V1.03 By DeverosSphere

Overlord (Game) Fanfic Jumpchain



Welcome, Overlord, to the Over Realm.



I am Gnarl, Minion master and devoted servant of darkness.

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

What should we Minions, alone and without a master, do?

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

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

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

Gain +1000 CP

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Origins:

Well, Sire, what type of Overlord are you?

Warrior
You have a mighty amount of muscle, Sire; it will allow you to fit a mighty figure in your dark armour. Not one of those disgusting white sets of armour; Nine Hells forbid you be mistaken for one of those goodie-goodie warriors. You know how to kill and make sure it hurts.

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

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

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

Wanderer
Why stay as only the Overlord when you can be more? You may choose to be a variant of one from another world. Perhaps you’re a diamond in the rough, a saint from Third Street, or that Potter boy? He tends to be the Overlord a lot. Here’s hoping you're not that clown from Gotham; he’s not as fun as you’d think. If you want to add something **Out Of Context,** then this is your best choice.

Perks:

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

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

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

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

The Overlord - Free
As our Overlord, you can connect to 5 Minions, commanding them as an extension of your will. Your essence gains a sizable amount of Health and Mana, represented in your mind through coloured bars: Red Bar for Health and Blue Bar for Mana. Finally, your body is perfectly suited to contain and wield evil energy, with it boosting your power through acts of evil such as killing innocents, sacrificing others for your greed, and stealing candy from babies. Oh, cherry flavour.

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

That's evil energy; it gathers in all of us Evil creatures -100 CP
Why not just scoop the evil out of the unworthy? When you kill those who are evil, black clouds will rise from their corpse; if you absorb that evil, you gain its power. While **The Overlord** perk is active, this Evil Energy will not harm or corrupt you, but if you die, it will be explosively released.

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



Does that make us the Good Guys? -100 CP
Egh, you… Egh, I think I need a sick bucket. Why would you want this, Sire? What is wrong with you? With this revolting Perk, you can choose for your evil actions to be egh, goo-egh, good. You can choose to either have it frame your actions as good for publicity, to see the long-term benefits of your choices, or manipulate fate so that the results of your evil actions result in the greater, egh... greater good... disgusting. You can also choose to combine these effects.

True Loyalty -200 CP
What? No, Sire, you don't need this; it's a waste of valuable CP, just ignore it. What does it do? Oh well, it's not important; it merely forces any subordinates who willingly join you to be truly loyal to you above all else and indicates to you who is and is not affected by this Perk, allowing you to know who is at risk of being a traitor and when they have betrayed you. It's not worth your time, Sire. Oh look, Sire, Perks! Go look at those!

The only ones we will really be helping are ourselves -400 CP
Sometimes we must... Help... Others. Egh, it felt as vile coming out of my mouth as that live rat… I'm sure I chewed on it. Oh well, but we must always make sure that we are rewarded for our own generosity. With this perk, you will always get rewarded for your efforts, gaining some form of treasure or mystical artefacts when you have finished doing whatever the fools dare demand.

Evil Presence -600 CP
This is more than a mere magic; it is the culmination of your Evil Energy projected in order to enact a perfect mixture of Torture, Domination, Enslavement, and Death. When wielding this, you can lash out a whip of lightning that causes extreme full-body pain and suffering while forcing their mind to stay alert and active. Once you have made this connection through your Evil Energy, you can either drain the mana from the target or twist your Evil Energy to dominate their mind and turn them into a drone without a will of their own. Finally, you can overcharge your Evil Energy in order to flood your target with dark energy, reducing them to ash and remnant lifeforce, useful for making new Minions and black confetti.

Warrior:

Intimidating Overlord - Free (Exclusive to Warrior)
You have a certain thing about you, Sire, that helps you to make others feel intimidated. Perhaps it's an unsettling scar or a deep voice. Whatever it is, you may yet make your enemies defecate just by saying hello.

To smash, crush, and slay -100 CP (Free for Warrior)
It seems, Sire, that you have a powerful connection to the Brown Minions, which causes both you and the Browns that you summon to be twice as strong and durable as you should be.

[The Overlord] - Booster
The maximum number of Minions you can connect to and command is increased by +5.

Don't dilly dally, Sire, go smite something -100 CP (Free for Warrior)
Some must spend years learning the way of the blade and practising over and over again on how to wield their weapons, and then there's you, Sire. You have innate mastery over any melee weapons you use, with you instinctively knowing the perfect angle and strength you must put behind each swing to cause the amount of carnage you desire.

A weak frame can be remedied -100 CP (Free for Warrior)
It is common, my lord, for those resurrected from the dead to find their emaciated form lacks the muscles they used to have, but that is not a problem for you, Sire. Your body is strong and healthy, with it being able to easily grow to the optimal height and muscle mass for your combat skills, with your body never degrading. Even if you have an arm severed, that arm will not rot and remain muscular at least until something eats it. Grubby… Grubby will probably eat it.



Visit the Forge at once! -200 CP (Discounted for Warrior)
It is often a hassle, lord, for weapons and armour to be mis-sized, requiring hours of adjustments just to be acceptable, but this is not an issue you have, Sire. You can wield any weapons or armour you touch, regardless of their proportions. This can be done either by granting you the strength required to use the equipment or by changing its size to fit.

[To smash, crush, and slay] - Booster
Your Minions can now benefit from this so that any of their steal-me-downs adjust perfectly for them, even if they would otherwise be harmful to your Minions. I remember when Glippy tried to use a holy blade; he swelled up so much we thought he would burst. No more of that now.

It's important to see what you're about to crush -400 CP (Discounted for Warrior)
Whenever you are in battle or targeting an opponent, you gain a mental 3rd-person surround vision of yourself, allowing you to watch your own back, see what weapons your enemies have hidden, and even tell how Gash cheated at cards… I'm telling you he cheated!!!

[Don't dilly dally, Sire, go smite something] - Booster
This gives you some interesting capabilities, Sire, as you will now instinctively know how to use any ranged weapon and allow you to perfectly plot paths and angles of fire while viewing the area it will hit, allowing you to better pelt that cheating Gash with his ill-gotten gains!!!

Rub some acid in his eyes; that should freshen him up -600 CP (Discounted for Warrior)
You seem to have a special form of growth, Sire. Whenever you are harmed in battle, your strength and mental clarity seem to grow, allowing you to become up to three times stronger when fighting to the death in a state of near-death. However, this boost will slowly weaken the less threatening the situation is, either due to your enemies dying or your health replenishing. So, for the best results, make sure it's a long and agonising death, I mean battle.

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

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

Warlord:

Influential Overlord - Free (Exclusive to Warlord)
Propaganda is a surprisingly useful tool, Sire, and with this perk, any citizen within the Overworld will be far more likely to believe any news or information that puts you in a preferable shade of grey.

You can burn them all the same -100 CP (Free for Warlord)
This is a surprise, master. It seems the Red Minions have a deep connection to you. From this, both your firepower and that of the Reds you summon will be boosted, making fire attacks from either you or the Reds twice as powerful and having twice the maximum attack range.

[The Overlord] - Booster
The maximum number of Minions you can connect to and command is increased by +5.

You've driven them to the edge, time to push them over it -100 CP (Free for Warlord)
Well, Sire, it seems you have a greater understanding of group combat and better control over the actions of your subordinates. This allows you to better implement strategies without anyone screwing it up, such as those morons with fewer brain cells than sheep.

It's merely a setback for the forces of darkness -100 CP (Free for Warlord)
It's common for the forces of darkness to be waylaid by the so-called forces of good. With this Perk, whatever setbacks you face, fate will aid you so that evil overcomes! Should some Heroes kill all your Minions, leave you near death, and burn down your tower, events seemingly will line up to help you regain what is yours. The problems you will face will only be at the scale of power appropriate for your current level of power, at least until you return to full strength. After that, this won't prevent any accidents from showing up uninvited.

A few dirty rags and no one will tell the difference -200 CP (Discounted for Warlord)
You truly are a master of strategy, my lord. When you disguise your subordinates as the members of another group, they will be engulfed in a perception filter that makes it almost impossible for others to tell they are fake. This will allow you to perform reconnaissance and false flag attacks with ease.

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

Minions leading Minions, disgusting -400 CP (Discounted for Warlord)
You now know a tasteless trick to lead more Minions, master. By giving your subordinates a rank of authority, such as “Sergeant”, you can have them lead others with the same level of authority as though you were the one in command. When used on Minions, it forces them to use their tiny brains and allows them to summon up to 5 Minions from Minion gates of their colour, who will simply copy them. Order a “Sergeant” to smash, destroy, or maim, and their subordinates will all joyfully do the same. Call that “Sergeant” back, and the others will follow. Should a “Sergeant” die, well, not all mimicry is a good thing. It may be distasteful, but it is effective.

[You’ve driven them to the edge, now it’s time to push them over it] - Booster
You are now able to enhance your “Sergeants”, making them slightly bigger, stronger, and smarter. It also gives them a new appearance, with their skin gaining black scales with vibrant energy veins of their skin's natural colours. These Greater Minions are able to act more independently of you, with them controlling up to 10 Minions of their type to the same level of control as a beginner Overlord. Don’t worry, Sire, I’m sure we won’t need to replace you.



Now that you’ll agree is a cunning plan -600 CP (Discounted for Warlord)
And not a Baldrick in sight. Ha. Once per jump or once every ten years, you can use this perk to possess whoever or whatever killed you, allowing you to slowly absorb their soul, essence, and presence from the inside out. However, this new body will probably not be up to your normal standards, so you may need to alter it to make it fit for purpose.

[It’s merely a setback for the forces of darkness] - Booster
Why stick with the new and busted body when you can tune it up? Whenever you use this perk, you will be able to reshape and get your new body in order to slowly regain your full power and appearance. Normally, this will take approximately a month, but you can speed this up through other means, including meditation and shapeshifting. If the new body happens to have anything useful, you can choose to keep it.

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

Wizard:

Arcane Overlord - Free (Exclusive to Wizard)
Oh, Sire, you're actually literate! It seems that you have had academic experience, knowing how to read and write as well as understanding the Principles of magic in use within the Overworld.

A Splash of new evil to darken the place up -100 CP (Free for Wizard)
What's this, Sire? The Blue Minions have a magical connection to you. Thanks to this connection, you are able to boost the magic and healing abilities of both yourself and the Blues you summon. From this, any healing or mana-regaining abilities used by either you or the Blues will be twice as effective.

[The Overlord] - Booster
The maximum number of Minions you can connect to and command is increased by +5.

Magical Barbarian -100 CP (Free for Wizard)
Why do so many wizards disregard physical might just because they have magical might? With this, you don’t have to. You can now transfer any spells you are casting to any weapon you are using, including your own fists. By doing this, you can enhance the weapons with the spells as if they had magical enchantments or use your weapon as a focus for the spell, allowing you to enhance the spell with the enchantments or effects of the weapons.

Witchboy -100 CP (Free for Wizard)
It seems that your title is more appropriate than we thought, master. You can sense the presence of magic and magical energies, allowing you to differentiate the different flavours of magic in order to understand what you are sensing. If someone were to cast a necromancy spell, you would always detect the hints of undeath. However, unless you have tasted the flavours of magic before, you may find it difficult to determine if the necromancy is Daedric or Draconic, though Draconic magic tends to taste spicy.

Yuck, it's covered in Light Magic -200 CP (Discounted for Wizard)
How disgusting! How could you stomach touching that vile magic? Yes, master, you now have access to the revolting healing magic, allowing you to heal your wounds and those of others. This disgusting magic should be left to potions, but by using it, you could prevent a living being from dying just by touching them.

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

Spell Forger -400 CP (Discounted for Wizard)
There's more to magical crafting than merely creating something and shoving a spell into it, but you will now know all about that. Thanks to this perk, you now have all the knowledge of how to craft all the magical items within the Overlord game series, as well as how to store spells within an object, allowing you to cast them at a later date without using up any magic.

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

Magic is clean carnage -600 CP (Discounted for Wizard)
How fascinating, master; your control over your magic is more precise than I thought. You can now use your magic at 1/10th of its regular cost and can control the targets of your spells, allowing you to prevent friendly fire and selectively target peasants, houses, weapons, clothing, and anything you desire. From this, you can use fire spells to burn down a village or merely melt the flesh off a halfling while it acts like pretty lights to the bundle of hay he's sitting in.

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

[Evil Presence] - Booster
I see you have control over the scale of your magic, Sire. Through this, you can increase or decrease the intensity of your spells with the mana cost scaling to match. This also gives you greater control over your evil presence when breaking the minds of others. This allows you to completely rewrite a victim's mind, allowing them to selectively keep their memories, personality, and will but have you as their idol of worship. Now you can make them completely loyal to you without needing to become mindless drones.

Wretch:

Bloodsoaked Overlord - Free (Exclusive to Wretch)
It seems, Sire, that you have quite the reputation, as any who meet you will understand the advantages of working under you as opposed to getting in your way.

The slime, the stagnant odor, it’s all so homely -100 CP (Free for Wretch)
Well, master, it seems that your sneaky ways have created a connection between you and the Green Minions. From this connection, the assassination abilities of both you and the Greens that you summon are boosted so that any stealth abilities that either you or the Greens perform are twice as effective, and any attacks on someone's back will be twice as damaging.

[The Overlord] - Booster
The maximum number of Minions you can connect to and command is increased by +5.

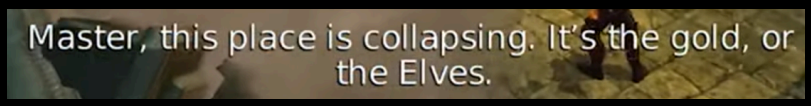
All they want is a little bit of love... A little bit of death! -100 CP (Free for Wretch)
You are not only a master in the bedroom, Sire, but also very filling. Thanks to your particular set of skills and your appropriate set of tools, you can satisfy anyone's bedroom needs without causing yourself any pain or discomfort. This means, Sire, that should you be spending any time with a succubus or any other creature that kills through their amorous activities, not only will you survive, but you will make them feel full. This means that they no longer need to kill their playmate during pleasant activities, though they can choose to do so for the fun of it, not that it will work on you. Quite the surprise for any Ardat-Yakshi with delusions of grandeur.

Keep his magnificence a little lower profile -100 CP (Free for Wretch)
Master? Oh master? Where are you? Well, it seems that you are skilled at avoiding detection, Sire, allowing you to slip past foes or strike from an unseen position. Your skills are excellent for sneaking, hiding in plain sight, picking unsuspecting pockets, and moving while unperceived.

Evil is not something you just forget -200 CP (Discounted for Wretch)
The never-ending cycle of good and evil is annoying, but it does give you something to learn from, lord. With this at the start of each jump, you will get the memories of each dark lord, their secrets, and how they gained their power. It will also allow you to know where those fallen dark lords hid their treasures.

