon coming across a body you can open a portal to the dimension which will suck said body into it. Once in, the corpse will be torn apart and reformed into a flesh golem with bone weapons and armor of your own design. They could be sexy well endowed battle babes/hunks or just chunks of flesh stuck together. Multiple corpses can be put together to increase the physical capabilities of the golem, its size, and its armor/weapons as well as its mental capabilities and skill. Once formed the golems will be stored in the pocket dimension until you summon them out and can be repaired by any intake of bodies.

Symbol Of Challenge [400 CP]
Now while going around and dueling people and things to the death is all well and good, it rarely tends to get things done by itself without some background work before and after. So in order to let you skip all that boring prep work this item will grant you a special badge that allows you to put some actual problem solving into your dueling. The badge can be of your own design and when presented to someone you can force them into a special kind of duel, regardless of who they are, which consists of two parts.

The first is that you can designate some physical item or location that you want from the person you're dueling, like a specific weapon or a town on your border. Though what you want has to roughly be within their power to give to you so you can't just duel a random citizen to take over a town or duel a squire to take their master's prized horse, and you can't request something a person doesn't currently have. The second is that upon winning the duel not only do you get the item/location you designated you also gain the legal right to turn the person you were dueling into a sex slave. The only way your opponent can prevent this is by forfeiting the duel outright and giving you what you want which can put some in a catch twenty two. Do they go through with the duel and risk a life of getting raped and ravaged or do they decided that protecting what your after isn't worth it and hightail it out of the situation.

Demon Forged Arms [600 CP]
In the realms of combat one way those pesky heroes can try to match or even surpass you is through the use of holy or divine weaponry and armor. Whether they be

personally gifted by a god or found in the depths of ancient ruins these tools can turn those who you would normally squash in an instant into highly dangerous opponents. But who said you wouldn't be able to benefit from something similar as there are a plethora of different beings who would just love to bestow powerful items upon someone like you. And so by taking this item you'll gain a complete set of "blessed" gear to wreak havoc among the world with.

The set consists of a suit of armor, three weapons, and three magical accessories like a ring or crown. Each piece is master crafted and has been supersaturated with magic to the point that they can bypass magical protections/resistances and require magical power in some form in order to be damaged. Each piece of the set also comes with two powerful special abilities like a hammer that can cause earthquakes and spew magic sapping oil or a crown that serves as a massive magic battery and grants you a powerful omni-directional shield. And similarly to **An Overlord's Arms** each piece gets a lewd alt-form, but instead of just being mundanely lewd they each also gain a third lewd special ability. Maybe your sword that turns into a dildobat can shoot out waves of your own cum that's highly sticky or an amulet that turns into a ballgag can summon invisible rape monsters to attack whoever says a chosen word or phrase in its presence.

Capstone Boosted: Well now, whether it be due to the powers to be sensing your innate supremacy above other overlords or because they simply find you interesting you now have access to a gift than few if anyone else has ever had the pleasure of receiving. Now instead of your gear being simply blessed they are actually powerful entities transformed into the various pieces. By default these entities will be high demons or minor eldritch gods, but can be anything from powerful nature spirits to fae lords and each piece of the set can have a different type of entity. This grants you two extra benefits.

The first is that alongside the previously mentioned magic saturation each piece is now of such quality that other so-called master crafted or magnum opus items pale in comparison with their basic capabilities such as damage potential, ammo capacity, and durability being outright supernatural. This improvement also extends to the three special abilities. And the second is that you can manifest the entity that makes up the piece of gear outside of it letting them more directly aid you in battle and allowing you to have sex with them. You can also customize their appearance and determine their personality, but regardless of what you decide to make them they will always be loyal to you.

Brutality Training [600 CP]
Like it or hate it, training is a core part of getting better and better at fighting. But whereas others need to search out masters to learn under or special environments to push them to the limit you can skip all that extra work by taking this item which takes the form of a large facility split into two parts.

The first is a library full of combat manuals detailing various kinds of martial arts that, upon being studied and practiced, will perfectly teach you how to use them. The manuals include both instructions on every weapon based and hand to hand martial arts as well as every combat technique, both mundane and supernatural, that can be found in your setting regardless if they are well kept secrets or only practiced/used by a

single person. This library will be updated to include the martial arts and techniques of future settings and any martial art or technique that requires some kind of energy, like ki or mana, will be converted to your preferred one.

And the second is a room with a console from which an infinite amount of pocket dimensions can be generated and filled with form changing training robots/golems. Each can be custom tailored to create the perfect scenario in order to force a person or a group to learn a specific combat aspect whether it be something as broad as urban fighting or something as specific as a single combat technique. These environments and enemies, depending on what is being trained, will always be dangerous and more powerful than the person being trained.

For example, if someone wants to learn jungle combat they may be dropped into a proverbial green hell full of monsters and human-like enemies equipped with deadly poisons and near perfect camouflage. If they want to improve their strength then they may be plopped down with an enemy that is always physically stronger than them that will relentlessly pummel them. And if they want to learn a sword technique that creates a 360 shield made of swings then they may be placed in a room full of guns that can shoot at them from any angle. This also extends to sexual things so if someone wants to train their sexual stamina they may be pitted against a whole host of monsters that can only be beaten by brutally fucking them into submission. In the event someone were to be killed inside one of these dimensions they would instead be spat out back into the control room, exhausted and beaten up.

Dimensions for fun can also be created in case you want to spar with someone or sate your bloodlust without leaving your home. With these you'll be able to designate the environment, win/lose/special conditions, number/type/skill/powers of enemies, etc. You can also temporarily change the memories of those who enter a dimension just in case you want to truly see who would win in a fight to the death or if a specific technique or martial art requires something like a true near death experience to learn it.

Capstone Boosted: Hell, you now have something people all over would kill to get their hands on as now not only are the gains someone can make inside a training dimension magnified, the dimensions can now be used to instill and train supernatural abilities in people. For example, if someone wanted to gain magical sight they may get put in a dimension that's full of enemies using magical illusions to hide them and their attacks. If they want to gain a regeneration factor then a dimension may put them in an environment with enemies that do a lot of quick chip damage, back off to let them heal, and then attack again.

Unrestrained Invention

THE Omni-Tool [100 CP]

As much as some scientists will try to do everything from the comfort of their lab there may come a time where one needs to go out into the field in order to get their research done whether it be to search for a particular ingredient/resource or to do some field testing. And unless you're well versed in miniaturization magic/tech you'll be unable to take your lab with you during these excursions which is where this item comes in. It takes the form of a forearm mounted device that can copy and replicate any moderately sized tool through technological or magical means. For example, it could copy a microscope and replicate it in the form of a flip up screen plus camera which magnifies anything you see through it or copy a jackhammer and replicate it as a gauntlet to bore through rock.

It can also copy sex toys, just in case you need to blow off some steam or get a little "too" into your research, and anything that needs power/fuel can be powered by simply fucking the Omni-Tool.

Research Facility [100 CP]

But, just having a lab to yourself won't be enough to elevate your nation into a haven of unrestrained science so to aid on that front this item will grant your nation a series of research facilities spread all across it. These facilities can either be set to focus on a specific discipline or field, which boosts their research into them, or to just be generalists and can be used to help spread out work on your own personal projects or to pursue research avenues that you personally don't find interesting. And as a small bonus their equipment and the quality of it scales off of your own personal lab, but will always be noticeably lower than it.

You also gain a large group of skilled researchers to staff these facilities which range from professional and cold to wacky and unhinged with everything in between.

Personal Lab [200 CP]

One of the hallmarks of being a mad scientist seeking to push each and every boundary is having your own personal lab to conduct your experiments in. So by purchasing this item you'll get one custom tailored to your needs.

This entails the lab having a suite of high quality technological and magical tools/workstations with the exact ones you get depending on what range of disciplines you want to dabble in. For example, spellcrafting/creation would get you stations and tools dedicated to making and refining them, mutagenic viruses could get you stations dedicated to editing them, etc.

Also these various stations and tools will constantly update themselves with any relevant tech or magic you manage to get your hands on, though you can pick and choose what they do and don't upgrade with.

Testing Phase [200 CP]

But, if there's one thing that would be massively beneficial to be able to do purely within the confines of your own lab would be the testing of your inventions. While some are easy to do like testing the problem solving skill of a A.I. or the reactivity of a new

material with other common substances there are some tests that require locations, situations, or materials that are extremely hard to come across. And sometimes you simply just don't want to sit there going through iteration after iteration of real world prototyping. So to remedy this by taking this item you gain a special simulation room in which you can program/feed in any of your conceptual designs or creations and run them through any test or situation you can think of.

For example, you could feed in a sample of your latest mutegenic rape monster virus and see exactly how long it takes to turn someone or drop it on a simulated town to run some at home tests. Feed in the DNA of an elder kaiju and see if your cloning tech is up to snuff by simulating the entire growth process. Or put in your max strength virility pills and see just how much they make someone cum.

Mad Science For Dummies [400 CP]
One thing that can become a thorn in the side of a mad scientist is that their creations, especially any magnum opus, tend to be extremely complex. While this is good for making sure no two-bit hero or random civilian scientist can reverse engineer their creations it becomes a problem when trying to mass produce said creations. So to make sure your various doomsday weapons, biological monsters, or complex spells are more accessible for your minions this item will "dumb" them down a bit.

Taking the form of a scanning device upon scanning one of your creations it will spit out a heavily simplified blueprint. Not only will it simplify the procedure and steps of the creation it will also simplify the material and component requirements as well. For example, if the blueprint was for a spaceship with a dark matter reactor then someone following it could substitute it for a nuclear reactor or even a diesel engine. Though the farther that someone following the blueprint strays from the original, in terms of the performance of the materials and components, the more "concessions" they need to make. Taking the aforementioned ship and an example, if they decide to use a diesel engine instead of a dark matter one then the replacement may take up a good deal more space than the dark matter one or guzzle a large amount of fuel. Though in return said replacement will function just like the dark matter reactor.

Cum Transmuter [400 CP]
One problem that you may run into as your research becomes more complex and your inventions become grander is that the specific materials you need to push what you make to the next level is more than likely going to be extremely hard to come by. Whether it be because they are scarce beyond all belief, hard to manufacture, or under the control of a powerful group/entity you'd rather not tangle with your going to need a way to get your hands on sufficient amounts of whatever it is.

So to help in this by taking this item you gain a machine that can turn sexual fluids into any resource, substance, or material. You'll have to supply a starting sample of whatever you're trying to transmute the sexual fluids into, the rarer or more structurally/chemically complex the thing in question is, the more sexual fluid is needed.

This also comes with blueprints in the event you want to create more.

Stolen Ideas [600 CP]
While most scientific overlords would be remiss to admit it there are plenty of things their more heroic and good counterparts have either done first or done better. You know the stereotypical example, a good hearted scientist somehow creates a super advanced robot that's far ahead of anything at the time with their evil rival scrambling to try and steal it or at least its blueprints. So if you're willing to swallow your pride a bit this item will grant you a mad scientist's wet dream.

More specifically it grants you a database of all of the technology like food recipes, spells, magical items like potions, and bits of biology (both natural and artificial) that can be found in a setting. This includes things that would have been developed far off into the future when you insert into the setting and as well as things that are extremely well guarded or are one of a kind prototypes. This database updates when entering new jumps.

Capstone Boosted: Normally this database doesn't take into account magic or tech that others make in response to you, only things that have already been made or would normally be made in the future. But as a Supreme Overlord such lack of capabilities just won't do so now the database has become a lot more proactive in its collecting.

Instead of a one and done deal when it comes to the database collecting tech and magic it will now continuously scan the entire setting for new innovations and breakthroughs. This can be very helpful when it comes to dealing with any enemies or rivals as the database will pick up on their R&D efforts letting you counter them before they're even able to produce what they're researching.

Also as an added bonus the database comes with various teaching material on the things it records meaning you and your minions can quickly familiarize yourselves with what's in there in practically no time.

Sci-ghost Core [600 CP]
One problem with going down the path of a mad scientist is that it's hard to find help that's both near or equal to you in intellect and willing to aid you in your research. Those who have the scientific chops needed to provide actual help tend to have agendas, egos, and maybe even morals which makes it highly unlikely they'll work with you in any capacity without massive amounts of trickery on your part and trying to force them tends to lead to sabotage later down the line. So to provide a quick and easy solution this item will grant you the perfect tool for "poaching" any bright and promising minds your foes manage to get their hands on.

The tool takes the form of a "Sci-ghost Core" which at its base functions as a crowning example of a supercomputer made up of an unholy mixture of biology, technology, and magic and inhabited by a highly advanced A.I which you can customize the personality of. Miniature and less capable copies can also be found in the various research facilities around your country all linking back to yours which the A.I can fork and send copies of itself to in order to aid in research. It can be upgraded like normal, but if you want to speed that process up all you need to do is offer it "sacrifices". Those being biological, magical, or robotic beings, whereupon being offered will be sucked inside the "Sci-ghost Core'' by tentacles. Once inside their bodies will be used as hardware, which increases

the raw power of the supercomputer, and their minds being slaved to the A.I to improve their capabilities with the more intelligent the better. These tentacles also let you and those you authorize, "jack in" to the "Sci-ghost Core" through a neural interface.

The second special function is that it can generate helpers by separating off the minds of those put into the "Sci-ghost Core" and placing them in any artificial bodies you make. The minds will have none of their original personality, but will retain all of their skill particularly when it comes to their research ability and will basically act like emotionless robots who can think and reason.

Capstone Boosted: Normally if you'd want those created helpers to be worth a damn you'd have to hunt down particularly intelligent people. But as a supreme overlord it seems your "Sci-ghost Core" is able to make diamonds out of dirt as now you can fuse the minds of those put in the "Sci-ghost Core" together merging their various skills together. This means, so long as you have enough people to sacrifice, you can do something like taking a horde of idiots and forging a supremely intelligent singular mind out of them. You can also allow split off minds to retain parts of their personality of your choosing or forge entirely new ones from scratch as they work alongside you.

Shadow Tactics

Shadow Implements [100 CP]
Just like with any job being a sneaky assassinating rogue requires specific tools to get the job done effectively. While you may already have acquired a stealth suit and a weapon or two this item will grant you some of the miscellaneous and filler tools someone like you may need. This includes things like night vision goggles, a grapple hook, lockpicks, various varied poisons, and a supply of explosives whether that be something like c4 or tripwire mines. This also comes with things like chloroform, knockout darts, and other non-lethal tools for when you want someone alive.

Thieves Guild [100 CP]
While you may think thieves have no place working alongside assassins, a lot of their skillset directly matches what is needed for assassination work and those that don't can still be massively helpful. So to expand the repertoire of your minions this item will grant your nation an integrated and networked thieves guild at your beck and call. By default the various members won't be skilled in assassinations barring you deciding to teach them, but are experts of other skills such as infiltration, target tailing, and good old fashion thievery. The guild also integrated into the criminal underworld of the setting which not only brings in a large profit, but also leads to them having the tendency of picking up jobs, a good number of which are sexual in nature, which you can take and do if you so wish. A good number of these will provide opportunities to further your current plans. For example, you could come across a job to break into the workplace of one of your other targets which gives you the chance to get the layout of the building for future planning or you could find a job where you need to stalk and rape someone until they suffer a breakdown.

"Secret Tunnels" [200 CP]
One aspect of being a more sneaky type of overlord is that you're going to need some kind of method of stealthily moving both minions and supplies to and fro your various properties. One of the most common, and the one provided by this item, is a series of deep underground basements underneath all of your properties and important locations in your territories all of which are tied together via a complex system of tunnels. The size of the basements, and in turn the tunnels that branch off from them, scales with the footprint of the building/property it's underneath and traveling through the tunnels takes a fraction of the time it should actually take. The various basements, tunnels, and their entrances are hard to find, both through magical or technological means, for those who you haven't authorized and even if an enemy manages to make their way into them the basements or tunnels that same lack of authorization turns them into a twisting labyrinth for invaders.

Whenever you gain new properties or territories new tunnels and basements just appear as if they were always there.

Probe Bots [200 CP]
More than any other type of overlord your focus on assassinations and other more single target endeavors necessitates you have an easy way to track and in turn build up a schedule for individual targets. Thats where this item comes in as with it you gain a supply of flying cloaking probe robots or magical constructs that are suited to either shadowing a specific person or watching over a specific location. Once a specific location

or person is chosen the probe will keep a constant 24/7 watch on their targets which in the case of people entails following them from a safe distance as they go about their day.

To better help in their task each probe also comes with three extra tools. The first is an extremely high magnification camera with various different vision types like heat or night vision. The second is a highly sensitive and precise microphone system letting the probe pick out a single voice in a noisy crowd from extreme distances. And the third is a complex identification system which is able to identify almost anyone based on the subtle complexities of a person such as their gait, how they drink their coffee, and how they try to pick up hot tail at a bar.

Though as a small side note don't expect to be able to use these indoors due to their large size.

A Trap For Every Occasion [400 CP]
Being an assassin it would be an understatement to say that your ideal form of "combat" is leading and tricking your enemies into a series of traps leaving you free to pick them off at your leisure. But one of the major complications with this strategy is the actual setting up of the various traps as anything past simple mines and the like will take a good deal of time to set up. So to circumvent the time concerns this item will grant you a supply of "pop-up" traps.

These traps can always be pulled from your person and upon being placed/tossed into position they will quickly set themselves and arrange themself in the most advantageous way. The type of trap and the vague form of it such as it being an explosive trap, gas trap, or a restraining trap, can be mentally decided when you reach to pull out a new one. They can be made lethal or non-lethal and can be given lewd aspects such as summoning molesting cum shooting tentacles. The traps are also extremely hard to detect and no matter how skilled or fast someone is, the traps won't be able to be completely dodged. For example, a restraining tentacle trap will at least be able to grab a limb or a weapon and some of the gas from a lust gas trap will always be able to slip into a mask.

These traps do come with some limitations however. The first is that each individual trap can only cover a limited area so you can't have something like a single trap take up an entire room or stretch the length of a hallway. And the second is that the traps are generic in their basic capabilities and, for example, if you want something like a mini-nuke trip wire you'll have to provide an example of a mini-nuke in order to pull out that kind of trap.

