

OVERWHORED

Overwhored Jump v1.0

In this world there are forces of darkness beyond comprehension. Forces so dire, so terrible, that the brave of heart could slay them again and again and the best they can accomplish is to seal them away for another generation.

When the time comes for darkness to return, the hearts of the righteous will tremble and the swords of heroes and heroines will sharpen.

Master. It's time to awaken again.



Hmm. He still seems a bit sleepy. Rub your boobs in his face, that'll get him up.



Three years ago, the greatest heroines of the age slew you and brought an end to your evil reign. It's time for revenge. They've grown powerful, dangerous, they control the world now.

But they've forgotten something. This world was always **yours**, and you will take it back.
Capture them and reclaim the world.



Here, this'll help you get started on your conquest.

+1000 cp

ORIGIN:

Overmind [Free]

The dark lord and oft-defeated would-be conqueror. An immortal being powered by and wielding potent lust magic and brainwashing powers. Taking this origin, you wake up as the Overmind, stepping into the armored boots of the immortal tyrant himself. (Un)fortunately, due to the unusual nature of this incarnation, you get no memories from his past lives.

Whether you eventually recover those memories or keep the blank slate is up to you.

As you're taking on the role of the Overmind himself, this origin is **male only**. Though you may switch to male for **free** to take it.

Heroine [+300]

One of the mortal inhabitants of this world. You might be an actual heroine. Or perhaps you're more of a prospective slave, or fishing for the position of tower mistress, or simply a civilian who isn't interested in all this Overmind hogwash.

This origin may optionally be taken as a drop-in, appearing without a history or memories of this world whatsoever.

By default you are whatever gender you were during your last jump, but you can switch to female for **free**. You can also pay **50 cp** to switch to being male, though it should be noted that the Overmind will simply kill men instead of enslaving them.

RACE:

Heroine origin only, the Overmind is his own thing.

Human [Free]

The humans here are much like they are in other worlds. Most prolific of the races, they have spread across the world to form a variety of nations and empires.

Light Elf [Free]

The younger cousins of the dark elves, light elves appear much like humans, but have pointy ears and a much longer lifespan. At 250 years old, an elf would still be young.

Dark Elf [Free]

Practically unchanged since the age of the titans, dark elves are mostly identical to their light elf cousins apart from their skin being a dark gray color.

Dwarf [Free]

Short and stacked, dwarves are a stocky race and can live for a couple centuries. Money is their heart and soul, more important than life itself to most dwarves.

Lamiak [Free]

Short like dwarves but much less stocky, lamiak are similar to half as tall humans in appearance. Except for one stand-out detail that is. They have duck feet. Webbed, orange, fully waterfowl-like feet from the knees down.

Goblin [+100]

Also simply called titanspawn, goblins are small humanoids with pointed ears and brightly colored skin in shades of green, red, blue, and such. Sadly they're treated like trash by most others for being a titanspawned race, especially by the dwarves and lamiak.

Monstergirl [100]

One of the all-female descendants of the Overmind. You could look like nearly anything — a tiny fairy, a lamia, a catgirl, etc. Monstergirls are generally born with natural advantages over the mortal races, possessing natural magic, physical advantages, or long lifespans, but are usually hated by the Overmind's enemies. Finally, your grandfather is a source of power for you, meaning you don't get brainwashed anywhere near as easily.

Werecreature [200]

An animal mutated into a humanlike form by radiation from the Orb of Dominion. This has empowered you and granted several magical abilities. Most notably you can subsist on the Overmind's energy instead of regular food, absorb magic like some sort of vampire — even holy magic and seals, and of course you can turn back into a regular animal at will.

Mechanized [200, plus the cost of your base race]

Not a race on its own, but instead a (partially) mechanized version of one of the above. Covered with liquidized golem creation magic, you've been turned into a metallic version of yourself, giving you access to a variety of gadgetry like rocket punches, lasers, and more. Thankfully, are not geased into service and retain your autonomy.

Spirit of Nature [300]

Instead of a mortal creature, you are a spirit. An embodiment of one particular element just as Ilmatar embodies the ice and cold. Your command over your element is great, enough for you to equal almost any legendary heroine, and you will live forever unless killed.



LOCATION:

Heroines may choose their starting location, or roll 1d8 to leave it up to chance.
The Overmind will wake up in the tower's crypt.

1, The Tower.

The resting place of the Overmind, and where he will soon wake up. Or at least somewhere on the same island. Nanshe is creating undead in a nearby mausoleum.

2, The Cathedral.

The island that houses Rubati's cathedral and convent, where she does her best to redeem monstergirls from the "filth" in their blood. Not much else, but priests are likely welcome.

3, Sayda.

The fortress city of Sayda, and the surrounding desert lands that make up the kingdom. Currently they struggle under the oppressive rule of Branda. Lots of drugs here.

4, Goblin Island.

A nameless, tropical island. Mostly inhabited by titanspawn monsters, but used as a port of call by the goblin pirates who follow the dwarven heroine Audr.

5, Beerenberg.

The subterranean mountain city of the dwarves, currently being menaced by the goblins and their former heroine leading them. Great if you want a pet bear.

6, Bilbao.

The city of the lamiak, birthplace of the printing press and coffee. Previously trashy and run-down, it has become a real city under Bilbine and her enslaved golems.

7, Lappland.

The icy continent that is ruled by the immortal queen Ilmatar, who has grown cold to the needs of her mortal subjects ever since she returned. Perkele.

8, Somewhere Else.

The world is much larger still. Of the above locations, only Lappland would be counted amongst the major kingdoms. The Phoenix Empire, Kinnahu, the Athura Dahyu, Chianina, Rusk, and the ruins of the monstergirl empire are but some of the other places you could visit in this world.

PERKS:

Overmind perks:

LUST MAGIC [Free and exclusive to the Overmind]

The core of the Overmind's power is his innate magical ability to enslave minds. Using his great powers of mind control, his enslavement magic, he captures women, grows his army, and uses those women to fight for him and capture other women.

This lust magic allows you to brainwash women into eager obedience with only a few bursts of your orgasmic power. Being controlled by you is pleasure, joy, and a wonderful bliss like brain-melting lightning bolts of hotness. Of course, this works best combined with actual sex, which makes your partners feel as if you're fucking both their body and mind simultaneously. Making someone cum ten times just by giving you a boobjob is fairly simple. Even if one of your slaves is "rescued" from your control, she'll probably beg to be returned to your bliss and dream of it every day and every night for years after.