[The slime, the stagnant Odor, it’s all so homely] - Booster
It seems you're not the only one to gain memories, Sire. Now each of your Minions will gain the knowledge and experience of any who die serving you. This allows your Minions to slowly improve, and you know what they say about monkeys and typewriters. Then again, monkeys tend to be smarter than Minions, so don’t expect to read Love's Labour's Won any time soon.

Why not both -400 CP (Discounted for Wretch)



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

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

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

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

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

[Keep his magnificence a little lower profile] - Booster

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

[Evil Presence] - Booster

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

Wanderer:

Setting Appropriate Overlord - Free (Exclusive to Wanderer)
Sire, with this Perk you may choose to enter this setting as the native variant of any character from another setting. You will gain the Overworld's equivalent of the character's knowledge, memories, powers, and abilities scaled to be appropriate to the setting.

Yellow Minions? -100 CP (Free for Wanderer)
Sire, it seems that you have a shocking connection to the Yellow Minions. This causes both you and the Yellows that you summon to be twice as fast, and any stunning abilities either of you use to last twice as long.

[The Overlord] - Booster
The maximum number of Minions you can connect to and command is increased by +5.

There's no restraining true evil -100 CP (Free for Wanderer)
Whenever you are trapped or restrained, whatever is restraining you will have a pressure build on its weakest points. The longer you are trapped, the greater the pressure will build until whatever is restraining you breaks.

There he goes again! Blowing up and Reincarnating -100 CP (Free for Wanderer)
You can now return the lifeforce of the dead back to their corpse so long as the lifeforce has not dissipated and the corpse is still fresh. By shoving the lifeforce of the dead back into their corpse, they will be resurrected, causing them to feel exhausted while their wounds stabilise. This would be rather useful if you accidentally killed an enemy or they thought they could keep information from you by taking their own life. You can force them to keep feeling pain even while their body is dead and then restore them for further torture. This is also useful for disciplining foolish subordinates.



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

[Yellow Minions?] - Booster
Why restrict what lifeforce each Minion hive can use? With this option, all lifeforce gathered will be converted to a uniform lifeforce type that can be sent to each hive. This allows you to use all lifeforce to summon any Minions your heart desires. You may instead choose to sacrifice 1 Minion's worth of lifeforce to restore 1/10th of your maximum reserves of any energy reserves you have, including health and mana.

These lands once held many secrets and artefacts -400 CP (Discounted for Wanderer)
Ha, Sire, do you hear that? It's the call of power as it beckons you to it. Whenever you are near an object that can grant you some form of power, you will feel a pull towards it. This sensation will let you know some information about the object, but only the basics.

[There's no restraining true evil] - Booster
Objects of power have an even greater pull towards you, Sire. Until you return them to the tower, objects of power within a range of you will start moving towards you, with them picking up speed until they reach you. When these objects reach you, they will lose speed and momentum, hovering within arm's reach of you until you return them to the tower.

I think our grumpy friend's spirit may still reside in it -600 CP (Discounted for Wanderer)
You are now able to trap the consciousness of anyone you kill within their lifeforce, allowing you to implant them in objects or Minions where they will stay aware but bound to your whims.

[There he goes again! Blowing up and Reincarnating] - Booster
You no longer need to use a body and can forcefully reincarnate a target's lifeforce within the spawning pits. When reincarnated, you can choose for them to be reborn in a body almost identical to their original one at any stage of their life, or you can reincarnate them within the body of a race that you have an Alt-Form of.



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

Items:

Sire, this section contains a number of items that you may start this Jump with. You can also import items into this Jump freely unless you have taken the item restriction drawback.

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

Seal Nuggets - Free
Oh, these are delicious, Sire. Nothing I enjoy more than deep-fried seal pups. Delicious and evil-a perfect combination.

Tower Gate - Free
Sire, Tower Gates will appear in semi-random locations within the Jump. When found, the gates allow you to teleport between them and your Fortress as well as summon any of your Minions.

Health Vials -100 CP (Free for Warrior)
A useful drink master, though not the tastiest. You gain six of these red glass vials a day. Drinking each heals a sixth of your maximum Health, helps with removing scars, and each vial can regrow 1/12 of your body mass. This allows you to potentially regain limbs.

Blood Pit -200 CP (Discounted for Warrior)
Ah, even better, Sire! You can now summon a Blood Pit to you at will! By sacrificing lifeforce, often in the shape of a Minion, you can gain Health. Don’t worry, Sire, your least powerful Minions will be sacrificed first.

Catapult -400 CP (Discounted for Warrior)
Ohh, Catapults! You can summon this to your location at will. A catapult is handy for destroying buildings, guard towers, gates, siege towers, and whole legions of troops from afar. It brings me joy to see the young Minions having a toy for such destruction.

Slug Farm -100 CP (Free for Warlord)
Old Mc Gnarl had a farm, E.I.E.I.O, and on that farm he had some slugs, E.I.E.I.O. This farm produces an endless supply of delicious slugs. Well, I say delicious; we Minions certainly enjoy them. You gain lifeforce from each one we kill, but I doubt you would like the taste, Sire.

Food -200 CP (Discounted for Warlord)
Even more food! You do spoil us, Sire. Any Minion who eats this varied selection of food will become more energetic and slightly stronger for about an hour.

Minion Gate -400 CP (Discounted for Warlord)
Well, Sire, Minions won't summon themselves. I should know, I've tried. You, however, can summon temporary Minion Gates in any colour at your location, to call Minions directly to you.

Mana Vials -100 CP (Free for Wizard)
A powerful drink, Sire. What? No, not alcohol! You gain six of these blue glass vials a day. Drinking one heals a sixth of your maximum Mana.

Mana Pit -200 CP (Discounted for Wizard)
Fun for all the family, you can summon Mana Pits. These are used to convert life force into Mana, normally Minion-shaped life force. Your weakest Minions will be volunteered to sacrifice themselves first.

Anti-magic Shield -400 CP (Discounted for Wizard)
Ah, magic. It's what gives a wizard their power, an energy field created by all living things. It surrounds us and penetrates us. That is, unless you have one of these Anti-magic Shields. Instead, this will surround and penetrate an area, pulling all the mana to a central location. You can choose to toggle who is or isn't affected by this Anti-magic at will.

Beer -100 CP (Free for Wretch)
Our stinky little Minions love the booze, and you can summon some at will. When a Minion drinks this alcohol, they will act as though they are under the Frenzy spell.

Poison Pods -200 CP (Discounted for Wretch)
Delicious sautéed in a splash of demon's bile. Deadly, of course, so perhaps they would be more useful for setting off for a touch of explosive carnage?

Ballista -400 CP (Discounted for Wretch)
You can now summon a Ballista. This oversized crossbow has incredible penetration and power, often killing powerful targets in a single shot. This is why that captain of the sauce calls them the god killer.

The Big Book of Evil -100 CP (Free for Wanderer)
Ah, the bedtime stories you could learn from this book, most of them terrifying and horrific. This book contains all the dark secrets and hidden weapons of power within a jump's setting and updates each jump to contain new jump-relevant evil secrets.

Sacks of Gold -200 CP (Discounted for Wanderer)
Destruction tends to be its own reward, Sire, but getting suitable compensation for your efforts in destruction is always a pleasant bonus. Whenever you are searching an area, you are likely to find large sacks of gold that only you and your Minions can see. Once you have returned these bags to your tower, they will become visible. Normally these bags contain between 500 and 2500 setting-appropriate gold pieces, so look out for them.

Waypoint Gate -400 CP (Discounted for Wanderer)
How useful, Sire. You can now create both temporary and permanent Waypoint Gates. These Waypoint Gates have a red glow and can be used to teleport to your throne room. You can only use the Fortress Heart to teleport to a Waypoint Gate if it is the last gate you used.

Fortress Customisation:

Master, I apologise about the decor. Without an Overlord, the lair has been falling apart.
All origins gain **+200 CP** to spend in the Lair section, with the **Wretch** Origin gaining an extra **+400 CP** and the **Wanderer** Origin gaining an extra **+100 CP**.

Fortress Structures:

What is the main structure of your Fortress, Sire?
I'm partial to a tower myself, but you may purchase one or more of these Fortresses and customise them as you see fit. Mandatory **Fortress Rooms** will not take up a slot from your Fortress, and when purchasing multiple Fortresses, the maximum number of **Fortress Rooms** will stack as the buildings merge.



Castle Gromgard -100 CP
Though the smallest available option, Castle Gromgard is a wide and sprawling castle.
It was the home of the First Overlord during the duration of Overlord: Dark Legend.
Castle Gromgard can have a maximum of 4 **Fortress Rooms** and gains the **Armory** and **Treasury** rooms for **Free**.
If purchased with **The Dark Tower,** then the Dark Tower will be the centre structure that the castle is built around, allowing access to the lowermost floors of the Dark Tower from Castle Gromgard.



The Dark Tower -200 CP
The Dark Tower is a massive tower that was home to the Third Overlord, the Minions, and his mistress during the duration of Overlord and Overlord: Raising Hell.
The Dark Tower can have a maximum of 8 **Fortress Rooms** and gains the **Minion Burrows**, **Beer Kettle,** and **Iron Maiden** rooms for **Free**.
If purchased with **The Netherworld Tower,** then the Dark Tower will be joined to the Netherworld Tower with the bottom-most floors of the Dark Tower leading to the top-most floors of the Netherworld Tower.

The Netherworld Tower -300 CP



The Netherworld Tower is a giant stalactite-made tower residing in The Netherworld, a volcanic cavern deep beneath the earth.
It is the place where the Fourth Overlord, his mistresses, and the Minions lived during the duration of Overlord 2.
The Netherworld Tower can have a maximum of 12 **Fortress Rooms** and gains the **Forge**, **Magic Room**, **Battle Rock Arena,** and **Mistress Floors** rooms for **Free**.
If purchased with **Castle Gromgard,** then the Netherworld Tower will be underneath the centre structure of Castle Gromgard, with the uppermost floors of the Netherworld Tower accessible from Castle Gromgard.

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

Fortress Rooms:

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

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

Spawning Pit - Free (Mandatory)
Ooo, the Spawning Pit, how nostalgic. This room is directly underneath your throne room, Sire. It contains the Fortress Heart in the centre of the room and the various Minion hives where all Minions are born. This is where collected Lifeforce concentrates to create new Minions and where they tend to live when not looting or killing.
The room expands in order to accommodate any new Hives that you find in jump or onwards.

Main Hall - Free (Mandatory)
This is the main hall, Sire. This room of your fortress always cleans itself and looks resplendent to any guests who visit your fortress, increasing their opinion of your majesty.

Bedchambers -50 CP
This is the centre of your nights. You can sleep, plan, and customise this room with any trophies or items you collect being kept on display, with new shelves appearing as needed.

Kitchen -50 CP
A good meal is its own reward, and this kitchen is stocked with all the best cooking equipment this world has to offer. It also gains new top-of-the-line cooking equipment from each setting at the start and end of each jump.

Medical Room -50 CP
Oh, a magical healing facility! Not that we Minions will need it, since we just tend to eat our injured. Though I suppose anyone else in the tower that got wounded could use this facility to make themselves as right as burning rain.

Ship Dock -50 CP
Hoist the wossname... splice the mainthingie... climb the... ah, master, I see you have found the Ship Dock. This location can use the Fortress Heart to store any type of vehicle, not just boats, and deploy them when needed. However, this will only work with vehicles you have marked as yours, and they can only be summoned to you. The Docks also expand to accommodate any type of vehicle without changing its external size.

Botanical Garden -50 CP
Oh Sire, look at all the evil plants that the world can produce: deadly nightshade, mandrakes, Hogweed, even demonic pumpkins. This lovely garden can expand internally without growing externally whenever you bring a new plant, seed, or cutting into the room. Each new section will perfectly suit the growth and care of the corresponding plant.

Banquet Hall -50 CP
This “elegant” Banquet Hall contains a proportional expansion so that the room and dining table are internally lengthened in proportion to the number of people in the room without the external space changing. While in this room, you will find that you have a boost to your social capabilities, allowing you to perform negotiations and deductions far more effectively. Do make sure to mix business and pleasure, Sire.

Stables -50 CP
This is a fine place to store your animal assistants. Any steed or riding animals brought into this room will have their own custom section added without changing the external dimensions. The rooms also gain any equipment you would need for riding your beasts. You can't keep anything other than non-sentient creatures in here, so Nubby will have to find rooms elsewhere.
By purchasing this, you gain a **+100 CP** stipend that can only be used on the **Mounts** section.

Servant Quarters -50 CP
Sire, you will need a location to store your slaves, pets, and servants, and with this option you gain a section of rooms perfectly suited to each of them. Each room contains a bed, dresser, and self-restocking and customised uniform. You gain an additional bedroom for each servant who works in your Fortress.
By purchasing this, you gain a **+200 CP** stipend that can only be used on the **Servants** section.

Dungeon -50 CP
This normal stone and steel dungeon comes complete with a torture chamber. The number of cells available expands the more prisoners you add, and each cell is designed for containing peasants and normal humans.

Empty Room -50 CP (Free with "Tower Upgrade Room")
Whenever you wish to add additional rooms to your tower, these empty rooms can be added. Each room contains absolutely nothing, but they do not expand the external space of your fortress and can be altered or upgraded using the **Tower Upgrade Room**.

Mine -100 CP
This limitless magical mine tunnels into a pocket dimension of stone and raw materials such as gold, diamonds, steel, durium, and arcanium. At the entrance to the mine, a button with a safety cap can be pressed in order to safely extract everyone and all the equipment within the mine and restock the mine. Whenever you enter a new jump, new materials will be randomly distributed in deposits across the mine. Minions can be set to work the mine so long as you have enough of them.

Possession Gate -100 CP
This room is a bit odd, Sire. Using the equipment within, you can possess any Minion or subordinate within your domain. Once the Minion or subordinate has left the range of your domain, you can still control them, but if you leave the possession, you will need them to return to your domain before you can repossess them.

Armoury -100 CP
Ah, Sire, this is the perfect place to store your smiting implements. Each item left in this storage is slowly repaired to its optimal state and slightly reinforced, making it more durable. By purchasing this, you gain a **+200 CP** stipend that can only be used on the **Weapons** and **Armor** sections.

Treasury -100 CP
The Treasury contains all of your riches, with each non-unique coin, gem, and non-living treasure you own being safely stored within. You can teleport any treasure you have to this room and retrieve it at will. However, no one else will be able to take treasure out of this room without your permission, as it will instantly teleport back. The size and depth of this treasury will expand to match the amount of treasure you add.
By purchasing this, you gain a **+200 CP** stipend that can only be used in the **Items** section.