Security Spike/Dildo [400 CP]
Something that is typically only found is sci-fi settings, security spikes and other similar tools are godsends for those who prefer a quick and easy way to deal with electronic security measures. But it would be a shame if you got some that only worked on technology so this item seems to give you something a bit more versatile.

To be more specific you gain a replenishing supply of specialty security spikes that can not only crack open technological security measures, such as an electronic lock or the encryption of a computer, but can also bypass magical and physical ones as well. For

example, you could stab a spike into a magical force field blocking a room and watch as it flickers and fades or jam it into an overly complex mechanical lock and watch as it picks it open in seconds. The spikes can be placed into any input interface, such as a USB port or headphone jack, with them shapeshifting to fit and in the event such things don't exist the spikes can be stabbed into the security measure with no damage such as into the side of a computer tower.

Also as an added bonus the spike can work on living beings as well, whether they be made of flesh, metal, or magic. With a thought a spike can be transferred into a dildo of your own design and upon inserting them into someone, either through an available orifice or pushing it into their "skin", the spike will "fry" them. This entails overloading their body with mind numbing pleasure, even if they normally are incapable of feeling lust or pleasure. They'll be paralyzed and rendered effectively mute, deaf, and blind, though if you'd like to use these for personal pleasure these conditions can be removed.

Spy Hive [600 CP]
While the previously offered **Probe Bots** are invaluable tools to any assassin or general shadow skulker they do have a major weakness, that being buildings. Unless the building in question is something big and open like a warehouse you won't be able to "stealthily" move them into the building, at least not without outside powers or tech. So to provide you a more compact solution this item grants you something called a "Spy Hive".

The hive consists of tiny magical/technological/biological drones perfect for scoping a place out in its absolute entirety. All you need to do is put the hive somewhere in or on the building and once in place it will start sending out the drones to every possible location in the building no matter how secure they are. From bathrooms, to secret lairs, to pocket dimensions, so long as there's a concrete way to get to them in the building or on its immediate property like a portal gateway or illusion masked tunnel the drones will find them. Once spread throughout the building the drones will work together to give you a constantly updating blueprint and floor plan of everything as well as 24/7 high quality camera feed.

You also gain blueprints to make more.

Capstone Boosted: As a supreme overlord it wouldn't be enough if these drones "only" mapped out the entirety of your enemy's bases or homes. So as part of an upgrade package your drones now not only will keep an updating record of all of the guards and their patrol routes they will also find, keep track of, and hack into any electrical/magical grid in the building and can even do the hack to biological buildings. This hacking is completely silent and stealthy with those in the building being none the wiser and once done gives you complete control of everything electrical, magical, or biological from security turrets to golems so long as they are linked to the grid of the building. They also will pinpoint and mark things such as viable entry/exit points, places to hide, places to dump bodies, etc which update as a mission progresses.

Bootleg Assassinorum [600 CP]

My, my just what did you manage to get your hands on? Overlords from the meek to the mighty would pay an exorbitant amount of riches in order to get their hands on an organization like this. As by taking this item you gain your very own elite assassination group based out of a facility dedicated to training/modifying people into masters of a single assassination principle with the group having six in total. These principles can be anything of your own choosing and can be things like extreme distance and precision sniping, shapeshifting infiltration, magic/supernatural neutralization, berserker stealth, technology use, or poison/concoction brewing. Your Assassinorum comes with one grandmaster, as well as ten starting disciples, for each of the principles as well as necessary support staff such as training aids, specialty weapon/gear crafters, etc.

As an added bonus, similarly to **Thieves Guild**, the Assassinorum will become deeply integrated into the setting's black market meaning you'll be swimming in high value assassination contracts/jobs from various interest groups or powerful people all of which have extremely high payouts.

Capstone Boosted: Now as a supreme overlord you may be aching for a "super assassin", the likes of which others have spent massive amounts of money and time trying to either train or build. But unlike those failures you've managed to find a way to make a proverbial "super assassin" which manifests as your Assassinorum gaining one more principle, this one being a perfect mashup of all the previous six. The few that are able to pass through the harsh and deadly trials and become assassins of this fusion principle which entails having mastery of the other six that pushes past their normal limits and being able to intertwine them in extremely beneficial ways. This principle, like the others, also comes with a grandmaster as well as ten disciples, but you can choose to be the grandmaster for this principle in which case you instantly gain all the skills of it.

And it now seems that some of the jobs the Assassinorum attracts tend to be from your rivals and enemies even if they normally would be too "good" to stoop to using assassins. And for some odd reason they never seem able to tell that any assassins you send them are actually yours. This means you can easily get your assassins close to these particular enemies with no trouble with only the most paranoid or observant being able to discover their allegiance and by then it's probably far too late.

Minion Management

Personal PDA [100 CP]

Being the busy person that aims to squeeze as much productivity out of your nation and minions as possible you're going to need a tool that can help condense down the mind numbing amount of data involved. That's where this item comes in as it takes the form of a PDA that is able to instantly draw in all the statistical info about your nation and minions, both individuals and as a whole, in terms of their productivity and displays this data in easy to read graphs and reports even when that normally wouldn't make sense such as in the case of quantifying the effectiveness of spies. For example, it can display the output of all of your nation's iron mines or display the effectiveness of your cult minions in converting people. This also includes other statistical data not related to productivity such as your nation's birth rates, species demographics, environmental makeup, as well as any records you have on your citizens or minions.

Sinister Schools [100 CP]

Now while most nations have at least the basics when it comes to education, you're probably going to need something special to account for your higher focus on both your minions and citizens. So by taking this item your nation gains a special and complex education system which is split into two parts.

The first is known as an "Aptitude Machine" which is a device that upon someone stepping into it will tell you what their talent(s) are, which are skills they are exceptionally good and improve exceptionally fast at, and what their passion(s) are, which are skills that "speak" to their heart of hearts which provides a minor learning boost and increases their happiness. Using both, along with the subject's personality if they're old enough, the "Aptitude Machine" will then assign them to the most compatible career path and specialization within that path from the normal such as the medical field with a specialization in anesthesiology to the more villainous like slave training with a specialization in maid slaves. And the second is a series of special pre-k through university schools focused on a single broad career pathway and their specializations which replaces the normal education institutions your nation would normally have. Each of these schools are especially suited for guiding your citizens down a specific career pathway most suited for them as well as finding suitable recruits to induct into your minions. Similar to the "Aptitude Machines" the schools cover various occupational fields from the normal such as medical and construction to the more villainous and evil such as slave training or cult preaching, with the latter not being found strange by any of your citizens.

These "Aptitude Machines" and schools are evenly spread throughout your nation with the schools coming with a loyal teaching staff skilled in guiding students through the specific career pathway their school teaches as well as brainwashing and instilling loyalty into the minds of the next generation of your nation especially when it comes to those of conquered lands. Though be aware that while these students won't be equal to those from the teaching properties of other origins in terms of raw skill they will be more numerous.

Cross Training Facility [200 CP]

Due to the fact that you and your minions don't focus heavily on one particular field like other types of overlords do, you're going to have to find a way to make up for your lack

of dedication. One way this can be achieved is by taking what you and your minions do know and mashing it all together to give birth to cross-discipline inventions or techniques. So by taking this item you gain various facilities spread throughout your nation dedicated to allowing minions/citizens such as doctors, generals, farmers, etc meet and brainstorm ways to combine their respective skills and knowledge.

While the process may take a while the work of every minion/citizen in the facilities will occasionally bear fruit. For example, if a general, scientist, and farmer decide to work together then the end result could be a gene/magic enhanced crop or livestock perfectly suited for M.R.Es that are super dense with energy and nutrients.

An Apple A Day [200 CP]
The humble apple. A symbol for studious and well behaved students it shows that they have a deep respect for those that take the time to teach and educate them. But as an overlord it would be nice if you could hijack this symbolism for your own nefarious ends. So to that end this item will grant you a supply of special seeds for a quick growing fruit tree. Once fully grown the tree doesn't produce any fruit on its own, but when "feed" the seeds of a fruit it will start to grow massive amounts of that specific fruit regardless of if it normally doesn't grow on trees. Not only are any fruit grown on the tree unnaturally nutritious and delicious, to the point even people who hate the fruit will like it, it also provides a decent learning boost to those who eat it which lasts a day, but doesn't stack. It also makes those who eat it, barring you and those of your choosing, much more open and pliable for any lessons they may be taught or information they are told from you or your minions. Perfect for furthering the learning of future generations while also teaching them the "truth".

Universal Comms System [400 CP]
Far more than any other type of overlord you're going to need a way to effortlessly and instantly allow you, your minions, and your nation to communicate with each other. To make this much easier on yourself this item will grant you a special communication system that allows you, your minions, and your citizens to talk with each other instantly over any distance. It doesn't matter if a minion is locked in a bunker with communication scramblers, stuck in a random pocket dimension, or is multiple galaxies away so long as they are within the same universe they can contact anyone else in the communication network.

Said network can also take on any technological, magical, or biological form you wish whether it be a cybernetic implant, a special phone, or a magical familiar and for some reason these devices or whatever form the system takes never gets lost nor are they able to be found on the minion if they are searched by enemies. Either way the network comes with text, vocal, and video communication capabilities and you also get admin control of it with you being able to control who can use it, who can talk to who, and access to an unlimited database which records all communications.

Due Rewards [400 CP]
Something more stupidly evil overlords can't seem to wrap their heads around is that their minions, like most people, love to be rewarded for their efforts or at the very least have them acknowledged in some way. That's where this item comes in as it grants you a special machine that allows you to designate specific accomplishments and creates

medals, trophies, etc of your own design for said accomplishment. When a deserving minion reaches/does the designated accomplishment the machine will message you detailing which minion needs to be rewarded. And when said minion gets their medal, trophy, etc they become more receptive and loyal to any future praise/rewards and their productivity and effectiveness in relation to the accomplishment gets a permanent boost relative to the difficulty of the accomplishment. This also inspires other minions to work harder as well, which also scales with the accomplishment and, unless you want it to, will never boil over into jealousy induced sabotaging or backstabbing.

Rita Repulsor [600 CP]
There may come a time where the power and skill of your minions just isn't enough. But the situation at head isn't lenient enough for you to come back to it later with new minions that have been sufficiently trained up. So to help you out in those tricky situations this item will grant you a method of temporarily powering up minions in the field like a certain "repulsive" sorceress.

Taking the form of a giant cannon, said cannon can generate special ammunition, which takes a day to do so, that by default are oddly shaped like magical staffs, though you can choose various different forms for the ammunition to take. Using a complex magical/technological targeting system the cannon can target any minion in the field, regardless of where they are in the setting and so long as they are still alive, and at your command fire its ammunition at them. Upon harmlessly impaling the targeted minion the ammunition will be absorbed into their body, not only healing them, but also giving them a temporary boost to their power and physical capabilities alongside a temporary ability. These abilities, which are picked before firing, can be things like growing the minion in question to kaiju sizes to granting them the ability to shoot fire. These temporary boosts and abilities last as long as the current fight the minion is in and quickly wear off afterwards, leaving the minion fatigue necessitating having a team on standby to handle things.

Capstone Boosted: But if, as a Supreme Overlord, you'd like a bit more bang for your buck than this upgrade should be to your liking. Besides granting whatever minion is struck by the cannon an even larger boost in power each shot can be infused with revival energy. Upon striking a recently dead minion, which can include yourself, the ammunition will completely revive them, which reverses all damage they have taken and even tops up their magical energy and stamina. These revival shots take a good deal longer to make however.

Lego Cloning [600 CP]
If there's one thing that various minion based overlords wish they could do is clone certain key members of their minion force. Whether it be a strong brute of a minion who is a savant at combat or a minion whose body seems unnaturally resistant to poisons it can be difficult to find people with similar capabilities for whatever purpose you may have in mind. But what if you could "clone" these desired attributes in a way that is ridiculously easy and effective. So by taking this item you gain access to a massive cloning facility from which you can play jigsaw to make the "perfect" minion.

To start you have to get your hands on some kind of genetic material of the person you want to clone, such as blood, spit, or sexual fluid. From this you can make clones of the

genetic doner with you being able to pick and choose from a panel which traits the clone will inherit such as keeping the combat talent and magic from a hero you drew some blood from while also removing the anger issues and blonde hair, though talents and beneficial physical traits will be at half strength. In order to make a perfect one to one clone of someone you have to kidnap them, if they happen to not be one of your own minions, and place them in one of a series of size changing fuck machine pods. These pods, using special tech and/or magic, harvest higher quality genetic material from the sexual fluids of whoever is put in. And in the event a donor was "unwilling" before you got your hands on them you can choose to permanently keep them as a genetic cow with the pod handling all their bodily needs with it also able to project custom dreams in the event you want to be merciful about their imprisonment.

Capstone Boosted: But simply just cloning a single individual won't be enough for a supreme overlord like you so now your entire facility gains a massive upgrade. It comes in the form of being able to mix and match the genetic material of multiple different people into a single clone. For example, you could mix the strength and durability of an ogre, the magic ability and devotion of your strongest mage, and the combat talent and instincts of the worlds greatest duelist that you manage to knock out to make a simple attempt at a super soldier.

Also to prevent your old minions from becoming obsolete in the face of this upgrade you can also create genetic packages that can be administered to any and everyone through the form of a pill, injections, dildo suppository, etc. These packages can range from a single trait such as growing a scorpion tail, making your dick longer, or becoming a talented chef to multiple such as a "super soldier" package that you hand it to your entire armed forces.

Corruptive Dominance

Corrupted Familiar [100 CP]
As a future master of the corrupted and profane, the limiting factor on what you can and can not do with your corruption is how much corruptive energy you can store at one time. While your internal supply of the energy will grow larger in time it would be nice to get your hands on immediate extra storage. That's where this item comes in as it takes the form of some kind of familiar of your choice, like a floating tentacle skull or imp. Their main purpose is to serve as a battery for corruptive energy, or any "magical" energy, as well as aid in spell casting with both growing slowly, but noticeably with time.

You can also tap into their senses to use them as a recon tool and they are particularly stealthy and intelligent with a low cunning plus a personality of your choosing. More familiars can be split off or "birthed" from the original either to give to followers or to provide more energy capacity to yourself.

A Cultured Insurgency [100 CP]
While it would be nice if you could just slap down a corrupting cult in an enemy town or city and call it a day, corruption needs a subtler touch in order to spread far enough in order to not be easily pruned. So to aid in this more sneaky approach this item will grant you a series of businesses located in other nations that are dedicated to stealthily corrupting the local populace.

By default these will be sex related or have a lewd element such as restaurants selling food laced with corrupted sexual fluids, clinics with special revolutionary "treatments", or just flat out brothels. The staff that run these places are fanatically loyal cultists with the whole business atmosphere being like U.A.C from DOOM.

Nest Seeds [200 CP]
Another facet of trying to make the stealthy approach work when it comes to corruption is having well hidden secret bases as unlike other villainous acts it's a bit harder to pass off corrupting people as anything else. So to remedy this by taking this item you gain the ability to condense your corruption into physical "seeds". These "seeds" can be planted into the ground or into walls so long as they have solid backing such as the outer walls of a basement, the ground of the first floor of a building, etc.

Once planted the seed will then start the process of tunneling out an underground base, starting with a central hub room with a panel where further expansions, as well as furnishings such as furniture or traps, can be grown. These expansions and furnishings require an intake of corruption which scales with the size of the tunnels/rooms and complexity of the furnishings. As an added bonus the "Nest" is somewhat alive and can minorly shapeshift itself to attack/impede intruders such as opening pits beneath them or growing whipping/groping tentacles.

Spawner Seeds [200 CP]
While the corruption process for you can be made particularly fast due to you being the progenitor of it, your corrupted followers may have a harder time of it. And this lack of speed can hamper your corruption efforts pushing back your plans on a longer time table. So to remedy this by taking this item you gain the ability to condense your corruption into physical "seeds", similar to **Nest Seeds**.

The main difference is that, upon being planted and expanded, **Spawner Seeds** will grow one or two large chambers, instead of multiple rooms/tunnels, which serve the aforementioned purpose of expanding your corrupted numbers in one of two ways. The first is by making corrupted, and if you so choose sexualised, elementals with the type being dependent on what resources are in the area. So if you plant a **Spawner Seed** on a beach expect a lot of sand and water elementals. And the second is by providing cocoons in which people, animals, etc can be placed in order to speed up the corruption process. The elementals can be freely designed or left up to randomness, and by default they will roam the nearby area looking for people, animals, etc to beat down and drag back to the cocoons, but you can give them more specific orders such as attacking all nearby settlements or bodyguarding a specific person.

"Purity" Seals [400 CP]
Now while you may have methods of preventing people from passively detecting the presence of your corruption you're going to need something for when those with a more scrupulous eye enter the picture. So by taking this item you gain a supply of purity seals that can be placed upon a corrupted person or item. Once in place the seal will mask the corruptive energy that comes off of the person/item with no one being able to tell that it's being masked so long as the seal remains in place.

By default the seal will mask the corruptive energy as being generic divine/holy energy, but you can choose different types of energies it can mask your corruption as, so long as they aren't unique to a specific person. For example, you could mask the corruptive energy of your followers as belonging to the clerics of a specific god to pull a false flag operation or as belonging to the Fae so as to prevent them from sticking out.

Dairy Seeds [400 CP]
One aspect of managing your corruptive hordes is that you need a quick and easy way to replenish the corruptive energy of your followers and monsters. While some perks can help in this you're probably going to need something a bit faster and mass producible, so that's where this item comes in. Behaving like **Nest Seeds** when this item is planted it will expand into a few medium sized chambers with a dozen or so "milking spots" in each. Upon someone being placed into a spot, whether they be corrupted or not, they will be transformed into a corruption cow and begin harvesting their sexual fluids.

This transformation massively jacks up the production of said fluids to ludicrous degrees and turns them into effectively a corrupted high power energy drink that not only replenishes the corruptive energy of those who have been corrupted, but it also provides a large temporary boost in power/capabilities as if it was some kind of combat drug. It is also extremely delicious and nutritious with a flavor no one can quite put their finger on and if the person consuming it happens to not be corrupted yet then they'll gain an obsessive addiction to it which will subside to manageable levels when they fully become corrupted.