As powerful as your lust magic is, it does have a couple of weaknesses. Using it in the middle of battle is impractical, as it doesn't help much when someone is actively fighting you, so you'll need to defeat your enemies before you can enslave them. And more limiting, the enslavement magic doesn't work at all on men, meaning they are mostly useless to you.

Besides this core ability to take away women's free will, your natural magic grants a few other powers as well. Starting with healing to restore minor wounds, and eventually growing into much greater healing and the ability to channel your power into pink lightning.

Your body is composed of this magic, with reddish light instead of flesh and bone beneath the skin and eyes blazing with a pink light, similar to the glow of your slaves' eyes whenever your power actively works on them. Finally, due to the tantric basis of your magic, you can regain your magical energy by drinking aphrodisiacs and recover by having sex.

BODY OVER MIND [100, free Overmind]

The Overmind is sex on legs even without using his lust magic. Not just because of his corruptive sex aura, but also because he's got the body to match his magic as a spirit of lust in the form of a man. Being sculpted from magical energy has its benefits.

You are a nine foot tall giant of a man, and your cock is similarly huge compared to mortal men. Despite your height you're surprisingly flexible as well, able to snake your way through vents that look far too tight for you to fit. In an oddly hot way. And it's not just your size that is incredible either, as your looks are strikingly attractive. Like the slaves might say, a total hunk with an ass made to command armies, even in heavy armor.

A shame that this does nothing to improve your voice though.



FIGHT HARDER, SLAVES [100, free Overmind]

Exceptionally weak after his latest resurrection, it is more important than ever for the Overmind to use his slaves well. They will need to be enough to defeat his enemies until he can readjust to the land of the living and recover his strength.

You can enhance the fighting power of your slaves and boost their abilities by giving them orders. Due to their extreme loyalty to you as their master, they actually *will* fight noticeably harder when you order them to. Starting off you will be able to increase their attack power or have them fight defensively, but as you recover your powers of command you can give them other orders too. To go faster, to *think*, to exploit weaknesses, to snap out of confusion, to destroy your enemies, and even inspiring one slave in particular to boost all her stats.

They will defeat your enemies. Make good use of them.

A DEAL WAS MADE [200, discount Overmind]

The Overmind is an immortal tyrant, an incarnation of evil fought again and again by the people of the free world. But occasionally he does show noble traits to make people wonder about his evil nature. He is not known to break his word, for one.

With this, your more positive traits stand out a bit more. You just seem trustworthy enough for people to make a deal with, even if you're a known evil tyrant, encouraging people to try and negotiate. Actually sticking to your word also tends to work out well for you. Agreeing to leave a girl to your new ally instead of taking her for yourself as a sexslave just means that you'll eventually get them *both*, once your "ally" sees how good it'd feel to give in.

I HAVE CHANGED [200, discount Overmind]

The Overmind usually does pretty much the same thing every time he wakes up. He runs around with a bunch of brainwashed women to rampage and enslave. This time, however, there is one difference: he has an actual chance for happiness.

The weight of ages (and the influence of evil) can grind even the strongest down. Luckily, chances for you to rekindle your love for life and recover your happiness are thrown your way whenever they're needed. Maybe you lose your memory and recapture *why* you were doing this in the first place, maybe you meet people you can genuinely love, or maybe the next universe you get dumped into simply sparks something deep inside.

Crucially, you can share this joie de vivre with other ancient beings to (re)awaken their humanity as well. An ancient spirit of ice in your hands (and bed) might discover a passion and empathy she thought long extinguished.



NATURE OF LUST [200, discount Overmind]

As much as he might superficially resemble a human man, the Overmind is a being of lust magic closer to a spirit than any mortal man. His magic, and by extension his body made out of magical energy, is at its best when fulfilling its purpose.

Thanks to being formed of lust magic, you can't be harmed by other spirits while fulfilling your nature, or to put it simply, while fucking them. Your dick wouldn't freeze in a spirit of ice or burn in one of fire, even if they tried their best to get their body as cold or hot as possible. Fulfilling your nature also helps your magic directly, with pleasure acting as a conduit that helps your power to overcome willpower, magical protection, or other defenses. After all, if willpower or magic was all it took to resist, any of the heroines could've held out.

PATHETIC [400, discount Overmind]

Even weakened from being fresh off his resurrection, the Overmind's hypnotic powers are beyond comparison. Attempting to use mind control against him is a fool's errand, one that will more than likely backfire on whoever tries it.

You can smash through attempts to control your mind with ease, simply by blasting the source of it with your own power. All other forms of mind control are lesser than your own after all. Sadly you can't undo the brainwashing of others with quite such ease, but you *can* interfere with mind control, corruption, or transformations as they are being applied, altering their effects into something more enjoyable. An intelligence-draining potion could be used to turn a mage into a horny bimbo when mixed with your magic, and a transformation into a golem could instead make them into a living sexbot programmed to serve you.

CORRUPTION INCARNATE [400, discount Overmind]

The oldest trap in the book. Just because the Overmind isn't using his power doesn't mean you're safe from his influence. You can't touch fire without getting burned and you can't play with the Overmind without getting corrupted. Even just being in his presence feels so *good* that it inspires lurid fantasies and makes people want to give in.

It doesn't actually *matter* if you're using your power or not. All you really have to do to brainwash people is just be around them for long enough. The longer someone stays near you and the more they see what you do, the more eager and brainwashed they become until they're willingly, happily asking you to fully enslave them. Willpower only slows the process down by a little bit. And if you end up acquiring other forms of corruptive or mind-affecting powers from somewhere, you can apply the benefits of this to those as well, inflicting your favored form of corruption on people with your mere presence.



CHILDREN ARE GREAT [400, discount Overmind]

The Overmind is also known as the *Father of Nations* and that title is quite literal; he has spawned monstergirl empire after monstergirl empire of descendants. Though the Overmind has never managed to conquer the world, he has certainly made an impact. Further, in all of his millennia of tyranny, he's never hurt a child.