Menagerie -100 CP
Ooh, I'm sure the Minions will enjoy having a zoo to visit, though they may attempt to eat some of the exhibits. With this purchase, your fortress gains an area for the storage and observation of any creature you put in there, with the area expanding to accommodate them and self-adjusting environmental settings to make them most comfortable without changing the external size.
By purchasing this, you gain a **+200 CP** stipend that can only be used on the **Magical Menagerie** section.

Battle Rock Arena -100 CP
This may not quite be as fun as brutally slaughtering your enemies, but it is close. You can use this magical battle zone to create simulations of any creature you have killed, allowing you to battle them and gain anything you would normally have from killing them.
This area also allows you to fight waves of simulated enemies and updates each jump, allowing you to fight some that aren't present in the normal setting, such as Phoenix or Satyrs.
By purchasing this, you gain a **+200 CP** stipend that can only be used on the **Perk** section.

Minion Burrows -100 CP
A pleasant place to rest and relax, well, at least for Minions. This is where we Minions live. You may access the Barracks of the different Minion tribes where you can view your Minions' numbers, names, titles, and track both how many have been spawned and how many have died. With this, the maximum number of Minions you can connect to and command is increased by +15, and by purchasing this, you gain a **+200 CP** stipend that can only be used on the **Minions** sections.

Guest Floor -100 CP
It seems that you have made a number of friends in other lands, master, or perhaps you just wish to gain them. This floor of your fortress will contain a number of rooms and floors personalised for each Companion. By default, you gain a floor for each jump or setting that you have recruited from.

Forge -100 CP (Discounted with "Minion Burrows")
Ah, the Forge Sire! This place has brought forth weapons that could slay kings and armor that could stop a dragon's breath. This is where you can forge new equipment and upgrade the **Minion Burrows**, improving their base power. This room can be combined with any other type of forge or smithing equipment you have to gain the benefits of both.

Mistress Rooms -100 CP (Discounted with "Tower Upgrade Room")
This section of the fortress contains rooms for those you have chosen to be in a romantic or sexual relationship with, each getting their own room. Anyone you give access to these rooms will influence what Tower Upgrades become available for purchase in the **Tower Upgrade Room**.
By purchasing this, you gain a **+200 CP** stipend that can only be used on the **Mistress** section.

Magic Room -100/200 CP
For **-100 CP,** this room allows you to examine and study magic through the room, recording any spell you cast, breaking down the mechanics and formulae of the spell, and showing any imperfections in your casting style.
For **-200 CP,** each Jump will automatically import Spell Catalysts that no one other than you and your Minions can see, then it will scatter them around the jump setting. If returned to the Fortress, you can use each Spell Catalyst to alter or improve any one spell you possess.
By purchasing this, you gain a one-time **+200 CP** stipend that can only be used on the **Spell** section.

Tower Upgrade Room -200 CP
Ooo, the tower upgrade room will allow you to upgrade your Fortress! Uhm, perhaps this should have been named the Fortress Upgrade Room. This room provides you with different options to update the architecture of the Fortress, alter the decorations, and customise it, with you gaining additional options depending on your mistresses. By purchasing this, you gain a **+400 CP** stipend that can only be used on the **Fortress** sections.

Cellar Crypt -200 CP
A useful room, Sire, that most Overlords tend to be too foolish to use. The Crypt in your fortress's Cellar will automatically summon your corpse should you unfortunately get stabbed and burned to death like a squealing pig, or however else you may die. Once per 10 years or once per Jump, depending on which is first, if your corpse is in the Crypt, you will be resurrected as though a 1-UP was used.

Graveyard -200 CP
Ah, the graveyard- what fun playing with corpses can be. Then again, this Graveyard has some extra uses. Whenever one of your Minions or Companions dies, their corpse is summoned to this location and buried amongst the many dead with a tombstone marking each grave. Each tombstone will have a number representing the amount of lifeforce you will need to sacrifice to resurrect the one buried here. I suppose you could bury anyone here and a tombstone would appear. However, Sire, only you can perform the resurrection, so don't expect to bring yourself back here.

Fortress Extensions:

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

Iron Maiden -50 CP (Requires "Minion Burrows")
Ah, one of the Minions' favourite toys. While the tower contains this source of entertainment, your Minions' skin will become more durable, increasing all Minions' defences by 33%.

Beer Kettle -50 CP (Requires "Kitchens")
Ooh, the Minions do so enjoy a good drink, and this beer keg will allow them to make and drink as much beer as they want! While these drinks are available, all Minions will have their offensive abilities increased by +33%.

Chandeliers -50 CP (Requires "Dining Hall")
These fancy lights may not look that interesting, but while your tower has these tools, all Minions' attack range is increased by 33%.

Health Pillars -100 CP
These are useful for your long-term improvement, Sire. In each Jump, numerous Health Pillars will be distributed around the world. No one other than you and your Minions will be able to see them. If you return them to your Fortress, they will increase your maximum Health by a stackable 40% per Pillar.

Mana Pillars -100 CP
These Pillars act as a booster for your magic, with a number of them being imported into each future jump and scattered around the world. Only you and your Minions can see them, and when taken to the Fortress, your maximum Mana is increased by a stackable 40% per Pillar.



Minion Pillars -100 CP
In each Jump, Minion Pillars will be distributed around the world that no one other than you and your Minions can see. If returned to the Fortress, the pillars will each increase the maximum number of Minions you can command by +5.

Defence Pillars -100 CP
Now your Fortress looks like it should, as it is situated with all manner of defences including guards, lakes of lava and traps. In each future jump, Defence Pillars will be distributed around the world that only you and your Minions can see. If returned to the Fortress, the Defence Pillars will give your fortress additional fortifications and defences relevant to that setting.

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

Icebox -50 CP (Requires “Dungeon”)
Why worry about prisoners escaping when you can just put them on hold? With this option, your Dungeons can now freeze those within them in time, preventing them from aging or changing while you are away.

Fusebox -150 CP (Requires “Dungeon”)
Dungeons will contain specialised equipment and restraints that will strip away the powers and abilities of those trapped within, making even powerful gods as weak as toddlers. It also improves the equipment of your torture chamber.

Fortress Barrier -150 CP (Requires “Armoury”)
This Magical shield protects the Fortress from both the weather and invasion.

Import Controls - Free (Requires “Throne Room”)
When sitting at your throne, you can use this console to alter how your Fortress is imported into a setting from your warehouse. This also allows you to recall your Fortress to your warehouse and select the location you wish to import it.
Please note that conditions may restrict your access, import capabilities, and export capabilities.

Perception Filter -200 CP (Requires “Import Controls”)
You are now able to surround your Fortress with a mental shield that by default will cause those who see your Fortress not to be able to fully register what they are looking at, perhaps making them think of it as a mountain or landmass in the distance. You can alter the settings so that it only affects certain types of people or alter the effects to make the fortress more eye-catching for those who see it.

Reality Filter -300 CP (Requires “Perception Filter”)
You are now able to toggle your Fortress and its immediate surroundings so that they become intangible and invisible to anyone outside of your Fortress. If locked into an active state when importing your Fortress, this will greatly expand your import options and allow you to shift between the Fortress and any space it is occupying instantly.

Reality Anchor -1000 CP (Requires “Reality Filter”)
At the end of each jump, you are now able to leave a copy of your Fortress in an intangible state within the jump you are leaving. Through this, you can link the Fortress Hearts, allowing you to open a portal between the Fortress and any of the copies you have left behind.

Fortress Adornments:

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

Assortment of Musical Instruments - Free (Requires “Dining Hall”)
You gain an assortment of musical instruments, including a piano, a harp, and a drum, with your Minions being able to use them to play music.

Flowers -50 CP
Your Fortress is now adorned with a number of flowers that put those who see them at ease.

Fire Bowl -50 CP
Your Fortress contains a number of Bowls containing eternally burning white flames. These fires can not burn but do slightly increase the power behind any light or neutral magic you cast.

Grand Fire Bowl -50 CP (Requires “Fire Bowl”)
The bowls in your Fortress are now enhanced, with the fires now giving your light and neutral magic a moderate increase in power.

Skull Fire Bowl -50 CP
Your Fortress contains a number of bowls containing eternally burning black flames. These fires can not burn but do slightly increase the power behind any dark magic you cast.

Grand Skull Fire Bowl -50 CP (Requires “Skull Fire Bowl”)
The bowls in your Fortress are now enhanced, with the fires now giving your dark magic a moderate increase in power.

Girl Statues -50 CP
Your Fortress now contains a number of statues that make servants and mistresses feel more comfortable when in your fortress.

Chimera Statues -50 CP
These statues of powerful beasts slightly enhance the general power of any of your mounts.

Golden Chimera Statues -100 CP (Requires “Chimera Statues”)
These statues of powerful beasts moderately enhance the general power of any of your mounts.

Dogs of Hell Statues -50 CP
These statues of demonic beasts slightly enhance the power behind any of your Minions' attacks.

Golden Dogs of Hell Statues -100 CP (Requires “Dogs of Hell Statues”)
These statues of demonic beasts moderately enhance the power behind any of your Minions' attacks.

Guardian Statues -50 CP
These statues of powerful warriors slightly enhance your Minions' durability.

Golden Guardian Statues -100 CP (Requires "Guardian Statues")
These statues of powerful warriors moderately enhance your Minions' durability.

Demon Statues -50 CP
These statues of demonic warriors slightly enhance the range of any of your Minions' attacks.

Golden Demon Statues -100 CP (Requires "Demon Statues")
These statues of demonic warriors moderately enhance the range of any of your Minions' attacks.

Nightmare Master Statue -200 CP
Your Fortress now contains a number of statues of the Overlord and their Nightmare Steed. This statue passively gives a slight enhancement to all of the abilities of the Overlord and their Nightmare Steed.

Wolf Rider Statues -100 CP (Free with "Minion Steeds Statues")
Your fortress now contains a number of statues of the Brown Minions and their Wolf Steeds. This statue passively gives a slight enhancement to all of the abilities of Brown Minions and their Wolf Steeds.

Salamander Rider Statues -100 CP (Free with "Minion Steeds Statues")
Your fortress now contains a number of statues of the Red Minions and their Salamander Steeds. This statue passively gives a slight enhancement to all of the abilities of Red Minions and their Salamander Steeds.

Spider Rider Statues -100 CP (Free with "Minion Steeds Statues")
Your fortress now contains a number of statues of the Green Minions and their Spider Steeds. This statue passively gives a slight enhancement to all of the abilities of Green Minions and their Spider Steeds.

Serpent Rider Statues -100 CP (Free with "Minion Steeds Statues")
Your fortress now contains a number of statues of the Blue Minions and their Serpent Steeds. This statue passively gives a slight enhancement to all of the abilities of Blue Minions and their Serpent Steeds.

Ostrich Rider Statues -100 CP (Free with "Minion Steeds Statues")
Your fortress now contains a number of statues of the Yellow Minions and their Ostrich Steeds. This statue passively gives a slight enhancement to all of the abilities of Yellow Minions and their Ostrich Steeds.

Unicorn Rider Statues -100 CP (Free with “Minion Steeds Statues”)
Your fortress now contains a number of statues of the Pink Minions and their Unicorn Steeds. This statue passively gives a slight enhancement to all of the abilities of Pink Minions and their Unicorn Steeds.

Minion Steeds Statues -600 CP
Whenever your Minions gain a Steed, you will gain a statue that passively gives a slight enhancement to all of the abilities of that Minion type and their Mounts.

Buttress Spikes -50 CP
The arching extensions of your fortress now have spikes on them. Anyone who sees these spikes will find their appreciation of you slightly increased.

Buttress Fang Spikes -50 CP (Requires “Buttress Spikes”)
The spikes of the arching extensions of your fortress are now altered to have jagged fang-like extensions. Anyone who sees these spikes will be slightly more afraid of you.

Buttress Obsidian Spikes -50 CP (Requires “Buttress Spikes”)
The spikes of the arching extensions of your fortress are now altered to have beautiful gem-like extensions. Anyone who sees these spikes will find their attraction towards you slightly increased.

Crown Tip -50 CP
The tip of your fortress is now bestowed with a resplendent crown which causes anyone who sees it to slightly increase their respect for you.

Greater Crown Tip -100 CP (Requires “Crown Tip”)
The tip of your fortress is now bestowed with a resplendent crown which causes anyone who sees it to greatly increase their respect for you.

Fang Tip -50 CP
The tip of your fortress is now bestowed with a terrible set of fangs which causes anyone who sees it to slightly lower their belief in their capabilities in fighting you.

Greater Fang Top -100 CP (Requires “Fang Tip”)
The tip of your fortress is now bestowed with a terrible set of fangs which causes anyone who sees it to greatly lower their belief in their capabilities in fighting you.

Fortress Gates -150 CP (Requires “Throne Room”)
Your Fortress now contains a number of special square rings. By typing in a number, you can open a portal between the Gate you're at and the one whose number you typed in.

Fortress Walkway:

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

Stone - Free
Your fortress has plain stone walkways with no additional effects.

Fur Rugs -50 CP
Your fortress now contains a number of fur rugs that heighten your senses and give you a boost to your tracking capabilities.

Golden Marble Walkway -50 CP
Your fortress now contains a number of gold-tinted walkways that double any gold the Overlord gains.

Leaf Rugs -50 CP
Your fortress now contains a number of rugs woven out of magical leaves that emphasise your best features, making you seem more attractive and improving your social skills.

Red Carpet -50 CP
This elegant red carpet enhances your magical energy, boosting your maximum reserves by 30% and allowing you to regenerate 5% of your maximum mana per minute.

White Marble Walkway -100 CP (Requires “Red Carpet”)
This glossy white marble has enhancements that boost your magical energy so that your maximum reserves are doubled, and your mana regenerates 30% of its maximum per minute.

Black Carpet -50 CP
This lovely black carpet enhances your life energy, boosting your maximum health reserves by 30% and allowing you to regenerate 5% of your maximum health per minute.

Black Marble Walkway -100 CP (Requires “Black Carpet”)
This Obsidian black marble has magical enhancements that boost your life energy. Your maximum health reserves are doubled, and your health regenerates 30% of its maximum amount per minute.

Spiral Walkway -200 CP (Requires “White Marble Walkway” and “Black Marble Walkway”)
This black and white intertwining walkway has magical enhancements that boost your maximum health and mana. Your maximum reserves are tripled, and your health and mana regenerate 50% of their maximums per minute.

Fortress Throne:

You can use this section to purchase what type of Throne you have.
You may only purchase 1 Throne type unless the Throne has a requirement.

Imperial Throne -50 CP
This eye-catching throne slightly enhances your understanding of your subordinates, their capabilities, and their needs, slightly improving your leadership capabilities.