As a bonus those placed in a milking spot can be freed which turns them into a more mobile producer though they do lose out on a good amount of sheer amount they can produce.

Corrupted Workshop [600 CP]
Like a fellow dark overlord with a flaming eye it would be nice to have artifacts that both aid you and your followers and also provide benefit in the event they are "lost" or "stolen". To help create these artifacts this item takes the form of a workshop designed to produce corrupted and enchanted items of power with their own intelligence and personality which can either be random or specifically designed. This includes things like swords, rings, armor, tomes, etc. Though you can also enhance an existing item as well, such as a sword you had before you came here or a hero's family heirloom that you somehow managed to steal. The more corruption you use during the creation/enhancement process the better the item's base stats and abilities will be.

For those who are already fully corrupted they just serve as potent weapons and tools and can even project a body that can be "interacted" with, but for those who aren't these items serve as malevolent opponents. Upon being used or wielded by these non-corrupted people the items of power will do their best to screw over and corrupt them with them bestowing curses related to any power they have which are "just" weak enough to not justify throwing them away as well as being skilled in wearing down people emotionally and psychologically. For example, a sword that shoots super hot fire may inflict a curse of a continually burning lust or a ring that makes bikini armor and the like better than normal armor, but destroys any non-skimpy clothing or armor the person wears.

Capstone Boosted: It seems you're becoming more like that aforementioned overlord as now you're able to make use of souls in the construction of these items of power. Using souls drastically increases the raw capabilities of what you make and as an added bonus using a soul will imbed a luring and jealousy enchantment on the item. The former will subconsciously draw in nearby un-corrupted people towards the item in question and the latter will make anyone who sees it or knows about it gain a deep seated jealousy towards whoever has it which may cause them to scheme against that person. Both of these enchantments can be turned on and off.

"Tree" Seeds [600 CP]
Once you've managed to reach the point that your whole "corrupt the entire world" plan starts snowballing, you're going to need a way to autonomously corrupt large swaths of territory as well as make it extremely difficult for your enemies to assault said territory. That's where this item comes in as, similarly to **Nest Seeds**, you can condense your corruption into a special seed that when planted starts growing a large tree-like tower.

Once planted it will continually grow until it soft-caps at around the size of a redwood tree, unless you want it shorter for whatever reason. Also at its time of creation you can also merge any of the other seed items with the **"Tree" Seed** which, while drastically increasing the corruption needed to form one for each other seed incorporated and slowing down its growth rate, allows the resulting tower to boost the capabilities of the other seeds. [See Notes]

After fully forming these towers will then start corrupting the area around them, with that area scaling with the size of the tower, in many different ways. The primary method is by radiating corruption out from itself, with it corrupting everything in range of it as if they were in full body contact with the tower. But other methods include making

corruptive fog, sending out corrupted roots or rivers to contaminate water sources, generating corrupting rain clouds, or growing and launching large corrupted "fruits" like artillery. Said "fruits" can also be used in a ballistic seed dispersal system once the tower is fully grown with them delivering either **"Tree" Seeds** in order to propagate further towers, or any of the other seed types.

These towers aren't defenseless as they can generate strong tentacles/vines and shoot spikes, sticky sap, and thick pollen. These defenses can be either lethal, such as the pollen being suffocating/acidic, or they can be non-lethal with a aim at corrupting enemies such as tentacles grabbing, stripping, and fucking attackers with corruptive sappy cum. And if push comes to shove the tower can transform into a giant sex kaiju. Also even if they were to be destroyed they will simply recede to their roots and lie dormant until the enemies leave before regenerating back to full. The only way for others to truly destroy them is through the use of powerful purifying or divine magic.

Capstone Boosted: Now as a supreme overlord it's possible you hold a bit of resentment towards other magical trees with them flaunting around their hundreds if not thousands of years of power. So to help knock them down a peg your **"Tree" Seeds** now have become a sort of parasite to these kinds of trees, as well as other magical plantlife and even magical buildings, and can be implanted in them rather than the ground. When this is done the resulting tower will start the process of draining and incorporating the magical qualities of the tree or building into itself as it grows. This draining process tacks on extra time to the **"Tree" Seeds** normal growth period with the amount added on being dependent on the power of the magical tree/building in question. Extremely powerful ones like the Oak of Ages from Warhammer Fantasy will take multiple decades to be consumed barring no outside aid from you or your followers.

Though if said magical tree/building was bought via CP or has fiat backing then the process is near instant with the resulting tower spitting out an exact copy of the tree/building it just ate if you happened to still want an uncorrupted version.

Way Of Rulership Items

Beloved Tyrant

Parental Attire [100 CP]

One way that "good hearted" overlords like you have tried to endear themselves to their people that has had some success is styling yourself and your public image as that of a parent to your nation. So to allow you to tap into these parental feelings this item takes the form of a set of clothing that gives off a fatherly and/or motherly vibe which is particularly effective on your minions and citizens.

As you have more and more positive interactions with your citizens and minions while wearing the outfit, whether those interactions are individual and personal or public like attending the opening of a hospital you built, the more they will come to see you as a parent. Not only will this increase their love for you and your reign it also makes them take up a father/mother knows best attitude to your national decisions.

Amenity Corps [100 CP]

Another easy way to win over the hearts and minds of your citizens, whether they be your original ones or ones recently conquered, is by improving the various basic amenities they depend on. From plumbing, to roads, to sewage, by overhauling and vastly improving these basic, but vital infrastructure you can make sure your people are happy and content. So by taking this item you gain a massive organization dedicated to maintaining and building said infrastructure all around your nation and newly gotten territory.

Their main ability is that any infrastructure they build or fix will have their resistance to common wear and tear drastically improved with major repair only needing to be done during natural disaster or when enemies attempt to sabotage/destroy them.

Orphanage Pipeline [200 CP]

If there's one act of charity that gets people to really wonder how bad a person is it has to be caring for and ensuring the well being of children, especially orphans. Due to the general idea that children are innocent, going out of your way to help them will score you a lot of publicity points both in and out of your nation. So to help you tap into this by taking this item you gain a mega orphanage which through various means is able to draw in a large number of orphans from all throughout the local setting.

The benefits of this are twofold. The first, it serves as a large boost to your public image with people both in and out of your nation with it also making opposing heroes and the like a bit more hesitant to openly and publicly move against you without good evidence. And the second, is that due to child-like naivety and a weird shared history of not having anyone to trust before coming to you all of the orphans are easily manipulated and molded into perfect incredibly loyal recruits whether it be as assassins, slaver trainers, or other villainous jobs.

In order to retain the publicity and the slight shielding from heroes you have to actually take good basic care of the orphans. Things like feeding them, clothing them, providing good housing, and educating them.

Public Dirt [200 CP]

One way overlords with hearts of bloodied gold like yourself can get one over on your heroic enemies is by targeting one thing they more than likely have troubles solving, societal ills. Whether it be because they are "outside of the system" and don't have a way in to try and fix them or they don't want to become a "tyrant" like you, showing people that you are able to solve these problems will go a long way towards undermining the civilian support of your enemies. So to more easily allow you to cash in on this by taking this item you gain a constantly updating list of people who were victimized in one way or another due to various problems in other nations or organizations, with said problems targeting one or more of their demographics.

For example, on the lower scale you could get a landowner who had some of their land stolen due to a law that unfairly targets peasants. Or on the extreme side you could get an alien whose children were kidnapped and tortured with the perpetrators never facing any sort of punishment afterwards due to discrimination. Regardless of who they are, if you make the effort to reach out and solve their problems, like kidnapping the aforementioned torturers and leaving them at the mercy of said parent, then those who share their targeted demographic will be swayed to your side. The extent of this swaying is dependent on the severity of the problem the person you helped faced and the "goodness", both real and perceived, of the nation/organization in which they live. For example, if a nation who keeps going on and on about how they welcome all species has a problem with lynch mobs then you stepping in will lead to greater result than if the nation was transparent about their disdain towards non-humans.

Evil Charity? [400 CP]
Even though charities are supposed to be groups dedicated to helping people, quite a few give off more sinister vibes. Whether it be because they seem to have ulterior motives or they're being run by someone who doesn't have the cleanest track record some people are wary of them, especially if they happened to be owned by someone like you. Though by taking this item this won't impede your efforts to share your "generosity" with the world as you gain a very special charity organization.

With it you can launch various "goodwill" missions to other nations such as children education initiatives or food aid which rarely, if ever, get rejected by those in charge. Once in place, and so long as your charity actually does what it sets out to do, others will pay little to no attention to your methods of solving the intended goal or any ulterior activities. So as you go about setting up schools for the underprivileged you could fashion them into the beginnings of a personal cult or as you set up soup kitchens you can sprinkle in some corruption or other substances into the food with those around never seeming to notice or even becoming suspicious enough to investigate too deeply. And for those that are paranoid enough to try and intervene they have to walk on paper thin eggshells as any overt moves to hamper or flat out stop your charity's efforts without 100% concrete evidence of wrongdoing will cause everyone else to metaphorically, or literally, jump them. For reference, imagine how people would feel if a group randomly burned down a charity that, on the surface, was all about granting war orphans their dream life and you have a rough idea how others will see people messing with your charity.

The charity comes with a staff of multi-skilled expert workers who genuinely have a drive to care and help people, but whose definition of "help" falls within your own.

Shelter [400 CP]
With all the various good deeds you've been doing it's more than likely that you're going to have to contend with a large influx of people trying to taste the sweetness that is the life of your citizens. And it would look especially bad on you if they were met with crowded slums and filthy ghettos as their new homes. So to help smooth the whole immigration process, as well as your nation's natural born housing situation, this item will grant you the pinnacle of large scale population housing which many have tried and failed to envision and make.

To be more specific this item is a blueprint for a large Arcology which is easily scalable and customisable for any given need. At its basis the arcology has various technological/magical advancements that make its function possible such as a powerful reactors/magic cores to keep everything powered, spatial tech/magic which makes all rooms much bigger on the inside among other more mundane things like hydroponics, sewer/waste treatment, hospitals, schools, stores, government offices, etc.

Once built, anyone that moves into them gains a massive sense of thankfulness towards you and becomes extremely docile/submissive in the face of anything you require them to do especially if they happen to be immigrants. For example, alongside health checks you could implement sex tests to gauge their ability to perform or make it so they can't wear certain clothes until they become citizens.

Benevolence Harmonizer [600 CP]
One thing you may be tired of hearing from your fellow overlords is how your nice treatment of your people and minions is "sickening" or weakening yourself. Well, as a way to shut them up by taking this item you gain a special kind of power generating gem that links itself to each and every one of your citizens and minions. But, unlike similar things that feed off of misery and anguish, this one instead draws in the happiness of your citizens and minions and then converts said happiness into a massive supply of "energy".

The amount generated from an individual scales with just how happy they are with your rule and the main gem can split off smaller ones which can be set into jewelry and the like which allows the energy to be siphoned off and used to fuel various kinds of "magic" as well as electronics.

Capstone Boosted: Now, for a supreme overlord like you, it wouldn't be enough from the main gem to just feed off the happiness of your citizens. So now it will link itself to everyone who is both outside of and knows about your nation, but instead of drawing upon their happiness it instead draws upon the envy those people have for the prosperity of your nation and the happiness your people have. This gets enhanced when a person in question knows said happiness and prosperity is because of you doing "evil" things or simply things they don't agree with.

For example, a hero would provide extra envy energy if they find out your people are happy because you implemented "voluntary" free use stations manned by "criminals" or they personally believe the best way to run a nation is with a democracy while your people are happy with your absolute monarchy/dictatorship.

Beneficial Basking Image [600 CP]
Gigantic statues of oneself, besides being a "bit" vain, typically are used by overlords and the like to enforce a sort of "I'm always watching" or a "You will never escape my presence" sort of feel. And while the fear/compliance such things cause is nice, by taking this item you gain some that, while superficially like said statues, are a bit more of your style.
Spread through your nation are a large number of statues all in your image. While most can be found in every settlement, with larger ones like cities having multiple evenly spread throughout them, a few can be found in locations you deem important such as strewn throughout your lair. To those who oppose you, or just outsiders in general, these statues give of the feeling that "fucking around, and finding out" is a very unwise course of action. But your citizens and minions see them in an entirely different light. To them these statues serve as a sign that you are always there looking after them like a parent would their child. But, as a child wouldn't want to embarrass themself in front of their parents, your citizens and minions will work harder, boosted unknowingly by the statue's existence, allowing them to work at a baseline of twice their normal capabilities with greater bonuses scaling with their adoration and love for you.

You can also change the appearance of the statues at will whether it be how you're displayed, the size of the stature, or what colors and patterns are on it.

Capstone Boosted: And while simply boosting the capabilities of those who adore you make these statues extremely valuable, as a supreme overlord it would be better if they could also protect your "children" when you're not available. So now each statue has been transformed into eternal guardians for your citizens and minions.

When a statue detects danger, whether it be a gaggle of adventures or a wild monster, it will animate itself turning into a golem/robot. Once active the statues will begin combating the threat with them being able to make use of copies of your skills, weapons, magic, or other powers of your choosing, but these will all be at a fraction of your true strength. In order to increase how much of your power they can access, each statue will take in the same adoration and love your nearby citizens and minions have for you. The more there is, the closer a statue comes to matching your capabilities and just seeing one of them in action will boost the adoration and love of nearby citizens and minions, especially if they are relatively new to your rule, as they will see it as a sign that you are fighting tooth and nail to protect them.

Also to "teach a lesson" to those who would dare attack your people each statue comes with a set of working genitals as well as any sex related perks that you have of your choosing. Upon defeating an enemy the statue in question will rape them in full view of nearby civilians and minion. To civilians and minions who already have complete adoration for you this will serve as public entertainment, sort of like people watching public executions, but for those who only recently came under your rule or are discontent and just haven't acted out yet this serves as more of a warning. Along the lines of "If you abide by my rule you will be protected and kept safe, but if you don't toe the line then retribution will be either deadly or spirit breaking".

Conquering Warlord

Military Attire [100 CP]
The imposing figure of a decorated warlord is something that almost everyone can imagine when thinking about a war focused overlord. This image can go a long way to both develop a fearful reputation as well as just generally looking damn cool so by taking this item you'll gain a custom military uniform of your choice that enhances your military majesty.

More specifically, upon wearing the uniform you, and any statues, pictures, etc of you, become a big center of morale for your armed forces as well as a source of demoralization for your enemies which scales off of your military acumen.

Uplifting Sex Primer [100 CP]
When it comes to war there are a lot of nitty gritty details that a soldier has to be aware of. From how to dig a proper latrine to what warning signs in nature tell that an enemy is approaching, all of these intricate and complex processes can leave a soldier's mind reeling. So to help alleviate such worries you gain a supply of special military primer booklets.

These booklets, which have infinite pages, detail every bit of military minutia they may need to know. From the proper way to use parts of their specialist kit and do field repairs to navigating through a specific type of terrain, soldiers will be able to access all of this just by simply thinking of what info they need for the current situation with the booklet automatically flipping to that page. There also exists pages for things that would be more at home in a very rapey sex book. This includes things such as various BDSM adjacent ways to restrain prisoners, the various sexual weaknesses of different enemies, and proper protocol when conducting sexual torture.

These booklets aren't a substitute for actual training and are more ment to serve as a reference tool.

Sun Tzu Cookies [200 CP]
One thing that can be said about warfare is that sometimes the plans that are unorthodox and weird can come around and surprise both you and your enemies. So by taking this item you gain a regenerating supply of fortune cookies that upon being broken reveal a radical and unorthodox military strategy or tactic for you to use in the current battle and/or war.

Though be aware that while what the cookies give you is tactically sound, if a little weird on occasion, whether or not it actually ends up working is fully dependent on not only your own skill, but the skill of your soldiers and subordinate officers.

??? [200 CP]

Command and Control Room [400 CP]
One problem that's going to rear its head as your nation conquers more and more land is that effectively commanding and monitoring future wars is going to be more and more difficult. So by taking this item you'll gain a special way to bypass this little problem.

It takes the form of a large command and control center that when fed a location such as a country or a planet will spit out various important pieces of info such as suitable landing zones, weather predictions, centers of enemy resistance, etc. And as the war for that location progresses it will also keep track of things in the macro scale such rough estimates off the enemy army size, overall morale of the enemy army, the morale of the citizens, the overall supply situation of either, as well as roughly how close the enemy is to capitulating including the threshold you need to reach in order to guarantee that they accept certain demands.

It also lets you watch and keep track of an unlimited amount of battles, invasions, and wars with the room growing more computers and consoles to allow you to separately keep track of each.

NBC-69 [400 CP]
The use of chemical and biological weapons can be seen as a double bladed sword for some kinds of overlords. One one hand they can devastating and reap a bloody toll on your enemies, biology and the like permitting. Though on the other hand it can light a fire of vengeance in your enemies and even if you didn't care about that the stronger, and in turn more effective, weapons have a nasty habit of ruining the land you may want to take. So to bypass all these intricate troubles this item will grant you the raw resources and blueprints to three lewd variants of NBC(Nuclear, Biological, Chemical) weapons plus special storage containers, protective gear, and cleaning devices to safely store them and clean up after their use.

The "nuclear" variant takes the form of a special isotope which radiates a lewd energy with the blueprints detailing various types of explosives such as nukes. Once detonated bombs made with the isotope will spread its aforementioned energy, instead of the normal destruction, via the blast wave as well as in the form of radioactive fallout, with the former having the nasty habit of heavily irradiating non-organic materials and both the irradiated materials and fallout having long half lifes and resistance to attempts by others to clean them. When someone gets a "lethal" dose of the energy, which is far lower than normal radiation, they'll have a mind shattering orgasm and fall into a coma for as long as they are exposed to the energy.

The biological variant takes the form of a mutagenic bio-agent with its blueprints detailing various different dispersal weapons such as artillery ordnance. Once deployed the bio-agent will infect any and all biological life transforming them into rape hungry monsters with an inbuilt loyalty to you and your forces perfect for tying up or impeding enemy armies or terrorising enemy civilians. The blueprints also come with a cure for the bio-agent, but instead of trying to fix what you've wrought you could always add any left over monsters to your armies as loyal and trainable attack beasts.