This perk's benefits are twofold. Firstly, you can father children onto any woman at all, regardless of species, from simple humans and elves to world-shaking Titans. Producing monstergirl breeds that inherit the primal magic of your blood, along with the power of their mothers' blood. And secondly, all of your descendants are incredibly loyal, loving you to an frankly incredible degree. They would rather die than be turned against you, even under torture and mind control. Some of them might get a bit *weird* with their love though.

OLD AS THE WORLD [600, discount Overmind]

Death has no hold on the Overmind. While mortal empires rise and fall, the Overmind has always been an eternal fixture of the world. Present since the very dawn of the world. He has never been gone for more than a generation, even when heroes do manage to slay him.

When killed, your body becomes stuck in a state of torpor. Neither alive nor dead. Given a couple of decades to gather your energies again, you can rise once more. Unfortunately, that would take longer than the standard decade you have. Luckily, use of the ancient magic of orgasmic energy provides a solution for revival ahead of schedule. Once per jump, you can be resurrected early, without forfeiting your chain, even if it still takes some time.

You can be revived after a few months if you're in a hurry. But the longer you stay in torpor, to a maximum of three years, the more secure your enemies will become in their victory and the easier it will be to surprise them with your revenge.

ALL HAS BEEN GIVEN [600, discount Overmind]

People always wondered about the noble traits the Overmind sometimes showed. It turns out he was not the evil people fought, just its jailer. He gave up everything to contain a god of pure chaos and evil within his own being, falling from the heavens in the process.

You can repeat that feat once more, should you ever need to. You have the ability to seal another being inside yourself, binding the soul of whatever or whoever it is within your flesh, becoming its jailer for eternity (or the duration of the jump). This is a heavy burden to carry, as its power will mingle with yours. Depending on their relative power, they might have more or less influence over you. A captive much lesser than you would only lightly influence you, perhaps making you tend more to things they would do. But if it is your equal, or worse still, *more* powerful than you, then you will feel its influence *much* more strongly, just as the Overmind was burdened by the god of chaos. But it will be contained.

As a final benefit, or possible weakness, the soul of whatever you absorbed will be struck before your own by attacks on the soul. If, for example, you were slain with a soul-absorbing blade, then your captive's soul would be drawn into the weapon instead of yours.

I AM CLEAN [600, discount Overmind]

In truth, the Overmind is a being of the celestial realms. A being of sex, not corruption. Perhaps he was once an angel or some counterpart to the goddess. The specifics of it don't really matter anymore now that he is something *different*, but if purified somehow, he would again be a divine being. He'd still remain in the form of a man though.

With this purchase, you get to skip ahead past the near-final death experience and be purified to start with. With the influence of the chaos god stripped from you, everything about you is cleaner. Corruption and darkness of any kind no longer have a hold on you, as your holy nature purifies them from you and leaves you with only those benefits you want to keep.

To those able to sense evil, corruption, and such, you are now clearly a being of the heavens. Even for those unable to sense such things, having sex or using your untainted power on them feels even better than it did before. Without chaos' influence, your 'slaves' also gain the choice to leave. It's unlikely that anyone would actually *want* to leave your heavenly bliss, but they'll have the *option* to.

Should you have or acquire other powers based on lust, they can optionally be purified in much the same fashion, greatly improving the pleasure you can grant with them and giving your partners a choice if it's relevant. On the other hand, if you prefer, you can also switch your lust magic back to full enslavement whenever you want.

NO FREE WILL IN THE TOWER.



Heroine perks:

Militia Warrior [100, free Heroine]

Little out of the way villages are like hero factories. They pump them out by the partyful. Those villages need to be defended though, because the youth aren't going to be a match for the evils of the world yet. That's what the militia is for, and where you come in.

You are strong-willed and a natural leader of women, with a talent for leadership that would allow you to effectively command both small groups and a real army. And if a defense needs to be organized, a kingdom needs to be managed, or you're stranded in unfamiliar territory, people will naturally look to you for direction.

In addition to your talent at command, you also have what are likely the best fighting skills in your village, with a personal combat style of your own. Still, with just this you lack the training and raw talent of a true heroine, leaving you a lacking combatant in comparison. Then again, just about *everyone* comes up short compared to such legendary figures.

Hot Body [100, free Heroine]

It's not just their skills or their virtue that sets heroines apart from the common people. Usually the heroine *looks* like a heroine even at a glance, the kind of person who stands out amongst the crowds. Especially in the eyes of the Overmind.

You definitely have that heroic look about you. Your beauty is greatly enhanced, and you gain a distinctive appearance that is hard to miss. The specific form this takes is up to you, whether it gives you a pair of barely restrained tits, a strikingly youthful appearance, or some other style of beauty more to your personal liking. Whatever the case, your remarkable looks are unmistakable even from a distance, and as a bonus you also gain wonderfully smooth skin and a touch as soft as velvet on the skin.

As an aside, you'd also make an excellent slave. And look great while drooling mindlessly.

Go Go Enslavement [100, free Heroine]

Everyone knows being with the Overmind is bliss. Plus, he is the ultimate pervy dream guy to fulfill all of your sexual fantasies. Is it really any wonder that eager volunteers come to him along with the conquest he takes? Not all of them are as lucky as you are though.

You have the makings of a favored slave, quickly endearing yourself to your master(s), regardless of whether you volunteered for the position or were claimed by force. You aren't going to be ignored or left frozen in the orgasm matrix, even if you're not a fighting slave.

No, you get to *enjoy* your enslavement with substantial preferential treatment. Your doting master would regularly come visit, you'd get a guaranteed spot in nightly fuck rotations, and you would have a notable advantage over any other slaves in competing for your master's favor and attention (and cock). You might still end up working for 23 hours a day, sure, but the rewards are going to be well worth it.

Power of Friendship [200, discount Heroine]

With your friends at your side, there is nothing for you to fear! There's a reason heroines always work in groups, and it's because they're stronger together. Working with their friends allows them to reach their full potential and do more good than anyone could alone.

Your ability to forge such friendships is boosted significantly. Joining a party of adventuring heroines, you could make lifelong friends, forging bonds between you that not even years of separation and corruption could hope to erase. Further, you have a special kind of luck for running into the kind of exceptional people who would fit well into both your party and circle of friends. You'll be inseparable before you know it.

Finally, this gives you and your friends a boost in teamwork, helping you cover for each other's weaknesses and to support each other's strengths. Even if it has been years since you've seen each other, you could continue right where you left off. Working together like this, a team of heroines could take on foes that should be far beyond any of them.