Greater Imperial Throne -100 CP (Requires “Imperial Throne”)
Your now ornate and impressive throne greatly enhances your understanding of your subordinates, their capabilities, and their needs, thereby greatly boosting your leadership skills.

Throne of Darkness -50 CP
This skull-adorned throne twists the feelings within all your subordinates, making their feelings of submission towards you grow and slightly reducing the likelihood of any resistance against you.

Greater Throne of Darkness -100 CP (Requires “Throne of Darkness”)
Your now dark and twisted throne emanates a terrible dominance and authority, making all those who serve you feel a powerful feeling of submission towards you.

Hunter’s Throne -100 CP
This savage throne, adorned with the remains of your hunts, forces feelings of intimidation and fear of you towards anyone who might challenge you and moderately reduces their confidence.

Serpent Throne -100 CP
This gold-plated and serpent-themed throne stimulates your creativity and understanding of each situation, moderately enhancing your cunning.

Mystic Throne -100 CP
This magical throne stimulates your mind and draws unclaimed knowledge from your lands, granting a moderate boost to your intelligence.

Fortress Banner:

You can now adorn your fortress with up to 3 types of banner, each of which can channel part of the Fortress Heart's power towards you in different ways.

Overlord Banner -50 CP (Free For Warrior)
This red and gold banner depicts your Overlord helmet. It increases your maximum health by a third.

Minion Banner -50 CP (Free For Warlord)
This orange and brown banner depicts a Minion's skull. While in use, it will increase the maximum number of Minions you can command by 5.

Evil Eye Banner -50 CP (Free For Wizard)
This blue and purple banner depicts the evil eye of magic. It increases your maximum mana by a third.

Serpent Banner -50 CP (Free For Wretch)
This green and gold banner automatically coats your weapons with poison that will slowly kill any living creature you strike with it.

Gauntlet Banner -50 CP (Free For Wanderer)
This purple and brown banner depicts your Overlord gauntlet and increases the amount of lifeforce you absorb by 1.



Triumph Banner -50 CP
This white and gold banner depicts a winged bird skull. It boosts your maximum mana by a third and regenerates 10% of your maximum mana per kill.

Skull Banner -50 CP
This black and grey banner depicts a skull. It boosts your maximum health reserves by a third and regenerates 10% of your maximum health per kill.

Fur Banner -50 CP
This animal fur banner depicts a wolf and enhances your physical strength.

Gilded Banner -50 CP
This silk and gold banner depicts a spider and enhances your physical speed.

Ethereal Banner -50 CP
This animal fur banner depicts a salamander and enhances your physical durability.

Weapons and Armor:

Your weapons and Armor are custom-forged in your Fortress. We wouldn't dream of giving you any old steal-me-downs.
All origins gain **+200 CP** to spend in the Weapons and Armor section, with the **Warrior** Origin gaining an extra **+400 CP** and the **Wanderer** Origin gaining an extra **+100 CP**.

Materials:

This option allows you to make a one-time purchase for the materials your weapons and armour are made from, with each armour and weapon set changing depending on your alignment.
With each purchase, you also gain 10 ingots of that material once every week.

Steel - Free
This is the bare-bones material you can make your weapons and armour from. It can hold 1 magic enchantment.

Durium -100 CP (Requires "Steel")
This metal is better than steel as it is more durable and allows the user to put more Minion Lifeforce into it. This allows it to hold 3 magic enchantments.

Arcanium -100 CP (Requires "Durium")
This is the most powerful material you can use in this world. Not only is it the strongest and the most durable even without enchantments, but it can contain an immense amount of lifeforce. This allows it to have every enchantment in this document simultaneously, assuming you can acquire them all.

Weapons:

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

The Minion Axe -50 CP
This axe was designed as a balance between power and speed, and as such, it is a nice middle ground between the sword and mace; it's a well-balanced weapon for well-balanced carnage.

The Mad Batter -50 CP
This mace does more damage than a sword or an axe, but it is also slower to swing. You'll be knocking them senseless with this little evil beauty.

The Smooth Slicer -50 CP
This sword lacks the damage of the axe or mace but is faster than both allow. With the quick slices of this blade, you can shred through most enemies in a short amount of time.

Weapon Enchantments:

What use is a piece of metal when it can be a magical piece of metal? In this section, you can purchase enchantments for your weapon.

The Pocket Knife -50 CP
You can summon and unsummon your weapon to your hand at will.

The Shifting Hilt -100 CP
With this enchantment, you can purchase additional weapons and give them to your first weapon as an Alt-Form. This will allow you to purchase their enchantments for your weapon.

Axe Enchantments:

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

The Berserker - Free
With each swing of the axe, you can choose to perform a spin attack that makes you the centre of a whirlwind of destruction.

The Fervid Axe -50 CP
When striking your enemies with this axe, you will deal additional fire damage.

The Executioner -50 CP
You will cause extra damage on both prone and power strikes. This is an axe so good that it practically does the smiting for you.

The Axe of Confusion -100 CP
When hitting your foes with this axe, it will send them fleeing before you.

The Reaper -100 CP
Don't fear it, although your enemies will, as this beast of an axe steals health.

Mace Enchantments:

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

The Big Chill - Free
When striking an enemy with this mace, it has a chance to freeze them solid for a few seconds, preventing them from moving. Unfortunately, their defenses are improved while they’re frozen.

The Mace of Doom -50 CP
This will send your foes flying on your Power Strikes.

The Beast Master -50 CP
With a poisonous sting in the tail, this mace will have you unleashing the beast within.

The Stormbringer -100 CP
Unleash the power of the storms and literally stun your foes.

The Apocalyptor -100 CP
Unleash hell. — Hell does not seem to be what it used to be, though. Inflicts fire damage, with a small explosion on the third strike.

Sword Enchantments:

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

The Chopper - Free
This blade can slice at enhanced speed and becomes sharper with repeated strikes on the same enemy.

The Azure Sword -50 CP
Crafted from the fur of a lucky dragon, this sword does magic damage and increases the luck of the wielder.

The Scorcher -50 CP
Forged with the entrails of an unlucky dragon, this sword does bonus fire damage and lowers the enemy's luck with each strike.

The Sword of Life-Stealing -100 CP
This hungry blade heals you by hurting your foes.

The Warlock -100 CP
This sinister and most bloodthirsty sword restores mana on a successful kill.

Apparel:

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

Lord's Helmet - Free
A solid piece of headgear that protects your head and brings out the glow in your eyes.

Overbearing Armour - Free
An Overlording classic that never goes out of style.

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

Apparel Enchantments:

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

Helmet Enchantments:

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

The Evil Eye -50 CP
Each lifeforce absorbed counts for two while this helmet protects the evil brain.

The Infernal Commander -50 CP
Increases your horde size and your defence. And I bet you thought it was just a hat! +5 to your maximum horde size as an added bonus.

The Harvesting Helmet -100 CP
The Harvesting Helmet doubles the amount of lifeforce you harvest. It also gives a +5 to your maximum horde size as an added bonus.

The Second Sight -150 CP
This not only lets you see in darkness as though it were day but also allows you to see through illusions and invisibility.

The Focused Thoughts -150 CP
This helm gives you short-range telepathy, allowing you to speak to and read nearby minds.

Armour Enchantments:

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

Elemental Armour -50 CP
This practical-yet-elegant armour resists not only environmental effects but also halves the damage taken from elemental attacks.

The Armour of Fire -50 CP
An armour with a burning desire to protect its wearer. Getting attacked in this armour will cause those foolish enough to try and harm you to burst into flames.

Infernal Armour -100 CP
This armour also acts as a life upgrade, passively regenerating your health and mana by approximately 1% of your maximum per second.

Heavenly Mail -200 CP
This makes your armour weightless while boosting your strength, speed, and durability. It also gives you a pair of retractable magical wings that allow you to perform short-range flight.

Cape Enchantments:

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

Red -50 CP (Free For Warrior)
This vibrant red cape fills you with magical health. While wearing this cape, you gain extra health.

Orange -50 CP (Free For Warlord)
This dirty orange cape gives others a feeling of respect towards you. While wearing this cape, you can summon an additional 5 Minions.

Blue -50 CP (Free For Wizard)
This soothing blue cape fills you with magical power. While wearing this cape, you gain extra mana.

Green -50 CP (Free For Wretch)
This sickly green cape allows you to surround yourself in a cloud of green gas that makes anyone who breathes it in - other than you - slightly weaker.

Purple -50 CP (Free For Wanderer)
This ethereal purple cape will grasp at lifeforce, splitting them so that every absorbed lifeforce counts as two.

White -50 CP
This almost glowing white cape is able to drain mana from your opponents, allowing you to drain a small amount of mana whenever you harm something.

Black -50 CP
This dark and edgy cape allows you to drain some of the damage you do so that you gain a small amount of health each time you harm something.

Fur -50 CP
This comfortable fur cape heightens your senses and gives you a small boost to your tracking capabilities.

Gilded -50 CP
This regal and valuable gold-lined cape seems to be a magnet for money. Any wealth you gain is doubled.

Ethereal -50 CP
This clearly magical cape highlights your best features, making you seem more attractive and boosting your social skills.

Steal-Me-Downs:

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

Minion Helmets:

Weak Helmets -10 SP
Your Minions are automatically equipped with helmets that boost their defence by 10%. These include breakable pumpkins and berets.

Fragile Helmets -10 SP (Requires "Weak Helmets")
Your Minions are automatically equipped with helmets that boost their defence by 20%. These include frying pans, saucepans and peasant hats.

Minor Helmets -10 SP (Requires "Fragile Helmets")
Your Minions are automatically equipped with helmets that boost their defence by 30%. These include spiked steel helmets, pots and rat skulls.

Notable Helmets -10 SP (Requires "Minor Helmets")
Your Minions are automatically equipped with helmets that boost their defence by 40%. These include slick steel helmets and stag skulls.

Moderate Helmets -10 SP (Requires "Notable Helmets")
Your Minions are automatically equipped with helmets that boost their defence by 50%. These include bull nose rings, chef's hats and bird skulls.

Durable Helmets -10 SP (Requires "Moderate Helmets")
Your Minions are automatically equipped with helmets that boost their defence by 60%. These include rat skin hats and boar skulls.

Strong Helmets -10 SP (Requires "Durable Helmets")
Your Minions are automatically equipped with helmets that boost their defence by 70%. These include steel helmets, knight helmets and red hoods.

Deadly Helmets -10 SP (Requires "Strong Helmets")
Your Minions are automatically equipped with helmets that boost their defence by 80%. These include theatre masks, mining helmets, slug heads and eagle helmets.

Powerful Helmets -10 SP (Requires "Deadly Helmets")
Your Minions are automatically equipped with helmets that boost their defence by 90%. These include ninja masks and heavy steel helmets.

Golden Helmets -10 SP (Requires "Powerful Helmets")
Minions are automatically equipped with golden helmets that boost their defence by 100%.

Minion Armor:

Weak Armor -10 SP
Your Minions are automatically equipped with leather left gloves and right cuisses that boost their defences by 10%.

Fragile Armour -10 SP (Requires “Weak Armour”)
Your Minions are automatically equipped with leather vests and iron left greaves that boost their defences by 20%.

Minor Armor -10 SP (Requires “Fragile Armour”)
Your Minions are automatically equipped with leather right bracers and left cuisses that boost their defences by 30%.

Notable Armor -10 SP (Requires “Minor Armor”)
Your Minions are automatically equipped with leather right pauldrons that boost their defences by 40%.

Moderate Armor -10 SP (Requires “Notable Armor”)
Your Minions are automatically equipped with iron right greaves that boost their defences by 50%.

Durable Armor -10 SP (Requires “Moderate Armour”)
Your Minions are automatically equipped with iron left pauldrons and right gauntlets that boost their defences by 60%.

Strong Armor-10 SP (Requires “Durable Armour”)
Your Minions are automatically equipped with iron right pauldrons that boost their defences by 70%.

Deadly Armour-10 SP (Requires “Strong Armor”)
Your Minions are automatically equipped with iron left gauntlets and spine plates that boost their defences by 80%.

Powerful Armour-10 SP (Requires “Deadly Armour”)
Your Minions are automatically equipped with greater iron left gauntlets and back plates that boost their defences by 90%.

Golden Armor -10 SP (Requires “Powerful Armor”)
Your Minions are automatically equipped with gold gauntlets and back plates that boost their defences by 100%.

Minion Weapons:

By default, Brown Minions will carry wooden clubs and all other Minions will be unarmed.

Weak Weapons -10 SP
Your Minions are automatically equipped with weapons that boost their offensive capabilities by 10%. These include hatchets, sickles, and short swords.

Fragile Weapons -10 SP (Requires "Weak Weapons")
Your Minions are automatically equipped with weapons that boost their offensive capabilities by 20%. These include rolling pins, maces, daggers, and stone hammers.

Minor Weapons -10 SP (Requires "Fragile Weapons")
Your Minions are automatically equipped with weapons that boost their offensive capabilities by 30%. These include pickaxes, pitchforks, and long sickles.

Notable Weapons -10 SP (Requires "Minor Weapons")
Your Minions are automatically equipped with weapons that boost their offensive capabilities by 40%. These include glaives, skull staffs, and cleavers.

Moderate Weapons -10 SP (Requires "Notable Weapons")
Your Minions are automatically equipped with weapons that boost their offensive capabilities by 50%. These include bows and unicorn horns.

Durable Weapons -10 SP (Requires "Moderate Weapons")
Your Minions are automatically equipped with weapons that boost their offensive capabilities by 60%. These include zombie arms and shovels.

Strong Weapons -10 SP (Requires "Durable Weapons")
Your Minions are automatically equipped with weapons that boost their offensive capabilities by 70%. These include greater zombie arms and silver daggers.

Deadly Weapons -10 SP (Requires "Strong Weapons")
Your Minions are automatically equipped with weapons that boost their offensive capabilities by 80%. These include crossbows with bayonets and single-bladed axes.

Powerful Weapons -10 SP (Requires "Deadly Weapons")
Your Minions are automatically equipped with weapons that boost their offensive capabilities by 90%. These include double-bladed axes and ninja blades.

Golden Weapons -10 SP (Requires "Powerful Weapons")
Your Minions are automatically equipped with weapons that boost their offensive capabilities by 100%. These include golden axes, golden scimitars, and golden halberds.

Spells:

All origins gain **+200 CP** to spend in the Spell section, with the **Wizard** Origin gaining an extra **+400 CP** and the **Wanderer** Origin gaining an extra **+100 CP**.
Spells with the **Dark** Suffix and their upgrades can be cast separately or combined with the non-dark version of the spell.
When combined, the spell's effects are combined and boosted dramatically.

Fireball -50 CP (Free with “Magic is clean carnage”)
A short-ranged spell that launches a ball of fire which ignites the target if it hits them.