And finally the chemical variant takes the form of a special chemical cocktail with its blueprints detailing weapons such as aerial bombs and the like. Once deployed the cocktail takes the form of thick billowing clouds of gas which upon entering the body, such as being breathed in or absorbed through the skin, has two main effects. The first lights the victim's body alight with a burning lust and the second wears away at their self restraint and control, both of which gets worse and worse the more of the chemical

cocktail enters the victim's body, but wears off over time, as well as when they engage in strenuous activity such as fighting a battle. This makes it very likely that the enemy's army and civilians will fall upon each other in a orgy of rape making it trivial to sweep them up piecemeal. To further aid in oversaturating the enemy the cocktail can also slowly, but assuredly eat its way through all, but the toughest of enemy protection and has the strange ability to both make itself heavier/lighter at will as well as snake its way to gaps in protection semi-intelligently.

Jumper Battle Network [600 CP]
In war, as with all things, there exists millions upon millions of different variables which makes it very difficult for you or your generals to keep constant watch over and in turn respond to. So to save you all from having an aneurysm due to all of the info this item will grant you a special device.

It takes the form of a complex technological and/or magical computer network overseen and run by an A.I that is linked to every single soldier, their equipment, and other pieces of military hardware such as vehicles, artillery, bases, etc via a series of small trackers attached to each. With this the A.I can draw in and organize obscene amounts of information such as the exact health/injuries of every soldier, the amount of "magic" or ammo they have left, the exact location of enemies attacking a base, the condition of every vehicle or living mount, etc. From this deluge of info it can craft a constantly updating and detailed picture of any battlefield/war in the statistical sense, form near perfect estimations of which way a battle/war is going, and suggest effective courses of actions, both big and small, depending on the situation.

You also gain a supply of aforementioned devices in order to bring future military equipment and soldiers into the network.

Capstone Boosted: As a supreme overlord, and a warlord one at that, you're going to need something a bit more potent. Now not only can the A.I offer better suggestions it can now almost perfectly gauge and guess the capabilities of the enemy based on how your equipment "reacts" to them, and vice versa, as well as how to counter them. For example, it can accurately gauge the thickness and strength of an enemy force's armor based on how your armies' weapons pierce, bounce off, or dent it and then come up with ways to circumvent it or flatout negate it. Or it can gauge how strong the enemy's magical attacks are and find ways to nullify them.

Officer Academy [600 CP]
While **Training Facility** trains your soldiers in the various disciplines of war all that will be for naught if they don't have an officer core to lead and motivate them during the flames of combat. And as has been shown time and time again throughout history you can have the most well trained and competent soldiers, but your forces can still lose if the officers are spineless ineffectual cowards. So to make sure such an embarrassment doesn't befall your military this item will grant you the crem dela crem of officer academies.

More specifically, the academy will take promising recruits and form them into an interconnected and well oiled machine that will become the pinnacle of combined arms warfare. Lower ranking officers will become masters of their own discipline of war

(infantry, calvary, aquatic/space capital ships, aerospace fighters, etc) with higher ranking ones such as generals or admirals becoming more like expert jacks of all trades able to effectively use the former. And every graduate from the academy will also leave with a special ability which is to form a “battle bond” with their subordinate and peer officers. This bond is formed as graduate officers train and fight together and entails each being able to subconsciously know the situation and current actions of their other bond mates letting them pull off complex maneuvers, urgent situations, and rare opportunities without the need for cumbersome signaling or communications.

You will also benefit from this battle bond without the need of going through the school yourself.

Capstone Boosted: Well, I guess I’d take a supreme overlord to make something like this work as now the “battle bond” ability each officer is able to be pushed further. More specifically when of the same rank fuck each it causes their skill in command to reach supernatural levels when they co-operate with their peers on a single objective such as two squads storming a single building or five armies invading a planet.

Proselytizing Zealot

Holy Garb [100 CP]

Even though some wouldn't like to admit it, a part of transforming a simple cult into a full blown religion has to do with being easily identifiable, at least when you don't need to be covert. So to grant such a thing to your religion by taking this item you gain a series of religious outfits all of your own custom design, with you able to design specific ones for specific roles such as nuns/priest(ess)/monks/etc, all of which come with a few special features.

The first is that the outfits accentuates the aspects of appearances that the wearers are the most proud of such as their face, chest, thighs/ass, etc. This also has the effect of being a head turner in the positive sense for those who aren't a part of your religion, seeding them with a sense of curiosity and exotic eroticness. The second is that while one of your worshipers are wearing the outfit their skill in persuasion gets a moderate boost letting their attempts at converting, especially when done in a sexual way, people stick in and constantly come up in the minds of others for a good amount of time.

Missionary Churches [100 CP]

Missionaries are the cornerstone of both spreading as well as reinforcing the presence of your religion. With them you'll be able to more uniformly structure the conversion of border territories and newly conquered lands. So by taking this item your nation will get a series of missionary religious orders and their churches spread around your nation.

Each church comes staffed with a force of religious workers, such as nuns, monks, priests, etc, all of whom are highly skilled evangelicals capable of using both soft and diplomatic or hard and confrontational means of getting people to question their original beliefs, converting people, and making sure new converts remain faithful. Each also comes with a secret underground sex dungeon and religious security/discipline force who are adept at detaining dissidents who oppose your religious efforts and making use of sexual torture to easily break them into obedent little sheep. Every member of a church has also undergone the process in **Domain Embodiment** to gain moderate spells with a leaning towards healing and other quality of life spells/powers letting them better ingrain themselves with their community as well as serve as a healing core for any of your armies.

Also to fulfill their role as missionaries upon either your orders, the orders of a high ranking religious member, or the self initiative of the leading member(s) of the church, a missionary expedition can be formed by splitting the church in half. Once formed the expedition will make their way to a "nearby" suitable target such as a recently conquered town/city or a frontier town of another nation. This expedition will travel to the target's location and upon arriving, start building a new religious order with all that entails such as selecting a new leader and making new order specific iconography. And as an addition once in a foreign land, and at your discretion, the new order will start the process of religious syncretism which entails them picking apart the local religion and incorporating specific elements into yours.

Holy Sex Symbols [200 CP]

As it has been mentioned before, iconography is very, very important to building an image. But not only that, among more fantastical worlds these symbols carry actual power within them, something that by taking this item will allow you to harness.

More specifically you'll gain a set of customizable symbols that when painted onto something or crafted into an object allows you to use them to share energy with whoever is wielding/wearing them as well as use them as a focal point for your own targeted "magic" and abilities. For example, if an army has your holy symbols on their armor then you, or your mortal/divine holy servants like those made by **Sexual Apotheosis** and **Sex Powered Faith**, could cast healing magic on them or if your worshipers keep holy symbols hung up in their homes you and your servants could use them as the destination for teleportation abilities.

Also the symbols boost the production of divine energy of a person, can ward off low to mid level supernatural enemies/spells, and can serve as a divine "magical" focus for your holy servants, especially if the symbol or image is lewd in nature.

"Holy" Site [200 CP]
Holy sites are another thing that most religions share with said sites usually being at or near the location of major events in that religion's history. From its founding, to a major battle in its defense, to the supposed area where its god(s) were birthed, these holy sites are a major source of worship. So by taking this item a series of holy sites will be spread throughout your nation with at least one being at your **Lair of Your Own** and the rest, by default, being in areas related to your domains where applicable.

Each site will become massive pilgrimage centers with both faithfuls and curious non-believers making trips to the various sites. You can also designate some special ceremonies and rituals unique to each which provide a benefit to both groups, especially when they are sexual in nature. For example, a holy site in a forest grove may have a decadent feast and orgy ceremony or a holy site at a hot spring may have a relaxing massage ritual. For faithfuls this will grant them a temporary boost to the amount of divine energy they generate and for non-believers this will provide a boost to their conversion process as they are awed by the sites.

New sites can come into existence in one of three ways. The first is by taking over the holy sites of other religions. The second is by consecrating a massive amount of divine energy into a given location. And the last occurs when a major significant event related to your religion takes place, for example, a particular nun manages to convert an entire kingdom by herself or a small group of holy warriors rips and tears through an entire army of demons.

Artifacts [400 CP]
Plenty of different religions have a number of artifacts of differing importance. Most don't really have a functional use and tend to just be important due to being tied with a specific major event in a religion. However by taking this perk you gain a set of "holy" artifacts, one per domain, all of which are sacred to your religion and come with a powerful ability to give them a more functional use.

The overall design and ability of the artifact will default to being thematically appropriate to their given domain, i.e. a fire domain's artifact can take the form of a magical staff shaped a long candelabra that can absorb and nullify any and all kinds of fire or a water domain's artifact can take the form of a bowl which summons massive tsunamis when spilled, but you have free reign to design them so long as they aren't anything too large like a building. Each artifact also gains a lewd second ability which can be related to their normal one, and can change its appearance if you so wish. For example the aforementioned candelabra's second ability could be to use absorbed fire to shoot fireballs which inflict maddening rape rage or the aforementioned bowl's second ability could be to transform any liquid in a certain range into any of your sexual fluid.

You can also create minor weaker versions of your artifacts to give out as either gifts or badges of office to your followers with their production of divine energy gaining a boost while they have it.

Sword In The Light, Dagger In The Dark [400 CP]
In order to protect not only their faithful adherents, but also the lands upon which they dwell, many religions formed many different groups to defend and combat their foes, whether they be normal or more supernatural. So by taking this item you gain a ready force to aid in fighting off both overt and subversive threats. More specifically you gain a series of battle shrines plus their holy warrior contingents and an inquisition plus its hidden cells spread all throughout your nation.

The orders of battle nuns, shrine maidens, war monks, etc that call each shrine home are elite battle hardened warriors more than a match for less skilled forces multiple times their own size with raw skill alone with their leaders being experts in strategy and leadership. These orders can be used as an elite core of your larger normal armies, special forces to openly combat supernatural threats such as demons, undead, and the holy warriors/angels of other faiths, or they can be the foundation of fanatical crusading armies made of your faithful. Also similarly to **Missionary Churches** each order can split in half to found new ones to tackle new objectives or to bolster defenses in a specific area.

The inquisition and its various cells on the other hand are more covert in their efforts to eliminate enemies of the faith with all inquisitors being experts of stealth, subterfuge, assassination, and other such skills. The various cells of this inquisition can be used to do things such as counter similar organizations in other faiths, investigate and handle secretive supernatural things like demon cults, and generally be a secret faith police.

Both groups, similar to the servants in **Missionary Churches**, have undergone the process in **Sex Powered Faith** to gain access to powerful "spells" with the ones the holy warriors gain being heavily combat oriented with some buffing support "spells" and the ones the inquisition gain leaning more towards stealth and utility. Also both groups gain the ability to defeat and depower supernatural foes via sex, giving them an upper hand in such situations.

Scripture [600 CP]
The holy book/scripture of a religion can be a wide variety of things. Some read like a simple instruction list detailing how adherents are to behave and what ceremonies exist.

Others are a bit more colorful detailing its rules, ceremonies, etc as either a single sprawling story or a collection of smaller ones with both approaches having their own merit. So by taking this item you'll gain a big sacred holy tome/scroll with it detailing each and every facet about your religion, down to the most minute detail, taking ideas from your conscious and unconscious minds and formulating them in a perfect synergy between lavish stories and straight forward descriptions centered around you and others of your choosing.

These details range from different types of prayers and how they are done, to the various holy spells holy servants can have access to, to how churches and other religious related buildings are to be built. Any changes you decide to make to it, such as changing it so that all prayers need to be done while wearing a butt plug or that a form of greeting entails sucking off/eating out someone, will also become retroactive with your worshipers being none the wiser. And if someone who isn't one of your worshipers and doesn't have any deeply held religious beliefs reads the tome/scroll they become instant converts though work would still need to be done to turn them into fanatics.

But the main selling point of this tome is that it allows you to design and create your own functional ritual spells. All you need to do is specify what you want the ritual to do, such as terraform an area in a specific way or inflict a settlement with maddening lust, with the tome/scroll writing up a related ritual for it as well as a story centered around it if you so wish. This ritual will default to be thematic to what its intended effect is, but you can change this if desired. The power and scope of your specific end result can be increased at the start of the ritual, such as making the aforementioned terraforming ritual affect a larger area and become unable to be changed by anyone else, and when done causes said ritual to become longer and more complex as well as require a larger amount of divine energy.

Finally, the tome/scroll can make copies of itself allowing you to either make exact one to one copies, though without the ritual making effect, or split it into smaller volumes and editions such as having a single scroll with a single way to pray on it or one with every holy spell related to a specific domain.

Capstone Boosted: Now a supreme overlord like you needs a supreme tome to match to your big tome/scroll, as well as the copies you've handed out, become divine energy batteries able to store an infinite amount of energy produced by those who hold them. Besides becoming a battery the original tome/scroll and its copies can also use any energy stored in order to instantly complete any ritual with a drastically larger amount of divine energy needed to offset the lack of a physical ritual.

Atop The Highest Mountain [600 CP]
Many religions that have a vast pantheon usually have some sort of central location that they all either reside in or use as a central meeting point. From Mount Olympus, home of the Greek pantheon, to the Heavenly Domain of Chinese myth, these locations serve as centers of divine might from which their godly owners can, relax, rest and even govern if they happen to be divine rulers of their worshipers. So to further cement yourself as an actual religion and not just a dinky little cult, by taking this item you'll get your very own divine realm with various different features.

First, you have to decide whether it exists wholly within its own pocket dimension or is more of a half in, half out situation, with it having a concrete entrance in the real world whether it be a city or a ridiculously tall mountain. You also can open portals from the realm to areas where your faith is present with these either being temporary with a time limit or more permanent gateways. The size, and in the case of the temporary ones the maximum time limit, will scale with the amount of faith and devotion in an area such that if you opened a portal in a remote outback with few followers then said portal could only handle a handful of people at a time and if its temporary it could only last around an hour or so.

And second, you have free reign to customize and design the layout, environment, flora/fauna, raw materials, and other features of the realm. This also includes being able to set realm wide positive effects that apply to you and your companions/followers or negative effects that apply to invaders. By default these will be themed around your various godly domains such as a war god's realm being a graveyard of them and their followers past battles, but these features can be anything from covering the realm in lakes of your own sexual fluids, making deposits of a steel like self-heating metal, to making it so that all invaders' mental state slowly deteriorate. Though, similarly to the gates, the potency and power of the positive effects of these features depends on the amount of faith your worshipers have for you. For example, if you have no worshippers or the ones you do have barely pay attention to you then the aforementioned metal could only make itself lukewarm. You can also place your properties inside the realm to improve them in many different ways, but they are also adherent to faith restrictions.

Capstone Boosted: While a large new fancy home for a supreme overlord is all well and good if you want to run a proper religion you're going to need somewhere to send those faithful who die as an incentive for those who still live. So now your realm becomes a full bonafide afterlife.

First, you can now make use of the influx of faith to expand the size of your realm and set up an automatic system that takes care of your dead worshipers in whatever way suits your fancy. Maybe each of them gets their own personalized afterlife suited for their tastes, or maybe their souls get reformed into your own force of angels, demons, etc. And as an added bonus whenever you or your worshipers kill someone or something with a soul instead of being claimed by that person's god, or whatever normally happens to a soul after death, your afterlife realm will snatch it up and store it for whatever purpose you may have.

Second, as a way to help build your own pantheon without always needing to subvert and/or break other gods your realm gains a big ass cauldron located somewhere in it. This cauldron, after being fed a truly enormous amount of faith, can condense it into god-spark crystals that when eaten grant someone their own infant god-spark as well as their own godly domain that is somewhat related to one of the ones you have. If you want to grant them more than one domain and/or a domain that is in no way related to any of yours you're going to need a god to sacrifice. After getting your hands on one all you need to do is toss them in the cauldron whereupon all of their godliness will be boiled out of them and into the crystal. This also removes a good amount of the faith needed to make a crystal, but adds on a time requirement to boil out all of their

godliness with the stronger the god the less raw faith is needed and the longer they need to steep.

Slaving Despot

V.I.I. (Very Important Item) Info [100 CP]

In the world of commerce there will always exist items that are both highly sought after and incredibly rare, if not one of a kind. Due to this people and groups will pay exorbitant amounts of money in order to get their hands on them, sometimes even to only get info on their whereabouts. So to allow you to cash-in on this by taking this item you gain access to a special news source which can be a newspaper, website, etc.

This news source specifically deals with various rumors about the location and ownership of various highly sought after resources allowing you to quickly scoop them up when they become available.

Slave Market [100 CP]

Being a slave master and trainer is all well and good, but if you don't have a way to ship out those that you've managed to break all that hard work will be for nought. So by taking this item you gain a series of large scale bazaars spread all throughout your nation. While they mainly deal with the buying and selling of many different kinds of slaves, various types of other small businesses, including those that would be illegal in the wider world, also make their home there. From massage parlors, to brothels, to drug shops, to restaurants all working together to bring you and your nation a mighty fine profit.

Each bazaar also comes with a staff of loyal and competent slave traders and trainers who besides dealing with slaves can also run various sea, land, and air trade routes to other nations with them being especially adept at smuggling illegal goods, such as slaves, past most blockades or checkpoints.

Negotiation Room [200 CP]

Being an adept business person as yourself it's more than likely you're going to be making plenty of different deals with plenty of different people or groups. And while some of these deals aren't critical some most definitely are so you're going to need every leg up that you can get your hands on. So by taking this item you gain a series of special strip club brothels spread throughout your nation.

These brothels, besides being a large profitable source of income for your nation, seem to play host to most, if not all, of the deals made within your nation's borders. This is due to each one having a special "pull" on those making a deal with you, your companions, or any of your citizens with you all able to suggest it as a meeting place with the opposing party usually accepting and willing to travel long distances to get to them. Once inside the brothel will confer a special effect upon both sides of the negotiation. For you and your companions/citizens all of your relevant negotiation skills, such as charisma and mental quickness, will see a moderate boost with these same skills being reduced for the opposing party as well as making them a bit more susceptible to any and all attempts at using mind games to trick them. This goes double if you and your companions/citizens make use of the dancers or prostitutes during the negotiations, either personally or by "generously" siccing them on the other party, both of which magnify the aforementioned buffs and debuffs.