Protected Features [200, discount Heroine]

Being injured in battle or brainwashed in bed aren't the only dangers to worry about here. Turning into a golem could be considered worse than death, and alchemical potions can be terribly debilitating. Luckily, you've gained some protection against these fates.

Any time someone tries to transform and weaken you, the result will only be partially effective and always just makes you *more* attractive. A weakness potion might be messed up to turn you into a cowgirl, and being mechanized into a golem could only partially cover your limbs instead of your whole body. This doesn't stop these attempts at changing you from impeding in battle though, suddenly having bigger tits *is* still a hassle. But it won't be quite as bad a handicap as it normally would've been.

If you want to, you can keep the enjoyable aesthetic parts of these changes permanently, even after whatever caused it would normally run out or be reversed. Additionally, you can allow others to benefit from this by meddling with the thing supposed to change them.

Face Stealing Illusion [200, discount Heroine]

Sometimes you need to get into fortresses you'd never be able to walk into while you look like you normally do. *Especially* if you happen to be a dwarf covered in goblin war paint and wearing an archer's outfit. Where goblin infiltration skills fall short, there's always this.

By spending some magic, you can disguise yourself or other people with a long-lasting illusion. By default, it'll make you look like a nondescript person of some generic description, like a normal slave trader for example. But if someone's knocked out, you can change this illusion to temporarily grant their likeness. You don't *have* to murder your impersonation targets along the way. But it does make things easier.

You can cause specific people to see you as you truly are without dropping the magic entirely simply by willing it, allowing companions and followers to see yourself, while the unsuspecting see only the disguise. It's not perfect though, only tricking sight.

Hero of Virtue [400, discount Heroine]

Three years ago, seven legendary heroines went to face the Overmind, each of them the greatest in the world at their specialty. They are not the only heroes around though, just the most notable and famous for recently defeating the Overmind.

With this purchase, you are a true heroine in your own right with the skills to match any of the seven except their leader. You can pick a specialty and become the greatest example of such in the world, equalled only by your fellow heroines. The greatest archer, mage, cleric, mechanist, or simply the greatest in the world at fighting with your chosen weapon.

Ordinary soldiers or monsters are no match at all, falling by the dozen to your spells or bladework. You could even crush the newly awakened Overmind by yourself, due to how his latest resurrection has weakened him. At least, as long as you don't get yourself poisoned or otherwise taken by surprise and weakened in turn.

Holy Enslavement [400, discount Heroine]

The goddess' power flows into the world and will purge the filth from your minds. Face her glorious power! You wish to be purified. You want only peace within yourself. You are bound. You are enslaved. You must do as commanded.

With this, you have learned perhaps the most powerful and terrible kind of holy magic, enslavement magic. Unlike the Overmind's hypnotic powers, this is a much less pleasant form of controlling people. This type of control feels much more like being punched in the brain and locked into a mental prison than anything else.

Anyone bound by this is fully aware of what they're doing the entire and not brainwashed to your side at all. Instead, the victims are locked in a living hell, prisoners in their own bodies, and entirely unable to stop that body from following your commands. On the bright side, unlike the Overmind's innate powers, there are no limits to who this could bind as long as you have the raw magical energy to overwhelm your target with.

Heal the Mind [400, discount Heroine]

Some wounds are much more dire than physical blows. Guilt as you realize what you've done, or more mystically having energy you depended on ripped from your soul. A normal wound is nothing in comparison to that.

You have learned magic to heal the mind instead of the body. Holy magic of the mind, granting a much gentler touch than binding magic. It will allow you to heal and soothe even those who had a portion of their souls ripped from them. Though the most grievous of mental wounds, those that leave the victim entirely catatonic, will require you to use your magic to enter their minds directly and reawaken their spirit that way.

Additionally, you have a talent for helping people recover after terrible circumstances. Helping people find the strength to redeem themselves, reawakening their spirits after they have been beaten down, and even helping someone re-adjust to normal life after being torn from the overwhelming bliss that is the enslavement to the Overmind. They have to want it deep down though. Attempting to "redeem" people by force is nearly impossible.

Improved Imitations [600, discount Heroine]

Aside from the evil, the Overmind does own some nice examples of ancient magical items. While most of those would not work right for victorious heroines taking them as spoils of war, they do offer the opportunity to study and copy the magic involved.

You have a talent for studying and reverse engineering magical items, without actually having to take them apart. Understanding the mechanisms by which they work comes easy to you as long as you have an example to look at, and your ability to create imitations of these items is limited only by the power and resources you have available.

And your versions aren't just cheap imitations. They can be considered improvements, altered to suit your purposes. An imitation of the slave pits may drain people of some energy other than orgasmic energy to power your machinery, while a teleport crystal might allow you to teleport to and from anywhere without needing sites of ancient magic. Though depending on the resources available to you, such improvements may introduce other drawbacks, like the crystal being made of ice that will melt quickly if not kept in the freezing cold.

Ultimate Skills [600, discount Heroine]

There was a moment in the past or some trait of yours that made you who you are now. Something fundamental to the root of your being, something that cannot be erased by any kind of corruption and informs who you truly are and what you can be.

Through understanding this deep part of yourself, you have unlocked your hidden potential and learned a special, unique technique. A single attack or spell that can be considered the culmination of everything you are. A condottiere might unlock a terrible magical sword strike, a mechanized alchemist might create a field of superheated plasma, while an ice spirit might learn to channel the cold of dead stars into a storm of ice without any cost in mana.

This technique changes and evolves with your own power, skills, and nature to always remain at least competitive and usually your best attack. Depending on what other powers you have, you could end up with something quite impressive indeed. Though keep in mind that if it is something without a cost, in mana or otherwise, it'll probably be somewhat less directly powerful to make up for the freedom to use it as much as you like.

Joyous Strength [600, discount Heroine]

The leader of the heroines was Joy, the Angelic Queen. She was in charge simply because she was *the strongest*. Before facing the Overmind, she wiped out an entire continent worth of monstergirls and shattered their empire in a holy war. The Overmind himself could likely have beaten the other heroines the last time around, but she was something else.