Flamethrower -50 CP (Requires “Fireball”, Free with “Magic is clean carnage”)
A medium-ranged spell that projects a spray of flames that deals a fair amount of damage.

Inferno -50 CP (Requires “Flamethrower”, Free with “Magic is clean carnage”)
A medium-ranged spell that will emit pillars of fire at anything in the area of effect and cause significant damage.

Combustion -100 CP (Requires “Flamethrower”, Free with “Magic is clean carnage”)
A medium-ranged spell that will damage and ignite only the desired targets in the area of effect.



**Energy Spike -50 CP (Free with “Evil Presence”)**
A basic spell that fires a bolt of destructive lightning directly at your foes that deals moderate damage with a small mana cost. If purchased with “**Evil Presence**”, this spell line can be used with “**Evil Presence**” to combine and boost their effects dramatically.

**Chain Lightning -50 CP (Requires “Energy Spike”, Free with “Evil Presence”)**
A single cast will launch a lightning bolt that hits the nearest foe before arcing to multiple other enemies in the vicinity. It deals moderate damage but has a high mana cost.

**Power Drain -100 CP (Requires “Chain Lightning”, Free with “Evil Presence”)**
A spell produces a lightning bolt that transfers a portion of the damage it inflicts back to the caster, allowing them to gain health back relative to the damage dealt.

**Lightning Whip -100 CP (Requires “Chain Lightning”, Free with “Evil Presence”)**
This spell is an extension of the Evil Presence which allows you to lash out at close-range opponents, wrapping them in lightning to cripple enemies and kill small creatures such as vermin, birds, and gnomes in a single strike.

**Slow -50 CP**
A spell that slows the advance of your enemy and increases the damage dealt to them.

**Confusion -50 CP (Requires “Slow”)**
A spell that makes your enemies attack random animate creatures they perceive.

**Betrayal -50 CP (Requires “Confusion”)**
A spell that causes your enemies to attack each other, thus saving you the trouble. Used by High Corruption Overlords.

**Submission -100 CP (Requires “Confusion”)**
A spell which stops your enemies from attacking you and your Minions. Used by Low Corruption Overlords.

**Dark Slow -150 CP**
This spell reduces the movement and attack speed of approaching enemies, allowing you to dispatch them at a more leisurely pace. It is ideal against high-damage creatures.

**Dark Petrification -100 CP (Requires “Dark Slow”)**
This spell turns enemies to stone for a short period of time and reduces their resistance to blunt attacks, allowing your Minions to literally shatter them.

 **Shield -50 CP**
A spell that forms a protective barrier around the Overlord that reduces the damage enemies inflict.

 **Shock Shield -50 CP (Requires “Shield”)**
A spell that forms a protective barrier around the Overlord and deals damage to any enemy who attacks them.

 **Infernal Shield -50 CP (Requires “Shock Shield”)**
The Infernal Shield is very mean. He'll stun, burn, and generally disintegrate everything he can. A spell that forms a protective barrier around the Overlord and deals a large amount of damage to any enemy who attacks them. Used by High Corruption Overlords.

 **Sanctuary -100 CP (Requires “Shock Shield”)**
A spell that creates an unbreakable shield but deals zero damage to enemies. Used by Low Corruption Overlords.

 **Dark Shield -150 CP**
A spell that reduces the damage that you and nearby Minions are dealt. It is a constant cast spell which drains mana slowly.

 **Dark Transmogrify -100 CP (Requires “Dark Shield”)**
You can use this spell to temporarily transform any enemy who attacks your shield into a sheep, allowing you to attack them with greater ease. The mana cost for this spell increases with the number of transformed targets.

 **Frenzy -50 CP**
A spell that increases the amount of damage the Overlord's Minions do. And according to Gnarl, it also increases their health and armour.

 **Berserk -50 CP (Requires “Frenzy”)**
A spell that significantly increases the amount of damage your Minions do, along with causing them to attack anything, whether they are a friend, foe, or object.

 **Legion of Terror -50 CP (Requires “Berserk”)**
A spell that gives your Minions a significant boost to damage but makes them attack everything around them. It also makes enemies run in fear.

 **Legion of Honour -100 CP (Requires “Berserk”)**
A spell that gives your Minions a significant boost to damage without causing them to go berserk.

 **Dark Frenzy -150 CP**
A spell that is great for parties as it drives your Minions crazy, causing the Minions to power up and scatter in a whirlwind of destruction, attacking everything in sight. In addition to increasing the damage, your Minions are uncontrollable. It is a constant cast spell that drains mana slowly.

 **Dark Halo -100 CP (Requires “Dark Frenzy”)**
This spell boosts all Minions with an offensive and protective enchantment and allows them to unleash mighty earth-shattering shockwaves.

 **Dark Minion -100 CP (Requires “Dark Frenzy”)**
You can grab the closest Minion to you and channel the spell's power into them, imbuing it with dark energy. Releasing the spell before the Minion is overcome with power turns it into a Minion missile! The Minion will gain a speed bonus as it shoots towards the nearest target and explodes. The type of explosion depends on the type of Minion used:

 — Knock back+Massive damage

 — Fire damage

 — Poison damage

 — Magical stun

Companions:

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

Recruits:

Inferna -50 CP (Free for Warrior)
This Netherghul was a legendary human warrior who met her gruesome end at the hands of rock trolls. She has the **Free** perks and items as well as those that would be **Free** for the **Warrior** Origin.

Cryos -50 CP (Free for Warlord)
This Netherghul was a Dark Elf Prince who died at the hands of Harken, with the two executing killing blows on the other at the same time. He gains the **Free** perks and items as well as those that would be **Free** for the **Warlord** Origin.

Malady -50 CP (Free for Wizard)
Malady is a human necromancer who sacrificed her own life and sent a wave of dark energy to kill many others. She gains the **Free** perks and items as well as those that would be **Free** for the **Wizard** Origin.

Hakon -50 CP (Free for Wretch)
This Netherghul was a Dwarf rogue who died at the hands of Cryos, with the two executing killing blows on the other at the same time. He gains the **Free** perks and items as well as those that would be **Free** for the **Wretch** Origin.

Thalya -50 CP (Free for Wanderer)
This is a Dark Elf Sorceress. Well, she's not one of our Netherghuls, but she has been the long-standing Minion of another dark lord, so she does gain the **Free** perks and items as well as those that would be **Free** for the **Wanderer** Origin.

Canon - Free/-50 CP
Any canon character you convince to travel with you without mentally altering or manipulating them will do so for **Free**.
By spending **-50 CP,** you can have any character pre-convinced to join you.

[Evil Presence] - Booster
You can now convert anyone you Dominate with your Evil Presence into a Fiat-backed companion or Follower.

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

Named Minions:

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

Gnarl - Free

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

Jester +50 CP

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

Blaze -50 CP

Blaze is an elite Special Forces red Minion. His fireballs are far more potent than a regular Red Minion's, and he can throw a huge, highly explosive fireball. Should he be put in charge of the reds, their fireballs will all become 20% more powerful.

Dobby -50 CP

This odd Minion is clearly a brown, but despite that, he has more magic than most blues. He is also lacking in the death and destruction department, preferring to cook and clean. At least he knows how to properly punish himself. If purchased, your Fortress will always be clean and free of dust. Additionally, whenever a Minion leaves a **Steal-Me-Down** behind, Dobby will retrieve the Weapons and Armour, then place them within the **Spawning Pit** for any new Minions to take.

Gash -50 CP

Gash is a brown Minion and the overseer of the Battle Rock Arena. He wears a black executioner hood and wields an axe. If purchased with the **Battle Rock Arena,** you receive 20% extra rewards when battling in the Battle Rock Arena.

Giblet -100 CP

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

Grubby -50 CP

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

Grub -100 CP
Grub is the Minion tailor. He is a Green responsible for providing the Minions with hats and sells everything from goblin helmets to chef hats.
If you purchase **Grub,** all **Steal-Me-Downs** give double the boost they otherwise would.

Mortis -100 CP
Mortis is a unique and aged blue Minion, Sire, as he prefers to look after the dead rather than creating new corpses. He served under the Infernal God and oversaw all the events that caused the downfall of the previous Overlord's empire. He is, like all other Minions, unwaveringly loyal to you, the Overlord, and has improved resurrection abilities. If you have Mortis and the **Graveyard,** all resurrections are half price.

Oswald -100 CP
This fool thinks he can take up my mantle of Minion master. He's nothing but an overgrown rabbit. If you were foolish enough to pick this moron as the Minion master, he would boost all Minion abilities by 20%, including those of named Minions, and would be "loyal" to you. What a wretched fool; he is not worthy to clean my corpse collection.

Ricket -50 CP
Ah, Ricket is a rare female Minion. I honestly didn't know we could be female. She is a young Minion and is a talented blacksmith. The colour of her skin suggests that she is part of the Greens, but she somehow has hygiene and hair, steampunk goggles, a leather smith's apron and a large hammer. Honestly, if I didn't know she was real, I would think she was Giblet's Mary Sue fanfic. If you have purchased the **Forge,** then all smithed equipment will be 30% more powerful.

Stench -50 CP
Stench is a Green and a member of the elite Special Forces Team. Stench has most of the skills of a regular green Minion; he is a skilled melee fighter, and he is able to emit a noxious, poisonous gas from his mouth. Unlike most green Minions, Stench does not need a guard marker to turn invisible, and he can walk quickly without leaving stealth mode.
Should he be put in charge of the greens, their stealth and backstab abilities will be 20% more powerful.

Zap -50 CP
Zap is one of the Blues and a member of an elite Special Forces Team. He has also been seen creating blue balls of magical energy and generating magical electricity between his hands, though he has never actually demonstrated these powers during the Kindred Revival crisis.
Should he be put in charge of the blues, their healing magic and offensive abilities will be 20% more powerful.

Minion Hives:

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



Black Minion Hive -50 CP

These stony Black Minions tend to be quite a bit larger than the regular Minions. In fact, they are quite close to the size of an Overlord. Black Minions, despite having three times the strength and health of Brown Minions, tend to be fairly slow. They take twice as long to strike and struggle to fit through the gaps that other Minions find easy to traverse.

Blue Minion Hive -50 CP (Free with "A Splash of new evil to darken the place up")

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

Brown Minion Hive -50 CP (Free with "To smash crush and slay")

Browns are the toughest Minions for their size. They are never ones to shy away from a fight. In fact, it's quite difficult to get them to stop! Brown Minions have twice the health and melee strength of Minions their size. Unlike other Minions, they are so dedicated to fighting that they will even use weapons.

Grey Minion Hive -50 CP

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

Green Minion Hive -50 CP (Free with "The slime, the stagnant Odor, it's all so homely")

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

Orange Minion Hive -50 CP

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

Pink Minion Hive -50 CP



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

Purple Minion Hive -50 CP

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

Rainbow Minion Hive -50 CP

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

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

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

White Minion Hive -50 CP



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

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

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

Mounts:

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

Nightmare -100 CP (Free with "Nightmare Master Statue")
A beast fit for an Overlord, this burning stallion has a muscular warhorse-like exterior, fangs like vipers, and spouts orange fire from their mane.

Wolf Den -50 CP (Free with "Wolf Rider Statues")
No one is going to worship you from inside a wolf's stomach, Sire, but they will fear you when they see others being turned into dog chow. Brown Minions can ride them as mounts, lovingly calling them "Good Wolfy".

Salamander Pit -50 CP (Free with "Salamander Rider Statues")
These lovely lizards have radical possibilities as they can roll up into a ball to roll across ramps and do kick flips and Ollies and other rude dude skater tricks… Okay, I don't know anything about skater tricks, but the reds do. That's why they ride them as mounts.

Spider Web -50 CP (Free with "Spider Rider Statues")
These spiders know how to stick to the winning side as they can produce webs and can climb walls. They also give a considerable boost to the fighting prowess of the Greens when being used as mounts.

Serpent Squad -50 CP (Free with "Serpent Rider Statues")
What lovely little creatures these venomous little fellows are. These snakes can swim up waterfalls and across whirlpools that would otherwise rebuff their blue riders. When ridden, their vicious bite can inject venom and boost the offensive capabilities of the blues.

Ostrich Mound -50 CP (Free with "Ostrich Rider Statues")
These shocking birds can glide, allowing them to pass through certain obstacles. When ridden by the yellows, they can bury their heads to make their electrical attacks cover a wide area.

Unicorn Glave -50 CP (Free with "Unicorn Rider Statues")
Ugh, these pure-hearted horses… no, I can't do it; I can't stand talking about these disgusting things. They are unicorns, and the pinks ride them.

Dynamic Steeds -300 CP (Free with "Minion Steeds Statues")
Well, Sire, you can't guess them all, so whenever you get a new type of Minion you will also gain a mount appropriate to that Minion type.

Magical Menagerie:

Ooh, Sire, I didn't know you had an interest in magical pets. In this section, you can purchase groups of up to 8 magical animals who will respawn at your Fortress an hour after death. They will act towards you like a loyal pet should, following your commands and doing tricks; just make sure to have treats and a pooper scooper.
You can convert **-50 CP** to gain **+150 BP**.

Beetle Collection -200 BP
Beetles are one of the most common creatures in the world. You can find them almost everywhere, from forests to deserts. There are two types of Beetles in the world. Normal Beetles are completely harmless and will flee from anything that may squash them. Giant Beetles are larger and more aggressive than their small cousins and will attack anything that enters their territory. All of the Giant Beetle species, with the exception of the Battler Beetle, can launch fire, toxic gas, or pressurised water from behind and launch themselves into the air.
With this purchase, you gain the **Battler Beetle**, **Blaster Bug**, **Dazzler Beetle**, **Magma Beetle** and **Puff Beetle**.

Battler Beetle -50 BP
Battler Beetles are brown coloured beetles that are a common pest to farmers. These giant beetles can easily destroy an entire harvest if left unchecked. The Battler Beetle is the toughest of the Giant Beetle species but cannot launch fire, toxic gas, or pressurised water from its behind like the other varieties.

Beholder -200 BP
The Beholders are magical, floating, eye-covered, tentacled beasts. They can teleport others into combat, and by the same token can teleport away anyone who goes directly beneath them.

Blaster Bug -50 BP
The biggest of the beetles are named after the fact they explode violently upon death, occasionally leaving behind their face. They emerge from sand pits when prey nears.

Boombo -50 BP
Boombo are flightless aquatic birds with large beaks and tiny brains. They resemble large dodo birds and typically live in or near water, especially the swamps around Heaven's Peak. They all live together in small to large-sized breeding colonies for mutual protection against predators and egg thieves. They are very aggressive, unintelligent, and are very protective of their eggs.

Boulder Beast -100 BP
Boulder Beasts are armadillo-like creatures with rock-hard backs that can roll up into a boulder and steamroll over anyone in its path. These creatures like rocky areas and sleeping. They may be able to feel their way around the world, proven by the fact they can detect invisible greens and easily be woken up by the sound of a footstep of a dwarf landing on dirt.