Slave Trancer [200 CP]

Usually when going through the arduous process of breaking someone down to then build them back up into a model slave slave trainers like you have a sort of archetype they want said slave to fall into. Whether it be just a simple cock/pussy addicted slut or a highly outgoing, but obedient secretary it can be hard to get a slave to perfectly fit the role, but by taking this item you gain a tool perfect for the job.

Taking the form of some kind of brainwashing fuckmachine upon strapping a slave into it you can designate a specific personality archetype to be forcibly implanted into them which can either be a few generic keywords or a highly complex and multifaceted personally brainstormed by you. The time and number of sessions it takes for the new personality to take root is dependent on two main factors. The first is how different their original personality is from the new one and the second is how obedient the slave in question is. So the more radically different the new personality is and the more rebellious a slave is, when their rebellious nature isn't an intended act on their part, the more sessions it will take to erase the old personality.

Raider Bases [400 CP]
The cornerstone of any slaving empire raiders are going to be your main force in acquiring new stocks of fresh slave meat. Alongside that they can also be used to enrich you and your nation with the riches they may also plunder when they do go raiding as well as to weaken any competitors. So by taking this item you gain a series of raider bases spread all throughout the local setting.

Each base, which can be anything from a secluded cove, a deep cave system, or a remote space station, comes staffed with a medium size force of raiders with enough vehicles to ferry them to and from raids. Each raider is a highly skilled fighter with them being experts at leveraging their small numbers and using lighting raid tactics which include being able to strip down something like a small house in less than a minute. Their fleet of vehicles are also related to their location and the setting with them all being souped up to boost their speed, stealth, carrying capacity, and fire power. For example, if the base was on land it could be a fleet of something like repeating crossbow mounted wagons if the setting was fantasy or a fleet of technicals if the setting was modern day.

And as an added bonus your raiders seem to have a special protection against others trying to put an end to their raiding. More specifically foreign powers, at least at first, seem to underestimate the severity and danger of your raiders and are content to either keep ordering local militia and the like to handle the situation or sending small token military forces for a good deal of time. When they eventually decide to take your raids seriously and as they send larger forces and spend more money it paradoxically makes it harder and harder for them to actually deal with your raiders and can even massively backfire on them. For example, if they send a large space navy to find your hidden space station then there's a high chance that not only do they fail to find it, but they may end up easily walking into an ambush allowing your raider to heavily damage them and even capture some of their ships.

Case of Joy [400 CP]
When you're in the market of trying to formulate deals with people sooner or later you're going to run into people who want absolutely nothing to do with you. Maybe they disagree with your ethics or way of doing things or maybe you two are on opposite sides

of a conflict and they don't want to aid the enemy. So to help open up these reluctant future deal partners by taking this item you gain a special briefcase.

When it's opened in the presence of someone you want to try and make a deal with it will generate a single item that said person really wants that isn't one of a kind. It could be something like a once a decade vintage wine or a limited edition copy of a video game. Said item won't be enough to get them to agree to anything and everything you propose right off the bat, but it will get you a foot in the door if they were refusing to deal with you in the first place and makes them more open to "sensible" deals. This case closes and refreshes itself a month after its use.

.99¢ Factory [600 CP]
In order to outcompete and drive your competitors into bankruptcy you're going to have to find ways to produce what you do cheaper and quicker. By doing this you'll be undercutting them in such a way that they won't be able to match your ridiculously good prices and in the end that's really what most customers care about. So by taking this item you get blueprints for a special kind of factory which can be modified to produce almost anything.

Once they start their production cycle the special quality of the factories will become apparent as whatever item a factory has been modified to produce will be made with a fraction of the normally needed resources and in a fraction of the normal time. With this you'll be able to flood the setting wide market with a metric ton of goods that even if you were to mark up by a few hundred percent would still be cheaper than anything your competitors could make. Also the non-functional attributes of the produced goods gain a massive boost so, for example, a frozen hamburger made in the factory would look , smell, and taste better than one made by a master chef, but wouldn't provide any more nutrition. Or a piece of armor would feel a lot more comfortable to wear, but wouldn't provide any more protection than a similar piece that was made with the exact same materials in the exact same way.

Capstone Boosted: But why should a supreme overlord like you be content with beating your competitors economically and with perceived quality when you could also do it by being blatantly better. So now everything that flies off the conveyor belt of one of these factories gains two major boons.

The first is that instead of just improving the non-functional attributes of the finished goods the factories will now also improve the quality aspects of what they make by a large amount. For example, a drug factory will produce drugs that have a better, longer lasting high with reduced negative side effects or a car factory will make cars that can go farther on a lot less fuel. And the second is that anyone that makes use of what any of the factories produce seems to gain an addiction to them with them always preferring to buy/use these products over those of your competitors. This even manifests as them gaining a subconscious aversion to anything not made in these factories which gets stronger and stronger the more they make use of what comes out. This can reach such a point that you could honestly drive every business in the setting into bankruptcy if no one is able to figure out what's happening and stop you, so as a bit of precautions this addiction effect can be toggled.

Market A.I. [600 CP]
One major element of trying to be a major figure in the world/galactic economy is that a shit ton of guess work and estimations need to be done. From trying to figure out what's going to be the next hot commodity to figuring out what the next move of your competitors is, if you're able to accurately predict these things then you'll easily rise to become an economic juggernaut. So by taking this item you gain a special tool to give you an extra leg up.

Taking the form of an A.I inhabiting a magical and/or technological supercomputer, said A.I is capable of keeping perfect watch over the world, underworld, and stock markets from which it can accurately predict when various different goods, services, and stocks will become hot commodities and when they'll crash with a margin of error of about a week. This includes things as broad as meat or blacksmiths to things as specific as a single type of drug or a particular type of artist. The A.I can also tell where said commodity will become high in demand as well as the profit you stand to gain.

Capstone Boosted: Though it wouldn't be enough for a supreme overlord like you if all the A.I could do is track just track the various markets. So now not only does the A.I. give you the market predictions massively in advance, it also grants you confidential info about your competitors. This can range from picking up their purchase record and extrapolating what the secret ingredient in their soda is or pinpointing the locations of their factories and R&D centers by triangulating their transportation routes. Perfect for removing the uniqueness or letting your raider run amok amongst your competitors.

Manipulative Monarch

Rumor Packets [100 CP]

The foundation for a wide host of different plans, blackmail can function sort of like a currency. Through various means you spend it to get other bits of info or to force specific people to help you. So by taking this item you gain a starting supply of the stuff.

Taking the form of around ten info packets, upon opening one while thinking of a specific person you each will grant you a single piece of black mail on them. The blackmail in question will be minor, and trends towards being sexual in nature, so you can't just instantly force anything big out of the person in question, but it will be the perfect jumping off point to gather more blackmail through various means.

Each packet will reseal and refresh themselves a month after being used.

Loose Lip Establishments [100 CP]

As an up and coming planning mastermind you're going to need some way to secure various kinds of information both to directly aid in your planning as well as to use as blackmail. One method that, while passive in nature, is basically unable to be tracked is using various social businesses to pick up on the loose lips some people have. So by taking this item you gain a series of popular social establishments found spread around in other nations which can range from bars, brothels, to gentlemen clubs.

They tend to be found around "important" buildings and locations such as a military base or a governmental office and always seem to get frequented by those trying to keep secrets or conduct back alley deals. Anyone, besides your companions and followers, that spends time in the establishments will have a high chance to have uncharacteristically loose lips with a misplaced confidence that no one will either hear or remember what they say in the din of the business.

Each comes staffed with workers that are completely loyal to you and skilled in passive observation and info gathering such as knowing how to butter people up to get them to blab. And they will also carefully sort the various bits of info and gossip they record to your specifications before sending it off to you including information of who they got it from.

Personal Sanctuary [200 CP]

One of the iconic images of an infiltrating spy is them having some sort of safehouse that doubles as a luxurious penthouse. Not only does this combo provide high class accommodations it makes it very easy for the spy in question to juggle their duties alongside any false persona they took on. So by taking this item you gain a set of similar buildings.

They basically take the form of a series of lavishly decorated and furnished penthouses throughout every major city in the world or worlds. They also, similarly to **Loose Lip Establishments**, are all suspiciously close to things like government buildings and the like with this fact drawing little to no suspicion. They come stocked with various high quality amenities, such as alcohol, drugs, and sex toys, and comes with a large number of bedrooms.

But far from being just fancy living spaces these apartments also come with various spying equipment, perfect for letting the apartments serve as central hubs for you and your spies. This includes supplies like place-able cameras, silenced handguns, and electronic lock crackers as well as a command/control center and mini dungeon. The entire penthouse is also thoroughly bugged with audio and video recorders that have full coverage and are nearly undetectable plus has an immunity from being spied on from the outside. Whether someone uses magic, technology, or even a good old fashioned stakeout with binoculars, no one will be able to figure out what happens in them unless they break in or get invited.

Each also comes staffed with unbreakably loyal servants dedicated to both taking care of the places, especially when they aren't in use, and serving as a central command and back-up to spies in the local area.

Similar apartments can be found in future jumps in similar locations.

Conspiracy Webs [200 CP]
As a scheming planing chessmaster it pays to have detailed reports on various different people, places, and objects which are mainly used to help formulate your plans. And while standing in a darkened room pouring over a complex spider web of strings tying together various pieces of info may be fun to some, it would be nice if such guess work was automatically taken care of. That's where this item comes in as by taking it you gain a database which automatically updates itself with every bit of knowledge you and your minions know about other people, objects, locations, events, etc and crunches them into easy to read reports.

Besides just being a report compiler the database can also establish links between the various reports even when you don't know the particular bit of linking info. For example, it could link a specific person with a specific company, but unless you already know in what way they are connected, said link could be anything from that person being a simple worker at that company to that company having kidnapped that person's family and is using them as collateral. Also to make a more than likely massive database a bit more user friendly it also comes with a search engine which can search specific reports with various parameters such as all building reports in a specific area or all reports linked to a single person.

Spyglass [400 CP]
In the world of espionage one of the most common ways to protect what you don't want others to see or know about is masking it in some way. From simple invisible ink written letters, to an illusion masking a file room, to a computer screen that requires special glasses to view, all have their uses when trying to trip up spies and the like. But it'd be a shame if such things fucked over any of your agents so by taking this item you gain your very own "Spyglass" which is a device that can aid in your own spying efforts.

It can come in multiple different forms such as a pair of glasses, a helmet visor, magical tattoos around your eyes, or even as a pair of cybernetic eyes. Upon wearing/installing them you will be gifted with a highly advanced x-ray vision as well as the ability to see through technological, magical, or mundane methods of masking things. With both you'll

be able to find all but the most masterfully hidden or illusioned secrets/traps and even then you'll at the bare minimum know some things up.

Spyglass can also be used to detect clues, such as fingerprints on a keyboard or hair follicles in carpet, as well as poisons and other chemicals. And also protects its user against memetic or cognito-hazards that enemies may have placed to protect things.

Comes with blueprints to create more "Spyglasses" of various types.

Infiltration Society [400 CP]
While **Loose Lip Establishments** is a great source of mass information, sooner or later you're going to need to get your hands on info that can't simply be overheard in a bar. Usually this is going to be things known by high ranking members or an inner council of an organization. So by taking this item you gain a special group perfect for the task.

Taking the form of a group of highly skilled infiltrators who all moonlight as a rent-a-lover service, each member is highly adept at embedding themselves deep within enemy organizations and governments by finding emotionally vulnerable members within and latching on to them. Once they've found and picked a suitable target an agent will then use seduction and copious amounts of sex to wrap their chosen target around their finger and get them addicted to any amount of attention they give. From here on the victim effectively becomes a temporary turncoat with them willing to give any and all information they have on their organization as well as subtly sabotage it, such as by hiring some of your other agents, in order to have more interactions with your honeypot agent.

Though this still probably would only give back a limited amount of info so as an added bonus for as long as an agent is mingling with a target said target seems to gain extreme luck when it comes to getting promotions. This allows them to rapidly climb the ranks which not only grants you access to more important info and the more sensitive inner workings of their organization it also pushes them further into the embrace of your agent as they will tend to attribute this good fortune to them.

Grand Chessmaster's Table [600 CP]
One thing that you have to be aware of as you go about concocting and formulating your scheme is that there are plenty of people outside of your influence doing the exact same thing. Some of them will be targeting other big players in the setting while quite a few will have your head in their crosshairs. So to get a read on what other chessmasters are doing as well as to provide you a bit of protection by taking this item you gain a special kind of chessboard.

While it looks completely mundane, and can even be used to play a game with customizable chess pieces and self generating opponents, its true purpose reveals itself to you as it transforms with nothing, but a thought. In its transformed state the checker pattern of the board is replaced with a 3D or 2D map of your local area. From it you can see indicators in the shape of chess pieces which represent various ongoing schemes and upon tapping or picking one up you'll be shown some basic rough details of the scheme in question such as the intended target, what end goal the scheme is trying to fulfill, and the identities of some of the conspirators as well as some changes the

ringleader's make. The amount and detail of the info depends on the danger/importance of a scheme, either in relation to the setting at large or to you, your companions/followers, or your properties, with this "threat" level determining which piece represents a scheme with the scale going Pawn -> Bishop -> Knight -> Rook -> Queen -> King. For example, if the scheme is just to rob a corner store you own or break into an apartment complex then it would be represented with a pawn and you'd know basically everything about it from everyone involved to the specific date they intend to enact certain steps. But if the scheme was to scorch your nation's farmland then it may be represented by a knight or rook and you'd know some low to mid level conspirators and a few of the farms they intend to target.

And this map isn't just limited to your local area and can be calibrated to show the entirety of the setting or other specific areas of it. Due to the overabundance of schemes this will end up showing you specific search criteria such as all schemes against a specific target or schemes whose end goal is to assassinate someone.

Capstone Boosted: Though as a Supreme Overlord it would be remiss of you to not be able to indulge in your possible chess hobby while also furthering your own plans. So to help in that the chess table has gained a major upgrade.

Now, upon touching one of the piece indicators, you can choose to initiate a game with the table generating an opponent based on the mastermind of the scheme. The pieces that you and your opponent use represent "assets" that the opponent is making use of for their scheme and that you are dedicating to interfering with said scheme. This would include things like minions, properties like bases, or important items/info with their importance or usefulness determining if they are a pawn, knight, etc. The more assets you are committing the more pieces you have to play with and vice versa with the board also getting larger as well.

The game itself functions like a "what-if" simulation letting you play out specific avenues of interfering with the scheme in question with the table translating your possible actions, such as assassinating members of the scheme, into complex series piece movements with the opponent responding in the exact way the scheme's mastermind would and with the same level of skill. When "capturing" an enemy piece one of two things will occur, depending on what action leads to the capturing. If it was something like subverting members of the scheme to your side or stealing an important item then the enemy piece switches allegiance and moves to your side of the board. If it was something like assassinating an important member of the scheme or blowing up one of their bases then the piece is moved off the board and to the side.

Once you have "captured" at least one enemy piece you can choose to materialize what it represents into the real world. For example, if you killed an important member of the scheme and moved their piece to the side, then materializing it will cause said person to instantly die in the manner that was played out.

The Society of Chessmasters [600 CP]
Most people are of the opinion that chessmaster are solitary predators, with them violently, but subtly reacting when word reaches them that another chessmaster has muscled into their area. And who could blame them as a staple of many stories is that

chessmasters tend to wield their plans like a warrior wields their sword against their peers. But by taking this item you'll show them that such a stigma doesn't apply to you and that you're all the more dangerous because of it.

More specifically you gain a special membership to a secret society made up of the elite upper strata from all around the setting which range from scheming nobles, amoral tech conglomerates, crooked high government officials. These elites are united in their shared hedonistic, immoral, and reckless tastes and have no care about things such as national loyalties nor morality with the society as a whole serving as their own playground where they all can scheme and formulate complex, and more than likely sexual in nature, plans against those both in and outside the society.

With your special membership you are allowed to request aid from the members of the society, which may include things like handing you top secret documents from their parent organization or obliterating roadblocks in your plans you'd normally have to devote a massive amount of time to. Also be aware that this aid will always necessitate payment of some kind whether that be something like a bribe of a really rare and specific item, allowing them to tack on extra, more difficult objects to your current plans, or flat out off loading one of their current plans onto you for you to finish. You also gain protection from the machinations of the society which means that so long as you don't make moves against members they won't go against you, though if you do manage to out-plan and take out someone in the society their rivals may want to form a more permanent and beneficial partnership.

In future jumps you gain membership to similar societies.

Capstone Boosted: Though it would be unbecoming of a chessmaster supreme overlord to just simply be an honorary member of this society so now you have complete ownership and loyalty of the society allowing you to use it as your own personal pool of chessmaster minions and access to all the resources and secrets of its members. Plus the society will follow you on your chain with the members implanting themselves into similarly lofty positions.

Jump To Table Of Contents

Lair of Your Own

Now you wouldn't be an overlord if you didn't have some kind of lair for you and your minions to operate out of. And like their owners, lairs come in a wide variety of shapes, sizes, and purposes. So in this section you'll gain your own special lair along with **1000 LP** in order to customize it to your wants and needs. You are also able to spend CP to get more at a 1CP:2LP conversion.

Type [Free]
One of the first major considerations for your lair is what basic type it will fall under with the two broad groups being a "Stronghold" lair and a "City" lair of which you can only pick **one**. This choice will also grant you the 100 LP tier of specific lair options for free, though you can forgo any number of them which gives you a "refund" of 100 LP per option refunded.

A "Stronghold" lair, which could be something like a space station or a stereotypical dark tower, while smaller and less populated has the advantages of being easier to defend due to being easier to hide and not having to account for a "useless" civilian population. Also, due to its condensed nature, its amenities and starting minion pool will be of a much higher starting quality and skill than a "City" lair and has a special "synergy" feature. With it, all amenities and future upgrades/additions you make will synergize with each other, increasing their capabilities and creating special interactions you can take advantage of.