With this, you share in her terrifying power. You are a holy warrior, a paragon able to do absolutely everything the other heroines could do better than them. Unbeatable with a blade, easily able to win any duel in this world on sheer skill alone. Your magic can rightly be called apocalyptical, calling down sky-shattering lighting, summoning the pure energies of death, or opening a portal to the surface of the sun right above your targets.

Additionally, the power of all the other Heroine perks you purchased is raised to a similar degree. From holy enslavement magic to a heroic specialty you might have picked up, they are all raised to be many times better to match your status as the paragon. Finally, you may optionally gain a set of angelic wings.



ITEMS:

Bottled Tears [50]

Few things are sweeter than drinking the tears of your fallen foes. Well, usually they'd be rather salty, but to the Overmind the taste is exceptionally sweet. And regardless of the side you're on, these tears in particular will taste similarly sweet to you.

You get a couple dozen bottles of tears to start with. These tears restore your health and give you the will to squeeze even more out of your foes as a quick pick me up. There's a few lust potions mixed in as well, which allow the Overmind and his slaves to recover mana and serve as mild aphrodisiacs for others. Curiously, both of these sets of potions will magically refill themselves with the tears your enemies actually shed.

Overmind Items:

The Tower [100, free Overmind]

Collapsed with his defeat, the Overmind's tower has fallen into ruin. His artifacts stolen, his maid slaves freed, and the tower itself left to gather dust. Perhaps specifically designing it to collapse when the Overmind is killed wasn't the best idea.

For now, you can use the only-mostly-ruined throne room and rest in the forsaken tomb in the tower basement if you need to. Once you get repairs done though, you'll have access to expansive and lavish private and slave quarters. The upper parts of the tower are designed to house yourself and an incredible number of slaves in luxurious comfort. You'll also find that there's one unique artifact the heroes missed during their looting, a magical crown that will allow you to remember and relive your conquests as if you were there again.

With the tower designed to be quick to repair, this work can be done practically overnight. Supplies are smuggled in by thieves or provided by captured villages, so you just need the funds and someone to direct your work crews. A shopkeeper perhaps?

Undefended Village [100, free Overmind]

A recently-founded village, out of the way and little better than a camp. Best of all, the miserable hamlet has no adult men in it! Wherever they've gone, they left the place almost entirely undefended and ripe for the taking.

Located close by your starting location, this small village has little ability to actually defend themselves and no outside support to protect them. It's practically asking you to sack it, and enslave the villagers. Capturing the place will net you a small sum of gold to start with and a good number of women who will make for excellent slaves. At least half a dozen surprisingly attractive women, plus another two who have some valuable skills in addition to their looks. (As well as some useless old people and teenage boys.)

While the village itself will not follow you to future jumps, your enslaved conquests will. Additionally, a similar new village will appear somewhere nearby in each subsequent jump, to provide you with an easy starting point for future conquests.

Sweet Ship [200, discount Overmind]

The overmind's tower is located on its own (admittedly large) island. While great as a defensible position, this is somewhat inconvenient when you need to get to the mainland without any activated teleport points there.

This gets you a proper ship of your own to sail wherever you want to go. She is a beauty suited to the open seas, with cannons ready to skirmish with anyone you might run into on the waves and an experienced but otherwise unremarkable crew of sailors. It also may or may not be literally sweet due to being bought from a sugar cane merchant.

While the crew members are nothing special, the *captain* has a body that you'd be hard pressed to miss. She's also got a decade of experience on the high seas and a lot of respect built up, but that is an exceptional pair of breasts. She's a bit too proud to put them to use, but an orgasm or ten might change her mind.

Special Smithy [200, discount Overmind]

The monstergirl empires have developed many advanced weapons and armors using special materials. Orichalcum, mithril, and adamant. Each magically enhanced and with its own advantages compared to the others.

This purchase gets you a full smithy, it's set up to make some of the best gear in the world using the monstergirl materials. It comes complete with smithing tools, a replenishing stock of materials, an overforge with liquid fire crystal for precise temperature, and a few anvils in accordance with the ancient law that every legitimate smith must own an anvil.

Speaking of legitimate smiths, you also get a highly skilled blacksmith able to work with those materials and keep the forge heated. She's the no-nonsense type who prefers being paid in gold or booze, and is not here for any sexual jokes about your "hammer". She's an even better fuck than a smith once you're done smithing her brain though.

Fighting Pit [200, discount Overmind]

The arena is right down here. Our soldiers get stronger by practicing on captured monsters. If you want to fight some monsters I'll set it up. We have a special prize for beating them all, so do your best and let's get you into the ring.

It's more of an underground pit than a ring, really. But this 'arena' comes with a variety of monsters captured from the local area for you or your soldiers to train against. Aside from the experience, defeating the current 'champion' monster earns the victor either a magical trinket or a healing item. They don't ever seem to run out of the monsters down here either, so you won't have to worry about capturing more.

Of course, the local area might not have the kind of monsters you'd want to train against. Perhaps there's only normal animals instead of titanspawn beasts, or you'd like even more of a challenge than those. In that case, the arena allows for you to set up fights with any monsters you've encountered during previous jumps.

Teleport Crystal [400, discount Overmind]

A massive crystal with the power to focus Tantric energies, which provides the huge amounts of power necessary for teleportation. The teleport stone will let you move off the island and conquer the wider world.

With the teleport crystal you can instantly teleport between it and various magic circles scattered around the world. The circles do need to be activated beforehand, but that's a simple matter of touching them. Even if you do miss one, it'll get activated automatically once you clear the area of hostiles. In future worlds, you'll continue to find these magic circles at every city and important location you travel to.

If bought as a Heroine, you could have this be an imitation that works slightly differently. While it doesn't need dedicated teleport points, allowing you to teleport anywhere, it comes with a fatal flaw of some kind in exchange. Like being made of ice at risk of melting.

Mindless, Witless, Brainless [400, discount Overmind]

"We obey. We have no mind. We serve you for all time. Our minds are empty and our pussies slick." A trio of seemingly worthless slaves. All three are green-haired, missing most of what you'd call brains, and bound to your will.

Appearances can be deceiving though, for in actuality they are powerful angels merely taking the forms of human women as a disguise. They're a set of a Seraphim, a Cherubim, and an Ophanim pulled down from heaven's endless green fields. But their enslavement at least is no ruse. They're bound and forced to follow your commands. You could even steal their minds to make them *appear* truly mindless and incapable of independent thought.