Dazzler Beetle -50 BP
Dazzler Beetles are blue beetles that live in or near watery areas. These beetles are the weakest of all the beetle species, but no less dangerous. They thrive in or near areas with lakes and ponds, or in dark and dank caves with large amounts of moisture in the air. Dazzler Beetles can launch themselves in the air via pressurised water when surrounded.

Dragon -300 BP
Dragons are large, powerful winged creatures that breathe fire. Despite nearing extinction, they are the apex predator of any area that they live in.

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

Frog -50 BP
Frogs are amphibious creatures with long legs and webbed feet. They come in two varieties, each providing Lifeforce when killed. The more common small variety can be overcome easily. The rarer huge variety, on the other hand, can be quite an annoying opponent, using its large tongue to swallow creatures in one attack.

Gingerbread man -50 BP
Gingerbread men are magical constructs created by witches. Because they are made from a tasty snack, they are weak, but in groups they can be tough to beat.

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

Magma Beetle -50 BP
Magma Beetles are red coloured beetles with flames coming from their behinds. These fire beetles are attracted to heat or anything that burns and can usually be found in places that are quite warm and have a lot of fire or volcanic activity. Magma Beetles are constantly on fire, and under stress they will launch themselves into the air with a fiery blast, incinerating any Minions close to them.

Magma Giant -200 BP
The Magma Giant is a variety of Rock Giant that is the same, except for the size and the flame cover, and it has magma cracks around its body.

Panda -50 BP
Pandas are large, fluffy bears that inhabit the Everlight Jungle. Pandas gorge themselves on bamboo and are ferocious if you start cutting it down. Besides that, they are perfectly neutral.

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

Phoenix -250 BP
The Phoenix is a massive avian creature covered in feathers that appear to be constantly ablaze. It befits its mythological traits in that it is capable of resurrecting itself from the ashes caused by its death. It can breathe a stream of fire as well as lay eggs that spawn Gnomes.

Puff Beetle -50 BP
Puff Beetles are green coloured beetles that are poisonous and bad-tempered to boot. These beetles feed on poisonous plants that can be found in forests, jungles, and caves. They are completely immune to many toxins, and their poisonous bite can be fatal. Puff Beetles constantly emit green fumes and will launch themselves into the air with a poisonous cloud of gas when under attack.

Rock Giant -100 BP
Rock Giants are large humanoid creatures whose skin is composed of thick, hardy, rock-like materials.

Salamander King -150 BP
The Salamander King is a large variant of the Salamanders. His body structure is similar to normal salamanders, but it also seems to closely resemble a T-Rex. This is due to the fact that the king walks on two large hind legs, unlike the other salamanders who walk on all fours. Another feature that makes him resemble a T-Rex is that he has small arms, and unlike normal salamanders with small yellow spines, he has longer ones that resemble thick spikes.

Sandworm -200 BP
Sandworms are gigantic worm-like subterranean ambush predators hiding underneath the sands of the Ruborian Desert. They are cunning, as they sense the vibrations underground, waiting until unexpected prey comes near before striking ferociously with their tentacle-like mouth. This makes them the top predator of the Ruborian Desert.
The skin of a Sandworm is so thick and well-armoured that it makes it nearly impossible to kill them with conventional weapons. Even magical spells are completely useless against these creatures.

Seal -50 BP
These fluffy rats are creatures that live in and around Nordberg. Their eyes can see into your soul, and as far as I'm concerned, they need to be wiped out. Seal pups are small and covered in a white fur coat to camouflage themselves, while adults have dark fur instead. Pups congregate in large groups for protection, often backed up by adults. When threatened, pups will flee, preferably into the nearest body of water.

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

Skulls Collection -250 BP
Ohh, these creatures are interesting, Sire. The Nightmare Skulls are a tribal race of nightmarish undead creatures that were born out of Oberon's nightmares.
With this purchase, you gain the **Skull Rat**, **Skull Boar,** and **Skull Stag**.

Skull Boar -150 BP
The Skull Boars are giant anthropomorphic boars with skull heads that are encountered in Evernight Forest. They are very tough, but possess no attacks other than slamming down their rock hammer with tremendous force.

Skull Rats -50 BP
The Skull Rats are undead rat-like archers that stalk the undergrowth of Evernight Forest. They use bone arrows with bone bows, bone blades, and bone quivers.

Skull Stag -150 BP
The Skull Stags are Nightmarish deer-like creatures that are the shamans of the Skull Tribe, performing unholy rituals to worship their "Father" throughout the forest. They use skull staff and can resurrect fallen Skulls, as long as their corpses are still on the ground and have not faded away.

Slugs -150 BP
Slugs are slimy giant slug creatures that inhabit the Golden Hills. They are treated as pests by the Dwarves there and often attack each other.
With this purchase, you gain the **Sluglet**, **Slug,** and **Snail**.

Sluglet -50 BP
The smaller and more common slug variety, with only one eyestalk and a small poison spit attack.

Slug -100 BP
A larger variety of sluglet, with 3 eyes and the ability to eat large objects or enemies whole.

Snail -100 BP
A small shelled creature similar to a sluglet which is far more durable and more physically powerful.

Spider Queen -200 BP
The Spider Queen is a large and powerful Spider with a black exoskeleton, red eyes, and the ability to produce an immense amount of silk and venom.

Troll -100 BP
Trolls are large, brutish humanoids, with what appears to be very little intelligence. Trolls are mostly seen living in the "wild", but have also been seen under the control of creatures such as Halflings and Queen Fay.

Water Serpent -200 BP
Water Serpents are giant snakes that inhabit the waters in and around Heaven's Peak. These large, vicious creatures will attack anything that gets too close. They will linger for a while after each strike, making them vulnerable to a counter-attack.

Undead Collection -650 BP
Wraiths are the inhabitants of the Abysses. They are the reanimated spirits of fallen evil beings and come in many different forms. They were summoned by the Forgotten God to defend the Abysses and to be his army of chaos.
With this purchase, you gain the **Undead Swordsman**, **Undead Commander**, **Undead Musketeer**, **Undead Shock Trooper,** and **Undead Reaper**.

Undead Swordsman -100 BP
These undead make up the bulk of the abyss armies and are the reanimated spirits of fallen evil beings. Some Undead Swordsmen will carry golf clubs instead of swords, but this is purely cosmetic.

Undead Commander -150 BP
These wraiths work just like the dwarven warriors and usually lead small groups of Undead Swordsmen. They can easily kill a single Minion but are not very effective against a large group.

Undead Musketeer -150 BP
These wraiths wield muskets that shoot light orbs that can easily kill weaker enemies. They are easily overwhelmed, and when they are damaged enough, they turn into regular Undead Swordsmen.

Undead Shock Trooper -200 BP
These undead charge straight through their enemies and can kill anything at the level of a Brown Minion or weaker instantly.

Undead Reaper -200 BP
These Undead Reapers are surprisingly intelligent, cynical, and enjoy making people suffer. They can summon Undead Swordsmen that, while not under their direct control, will share their allegiance.

Yeti -150 BP
Yetis are giant one-eyed ape-like creatures. They also have three-fingered claws. Yetis tend to be relatively gentle creatures and extremely hardy.

Zombie Collection -350 BP
Heaven's Peak is infested with a few different varieties of zombie, each distinct from the others, but all motivated by finding new victims to either infect or eat.
With this purchase, you gain the **Zombie**, **Zombie Lord**, **Venomous Zombie,** and **Zombie Commander**.

Zombie -50 BP
These are the most common zombies you'll find shambling about, roving the streets in massive, Minion-munching mobs. Zombies are weak and easily killed individually, but in great enough numbers they'll wear down your enemies in a head-on fight, often turning them into new zombies.

Zombie Lord -100 BP
These are the zombie lieutenants, armed with massive blades and powerful magic blasts. They tend to work in pairs, and fight from where they can rain down magic on your foes.

Venomous Zombie -100 BP
Venomous zombies are immune to poison and can poison your enemies with their attacks while remaining as durable as normal zombies.

Zombie Commander -200 BP
These are the smarter zombies that can summon and take direct control over regular zombies. Though they are just as frail as regular zombies, they are immune to fire.



Servants:

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

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

Ninja Girls -50 CP (Free with "Don't dilly dally, Sire, go smite something")
These servant girls tend to work better as bodyguards than menial workers, as the scantily clad ninjas are experts at remaining hidden and striking down your enemies.

Cult of the Overlord -50 CP (Free with "You've driven them to the edge, time to push them over it")
This group of dark elves are worshippers of the Overlord as their saviour thanks to being bathed in the Overlord's evil energy. They are dedicated assassins, able to eliminate any annoyances and worship you as though you were their god.

Coven of Witches -50 CP (Free with "Magical Barbarian")
Ooh, these ladies have the magic touch, as they have formed a magical coven. This makes these ladies very useful for supporting your magic and enhancing any rituals you may attempt to perform.

Order of the Red Dawn -50 CP (Free with "All they want is a little bit of love... A little bit of death!")
Ooo, Sire, these very sensual ladies submitted themselves to a pleasure cult and are excellent teachers of the art. While they are servants of your Fortress, all of those who join your bed will know at least the basics of how to pleasure you.

Elven Maidens -50 CP (Free with “Banquet Hall”)
The ethereal beauty of elves is normally a disappointment when paired with their snobbish attitude. Luckily, these ladies are so grateful towards you for saving them from the dwarves that they don’t mind swapping one slaver for another. They are able to put their etiquette to use in the maintenance of your Fortress, making it cleaner and improving any diplomatic talks you host.

Short Stacks -50 CP (Free with “Kitchen”)
Ooh, after poor Melvin popped like an overgrown zit, these desperate little ladies submitted to you in exchange for protection. These halflings are incredible cooks and have a unique talent for farming both crops and cattle.

Miners -50 CP (Free with “Mine”)
After the tragic end of Goldo, these surprisingly beautiful dwarven ladies swear fealty to you for ending their revolution against the corruption of their leadership. They are capable miners, able to effectively plan out and construct a functioning Mine with little difficulty. They are also able to aid in the production of equipment at the Forge.

Dark Mistresses -100 CP (Free with “There's no restraining true evil”)
The kinkiest of the creatures from another land, they enjoy both experiencing pain and inflicting it on others. This makes them excellent dungeon keepers. Oddly, slapping them gives them pleasure, and they tend to rush off into battle as soon as one starts. At least they are decent fighters. Experienced ones can conjure lightning, magically increase their speed, fire beams of life-draining magic at enemies, and even teleport.

Dryads -100 CP (Discounted with “Botanical Garden”)
Don’t be confused, Sire; these dryads may be plant-like, but they are definitely all lady. Normally, Dryads show a more combat-oriented form, but they can take on a more sensual appearance that you can take advantage of. Dryads can communicate with and enhance any other plants they interact with, allowing them to massively improve any botanical plans you may make. These Dryads are all connected to a central pod, which allows them to regenerate and recover from any damage they take.

Succubi -100 CP (Discounted with “Bedchambers”)
Ooo, such lovely ladies. Succubi are human-like flying demonesses ruled by their Succubus Queen. They are all humanoid and female, with pink skin, dark hair, and vampiric fangs. All are dressed in lingerie, namely a black corset, garter straps, and stockings, as well as a ribbon collar necklace- how provocative. With Succubi becoming comfortable servants, all those who you find pleasing within your tower will find themselves more carnally inclined towards you.

Amazons -100 CP (Discounted with “Armoury”)
These muscular ladies are useful bodyguards and enforcers as they are proficient in most forms of martial combat including wrestling, spearmanship and swordsmanship.

Mistresses:

Now that the help is sorted, you will need to choose your mistress. If you so wish, you can instead choose to change your mistress into a mr-ess… that is to mean you can choose their gender. All purchased Mistresses will truly love and care for you as well as being happy to share their Overlord. All Mistresses are at least 18 years old.
You gain a **+100 CP** stipend to spend exclusively in this section.

Canon Mistresses:

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

Rose -50 CP (Free with "A weak frame can be remedied")
Ah, Rose. A cunning and practical mistress of evil, she is rational and shamelessly ambitious with incredible administrative skills. She first met the Overlord at Castle Spree while she attempted to aid those suffering from a plague.

Velvet -50 CP (Free with "It's merely a setback for the forces of darkness")
Ooh, Velvet. A tall, black-haired girl beauty with legs for days, and the complete opposite of her sister Rose in calmness. She gains a certain amount of pleasure from being in charge of the dungeon and any interrogations. While her inclination towards torture often yielded a lot of information, her lack of restraint made her a poor spymaster. She met the Overlord after he rescued her from her imprisonment by Sir William the Black, who cancelled their wedding to enjoy himself.

Kelda -50 CP (Free with "Witchboy")
This busty brunette is a Huntress from Nordberg with a well-trained body. She was the childhood friend of the Overlord and was forced to take a job as a maid for the Nordberg Governor installed by the "Glorious Empire" until the Overlord dealt with him and took her as his mistress. She greatly enjoys hunting and using the skins of the animals she'd hunted for rugs, especially if those were from big predators.



Juno -50 CP (Free with “Keep his magnificence a little lower profile”)
Once a noble from the "Glorious Empire", she has a face straight out of the dreams of a marble sculptor. After being saved from being executed due to the accusations of a number of jealous wives, she joined the Overlord as a mistress and spymaster, using her impressive knowledge gathering skills to gather information from both high society and the criminal underworld.

Queen Fay -50 CP (Free with “There he goes again! Blowing up and Reincarnating”)
Queen Fay is the leader of the largest group of elves resisting the Glorious Empire. She was an enemy of the Overlord before she was forced to seek an alliance with them and become their mistress. She is a powerful sorceress, with incredible cunning, but she comes with an interesting choice. When purchased, you must choose between **Good Fay**, **Evil Fay,** and **Ghost Fay**.

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

Fay can be Free once and may be purchased additional times in order to gain alternative versions of Queen Fay.

OC and Semi-Canon Mistresses:

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

Custom Mistresses -50 CP
You can now design your very own Mistress; how fun, Sire. You may design their appearance history and choose if they are human, elf, dwarf, halfling, or a variant of any of those species. If you have such desires, you could create appropriate versions of characters from other settings with setting-appropriate powers, such as a Witch named Sabrina or an Assassin named Yor.

Serena Lavellan -50 CP (Free with “Banquet Hall”)
Serena is a smart, beautiful elven girl who is devoted to you and loves the Overlord aesthetic and lifestyle. Serena was hated by other elves for rejecting the Mother Goddess, whom she blamed for orphaning her. She rejected elven traditions, including ritualistic gorging, becoming the most beautiful elf in their village. Serena takes great pride in managing servants, creating costumes for all occasions, and organising things to keep everyone happy and knowing their place. You met her while you were a hero when elves attacked you for travelling through the forest their village was in. They offered to sacrifice Serena in exchange for sparing them; she, in turn, offered to become yours if you burned the village down, and seeing it burn was the happiest memory she had at that point.