On the flip side a "City" lair, which would be your nation's capital and can be a land city or a space habitat, is a bit harder to defend due to it more open/public nature and need to factor in a civilian populace into its defense, but comes with a lot more space and allows more mundane and minor tasks to be offloaded onto said civilian populace freeing up your minion pool. And while a "City" lair's amenities and minions, including civilians, are less skilled and of a lesser quality when compared to a "Stronghold" lair, they are much greater in number, with the lair coming with a "duplication" feature centered around a walled/sectioned off personal palace somewhere in the "City".[See Notes]

Size [Free-300 LP]-100 LP Tier Free For "City" Lair
While size isn't everything when it comes to a lair the extra space for more minions facilities, and defenses can't be understated. So by purchasing a tier you'll be able to make your lair large enough to carry your ambitions. **For "City" lairs the text refers to the size of the settlement attached to your palace with the palace being the same size as a "Stronghold" lair of the same tier.**

At its free tier you gain a lair that is utterly average when it comes to its size, as much as a lair can be considered such. A "Stronghold" lair may be a moderately sized castle or space outpost while a "City" lair would be a moderately sized town or space station

At its 100 LP tier you gain a lair that's above average in terms of size. A "Stronghold" lair at this tier could be a large fortified cave complex or space fort while a "City" lair would be something bordering on a large town/small city or large orbiting habitat.

At its 200 LP tier your lair is now something that can be considered “average” for the big players. A “Stronghold” lair at this tier could be something like a large castle complex or space battlestation while a “City” lair would be a sprawling and bustling city or a spaceborne metropolis.

And at its 300 LP tier your lair is huge with some thinking that you're overcompensating for something with its size. “Stronghold” lairs at this tier effectively becomes cities with the amount of space they have such as a fortress built throughout an entire mountain or a space bastion while “City” lairs effectively become micronations on land or small planetoids in space.

Location [Free-300 LP]-100 LP Tier Free For “Stronghold” Lair
While some would believe that an overlord’s lair can simply be placed anywhere there are some major considerations that go into it. As the seat of your power and your central base there are plenty of people on the lookout for it in order to blow both it and you up. So by purchasing a tier you’ll be able to place your lair in a location that's both hard to find and treacherous to venture into. Also as a bit of insurance your minions or people that you invite/want to visit you will never be hampered by the location of your lair.

At its free tier the land around your lair isn’t any more difficult to traverse then other places and while not broadcasting its location it isn’t hidden or obscured in any way.

At its 100 LP tier the land around your lair becomes moderately dangerous for the unprepared due to hazardous terrain and/or aggressive, but mundane wildlife. Maybe your lair is surrounded by suffocatingly thick forests with packs of man-eating wolves or a section of space with protective asteroid fields. This slows down any invaders and inflicts casualties as they try to navigate towards your lair, but proper planning on their part will mitigate this. Said navigation is also hampered by your lair being obscured necessitating invaders having to send out dedicated scout parties for a week or two.

At its 200 LP tier the land around your lair becomes deadly for those who seek to tackle it. Maybe your lair is surrounded by a highly poisonous and disease ridden bog with giant man-eating crocs floating around or maybe the section of space your space habitat is in gets random powerful bursts of gravidic energy which can rip ships apart. These hazards need the utmost preparation by your enemies lest their entire force get cut down before they even reach the lair proper, and even then they will take significant losses. This isn't helped by your lair being even more obscured needing constant and intensive searching to even catch a glimpse of it.

And at its 300 LP tier the land around your lair seems to have come alive and it has a burning hatred for those who dare try to assaile it. Maybe your lair is situated on top of a super volcano that intelligently opens lava flows, rearranges its craggy surface, and somehow commands burrowing lava worms against invaders. Or maybe the part of space it's in has fields made of super dense asteroids with minds of their own that bombard and corner enemy ships while a massive pod of space whales finish things off. Your enemies will either have to sacrifice untold amounts of men, use high level “magic”/high tech, or pray for a miracle. And that goes for finding your lair as well with powerful “magic or tech needed to even start the process of trying to locate it.

Resources [Free-300 LP]-100 LP Tier Free For "City" Lair
Due to the fact that your lair may come under siege by your enemies, among other concerns, it pays for your lair to be self-sufficient. So by purchasing a tier you'll be able to seed the immediate area around your lair with resources aplenty.

At its free tier your lair has just enough to survive which primarily consists of food, like arable land, hydroponics and/or grazing land. There also exist minor deposits of crafting materials such as stone, metal and other bits of plant life, but if you plan on making a lot of things in-house you're going to have to rely on imports from the rest of your nation.

At its 100 LP tier your lair has lept past basic self-sufficiency and entered into the realm of self-growth. It now has enough resource "nodes" of high quality food and crafting materials that you can easily build up a reserve surplus, making it hard for enemies to try and starve you out. It also makes it much easier to keep your minions well equipped and stocked.

At its 200 LP tier instead of increasing the output of your lair resource production you instead gain access to a few moderately powerful supernatural resources. Maybe they are a type of magical plant that can make strong healing potions or a metal that gets hot when chilled or cold when heated. These new resources aren't on the same output level as your lair's more mundane resources, but they still are plentiful.

And at its 300 LP tier you gain a single powerful supernatural resource which in time will become a symbol of both you and your minion forces. Maybe it's an ore that amplifies any enchantments applied to it or a tree whose sap induces perfect regeneration. This powerful resource, at least when compared to the other resources of your lair, has low output necessitating you carefully ration/stockpile it.

Population [Free-300 LP]-100 LP Tier Free For "City" Lair
While it isn't a surprise to say this, minions are the backbone of any competent overlord as they are the ones that allow them to focus on their speciality. As such most of the grunt work falls to them and as such having enough is a major consideration. So by purchasing a tier you'll be able to swell your numbers. For "City" lairs they also gain a civilian population that's around **ten times** the size of their number of minions.

At its free tier you gain a population of minions that would effectively be a skeleton crew, the bare minimum needed to make sure the various amenities your lair has can run. This will make things somewhat difficult in the beginning as too many casualties will impact the functions of your lair.

At its 100 LP tier you gain a more sizable population of minions, enough that you now have a reserve of them which can easily be shifted to focus on more specialized/numerous tasks without impacting the base function of your lair.

At its 200 LP tier you gain a mighty host of minions enough that you can keep a constant rotation of missions going, never letting your enemies experience a peaceful moment if you so wish.

And at its 300 LP tier rather than grant you a further increase in the starting amount of minions you have, it instead grants you a revive function for your non-companion minions. When they die they immediately respawn back at your lair in their bed.

Population Skill [Free-300 LP]-100 LP Tier Free For "Stronghold" Lair
But numbers aren't the only important part of your minions as a gaggle of bumbling idiots will hinder rather than help you. So by purchasing a tier you'll be able to increase the average level of skill among each and every one of your minions, turning them into a force to be reckoned with. Purchases here also turn some minions into capable instructors in order to pass their level of skill onto fresh recruits.

At its free tier your minions are totally average when it comes to their capabilities with maybe a fourth being above average. They won't be winning any awards, but you won't have to worry about things going awry due to simple incompetency.

At its 100 LP tier your minions become skilled experts in their respective fields with said skills branching out into more specialist fields. The fourth that normally stand above the rest have also become more formidable in their capabilities, reaching the bare minimum needed to be considered "elite".

At its 200 LP tier your average minion has reached elite status, being more than a match for the so called elites of your enemies whether they be foreign nations or hero organizations. The fourth that stand above them have become even more formidable, able to stand toe to toe against any number of veteran hero groups.

And at its 300 LP tier your average minion has become so skilled that even elite hero groups have trouble dealing with them. The fourth that stand above them are now at a point where the likes of other overlords and destined heroes may struggle with them.

Amenities [50 LP]-(Five Free Purchases For "City" Lairs)(Three Free Purchases For "Stronghold" Lairs)
As the main base for you and your minions to both live and operate out of it takes various different amenities to make things run. From the obvious like an armory and the workstations within to the less obvious like a bathroom these elements come together to make sure the lair can run properly.

By purchasing this, which can be done multiple times, you can add extra amenities outside of your starting allotment. Speaking of that allotment regardless of if you buy extra amenities/facilities your lair will come with the following. A throne room, an overlord bedroom, minion barracks, a kitchen with a pantry/fridge, storerooms, an armory, a workshop, a treasure room, a dungeon with separate torture chambers, utility rooms like bathrooms, and an assortment of empty rooms to decorate at your leisure.

Facility Quality [Free-300 LP]-100 LP Tier Free For "Stronghold" Lair
In any lair there exists multiple different facilities that are essential for making sure everything runs, from kitchen to workshops to even the barracks. Making sure these are functioning to the absolute maximum is the key to making your lair all the more formidable. So by purchasing a tier you'll be able to increase the quality of these facilities and the tools found within them.

At its free tier your lair's facilities will be utterly mundane, but extremely high quality.

At its 100 LP tier your lair's various facilities get boosted with various mid range "magical" and/or high tech addons. This makes them much more efficient such as a forge having magical enchantments to generate heat that is hotter and more easily sustainable or beds that always guarantee a restful night of sleep.

At its 200 LP tier your lair's facilities have reached a level of their own with the various bits of high tech/magic outclassing anything found in the setting with many believing you've come from far in the future. They also gain the ability to impart moderate benefits to those that use them or to what is created in them. For example, your kitchen(s) may now be able to produce food that grants various different buffs to those that eat them or your weapon forge may impart any weapon made from it with a bleed effect.

And at its 300 LP tier your lair's facilities are able to impart even stronger effects. For example, maybe every bed gives its occupant a powerful day long buff or your armor foundry grants its produced armor the ability to absorb harmful magic and reflect it.

Industry [Free-300 LP]-100 LP Tier Free For "City" Lair
While most don't view an overlord's lair as some kind of factory there exists those who seek to turn their lair into a beating heat of industrial production. So by purchasing a tier you'll be able to bump up the output of industrial goods.

At its free tier the industrial output of your lair is no higher than normal.

At its 100 LP tier your lair's production facilities, weapon forges, kitchens, etc, gain extra work stations more suited for industrial levels of output. With this you'll easily be able to keep your minions well stocked.

At its 200 LP tier your lair's industrial output gets further increased, both due to bigger workstations and the use of high tech/magic, to the point that even a "Stronghold" lair could become a major industrial center in your nation.

And at its 300 LP tier rather than simply increase the raw production capabilities of your lair it instead makes it so that all of your production facilities are able to make more output with less input.

Defenses [Free-300 LP]-100 LP Tier Free For "Stronghold" Lair
For an overlord it is not a matter of if, but when their lair will come under attack, either by rivals or the forces of good. When that time comes you'll want the means to grind any invaders into bloody smears upon the ground. So by purchasing a tier you'll be able to bulk and beef up the various defenses of your lair. Also as a bit of insurance you don't have to worry about your defenses, such as traps, negatively affecting your minions such as hampering their movement through your lair.

At its free tier the defenses of your lair are mainly passive with you having to rely on simply sturdy walls/hulls and some basic traps. You do however have a few offensive tools in order to prevent the enemy from simply plinking you to death.

At its 100 LP tier your lair's defenses get taken up a notch with its walls/hulls being reinforced and your offensive defenses able to reach out farther and hit harder. Also the interior of your lair gets a makeover as well, with its layout becoming confusing for invaders and playing host to numerous traps.

At its 200 LP tier besides a further increase to your lair's walls/hulls, offensive tools, and traps via the application of high tech and/or "magic" special choke points are littered throughout it. These choke points, and the paths to them are specially designed such that invaders more often than not have to go through them, unless they have powerful magic or tech, with everything about them designed to make them into charnel houses.

And at its 300 LP tier your lair's defenses are simply refined to the highest level. Your walls/hull are now tough enough through the use of powerful "magic" and/or high tech that equally powerful methods are the only way to crack them. Your offensive emplacements have such strength and range that you could easily snipe any invader before they catch sight of your lair. And your traps are spread throughout every single inch of your lair and are so debilitating and deadly that going through them is akin to feeding your hand into a meat grinder. All this goes double for your lair choke points as not only are they even tougher nuts to crack various factors make it impossible for invaders to bypass them.

Nation of Your Own

And as an overlord wouldn't be considered shit if they didn't have a lair of their own, they especially wouldn't be considered anything if they didn't have some form of nation under their control. Without one you'd be no different than all the other villains running around. So to give you a good starting point this section will grant you a nation of your very own with a budget of **1000 NP** in order to customize it with you being able to spend CP to get more at a 1CP:2NP conversion. And as an added bonus you can pick four options, excluding **Population: Species**, to gain the 100 NP tier in for free.

The Land

Size [+100-300 NP]

When it comes to nations bigger, at least to most people, is usually better. Not only will it grant you more room to play with in terms of population and settlements it also grants you a proportionally larger bounty of natural resources to draw from. But that doesn't mean that smaller nations are hapless fish in a barrel with examples of microstate superpowers all throughout fiction. So by purchasing a tier you'll be able to increase the starting size of your nation.

Your purchase here will also be adjusted for the general setting that you find yourself in so take the below examples as an extremely rough guide. For example, a medieval fantasy nation would be measured in terms of Sq Km/Mi whereas a sci-fi nation would be measured in terms of planets or star systems. This also applies to more specific settings so a "large" sci fi nation in a setting limited to a small part of a galaxy would be smaller than one in a setting that spans an entire galaxy.

At its +100 NP tier you can choose to have your nation's starting size be tiny relative to the rest of the setting. Whether that be a city state in a fantasy setting or a planet state in a sci-fi one.

At its free tier your nation's starting size is "average" for as much as the word could be applied. Whether that be something like country similar to Spain for a fantasy setting or a space nation that spans dozens of star systems.

At its 100 NP tier your nation's starting size is "large". Whether that be a nation the size of Egypt in a fantasy setting or a space nation comprised of hundreds of star systems.

At its 200 NP tier your nation's starting size is "huge". Whether that be something around the size of the Middle East in a fantasy setting or a space nation that has a few thousand star systems within its borders.

And at its 300 NP tier your nation's starting size is "enormous". Whether that be something equivalent to the British Empire in a fantasy setting or a spacefaring empire with tens of thousands of star systems.

Environmental Makeup [Free-100 NP]

Besides size another major component of a nation is the various environments that make it up. From rolling hills and suffocating jungles to asteroid belts and ocean planets, what environments a nation has plays a major part in determining various things such

as what resources can be found, how settlements are constructed, etc. So by purchasing a tier you'll be able to determine what environments can be found in your borders.

At its free tier you will be able to freely customize your nation with mundane environments and natural features with the exact ratios and location up to you. For example, making a planet bound nation a mixup of rolling hills, dense forests dotted with lakes and rivers, and a few mountain ranges. Or making a solar system of a space faring nation have a few earth like planets, a yellow star, and an asteroid field.

At its 100 NP tier you'll be able to throw some more "unnatural" environments and natural features into the mix. For example, making a planet bound nation a mixup of giant mushroom forests, floating islands with waterfalls, and a massive lake of gel. Or making a solar system of a space faring nation have a planet made of crystals and a technicolor strobing star.

Resource: Abundance [Free-300 NP]
A good chunk of war is fought over access to various different types of resource. Whether they be over absolute necessities such as securing fertile farmland or for more economic reasons such as warring over an area rich in gemstones securing the material needs of your nation is going to cost blood in most cases. That is unless you purchase a tier in this option which will increase the abundance of your nation's natural bounty. This "natural bounty" includes things like fertile farmlands, deposits of ore/gemstones, etc.

At its free tier your nation's bounty of natural resources is average for your size. Your people won't be going hungry nor will you run out of things like common metals and the like, but big major projects will require you to stockpile resources for a while, import the needed materials, or conquer an area with more abundance.

At its 100 NP tier your nation becomes quite wealthy in terms of raw materials, enough that quite a few of your peers may be eyeing your nation with jealousy. Your people will never want for food and you'll have enough resources to constantly do large, but still reasonable projects like building new cities. You could also rake in some money selling your excess to less fortunate nations as well.

At its 200 NP tier your nation is best described as the setting's biggest pinata, with other nation's looking like destitute barren wastelands in comparison. Its to the point that you could start multiple extravagantly wasteful projects and have their losses be nothing more than a drop in the bucket.

And at its 300 NP tier rather than simply increase the amount of resources that can be found in your borders it instead turns your nation into a never ending fountain of resources. More specifically all your non-renewable resources (Like ores, stone, oil, etc) will grow back with the exact rate of regrowth being dependent on their rareness, the more rare the slower they regrow. Your renewable resources (Like trees, crops, and livestock/wildlife) also get a huge bump to their regrowth rate/population growth and you never have to worry about negative side effects because of this.

Resource: Quality [Free-300 NP]

While having an overflowing abundance of resources is good, having a supply of more powerful resources is of equal importance. Plenty of nations have built their power and fame by being lucky enough to have deposits of normally rare resources in their borders. So by purchasing a tier you'll be able to seed your nation with supernatural material. Also the exact type of resources your nation has by default are flavored by your choices in **Environmental Makeup**, for example, a mushroom forest having giant mushrooms instead of lumber.

At its free tier the natural resources of your nation are utterly mundane, but they are also extremely high quality with you and your people not having to worry about imperfections or impurities unless they provide some kind of benefit.

At its 100 NP tier the natural resources of your nation become more than mundane with your nation gaining a supply of rare and moderately powerful resources found within the setting.

At its 200 NP tier the natural resources of your nation become extremely powerful with every rare resource found in the setting finding a home within your borders.

And at its 300 NP tier instead of simply increasing the quality/power of your nation's resources it turns your nation into a sort of sponge for the various resources that exist in the settings you visit. Upon entering a new one the resources that can be found there will immediately start popping up in areas of your nation that match, or at least are similar, to those they are normally found in. This even includes resources that are unique to a single area of the setting.

The People

Population: Species [50 NP-300 NP]
Unless you're taking your overlord schemes to a real world setting or one wholly populated by humans there are going to be a number of different species that share the setting with you. And there exist quite a few overlords who seek to bring as many of these differing species under their banner, either because of wanting to exploit any inherit advantages they have or to simply increase the variety of citizens they can go out and fuck.

Regardless of purpose by purchasing this option, which can be done more than once, you can choose to incorporate a single race into your nation using the perk **Race** as a guide. If you purchased the **Race** perk you also get one free purchase of this with this special one determining the starting species of your nation which is the same as yours.