You can take Alexia, Iskis, and Kael specifically if you're purchasing this as the Overmind, though the Tower Mistress' control will still supersede yours until the four of them are freed. Otherwise, your set of angels can be a different set of three pulled down from heaven.



The Orb of Dominion [600, discount Overmind]

One of the Overmind's most vital relics, the Orb of Domination is the core of his power and channels his orgasmic energy. Necessary to rebuild his army and for him to enslave women. It is also his literal carved-out heart, a lie, and a trap, but nevermind that.

Unlike that vile thing, *this* version of the Orb does exactly what it is advertised to, without harming you if it happens to be destroyed. Mostly. While it doesn't really help with enslaving women, you can use the Orb to upgrade your own powers as needed by feeding it orgasmic energy. The Orb will strengthen you in turn and grant you power in the form of new magical spells suited to you, more ways to command your slaves, and possibly other abilities if you happen to have access to different powers than the Overmind normally does.

In addition to the Orb itself, this comes with the slave pits and orgasm matrix. Slaves who cannot fight can be kept suspended here in perpetual orgasm, cumming for the rest of their lives (or until you let them out) to provide you with orgasmic energy. This way, slaves that aren't of use in battle or as servants can still help you enslave more useful girls.



Heroine Items:

Heroine Equipment [100, free Heroine]

While few legendary heroines become legends solely because of their equipment, most of them do carry around some truly excellent gear. Whether acquired during their adventuring or granted through sponsorships by the temples or their nations.

This is a set of gear fit for a true heroine. Consisting of armor or robes, weapon(s), and assorted accessories suited to your specialties. A mage might gain a robe and staff with this, a swordsman a set of armor and a sword, while an archer gets a bow and light outfit. And if purchased by the Overmind, this could be his ancient overlord armor restored.

Regardless of the specific form this set of gear takes, the equipment is tailored to fit you perfectly, made of the highest quality, and infused with magic either to support your preferred style of combat or grant a smaller overall increase to *all* your attributes.

Colored Keys [100, free Heroine]

Four keys, each a different color. The equivalent of throwing every lock in the village on a single door, for when you really, *really* want to keep someone out for as long as possible and the only thing between you and them is that one single door.

When this set of keys is used to lock a particular door, gate, or even a magic portal, they create a powerful magical protection that would force even someone like the Overmind to collect all of the keys before they could get in. Bashing the door in, draining the seal, or otherwise forcing their way through becomes *far* more difficult and time-consuming.

These items don't necessarily need to be literal keys, a set of relics that together disperse the seal works just as well. The only downside to the security is that these 'keys' have to be kept outside of whatever place you lock down for the protection to work.

Moo Potions [200, discount Heroine]

Skeletons created from fresh skeletons retain their mental faculties, making them hard to control. An enterprising necromancer sought to fix that by creating an alchemical solution to subdue them. Incidentally, these potions are also a great help with subduing necromancers. Improved variants mixed with milk are quite useful against mooore physical foes too.

You get supplies of three different potions with this purchase. The first type is the original alchemical potion, which severely reduces intelligence and makes people more submissive, making it difficult to remember anything. It helps control skeletons and makes women into brainless bimbos. The effects are fairly long-lasting, but wear off eventually.

The other two are weakness potions mixed with milk. The first causes breast growth, lactation, and relaxes the mind, making a moo'ing noise loop through the drinkers' heads. The second variant is an improved version, with enhanced effects and extra cow traits like horns, ears, and a tail. Unlike the first potion, these are both permanent.

Personal Domain [200, discount Heroine]

Whether taking over structures in out of the way places, returning to their homes to be lauded by their fellows, or claiming the throne in some place they want to help, heroines often end up in charge simply by virtue of their status as heroines.

This purchase gives you a personal stronghold, which may take different forms depending on your personal preferences and skills. A necromancer might gain a mausoleum filled with the remains of ancient soldiers and heroes, a pirate a tropical island to stash their loot and ship, a mechanist a factory filled with golems and machinery, and so on.

With a second (discounted) purchase, this can be expanded to a full city and surrounding land, comparable to Sayda or modern Bilbao, for you to rule over as your personal kingdom. Your stronghold will be at the center of the city, and the city itself has a loyal population of a local race of your choice. Your kingdom also comes with an army to defend your domain, though none of your soldiers are going to compare to legendary heroes.



Perfect Defence System [200, discount Heroine]

If you're planning to fight off the Overmind, you're going to need to tune up your security. Perfect your defenses. Maybe copy some of Bilbine's notes. Or maybe just copy her Perfect Defense System in its entirety.

This duck-shaped mech is part of the proud legacy of the Iamiak. And super duper adorable. Don't let that fool you though, this is a seriously powerful machine. Besides its fists, it has been equipped with laser weaponry and within its armored dome you're practically invincible, with only powerful blasts of electricity temporarily allowing enemies to take it down.

But the most impressive features it boasts are the accompanying Death Eggs and counter-laser system. Hovering by the mech itself, these egg-shaped machines have their own weapons. But more importantly, the death eggs allow you to respond to any attack with a laser of overwhelming strength. Even if they get destroyed, disabling the counter system, their ability to self-repair will quickly get them back into the fight.

Monstergirl Village [400, discount Heroine]

Hidden away within a maze of magical hedges that sends outsiders away with their twisting paths, and omitted from every map, this small village is isolated from the world. Monstergirls who want peace and quiet end up here, guarding the tomb at its center.

Though unwilling to leave or join you in battle, the monstergirls living here know much of their ancient magic. How to forge magical materials, grow houses from magical crystals, and more besides. They would be quite willing to teach interested smiths, architects, or mages. You'll also find that many of the monstergirls here are eager for sex. Very eager.

Additionally, the village gets a stone tablet every jump, inscribed with a contract which protects the inhabitants from the predations of any one conquering type. Honored despite them not remembering ever signing it. Here, their first contract protects them from being taken by the Overmind himself.

Finally, and perhaps most importantly, there is the tomb. A prison of seals made by the Overmind himself in the earliest age, when his power was still fresh and new to the world. Here, it holds his first daughter. But when it follows you to other worlds, you may imprison others behind this unbreakable seal. Although you'll have to get them inside yourself.