Jewel -50 CP (Free with “Treasury”)
Jewel was a stubborn but generous thief who led a group of charitable bandits. After the Dark Lord started his crusade of destruction, she joined the hero party, becoming your comrade in arms and a close friend. After the defeat of the Dark Lord, becoming cursed by endless envy and suffered the manipulations of the wizard she helped betray you. She was later captured by the Overlord, and her curse was broken, causing her desires and emotions to wildly overcorrect themselves. This made her want the Overlord and to give them everything she possibly could. Once she becomes your mistress, her infiltration and thieving skills are invaluable as she constantly brings you treasures and magical items in order to prove her affection for you.

Sylvi Greenhaze -50 CP (Free with “Botanical Garden”)
Sylvi Greenhaze is the timid younger sister of Oberon Greenhaze. She was one of the elves captured by the dwarves, where she spent most of her time in the dwarven gardens and kitchens to grow ingredients and make soup, only to be rescued by the Overlord. She has an interesting attraction to darker styles, enjoying wearing grunge clothing and having a panic attack if her collar is removed. She is immensely devoted and loyal to you, her master, and is happiest when being thanked for making food for others.



Goldy Golderson -50 CP (Free with “Mine”)
Goldy is the rebellious daughter of the dwarven hero Goldo. She gathered a militia of dwarven women to resist her father’s new ways of greed and destruction through guerrilla tactics. After the defeat of her father, she swore fealty to the Overlord, becoming enamoured with him. She is an excellent warrior and combat teacher, being able to train fresh recruits into acceptable soldiers in a matter of days.

Holly Underbelly -50 CP (Free with “Kitchen”)
Holly Underbelly is the daughter of halfling hero Melvin Underbelly, who gathered her people and fled into the hills after Melvin's death. Later she would come to the Overlord and offer to be his mistress and have the halflings swear fealty in exchange for protection. Holly is excellent at civilian and internal economy management while organising the halfling civilians to rapidly produce food and distribute it as needed.

Grace -50 CP (Free with “Empty Room”)
Sweet little Grace has an interesting view on evil that makes her adorably evil. Grace was an orphan whose parents died in the halfling slave camps. After the Overlord killed Melvin Underbelly, she swore herself to you and quickly took to the ways of evil. She quickly became an efficient enforcer of your will as a master swordswoman and a decent general who can command 10 Minions at a time.

Little Red -100 CP (Discount with “Menagerie”)
Lil' Red or Little Red Riding Hood is a proficient hunter, disguise master, and werewolf who acts as the Overlord’s personal guard. She first met the Overlord while disguised as a little girl in order to get revenge for the Overlord killing her pet wolves. She tricked the Overlord into taking her to her lair deep in the woods by pretending that she needed to be escorted to her grandmother’s house. When in a dark cave, she took on her werewolf form, attacking the Overlord only to be defeated and forced to submit to the Overlord as her Alpha.

Silvia the Succubus Queen -100 CP (Discounted with “Bedchambers”)
Silvia the Succubus is a literal sex demon. Her loose hair is the same crimson as the colour of her wings, with two elegantly curved horns that make for perfect handholds and pouty, blood-red lips in that perfect face. Small, soft scales cover her arms and legs, with a soft prehensile tail, long enough to completely… agh, sorry master, I got a little distracted there. Where was I? Oh yes, you first encountered the Succubus Queen in the back of the Halfway to Heaven Inn after she had Sir William cancel his own wedding, and she became your mistress when she found out that your mana could sustain her indefinitely.



The Mother Goddess -300 CP (Discount with “Graveyard”)
Well, Sire, it seems that you have somehow managed to convince the Mother Goddess to become your mistress. Also known as Mother Earth and Earth Mother, she is a deity who represents nature, motherhood, fertility, and creation. She is worshipped by the elves and, to a lesser extent, by dwarves and humans. She's associated with the birth of all life, along with the world and everything in it. However, she looks far more beautiful than her depictions, with her largeness being focused mostly on two very enjoyable areas.

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

Jessica Krupnick -50 CP
While this lovely lady's exact origins are not quite clear, Jessica is a statuesque beauty with red hair styled in a peek-a-boo coif. She wears carefully applied makeup, and her preferred outfit is a strapless red dress with a matching pair of pumps and purple, shoulder-length gloves. Jessica, despite her somewhat cold demeanour, is dedicated and loving but has no qualms about flirting. Jessica is morally ambiguous and has questionable motives in everything that she does, but in the end, everything that Jessica does is for the benefit of those she cares about. Jessica is proficient in the use of handguns and other weapons as well as being a talented spy, actress, and singer.



Holli Would -50 CP
Sire, this Holli Would is a stunning woman with short blond hair who enjoys wearing revealing outfits, including a white strapless one-piece suit with matching white thigh-high boots. She has a rather sordid history of frequenting nightclubs and coming to blows with the police. Holli is quite cruel and cunning despite her warm attitude and appearance, acting manipulative, amoral, and at times spoiled. At the end of the day, she is a woman who seeks a life of comfort and power above all else.

Clover -50 CP
This unlucky Clover was captured by slavers and mentally broken, with her succumbing to her conditioning. As a result, her original personality was replaced by one of blind devotion and love to whoever owns her. She willfully kills for, sleeps with, and does everything else she's ordered to do by her owner. Due to the abuse she has suffered, Clover is desperate for attention and approval, immediately apologising and begging to let her make up for any issue no matter how minor it was.

Wendy -50 CP
Melinda Lou Thomas, also known as Wendy, is a well-endowed, freckle-cheeked girl with red pigtails with an immense amount of financial acumen. Though she normally projects an appearance of being an innocent, kind, and loving girl, she has a deep-seated need to make money, which has her show an arrogant, sadistic, and outright monstrous streak if someone negatively affects her finances or any business she sets up.

Lucille Hahn -50 CP
Lucille is a young Dilettante from a place called Boston. She is quite, er, delicately proportioned. She has short brown hair and unnaturally violet eyes. Unknown to most, she has a connection to elder beings, with the related destiny thankfully subverted by her being here. Though she retains the potential to become a demi-god and eventually a lesser god.

Olivier Mira Armstrong -50 CP
Olivier is a severe woman who has a fearsome and commanding presence. She is harsh with her subordinates and peers and coldly merciless to her enemies, earning her the nickname "Ice Queen". She is quite beautiful with a rather muscular build despite her slender body, with pale skin, light-blue eyes with long eyelashes, and waist-length blond hair that is noticeably curled at the ends.

Harley Quinn -50 CP
Harley is a beautiful blond who normally wears a customised court jester jumpsuit with a jester hood, black eye mask, and diamond accents. Prior to taking on her identity of Harley Quinn, Dr. Harleen Quinzel was a professional psychiatrist who was taken advantage of by the Joker. She was tricked into becoming the Clown Prince of Crime's costumed accomplice before he left her for dead. Given time for introspection, it was clear their relationship was merely a means of opportunity for the Joker, and he didn't care about her. Harley would make an excellent jester and advisor for any Overlord and is highly affectionate towards them.



Lady Maria of the Astral Clocktower -100 CP
Lady Maria is a young and stoic member of the hunters, a citizen of Cainhurst, and a distant relative of the royalty. She has a slender build with notable muscles, and her breasts are slightly above average. She has white, soft skin, a thin-shaped face, chestnut eyes, and long silver-blonde hair that goes over her shoulders. Maria is fully aware of etiquette and can be a perfect and polite lady, making herself appear to be trustworthy and helpful. Always helping others feel like they're all equal while showing smiles no matter the situation. However, Maria is quite an evil one, Sire. She tends not to show her real emotions, and the emotions she does show are pure acting in order to get what she wants, letting others die to complete her dirty work. She can be either kind or extremely aggressive, which makes her unpredictable. Maria favours using her Rakuyo, which requires dexterity and skill rather than blood to wield effectively, but she can also use her blood to power up and use fire-based attacks.

Syx -100 CP
This shadow elf was once an Overlord herself, but after being defeated, trapped, and tortured for thousands of years in the demon planes, she has changed, becoming a positive, humble, kind, and caring individual. Luckily for her, you summoned her instead of that bag of warts Rickard.

Seras Victoria -100 CP
This attractive young woman is a vampire with blonde hair cut into a flare cut and blue eyes with an occasional red hue. She has a fairly broad-shouldered torso, yet maintains a very voluptuous and buxom figure, which is further accentuated by the fact that she is quite short. Seras is a strong-willed woman-tomboy with a wild temperament and will not be afraid to question your orders if they conflict with her personal beliefs. However, she is loyal and trustworthy and will diligently follow your orders.

Ciri -100 CP
Ciri is quite brave, determined, and a little naive, with some of the facts of people's lives being a mystery to her. She has emerald-green eyes, silvery-blond hair that she wears past her shoulders, and her most distinguishing feature is the scar on her cheek. She often wears a white shirt with black leggings, black trousers, and dark brown trousers. She is a master swordswoman and an expert in hand-to-hand combat. She is able to perform short-distance teleportation, launch fireballs, and perform a dash attack that deals colossal damage to any enemy on her path.

Loona -100 CP
Loona is a cynical and choleric grey-haired werewolf who shows little interest in matters around her so long as she is comfortable. Despite having complete control over her werewolf form and being able to transform in a moment's notice, she has a short-fuse temper that tends to draw out her werewolf form. Although Loona goes to great lengths to maintain an outwardly apathetic attitude, her troubled and isolated upbringing has made her socially awkward, and when she does actually want to connect with others, she tends to stumble over her words.



Luna Lovegood -100 CP
Sire, I am unsure whether Miss Luna is a kind and lucky girl or an evil genius, and that slightly scares me. Miss Luna seems detached from the world, either seeing what others do not or being unaware of the world around her with an airy Fae-like demeanour. She is possibly a powerful seer or a meticulous planner regardless, as her enemies suffer from virtually unpredictable happenstance and those that challenge her are thrown through loops from her words and often downstairs from seemingly their own clumsiness.

Hermione Granger -100 CP
Miss Granger is a brilliant witch and oddly friendly for someone with such a cruel streak. She is strict on others following her interpretation of the rules with no regard for the agreement of others unless she sees them as a higher authority. She has previously tortured and maimed those who have gone against her and is just the right amount of competent, cruel, and intelligent to pull off most of the plans she makes.

Red Sonja -100 CP
This scantily clad redheaded warrior woman is a famous swordmaster protected by the goddess Scathach, who has bestowed her with incredible fighting prowess. But in return for these skills, she can never sleep with a man who doesn't beat her in fair combat first. This means that technically she will not become your mistress unless you are capable of defeating her in martial combat, but she will make an incredible bodyguard.

Entrapta -100 CP
This mistress is a little odd, Sire. She is a genius with an unquenchable thirst for knowledge and a one-track mind. While she is hyperactive, cheerful, intelligent, bubbly, and optimistic - which could be considered a hindrance to an order of evil- she is capable of mass-producing weapons and robots and can be easily manipulated.



Mavis Dracula -100 CP
Miss Dracula is a beautiful young vampire woman who has just celebrated her 117th birthday. She has a slim-yet-shapely figure, small fangs, pale-fair skin, light blue eyes, and silky black hair kept in a bob with V-shaped bangs. She also wore black lipstick, nail polish, and eyeshadow around her eyes. Mavis is quite headstrong, intelligent, and beautiful, though she is sincere and feels a zing with you.

Vampirella -100 CP
Be wary, master! This tall, pale woman with a mane of raven-black hair and beautiful green eyes, long, high-heeled black boots, a skimpy red sling bathing suit barely covering… What was I talking about? Oh yes, the Vampire. She has a gentler attitude towards humans but tends to prey on those darker entities who harm humans. Normally I would warn you against this beautiful specimen, but with this, she should be loyal to you. She has a fairly playful personality and tends to be quite the flirt.

Jester -100 CP
Genevieve Lavorre, better known as Jester, is a blue tiefling with blue hair. She is a cleric of the trickster god, the Traveller, whose directives she follows, creating chaos but always giving something back and knocking proud people down a peg. Jester grew up with wealth, on account of her mother being a highly sought-after courtesan.

Morrigan -100 CP
Morrigan was meant to be a companion to the Warden of the 5th blight, but this version left weeks through an eluvian. Morrigan is a Witch of the Wilds, one of innumerable sorceresses whose legends originate in the Korcari Wilds. Though she is quite sarcastic, Morrigan can be flirtatious, sultry, and even girlish, though she values independence and power above all. Morrigan can also teach the Overlord the magic of Thedas.

Galadriel -200 CP
This golden-haired elf has extraordinary beauty, Sire. She is one of the immortal elves who have timeless features which allow her to remain young regardless of her age. Though she is a powerful warrior both physically and magically, she has taken on more of an advisor mindset in her current age, as her prideful youth led her to quick victories that cost her more than the battles were worth. As such, she now believes you may be the only one capable of repairing the damage her arrogance has wrought.



Ikra -200 CP
It seems, Sire, that this fetching woman is actually one of the embodiments of darkness permanently transformed into human form, and a very pleasing form at that. Though this being is truly Aku, a cruel and vindictive evil, their mind has been altered to make them a soft-spoken, cool, and elegant woman. Ikra retains the same green-black color coding that marked Aku's form, as she has green skin, black hair, a black dress, and red lips. While trapped in this form, she lacks Aku's powers; however, she has great skill with a two-handed black sword that seems to contain some of the darkness that comprised Aku's physical form.

Priscilla -200 CP
Priscilla is a tall humanoid half-dragon; she has extremely pale skin, stark white hair, and a fluffy white articulated tail. Despite having draconic power and a large scythe, she tends to speak softly and resolve things diplomatically.

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

Omega and Sigma -50 CP
Omega is a black-haired punk girl with an hourglass figure, and Sigma is a blonde valley girl; both are intelligent, cunning, and cruel. These two rivalling college girls are constantly attempting to one-up and humiliate each other while trapping and sexually debasing one another. In truth, this is just how the two attempt to enforce the complex desires they have for one another.

Dee Dees -50 CP
The Dee Dees are Delia and Deirdre Dennis, the future identical twin granddaughters of the original Harley Quinn. The two girls joined the Jokerz, a gang inspired by the Clown Prince of Crime. The twins have Olympic-level gymnastics skills and are experts at tumbling and hand-to-hand combat.
The twins are both attractive, fair-skinned teenagers with acrobatic but slightly muscular bodies. Despite having long blond hair, they wear orange wigs and clown-like makeup with rosy cheeks, orange freckles, and black lipstick. For attire, they both wear white caps, black chokers around their necks, close-fitting red tube tops, white hot-pants with belts that have silver buckles, and red knee-length go-go boots. Although they are two individuals, they like to act as though they are one person, often speaking as one or completing each other's sentences. Despite this teamwork, they are still susceptible to sibling rivalry.