A 50 NP purchase will let you add a species made using the Free tier of the perk **Race**.

A 100 NP purchase will let you add a species made using the 100 CP tier of the perk **Race**.

A 200 NP purchase will let you add a species made using the 200 CP tier of the perk **Race**.

And a 300 NP purchase will let you add a species made using the 300 CP tier of the perk **Race**.

Population: Numbers [Free-300 NP]
Alongside size, the sheer number of people that live within a nation's borders is another measure of success and power. With high numbers a nation can make sure all of its industry and its military might are fully stocked with manpower. So by purchasing a tier you'll be able to pump up the numbers of your teeming masses.

This option is relative to the size of your nation so, for example, taking the 100 NP tier as a huge nation will grant a larger population than taking it as an average nation.

At its free tier you gain a population that is unremarkable for your nation's size. While this number of people isn't all that impressive when compared to similar nations you'll never have to worry about a sector of your nation being undermanned and expansion by settling new areas is doable if a bit risky.

At its 100 NP tier you gain a population that is well above average for your nation's size. While still not anything to brag about with these numbers you should be a bit more confident in the use of your citizens as a resource.

At its 200 NP tier you gain a population that is abnormally large for its size.

And at its 300 NP tier you gain a population that makes your nation look like a clown car with the sheer number of people in it.

Population: Magic [Free-300 NP]
In settings where it exists "magic" can be a powerful game changer for a nation. Whether it be using those who can use it as some kind of public utility or simply drafting them into their armed forces such people can launch even small nations into prominence if enough can be found. So by purchasing a tier you'll be able to increase the magical potential of your citizens.

At its free tier the magical potential of your nation is right around average for the setting in terms of power. For those where you have to be born with the ability to use "magic" the birth rate for such people is also average. You won't be winning any awards in this area, but you'll be able to build up a good population of competent "magic" users.

At its 100 NP tier the magical potential of your nation is ahead of the curve with the average "magic" user trained within your borders outclassing those in other nation's by a fair margin. For settings where you have to be born with the ability to use "magic" the birth rate for such people also gets a moderate boost.

At its 200 NP tier the magical potential of your nation is monstrous with quite a few people assuming you've made some kind of deal with a greater power or run some unethical experiments. Regardless of the reason, the average "magic" user trained within your borders is more than a match for the well trained and/or well borne elites of other nations. For settings where you have to be born with the ability to use "magic"

the birth rate for such people will be such that a large majority of your population will be able to do so.

And at its 300 NP tier, similar to **Resource: Quality**, your nation has become a sponge for the various magic systems you may come across. More specifically when leaving a setting that you imported your nation into, the native magic system of that setting will attach itself to your nation letting your people still make use of it in future jumps as well as allowing future generations to learn it and/or be born with it.

The Government/Nation At Large

Tech Level [Free-200 NP]
While most people associate the phrase "tech level" with sci-fi settings even medieval fantasy can have various bits of technological leaps and bounds like machine gun crossbows. So by purchasing a tier you'll be able to increase the tech level of your nation, with it being in relation to the setting as a whole.

At its free tier your nation's tech level is roughly inline with the rest of the setting.

At its 100 NP tier your nation's tech level is a good deal ahead of most other nations in the setting.

At its 200 NP tier your nation's tech level is so so far ahead of everyone else most people assume your nation is some kind of reawakened highly advanced percuser civilization or that you somehow came from the future.

And at its 300 NP instead of increasing your nation's tech level it makes it so that your nation gains a self updating database full of blueprints of the various pieces of tech, magical items, and magi-tech you own, with anything your nation makes with said blueprints having fiat-backing.

Industrial Might [Free-200 NP]
The industry of a nation is a major factor in their standing relative to their peers. If a nation can't produce adequate supplies, such as arms and armor for its armies or goods for its people, it will be at the mercy of those who it imports from. So by purchasing a tier you can prevent your nation from being reliant on outside help when it comes to production.

At its free tier your nation's industrial output is average so while you won't be pumping out massive amounts of goods you won't have to worry about being unable to adequately supply your people.

At its 100 NP tier your nation's industrial output gets kicked up a notch with it becoming a bit of a well known leader of industry. Your people will never want for complex industrial goods and you can make quite a profit selling the excess off.

And at its 200 NP tier your nation's industrial output is mystifying with it able to outcompete a good number of other nations combined when it comes to industrial output.

Jump To Table Of Contents

The Military

Military: Size [Free-200 NP]
When it comes to militaries having an advantage in numbers can be a major strength. If you outnumber your enemies it becomes trivial to pressure them from multiple angles and, if you happen to not care for efficiency, you could simply grind said enemies down via attrition. So by purchasing a tier you'll be able to increase your nation's ability to field and support larger armies with the normal negative side effects of a normally too large army never seeming to materialize.

At its free tier your nation is able to field an army that's average for its population.

At its 100 NP tier your nation is able to field an army that's particularly large for its population.

And at its 200 NP tier your nation is able to field an army that is absolutely massive in relation to the number of people that live within its borders.

Military: Skill [Free-200 NP]
On the other axis that usually competes with military size, the skill at arms that a military has can sometimes make up for lack of numbers. An elite crack military holding the line against a never ending horde of poorly trained conscripts is a very powerful visual. So by purchasing a tier you'll be able to boost the skill level of every one of your military branches as well as increase the specialization of your military.

At its free tier your nation's military is average in terms of the skill of individual soldiers and the capabilities of their officers.

At its 100 NP tier your nation's military is ahead of the curve with everyone from your grunts to your high ranking officer able to perform better on average than most of your peers.

And at its 200 NP tier your nation's military is ridiculously strong in terms of its capacity to wage war with other nation's needing to form coalitions or have some kind of ace up their sleeve in order to try and take you down, regardless of whether you're on offense or defense.

Military: Defenses [Free-200 NP]
While as an overlord you're more than not going to be on the offensive, it pays to have some kind of insurance when the forces of good become bold enough to launch their own invasions into your lands. So by purchasing a tier your nation will gain a variety of defensive structures that make invading it that much harder.

At its free tier your nation's defenses are mainly composed of methods to detect attacks (watchtowers, radar stations, etc) and basic fortifications in key locations. This won't be enough to halt any serious invasion by itself, but it will give you time to formulate a response.

At its 100 NP tier the defenses of your nation get a noticeable boost with tougher fortifications and longer ranged detection methods. With this "minor" invasions can be

considered failures before they even start and even larger ones are going to need to expand some effort getting past them.

And at its 200 NP tier your nation becomes a bit of a fortress in and of itself with large and powerful fortifications able to bog down and sometimes even stop even the largest of invasions.

Companions

Inner Circle [100 CP, 300 CP]
As an overlord you're going to need a competent core of high ranking minions to make up a sort of inner council. Said council will both advise you on matters you may not be an expert in as well as serve as the base mechanism for delegation. So to facilitate this by spending 100 CP you can either import or create companions to fill in such roles. They all gain either a **Personal Method** or a **Way of Rulership** along with all the freebies that entails. They can't take drawbacks nor can they make use of either the **Lair of Your Own** or **Nation of Your Own** sections, but they gain 600 CP to spend on perks and items. If you'd like to get more of a deal on this you can spend 300 CP to bulk import/create 8 companions.

Minion Core [Free]
While you may have a select few beloved companions that you'd like to make up your council there's a good chance that you have a multitude of other companions who you don't want to miss out on any "fun" that may occur during your stay here. So to give them an option with this you can import as many companions as you want into minion roles. They all gain either a Personal Method or a Way of Rulership along with all the freebies that entails, but they can't take drawbacks, can't make use of either the **Lair of Your Own** or **Nation of Your Own** sections and they have no starting CP.

Scenarios

There is no limit to the number of scenarios you can undertake.

Scenario One [Alexandrian]-Requires Nation Of Your Own

The dream of most if not all overlords is to take over most if not the entirety of their local setting. Whether by conquest, trickery, or being "gifted" it, achieving this goal proves that, at least in the realm of statecraft, you are above most others, though whether that's due to actual skill or a liberal amount of perks it's still an accomplishment either way. So in more specific terms, by undertaking this scenario your main goal is to take over a large amount of worlds, be it by conquering them militarily or by scheming your way to being the "true heir" of their nation(s).

Though there are some stipulations and clarifications. First, if your chosen setting is locked to a single planet, such as a medieval fantasy world, then upon conquering a world a gateway portal will open somewhere on your newly conquered world which will lead you to a brand new world to take over, with these new worlds generated based on your original setting [See Notes]. And second, in order for a planetary take over to count, the world in question has to have a suitable population, which mostly applies to galactic settings. So you can't go around claiming barren moons with no one on them or gas giants with only a few mining platforms around it and have them count to your needed end total.

This scenario ends when you've managed to expand your nation by a hundred times its starting size.

Reward

- Upon taking this scenario you gain an extra 500 CP.

- Upon completing this scenario you gain the perk **Big Empire, Bigger Overlord**.

Big Empire, Bigger Overlord

If there's one truth to the nature of an overlord is that without their empire they wouldn't be an overlord and though while the same can't always be said in the reverse it wouldn't be too much of a lie to say that without an overlord their empire would be a bit "duller". So to help further cement this relationship in your favor this perk will let you draw strength from your empire.

More specifically it grants you a power boost dependent on the size and population of your empire with the larger the population and territory under your banner the bigger boost you end up getting. The boost applies to every aspect of you meaning that it will make you physically stronger and faster, improve your mental abilities, and boost any "magical" or other supernatural abilities.

As an added bonus you also gain a large amount of luck in relation to opportunities to expand your empire constantly falling into your lap. These prime opportunities more often than not take the form of chances to conduct hostile takeovers of other nations, and by default will always take the form of your perfed method of conquest. Though these opportunities can take less hostile forms as well if you so wish. For example,

maybe neighboring nations keep flagrantly encroaching on your borders letting you launch “justified” wars of conquest against them, maybe a secret cult centered on your corruption that you didn’t even know of contacts you and tells you they're in place to launch a revolution, or maybe you become the first one to know for a few months that a massive cluster of unclaimed solar systems had just been discovered.

Scenario Two [No Gods, One Master]

Gods and their ilk are among the few beings that can claim to be above an overlord and, in most cases, have the power to back such a claim up. Whether they be goodie two shoes gods empowering your hero enemies or dark, evil ones extorting servitude out of your fellow overlords as long as they exist they will be a major obstacle in your plans, especially if you plan on conquering the world. So during this scenario you will be tasked with toppling every god, or just the main pantheon if more than one exists, or god-like being in the setting through whatever means interest you the most.

You could go the old fashion route and just kill them all with extreme violence or beat them down and rape/ensalve them using training, magic, or tech to bridge the gap. You could try tricking or deceiving them in some way or, depending on how their divinity works, kill off their worshipers to weaken/destroy them without ever facing them. Regardless of which method you choose, this scenario ends when every god in the setting has been killed, enslaved, and/or sexually broken.

Reward

- Upon taking this scenario you gain an extra 500 CP.

- Upon completing this scenario you also gain the perk **God (S)layer**.

God (S)layer

While it may have been an exhilarating experience flying by the skin of your teeth to either directly beat up or trick the gods I'm sure some part of you doesn't want to do that again. This time, unless you brought overwhelming outside power, you more than likely got lucky having to contend with so many and who knows what the future may bring. So to help ease any god related conflicts down the line this perk will provide you the perfect deterrent and counter.

First, gods and god-like beings now seem to be extremely reluctant to intrude on any of your schemes, at least not directly, so long as what you're doing isn't a major detriment to them. For example, if you invade a nation of their worshipers they won't recall any angels or the like already in the nation, but so long as the nation isn't the last holdout of their followers they won't do anything like send anymore to reinforce them no matter how hard they, or the angels already there, pray.

Second, in the event you push a god to the point that they retaliate or just want to confront them at the get go they will suffer a massive nerf to their capabilities. More specifically any powers or skills derived from, or in any way improved by their, godly nature, such as the combat skills of a war god or the healing magic of a healing god, will be heavily nerfed. And in the event they are unlucky enough to have been a mortal before becoming a god then all of their godly abilities and powers are instead stripped away, reducing them to their level of power before they ascended. This also extends, to a lesser extent, to their godly servants, such as angels, as well as their clerics, monks, templars, etc.

And finally, when you either kill or sexually break a god then you can siphon off a good deal of their power for yourself with this process either granting you skills and abilities related to their domains, or improving them if you already have them. For example, if

you kill a god of baking them your baking skills will get a boost and you may get a school of magic related to all bread based products.

Also as a little extra bonus this perk also grants the setting that the god is located in protection from their death, or disappearance if you take them along. For example, if you kill a god of fire then fire and everything conceptually related to it won't suddenly disappear or you take a god of magic with you to new jumps then magic will still exist if you ever decide to go back.

Scenario Three [Bury/Fuck The Light]

Ahh the final showdown. Something that almost every good overlord related story ends off on with the side of good clashing against the side of evil in an apocalyptic showdown that will shake the setting to its core. So to that end by taking part in this scenario you'll be that overlord who has to face down the sheer brunt of the side of good.

First, you'll be forced to take the second tier option of **Pesky Heroes** alongside the adventurer party addon for no extra CP, but with a modification. That being that instead of just being a "chosen one" the hero will be the embodiment of all that is good in the setting with an equally grand or verbose title such as the "One True Reincarnated Hero of Searing Light". This confers a massive boost in their starting power and skill with their fellow party members also gaining a boost, and while they may still not be equal to the hero they'll still be powerful juggernauts in their own right.

As the jump progresses the hero and their party will continuously be growing in power doing things such as seeking out masters to learn under, dungeon delving for powerful artifacts or bits of high tech, taking out other lesser overlords, forging the various good nations/races into powerful allies, and maybe even beseeching the good gods to lend aid. Don't be totally alarmed as you'll be able to try and stop, or at least weaken, these endeavors, but be aware that it won't be easy and you'll be unable to permanently end the hero before your final showdown with them, which will occur around a year before you leave the jump. Once that time comes it will be an all out slugfest as all of their allies and forces will march on your nation and/or lair to confront you in an epic battle.

This scenario ends when you've managed to either kill or sexually break the hero and crush their alliance of light.

Reward

- Upon taking this scenario you gain an extra 500 CP.

- Upon completing this scenario you also gain the perk **Embodiment of Evil**.

Embodiment of Evil

As a fitting reward for so thoroughly snuffing out the light from this setting you now become an "Embodiment of Evil" which grants you a few things.

First, you'll be able to draw power and energy from every single instance of "evil" acts that occur in a setting. This can range from the minor such as stealing or unjustified assault which by themselves give very little power, to the major like genocide of the innocent or governmental tyranny which each give a lot of power, to the lewd such as rape or sexual slavery which serve as a modfier incrasing the power gained separate from an acts scale/impact. This also lets you tinge your powers with evilness, making them more destructive/painful as well as warping their original purpose. For example, a fireball spell may be warped into a napalm ball instead which sticks to everything and burns horrendously or a healing spell may be warped into a decaying spell which inflicts wounds that are resistant to all methods of magic or supernatural based healing.

Second, you gain an aura of pure evilness and sin attached to your body as well as your name and iconography. Not only does this intimidate and strike terror in the hearts of

all, but the most stoic of badasses, and even then they'll still be somewhat shaken, people and monsters who are evil, or at the very least not adverse to being or working for evil, will be drawn to you like moths to a flame in order to serve you. This intake of new bodies can be put under specific parameters, such as only drawing in a specific species, with only the most powerful evil beings refusing the call to come and bend the knee and even then all you'd need is a flex of power to cow them.

And finally, you gain a lewd corruptive evilness about you. This primarily lowers the inhibitions and warps the personality of those around you of your chosing making them more prone to rash and evil actions particularly things like rape or sexual assault which get worse and worse the longer they stay around you. This also affects things that have animalistic minds as well as robots and A.I and allows you to enact lewd changes to facilitate these new urges. For example, you can touch a robot and grant it fully functional sexual assets to use to rape their creator as well a the ability to feel pleasure and lust, transform a tree into a tentacled rape monster, or give the prized mount of a fair lady an even bigger cock to ravish her with.

Scenario Four [Harem Lord]

Well now, I'm sure trying to put together your own harem is part of the reason you decided to come here. Maybe you need the strength or guile to forcefully make one out of the unwilling or maybe you want to get into the "required" headspace to do so. But regardless a harem is usually a staple for more lewd oriented overlords and so by partaking in this scenario you'll be building the foundations of one.

But, having one made up of low powered, unimportant nobodies, at least to start, won't do for someone of your caliber and as such it has to be made up of some of the most powerful beings in the setting. Though "powerful" in this instance relates to both personal power/raw strength, as well as social power. This means the people, beings, or entities in your sightlines will be things like gods, the world's/worlds' greatest warrior, powerful rulers, etc.

This scenario will end when you've managed to gather ten powerful harem members whether through trickery, combat, or whatever other methods your devious brain can come up with.

Reward

- Upon taking this scenario you gain an extra 500 CP.

- Upon completing this scenario you also gain the perk **Harem Power**, as well a harem group companion with any purchases being applied equally to all.

Harem Power

As much as a harem can just be for show it would be nice if all the kidnapping, wining and dining, or what other method you used to build it up had a tangible benefit, you know besides the endless amounts of sex. So as a reward you'll be able to derive just that.

First, you now will be able to draw power from the various members of your harem, depending on the stats and abilities of the individual members. For example, if a member is a powerful fire elemental then your fire abilities/powers will see a boost. Or if a member is a master combatant and is extremely durable then your skill at arms and durability will see a boost.

Second, when using members of your harem as agents in any of your plans or as high ranking members in your government they seem to have a higher chance of success in whatever they are doing. For example, if you managed to bag a mad scientist as a harem member, then any science projects you place them as the head of will have a higher chance of bearing successful results. This goes double when you group them into teams to accomplish a task, with their teamwork gaining a boost as well as ability to synergize their skills and powers together in truly revolutionary ways. And all of this runs off a want, no a need to not disappoint you and to be praised for doing a good job. This teamwork can also be used to warm up members of your harem to each other with this smoothing over basically any and all hard feelings they may have for each other given enough time, though you can choose to keep some various levels of rivalry between some of them.