Helm of Storms [400, discount Heroine]

An ancient artifact from the era of the titans, the helm of storms grants control of the winds and allows the wearer to call magical storms. But you would need to be crazy to use it, since doing so will swiftly kill everyone on the continent.

Using the helm, you could summon frozen winds, creating a magical storm that prevents travel by ship and a terrible, permanent blizzard that gradually reduces the whole continent you use it on to a frozen wasteland, freezing and killing off everyone unfortunate enough to be anywhere near there. The helm is not as useful in personal combat, with most of its power meant for much larger scales, but wearing it still provides a notable enhancement to any magic of storm or cold.

Alternatively, you could acquire a comparable magical artifact, which would have powers just as large-scale and dangerous as those of the helm, only based on another element.

Sword of Joy [600, discount Heroine]

A holy relic, the greatest creation of those who believe in the goddess. Only warriors dedicated to the goddess should be able to touch it, let alone tap into the power the blade possesses and grants to a proper wielder.

You are very much able to touch this version though, even if it turns out you aren't a holy warrior. But on the other hand, no one else can tap into the power of this blade like you can. The blade absorbs the souls of your enemies after you defeat them. It grants you every skill possessed by everyone you kill while carrying this. Taking the soul of an especially powerful and inhuman being like the queen of a monstergirl empire might even cause you to mutate physically, perhaps growing wings reminiscent of theirs.

This sword is the secret behind Joy's incredible power and range of skills, and it was meant to permanently seal the Overmind by absorbing his soul. That didn't work out in the end, but hopefully it will serve you better than it did the Heroine of Humility.



COMPANIONS:

Import/Create [50/200]

You can import an existing companion here or create a new one for **50 cp** each. Each imported or created companion gets the Heroine origin with all the appropriate discounts and free perks and items as well as a budget of **600 cp** with which to purchase further perks and items for themselves. Alternatively, you could pay **200cp** to import a group of up to eight companions with the same benefits.

Canon Companion [50]

If you'd like to take someone with you instead of bringing them in, you can use this option to pick someone specific and be guaranteed to meet them under favorable conditions. They will join you as a companion whether you use that opportunity to convince them to join you or to enslave them to your will. They don't have a choice.

Slaves [200, requires Overmind]

It would be a shame if you had to leave your well-earned prizes behind. Especially after putting in so much effort reprogramming them. So with this option you can take everyone you've enslaved with you as a group of followers.



DRAWBACKS:

Overhorny [+100]

You're as horny as the Overmind himself. This is bad enough that it will ensure that your primary concern is generally going to be getting as much sex as possible. Regardless of the strategic cost or how much harder it makes things for you in general. Hell, if you are a girl, you'd probably jump on the chance to join the Overmind.

Not to say you can't do other things as well, but you're going to be regularly sidetracked by the desire to have sex at any opportunity. Hopefully you have someone around who can talk you out of the more ill-advised things your libido will tempt you into. It would be a shame if you get so focused on a blowjob that you forget to try and *survive*, after all.

OVERMIND VOICE [+100]

The Overmind's voice is... distinctive. And not in the way everything else about him is distinctive. No, his voice is much more "ancient evil" than might be expected of a being who is also considered an incarnation of lust. There's no seductive tones to be found.

You're in much the same boat. You have no indoor voice at all, always talking at the top of your lungs. And worse, you sound absolutely terrible. Like you're gargling broken glass with a voice like this. Absolutely nothing is going to help you sound any better either, so maybe you should do like the Overmind and try to speak as little as possible?

Infertile [+100]

You're a little sterile right now. Now don't worry too much about that. It's just a minor but unfortunate side effect of entering the jump, or if you're taking the place of the Overmind, of the very spell that brought you back to life.

Unfortunately, while that was only an artificial limit that could be reversed or worked around with alchemical potions, this is complete sterility. Don't worry though, you'll get your potency back eventually. Maybe in a decade. In the meantime, you aren't going to be able to get anyone pregnant, nor get pregnant yourself if you happen to be a girl yourself.

Birthprice [+100]

Dwarves aren't like humans. Their love of money is deep enough that they actually expect their children to pay off the cost of being born and raised with actual money. Until it's paid off, they are practically slaves to their parents. Or the state, in the case of orphans.

Now, you might not be a dwarf, but regardless you've inherited a crazy amount of debt, which you're going to have to pay off. It's something to the tune of 100,000 gold. Until you finish working off that debt, you won't be allowed to leave the jump. And don't think you can just pull out any of that foreign coin, only real gold from *this* world will be accepted.

Haunting Moo [+100]

You should relax more. Thankfully, you got an alchemical potion mixed into your food accidentally (or on purpose if you have enemies), which will help with that. Of course, it does have some *weird* side effects due to having cow's milk mixing into it.

Mostly, your brain is full of cow. The placid sound of mooing echoes in your head over and over and over again. You'll find yourself mooing as well, mixing little moos into your speech and mooing loudly when pleased. There are some more physical changes as well, namely that your breasts have grown and you've started producing milk. At least you do feel totally chill and a lot less bothered by things now? Nice and relaxed.

Titanspawn [+100]

The titanspawn, races created by the very mad and very dead titans that ruled the earliest age of the world, before the goddess smote them. That might have been eons ago, but they are still around. Mostly they're just the monsters you have to fight to go anywhere.

Something about you seems to draw those titanspawn towards you. Meaning that, if you want to travel anywhere, you're going to be stuck fighting your way through a frankly stupid amount of monsters. Something that is at best tedious, and at worst terribly dangerous depending on your own strength. On the bright side, at least goblins will like you?

Heart of Chaos [+200]

Congratulations, you get a free item. An orb that can be used to scry on your location and communicate with you regardless of distance. The bad news is that this "orb" is your heart. Cut out before you entered this world and remade to leech all of your energy away.

It is your most vital relic now. You will need it to use most of your powers. While it doesn't necessarily need to be on your person, it does need to be kept in a place you own. Further, you must carefully guard the relic, because if someone destroys it, you will die. Along with most likely everyone around when the thing explodes.

The Steel [+200]

So it turns out that you're a criminal, and worse, you've been unkind. Maybe you were littering, or trespassing without the proper papers? Barging into people's homes uninvited is strangely common these days. In any case, to pay for your crimes you've been contained in a golem suit and geased into servitude.

You'll be made to perform acts of kindness (and unpaid labor) as a form of restitution to society for your wrongdoings. Don't worry though, you will be fully aware (and suffering) the entire time, so you get to experience first-hand how much better it is for everyone to be kind to each other. And for the rich to have access to free golem labor. At least someone should eventually show up to shut the golem suits down and free you.

Reanimated Skeleton [+200]

Looks like Nanshe got her hands on you, because you're all bones, no skin. Or maybe something went catastrophically wrong with a revival spell. Whatever the case, the result is that you've become a necromantically animated skeleton.

On the bright side, you've retained your mind and faculties despite your undead state. But aside from that, you've lost a great deal. Mainly in the use of any fleshy parts you might have had before, but keeping your bones in the right places has also become significantly harder. And that's not to mention that you won't be welcome anywhere *near* polite society.

Everything is Spiders [+200]

Spiders behind the paintings. Spiders under the table. Spiders in the vase. Spiders in the sink. Spiders in your pockets. The books are full of spiders. The wardrobe is full of spiders. Spiders under the sheets and in the mattress, hollowed out to hold even MORE spiders. Inside the bread are spiders. Bottle of milk is spiders. Fireplace is spiders. Dishes are spiders. Shelves are spiders. Behind the shelf? Spiders.

Spiders are unreasonably attracted to you, swarming wherever you make your home and gradually filling every nook and cranny. Along with this, you also get arachnophobia, severe enough to burn everything to get rid of them. At least you'll be popular with people who like to trip on hallucinogenic Rainbow Spiders? Before you set them on fire, that is.

Traitor [+200]

This vessel is ours now. They can think, but cannot do anything. They will be a prisoner in their own body, likely for years. And it will end with your death. To clarify, one of your trusted allies (a Companion if possible, or a local you are or will be close to if you don't have any) has been possessed by Chaos.

This "traitor" is completely helpless during this time, unable to do anything but think while Chaos puppeteers their body around. Worse, you get no indication of who the possessed might be. At least not until they're ready to make their grand betrayal, doing their best to try and kill you, while empowered by the true god of all chaos. Only after they've revealed themselves will you be able to try and free them.

Weakest Incarnation [+300]

You are exceptionally weak because you have been dead for so long. What do you mean that doesn't make sense? Of course it does. Just don't think about it too much. Anyway, your powers are weakened to the point even a brainless slave would fight harder.

If you try attacking, you'll find that your attacks are almost useless, and most of your other powers are also either inaccessible or useless. On the bright side, your powers of command are not affected and you retain *some* of your toughness. If you want to fight, you're going to have to rely on your slaves and/or friends. Perhaps try to boost their abilities? With effort, you may be able to recover your strength, but this will be a very long grind.

Half-Dead [+300]

You're halfway dead, revived in a way that has left you not entirely alive. You won't need to worry about rotting or anything like that. But you do need someone to manage the energies keeping you alive. In the case of the Overmind, this would be the Tower Mistress.

If you are not taking the Overmind's place, you can elect a Companion or a local from your background to take this position. In either case, losing this connection means you drop dead rather quickly. Having sex with your Mistress is out of the question as well, because if they get distracted enough to lose control then you'll go up like a Chianian candle, the energy matrix will explode, and you'll end up a charred black Skelemind corpse.

Corrupted [+300]

The chaos god got into your head. His energy is coursing through you, infecting your thoughts, clouding your memories, twisting your virtues and goals into something terrible. Corrupting you into a monster without you even noticing.

Oh, you may notice it's all wrong *somehow*. But the specifics will elude you, and you won't be able to stop yourself from acting on these evil urges anyway. Ironically, the only way for you to be somewhat free is to become a slave to a different master, bound to the Overmind and unable to do worse things. If you happen to be the Overmind yourself, well, tough luck. You'll just continue to act like the "incarnation of evil" he has always been.

Hazy Memory [+300]

You wake up here with no memory of your previous lives, either here or in other jumps. You're going to need to ask someone else to tell you what your own name is and what you're doing here, let alone anything more than that. At least your skills and powers are still intact, even if you'll likely need to remember how to actually use them.

You'll still act like yourself, regardless of what people tell you, but you'll have no idea of anything you did before or what to expect. Hopefully you have some trustworthy companions to tell you about all this "jumper" business. Though if you're the Overmind, you don't need to worry. Your faithful Tower Mistress will tell you everything you need to know...

Can't Think, Head Hurts [+300]

Something's wrong with your brain. You're dumb as a broken bag of rocks, and even a half-feral wild woman would be able to see it. Maybe you drank a permanent version of one of Nanshe's potions or some backlash of magic burned out your mind.

Whatever the case, you're incredibly stupid now. And your reduced intelligence means you've forgotten most of your skills. You're not half as skilled as you used to be, and your version of a "good" idea is painfully stupid to other people. At least you'll fit right in with the more brainless of the Overmind's current group of slaves?

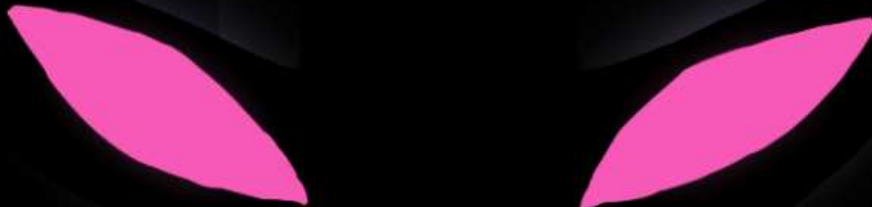
ENDING

After spending ten years in this world, you have one more choice.

New Game: Next jump

Continue: Stay here

Shutdown: Go home



NOTES:

The glowing Overmind body/eyes gained through the exclusive perk may become an alt-form after the jump, if you wish.

Orichalcum is magically enhanced bronze more durable than steel but extremely heavy, and works well against magical defenses.

Mithril is magically purified silver that enhances magic and enchantments.

Adamant is magically enhanced steel as strong as diamond and glows blood red.

Spells are based upon the elements. These elements are Fire, Water, Earth, Wind, Thunder, Ice, Holy, and Dark.

The Mistress can speak with the Overmind at a distance by managing the orgasmic energy. This allows her to always speak to you/him and nearby slaves in the field.

The game is free at: <https://outbreakgames.itch.io/overwhored>