And finally, your harem now is able to serve as a potent tool to up your terror and scariness factor as well as your prestige. Basically when people see how strong, skilled, or scary the members of your harem are they'll become even more afraid of you with them sometimes even constructing conspiracy theories on how you managed to bag so many powerful and/or influential beings who are completely subservient to you. This can also be used as a bit of advertisement as strong beings of your preferred gender will see your harem as an endorsement of your ability to handle, tame, and please powerful beings such as themselves. Though be aware that many of these potential new members will still want you to prove yourself in one way or another with the endorsement effectively serving as a lure for them.

Drawbacks

Supplement Mode [+0]
Maybe the above setting locations don't interest you? Maybe you have a specific world in mind that you think needs your "special" touch? Regardless of the reason by taking this "drawback" you tack this jump onto another one of your choosing with the CP pools being separated.

Extended Stay [+100 CP]
Depending on what setting you decide to spend your time ravaging there's a good chance that a simple ten years won't be enough to do whatever it is you want to do. Maybe you're in a sci-fi setting and want to take on the herculean task of conquering the billions of solar systems in a galaxy. Maybe the setting has a large number of heavy hitters that you need extra time to plan around or prepare for. Or maybe it gets your cock hard/pussy wet to formulate a plan that takes centuries to resolve. In any case by taking this drawback your time in this jump is extended by one hundred years.

Can be taken multiple times, but only gives CP for the first three.

Pest and Vermin [+100-200 CP]
A staple of more "kid" friendly overlord is that their minion force tends to be one part bumbling to one part idiots with the "Dragon" usually being one of the only competent ones besides the overlord. Such a state of affairs, while occasionally funny at times, tend to not be conducive for effective work when they get sent out. And if you decide to take this drawback such a fate shall befall your minions.

At its first tier your the antics and failures of your minions are simply annoying rather than outright harmful. While you may end up catching them doing things like slipping and tripping over nothing, repeatedly dropping things, to other slapstick antics these will never occur when they're doing "serious" things.

The second tier removes that latter protection and actually makes their antics detrimental to any mission or jobs you assign them to. This can range from them getting in your way when chasing down a hero which allows them to escape to failing to break down an easy to open door giving those inside time to prepare.

My Way or The Highway [+300CP-Can Be Taken Twice]
In the overlord business it pays to be pragmatic when you can. Sooner or later you're going to run into a problem or situation where acting in one narrow mindset will lead you to metaphorically bang your head on a brick wall, costing you more time and resources than you really needed to use. But it can be somewhat entertaining to watch, at least for others, so by taking this drawback you'll be playing the part of the bull headed fool.

For 300 CP you're forced to behave according to either your **Personal Method** or **Way Of Rulership**. For example, someone with **Brute Force** will be unable to use underhanded or indirect means such as assassination while someone with **Prothalizing Zealot** always has to try and convert others to their cult no matter the difficulties involved. This can be taken again for another 300 CP which forces you to follow the other part of your origin you didn't select the first time.

The Grind [+200-300 CP]
Like being any other kind of leader, as an overlord you're going to have to attend meetings to get a handle on various parts of your nation and what progress your minions have achieved. And while some will inevitably be boring or unneeded they will more often than not won't drag on or be that numerous if you know what you're doing. However, by taking this drawback such things will become a problem.

At its first tier you now have to attend a meeting or hold court at least once everyday of the week though at least it's for important things or things that, while small, are still big enough for someone like you to worry about.

And for the second tier you'll be forced to hold multiple meetings or court sessions a day for things that are both super inconsequential, such as what species of flowers to put around your statues or what brand of plastic cups should be used, and seem to be supernaturally cursed to drag on longer than they actually should.

Hollow Love [+200-300 CP]
"True love and friendship". Something that those heroes you keep on crushing always go on about and something most overlords don't seem to care about. Usually such things are simply annoying as they tend to give said heroes a second reserve of strength or even a power boost. But now it seems that by taking this drawback some of that thinking has rubbed off on you and unfortunately has reacted negatively with your nature as an overlord.

At its first 200CP tier you are "simply" inflicted with a powerful hollow void inside of your self that craves love and friendship. But no matter what you do that void will never be filled.

And at its second 300CP tier any attempts you make to make friendships and loving relationships make this feeling worse, regardless of if you use mind control or go about it the "normal" way.

Trouble brewing [+100-400 CP]
One thing that most overlords get used to is when certain parts of their population start raising a stink of some kind. Maybe they've been recently conquered and are protesting you destroying their culture or maybe a new law has alienated a specific race in your border. Regardless of the cause of their resentment such things usually are easy to handle, but by taking this drawback you gain a resistance movement tailored for you.

Regardless of tier, this opposition group's goals and methods depend on your origin. For example, if you picked **Unrestrained Innovation** and **Conquering Warlord** then the group may be a bunch of luddite pacifists. Their level of starting support is dependent on the tier you choose.

If you picked the 100 CP tier then it means they are just a small, fringe faction with virtually no support. They could only really cause trouble, and in turn spread, if you outright ignore them. If you picked the 200 CP tier they'll gain a moderate amount of local support giving them a strong foothold and the ability to quickly spread to

neighboring settlements. And if you've chosen the 400 CP tier then they'll be a full blown national movement and could very well have supporters among your minions and will be incredibly difficult to unroot.

Evil Life Support [+100-600 CP]
For some overlord, or just villains in general, the amount of cruel shit they do sometimes makes it seem like they have a biological need to do such things. While it would seem nice to replace some biological functions with evil acts it more than likely gets dull real fast. And if you happen to take this drawback you'll be able to experience this first hand.

At its 100 CP tier you just need to do one "moderately" evil act a week. Something like robbing a bank or murdering someone in cold blood. At its 200 CP tier this gets bumped up to at least to act every day. At its 300 CP tier you need to do around five "moderately" evil acts a day. At its 400 CP tier you now need to do an extra extremely evil act once a week alongside the other moderate ones. What's considered extremely evil is something like going on a city wide killing spree or blowing up a dam that then floods multiple settlements. At its 500 CP tier the extreme evil acts get bumped up to once a day. And finally at its 600 CP tier you now have to do five extremely evil acts a day, alongside the moderately evil ones.

For the Evulz [+200-600 CP]
Overlords and various other villains can have a wide variety of motivations behind what they do. Some do it because they are broken people, some because they truly believe it's the only way to get things done, and some do it because they can only cum to the sounds of fear, pain, and anguish. And by taking this drawback you'll find that you are forcibly placed in that latter group in a way that's more hurtful than "fun".

At its first 200 CP tier this just makes your addiction to evilness more petty than anything else with a moderate impact on your plans and nation though with clever planning you can easily sate this cruelty boner without seriously fucking yourself over. Maybe you order your minions to kick in and break all of a town's doors while they raid it, making them take longer and in turn more likely to be stopped. Or maybe you implement a law that drops the productivity of your nation to make the lives of your citizens that extra bit shit.

For the 400 CP tier your addiction has been bumped up a notch with the cruel factor being increased with it having a larger warping effect on your planning which takes a massive amount of planning on the part of you and others to not have them blow up in your face. Maybe all of your raiding parties have to metaphorically or literally "salt the earth" every time they attack somewhere no matter how long it takes or you implement a cruel punishment policy where one failure gets someone tortured and a second gets them executed in brutal fashion.

And finally the 600 CP tier has the addiction reaching critical levels with you outright disregarding the success of your plans or operations if it means you get to inflict more pain and suffering. For example, during a military campaign you may order your soldiers to root out and murder any civilians they come across, drastically slowing them down and disorganizing them, letting your enemies regroup and form a counter attack. Or

maybe you have your citizens or minions tortured when they offer even the most minor of complaints or insults such as begging you to help them not starve.

Pesky Heroes [+200-400 CP, +200 CP-Can Be Taken Multiple Times]
Like any good self respecting villain it's good to have a heroic rival to do battle with on a day to day basis even though it more than likely going to end with them either dead or broken beyond recognition. Though some villains like it when their prey bites back a bit and the level of this differs from person to person. So by taking this drawback you'll have this preference sort of forced upon you.

Multi Tiered drawback that gives you heroic foil who will attempt to stymie or thwart your plans. Their level of power and skill depends on the tier you pick.

At its 200 CP tier you gain a veteran adventurer that is fervently dedicated to topiling you and your nation. While they'll be a finger sized thorn in your side due to their repertoire of skills and moderate amount of connections, they can only hope to slow down your plans unless you purposely half ass your attempts to stop them. At its 400 CP tier said hero becomes a variant of a "chosen one" whether they be a child of prophecy or a child of a god blessed priest. The main benefit of this for the hero is that they get a bit of plot protection which manifests as them being drawn towards ways to improve their power and making it so that you're the only one who could kill or break them.

And for an extra 200cp (regardless of the tier), they are accompanied by an adventuring party which are weaker than the hero, but are capable of using their teamwork to make up for it.

Rival [+200-600 CP-Can Be Taken Multiple Times]
Similarly to having a hero rival, getting into an antagonistic relationship with your fellow overlords for all intents and purposes is an eventuality. Overlords rarely, if ever, play nice with each other for too long and unless you fancy yourself as the great overlord unifier the same will happen to you. So to give you a starting taste of combating your fellow overlords by taking this drawback you get a rival overlord who seeks to topple you.

Regardless of what tier your overlord rival is, they will come with their own origin which primarily serves to flavor their skills, minions, nation, and how they generally go about things.

At its 200 CP tier they're a minor, but still powerful force with themselves being kind of strong with a good lair, a host of minions, and a well off nation under their sway. All enough to be a thorn in your side, but will still fall quickly if you focus everything on them. At its 400 CP tier they now become the leader of their own powerful nation, which would be a major player in the setting even without its overlord, with all the resources that it provides as well as a competent and skilled force of minions. They also become a bit of a personal powerhouse themselves in terms of skills and raw power. And at its final 600 CP tier they are a certified Supreme Overlord and as such comes with the **Overlord Supreme** perk as well as a budget of 600 CP to spend on their origin perk and item trees. Their nation and minion force also get a major boost turning them all into a veritable setting juggernaut.

Special Kind of Evil That's Worse Than Murder [+300-600 CP]
Ask someone what's the worst crime imaginable to do to someone else and a good number of them are going to list rape or sexual assault in general. The reasons behind this are plentiful, some think that there's no situation where it can be justified while others think of it as the ultimate break of innocence and even some villains get behind this. So by taking this drawback this overwhelming hatred will be leveled towards you if you ever decide to commit this "ultimate evil".

More specifically at its 300 CP tier if and when any word gets out that you raped or sexually assaulted someone people and beings who are considered good, or at the very least neutral, will all unite to try and burn you down. Hell, they'll even ignore other villains and overlords to focus entirely on you. But if you were to pick its 600 CP tier then that "good" and "neutral" restriction flies out the window as even hardened criminals and masterminds will be gunning for your head. And its no longer a matter of if they find out as now they all seem to magically become aware when you do rape someone. So enjoy the possible scenario of a "galaxy butcherer" who has committed genocide of trillions upon trillions in cruel and inhumane ways teaming up with the good guys, some of whom may have lost loved ones to them, to end you with them spouting about how you are a "true monster" compared to them.

Lockdown [+600 CP]
While it would be nice and easy for you to just blitz through all who would dare oppose you with some fancy out of context op haxs we both know that only be entertaining for the first few weeks, maybe months if the conquest lasts that long. And the whole takeover process, at least your first one, should be savored as much as it can. So by taking this drawback you, and any companions or followers you've brought, are locked out of using any and all perks and items from previous jumps.

Decisions

You have three choices …

Go to next Jump

Stay

Go back

Jump To Table Of Contents

Change Log

v1.0

Initial Template Creation

Notes

Thanks to…

*"Magic" Clarification

When you see words like "Magic", "Magical", or "Spell(s)" used this includes things like psionics, ki/qi/chi, and other similar things.

***Scenario One [Alexandrian]**

These generated worlds will follow the general genre of the original, so if your original setting is a fantasy world the next could be a dark fantasy world if you so wish. If you've used this jump as a supplement to a jump limited to a single planet then the generated worlds will take the major elements from them. For example, if you supplemented this to a Naruto jump then the generated worlds will still have concepts like jutsu, ninja villages, tailed beasts, etc, but not specific things like the original main characters.

*How Corruptive Monarch Function Without Corruption

*Corruptive Monarch "Tree" Seeds fusing

- Nest Seeds: When fused into a **"Tree" Seed** the resulting tower grows into something that can actually be used as a base by you and your minion. More specifically it takes on the proportions of a skyscraper rather than a normal redwood. This added volume gets taken up by various rooms, similar to what would have been grown by the Nest Seed alone alongside the central hub room. This new real estate isn't just limited to the inside of the tower as the rooms will also grow and expand into the ground beneath the tower as well.

- Spawner Seeds: When fused into a **"Tree" Seed** the resulting tower grows into a veritable army spawner. With enormous underground spawning rooms the tower would be capable of spawning massive hordes of powerful corrupted elementals. The tower can now also launch elementals it makes via its ballistic seed dispersal system, effectively letting it deliver drop pods of elementals to anywhere within its range.

- Dairy Seeds: When fused into a **"Tree" Seed** the resulting tower grows into a mass producer of corrupted sexual fluids. Besides being able to squeeze out a massive amount of the stuff from whoever is put into the tower's new milking chambers, said corrupted sexual fluids become super concentrated. This means that not only does it provide a bigger energy/power boost it becomes a hazard to those not corrupted with its smell alone being able to start corrupting them. This coupled with the tower's new ability to shoot stored corrupted sexual fluids at long ranges can make supporting corrupted minions in the field that much easier.

*Sexual Apotheosis Divine Energy Generation Rules

When it comes to the process of generating divine energy for whatever purpose you may have there are three main factors: **Worshipers**, **Symbols**, and **Rituals**.

Worshipers, which is any and everything that is capable of worshiping from sapient robots to magical entities, are your main producers of divine energy. So long as they are alive they will constantly produce a constant flow of energy. Their base output is determined by their fanaticism and utter devotion to you with a small number of 100% true adherents producing a lot more than a larger number of casual worshipers.

Next, **Symbols** are split into two big groups, personal and communal. Personal Symbols include things like a holy uniform, small iconography that can be worn/carried, or, depending on your domain, physical traits like big tits and balls for a fertility god. These functions are like multipliers for the amount of divine energy a worshiper generates, the more impressive they are the higher multiplier they give.

Communal Symbols include things such as places of worship like churches, shrines/statues, or other structures related to your domains such as magical flame posts that light up streets as a god of fire or a fleet of ships as a god of "sailing". Instead of serving as multipliers these types of Symbols generate their own divine energy with the amount dependent on two factors, their grandeur and the number of people that use or interact with them.

Finally, **Rituals** function similarly to a stew with the former two items serving as ingredients. From marriages, to sermons, to various other acts of worship Rituals provide a big dump of divine energy dependent on the number of participants, the grandeur of any involved symbols, and the importance of the ritual, both real and perceived. For example, a simple church service is less important than say a ritual around using fertility magic to boost crop yield or a ritual where worshipers present handmade gifts to you. And as such it would generate less divine energy than either if everything else was equal.

*Sexual Apotheosis: What can You Do As God

By taking **Sexual Apotheosis** you will be able to make use of divine energy in new ways shown below.

- Personal Improvement-By using/consuming divine energy you are able to improve not only your "stats" (Such as strength, speed, magical energy capacity, etc), but also improve your various skills as well. This process works off of a scaling cost with the more you improve a specific aspect the higher the future costs will be. These costs, however, are reduced when it comes to "stats" and skills that are related to your domains.

  For example, if you're a god of cooking then using divine energy to improve your baking skills would be less costly than trying to improve your ability to write code. The level to which you can improve these aspects has no limit, with them being able to be improved to conceptual levels.

- Divine Body-While not a feature that you can use divine energy on, as a full fledged god your godspark has infused your body with the various domains

under your control. More specifically this has super saturated your body with divine energy turning every part of it into powerful magical regents that can be used for things like potion creation or in the creation process of your own holy materials like mixing your blood with a metal alloy.

While normally you would only be able to make use of things like your spit or hair, unless you've picked up some regeneration perks, through this you can harmlessly "harvest" things like massive amounts of blood or bones from yourself and increase the production of things like tears with no detriment with these things eternally remaining "fresh". The exact magical effect of each part of your body is up to you, but by default they will be themed around your domains. And similar to **Divine Purity** your sexual fluids hold the strongest concentration of this effect, meaning not only will the magical effect you choose for them will be exceptionally strong they also serve as a booster for other magical regents and the like. You can also make parts of your body that are separated from you, like limbs or pools of cum, inert.

- Holy Servant Creation-By using divine energy you are now able to create your very own holy servants, either mortal or divine.

  For mortals, such as paladins or clerics, this is done by conducting a ritual where you infuse them with divine energy, ether by simple physical contact or by fucking it into them. Once done they gain two major benefits. The first is a powerful increase to their base physical and magical capabilities and their own pool of divine energy, similar to yours, which is refiled based on their own fanaticism and worshipfulness.

  For divine servants, their creation method can take multiple different forms. You could elevate a mortal servant into a divine one, infuse something to use as a base like a robot or stitched together monster, or make them ex nihilo out of pure divine energy. Regardless of the exact method this process always takes a noticeably large amount of divine energy to do, but in return you basically have free reign to design a divine servant to your heart's content with them also having a pool of divine energy of their own, similar to mortal servants. However the stronger you intend to make them the more divine energy is required, though once created you can improve them with divine energy in the same way you can improve yourself with the same scaling cost applying as well.

- Consecration

- Domain Manipulation(Create Spells)

***Lair Of Your Own- "City" Lair Amenities Ruling**

The "duplication" feature functions first by bundling all of the lair options you purchased into the walled/sectioned off palace. Then at your discretion these options, alongside any future additions and/or upgrades, will be applied to the rest of the city in multiple larger and generally weaker forms that scale to the quality of the original.

For example, the starting minion barracks in your palace could be spread to your attached settlement as large capacity guard/police stations, though the quality of everything inside would be lesser. Or if you upgrade the walls/bulkhead surrounding the palace then the walls/hull layers of the settlement will also be improved though not to the same degree.

***Ominous Glow and Shadow Example**