Xena and Gabrielle -100 CP
This duo are allies, friends, and sometimes more. Xena is a muscular, dark-haired warrior Princess who commonly wears brown, skirted, leather armour and uses a chakram. She was once a ruthless warlord but now tends to use her formidable fighting skills to help others. Gabrielle is a thin blond farmgirl who became Xena's greatest ally, with her initial naïveté helping to balance Xena’s strategy-focused mindset.

Catradora -150 CP
Catra and Adora were childhood friends who grew up together in "The Horde", an evil force fighting against The Rebellion and training young cadets and soldiers. Even as children, they were always together. Adora eventually discovered the Sword of Protection, which gave her the ability to transform into the "Princess of Power"—She-Ra. She learned of the evil of “The Horde” and left to fight against them. Adora is a tall, pale tan-skinned teenage girl with blue-gray eyes and long dark blonde hair. When transformed into She-Ra, Adora still maintains her slender physique, but is more muscular. Catra is a tan-skinned girl with various feline physical characteristics. She has an athletic physique, freckled cheeks, soft-curved black eyebrows, and cedar-brown hair that tends toward wild and spiky.

Oxventure -150 CP
Prudence and Merilwen are two members of the Oxventure Guild, a group of chaotic adventurers that often cause destruction.
Prudence is a Tiefling with rusty red skin, jet black hair, horns that curl back upwards, and a prehensile tail. She was abandoned as a child and left in the care of a hermit, resulting in her living in a cave for the better half of her younger years. She has an appreciation for violence, which aided her in becoming a warlock of Cthulhu, with her often doing the sometimes confusing bidding of her patron. Prudence tends to be fairly outgoing but can be a bit shy with new people. Once she opens up, she will talk your ear off, mostly about committing murder, her service to Cthulhu, and the use of her favourite spells as a warlock.
Merilwen is a Wood Elf with light brown hair that is usually adorned with braids. She tends to wear scraps of clothing she has found, bought, or made. Merilwen is a druid and huntress who grew up in the woods and is self-sufficient, as she learned how to hunt for survival purposes and tends to use every part of any animal she hunts. Merilwen tends to be very protective and will often question if something is a safe idea. Despite her kindheartedness and inherently good nature, she herself has stated that she is neutral and that she does not care for the law when angry. She has a strong love for animals and nature, which is reinforced by her druidic nature.

Heathstrid -200 CP
Astrid Hofferson and Heather are northern warriors who became Dragon Riders, warriors who perform combat while riding Pygmy Dragons.
Astrid is a blonde-haired warrior with light-blue eyes who rides a blue Deadly Nadder Pygmy Dragon named Stormfly. Astrid is dutiful and intensely devoted to any cause she puts herself behind; she is highly competitive by nature and dedicated to her goals.
Heather has green eyes and long black hair; she rides a Grey Razorwhip Pygmy Dragon named Windshear. Heather is perceptive and able to think her way out of trouble; she is willing to go to great lengths to help her own cause, often coming across as two-faced, sly, and untrustworthy while finding it hard to trust others.



Twinrova -300 CP
Kotake and Koume, collectively known as Twinrova, are a pair of Gerudo twin witches known as the Sorceress of Ice and the Sorceress of Flame, respectively. Though these two women are still young, their future counterparts normally become the surrogate mothers of Ganondorf. These two are able to perform a fusion ability and to become a singular woman with both of their powers and abilities combined. They can also teach this ability to other compatible women.

Group of Non-Canon Mistresses:

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

The Puff Girls -100/500 CP
These triplets were created by a scientist named Professor Utonium who attempted to combine Sugar, Spice, and Everything Nice to create the perfect little girls.
For **-100 CP,** he succeeded in creating perfect clones of human Girls.

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

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

The Black Sisters -200 CP (Discounted with "Magic Room")
These rather fetching ladies have decided that you are their dark lord, a fun advantage to evil, I say. Thanks to that, they will loyally follow you and curse anyone you wish them to.
Growing up, Bellatrix, Andromeda & Narcissa Black lives were comfortable as the Black family was a fairly wealthy one.

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

Fire Retinue -200 CP
This group is composed of Azula, Mai, and Ty Lee, formed by the Princess from her childhood friends from the Royal Fire Academy.



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

The Nords -200 CP
In the world of Nirn is the land of Skyrim. The people who live there are the Nords, a race of people known for their incredible resistance to cold and even magical frost. These three ladies are amongst the most beautiful and well-known of the Nords.

- Lydia became the housecarl to the Dragonborn when they were appointed Thane of Whiterun. Lydia is a powerful warrior who wears heavy armour but lacks any affinity for magic. Her favourite weapons are a sword and a shield.
- Serana is an ancient, pure-blood vampire. While she is enterprising and friendly, she is also lonely due to her troubled childhood and her mother's self-exile.
- Aela the Huntress is a werewolf who likes to wear Ancient Nord Armor. She is proud of her lycanthropy, seeing it as a connection to her parents and ancestors as well as enjoying the emotions and instincts she feels when transformed.

The Daughters of Aku -600 CP (Discounted with “Ikra”)
The Daughters of Aku are a group of septuplet human-demon hybrid women who were raised as assassins. They all share very similar physical traits consisting of black hair, narrow eyes, and what appeared to be pitch-black latex-like suits which are a manifestation of their inherited shadow powers. The only distinguishing trait among them is their varying hairstyles. The Daughters will be loyal to you above all else.

Princesses of Zelda -600 CP (Discounted with “Twinrova”)
This septuplet group of Elven Princesses are each a reincarnations of a fragment of the Elven goddess of wisdom and light. Each sister has a different appearance and personality but share many aspects and can tap into their innate divinity. The eldest is a Sage with a mastery over twilight magic, the second has a talent for ninjutsu and music, the third attends a knights academy, the fourth is a mage with an eye for art, the fifth enjoys a secret life as a privateer and the youngest considers herself an archaeologist and inventor.

Scenarios:

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

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

Complete Collector:

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

Reward:

If at the end of the Jump or each Scenario, you have collected 100% of collectibles within the setting, you may keep them as Fiat-backed Post-Jump.
Purchased items will be twice as effective as those collected. However, collected items can merge with the same purchased items, making them three times as effective as those collected.

Heavy Recruiter:

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

Reward:

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

Subordinate Recruitment Service

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

Monster Monopoliser:

It seems, Sire, that 50 arenas will be added to the Over Realm, each with their own unique powerful monsters that can only be found in their Arena, including Orcs, Chimeras, and Dragons.

Reward:

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

Evil Never Dies:

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

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

Reward:
By taking this Scenario, each Scenario listed will come with additional Rewards.

Overlord Scenario:

If you take multiple **Overlord Scenarios** immediately after finishing, the next will begin.

Dark Legend:

In this Scenario, you will be taking the place of the first Overlord, "Lord Gromgard", whom I will approach as the Minion master to inform you of your destiny. Gromgard has suffered many problems in the form of blights, poor crop harvests, Halflings taking the local food, bandits stealing from the populace, and wolves eating or destroying what was left. Duke Gromgard has gone on many quests to acquire some assets, only to return with nothing and sadly pass away due to sickness and stress. Leaving Castle Gromgard with his extremely unpleasant older siblings, Lord Grenville and Lady Gerda. As such, this Scenario will start with you becoming the Overlord on your body's sixteenth birthday when you receive a present from Rollick, the castle's chef. It is a mysterious gauntlet that awakens your power and opens the sealed door to the throne room. To complete this scenario you must take up the Mantle of Overlord, take control of Castle Gromgard from Jinks the Jester, reclaim the Gromgard farmlands, deal with the bandits, kill the local wolves, topple the financial enterprise of Doris the Witch, instigate a war between the Elves and Dwarves by killing their leaders and framing the other side, and finally deal with Grenville and Gerda in a permanent fashion.

Reward:

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

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

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

Unaging Love

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

Shield of Greed

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

Duchess Gromgard

This Mistress is the gender-swapped version of the first Overlord

Gifts Well Given

Once per year and at the start of a Jump, you may have instigating plot items delivered to you.

Minions:
How vile and disgusting, master; you seem to have trapped yourself within the body of a Gromgard's elite Minion squad when using a defective possession gate. It must be awfully itchy, seeing as they never wash. The Minion type body you are trapped in is the type whose Minion Hive is free for your Origin, I.E., Blue for Wizard, Yellow for Wanderer. Don't worry, though, master; all you need to do is accomplish the mission you had for the Minions, and you should be able to return to your true form. It should be as easy as lancing a boil.
To complete this Scenario, you must deal with a mysterious fungus growth in the Withering Woods and eliminate the mysterious Kindred Dragon worshipping cult.

Reward:
For completing this Scenario, you can select two of the following as a Reward.
- **Coloured Attributes (Perk, Requires "Beetle Collection", "Gnome" and 4 Minion Hives)**
- **Dragonkin Alt-Form Filter (Perk)**
- **Mink (Mistress)**
- **+500 CP**

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

Coloured Attributes - Free (Requires "Beetle Collection", "Gnome" and 4 Minion Hives)
You can now alter any creature that is subservient to you, swapping out any elemental attribute it has so that it gains the abilities of one of your Minion Hives. Giving a Phoenix the Brown Typing will make them stronger and more durable but cause them to lose their fire abilities; giving them the Red typing will leave them unchanged; giving them the Blue typing will give them water resistance and the ability to resurrect others.

Dragonkin Alt-Form Filter
How interesting, Sire. This Filter allows you to apply a draconic filter to any of your Alt-Forms, allowing them to gain draconic abilities such as breath attacks, wings, and durable scales.



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

Minion Alt-Form
Well, Sire, it seems you get to keep that body for yourself, allowing you to use any abilities you gained within this Scenario.

Hero's Journey:
Sire, with this Scenario you take the place of the Eighth Hero during the rule of the Second Overlord without any Minions or evil power to do your bidding.

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

For the duration of this Scenario, you will forget the events of the Jump thus far and think that you are in the Generic Fantasy Hero Jump. For the duration of this Scenario, your Fortress and Minions will be disabled. You will regain your purchases and memories after the scenario.

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

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

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

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

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

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

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



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

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

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

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

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

OverLady
This Mistress is the gender swapped version of the third Overlord

Healthy Lovin'
You may be concerned about Haystack Harriet and her uncomfortable itching, but with these perks, any form of sickness or disease (including the venereal variety) is automatically cured for you and any of your prospective pleasure partners.

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

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

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

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

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

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

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

Overlass
This Mistress is the gender swapped version of the fourth Overlord.

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

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

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

Fellowship of Evil:

By taking this Scenario, you take the roles of the potential Overlords after the true Overlord was supposedly killed by a trio of Heroes: Sir Cedric, Lady Clarissa and the unicorn Sparkle, who then establish their own reign of Good with the order of the Shining Justice.
This order has turned the Netherworld into a tourist attraction, causing the Minions to flee to an even deeper layer of the Netherworld, the Netherdeep. Under the reign of Good, a plague named "the Golden" touches the world, threatening the existence of all Evil.
From this, I used a ritual as the last chance for evil to escape the Golden by summoning candidates for the throne of the Overlord, the Netherghuls.

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

Reward:

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

- **My Golden (Perk)**
- **My Darkness (Perk)**
- **Nether Heart (Item, Requires 5 Fortress Extensions)**
- **+500 CP**

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

My Golden

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

My Darkness

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

Nether Heart

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

Multi-Tasking

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

Raising Hell:

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

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

Reward:

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

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

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

Necromantic Thief

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

Opposcythe

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

Charlie Morningstar

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

Personal Hell

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

Far Far Away Scenario:

It seems sure that the world at large is infected by the scourge of heroes and goodness; it makes me sick to my stomach. But don't worry, Sire, I'm sure that we can make all the difference.

Any Scenario that states it requires another will do so because they have a storyline threading through them.

To complete each scenario, you must derail the Charming Empire's plans in that area, either by destroying their army or taking what they are after for yourself.

Far Far Away: The 7 Heartless Princes

It seems, Sire, that the Charming Empire is having a cold war of succession. Each of the Princes and their subordinates are attempting to conquer other kingdoms through might, magic, and deception in order to strengthen their claim to the throne. Stop them and take those lands for yourself!

Reward:

For selecting 7 of the **Far Far Away** Scenarios, you gain the **Crowbar of Hearts** Item.

Crowbar of Hearts

This heavy, metal bar has a bent bit at the end, making it useful for lifting heavy objects off the ground or forcing things open.

This tool can be used as a surprisingly effective melee weapon that comes with a few enchantments already that can be combined into a weapon with **The Shifting Hilt** enchantment.

The first enchantment is something you may expect from any crowbar, sire; it can pry any locks and doors open, even certain metaphorical ones, as it makes it easier for you to break into someone's "heart" to make them more attracted to you.

The second enchantment of this weapon is that it can harm or destroy ghosts, shadows, and other not technically physical things.

The last enchantment allows the crowbar to slightly change its shape and appearance to boost your capabilities in different ways.

It also came with a keychain, but you're better off without it, master; you don't want to be harassed by a dumb dog and a duck with a speech impediment.

Far Far Away: A Tangled Tale

Sire, it seems that a while ago the Charming Empire decided to kidnap a princess with magical hair. However, shortly after completing the kidnapping, the agent was transferred to the lazy Prince Henri's retinue, leaving her with no further instructions. For all intents and purposes, the subordinate had been abandoned by the Empire. It seems that she raised the kidnapped child, and the agent used the girl's magic power to retain her youth. However, recently the princess has escaped from her tower, aided by magical creatures who seek to take advantage of her hair.
To complete this Scenario, you must acquire this princess, Sire, and use her power for your own benefit.

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

- **Lantern Path (Item)**
- **Golden Locks (Armor Enchantment)**
- **Rapunzel (Mistress)**
- **Gothel (Mistress)**
- **+200 CP**

Lantern Path (Item)
When you have an objective, you can light this paper lantern, which will create a pathway of lanterns that you can use to light your way and lead in the direction you need to go to reach your goal.

Golden Locks (Armor Enchantment)
This enchantment can only be placed on armour from the Overlord Jump and can only be equipped if the armour can take another enchantment. This enchantment contains golden threads that passively regenerate any damage you or anyone you're in contact with has taken over the past hour.

Rapunzel (Mistress)
Rapunzel is an adventurous girl whose naivety leads her to lack common sense or fear. Thanks to her magic hair, she has powerful regenerative powers that heal and rejuvenate herself and anyone her hair touches.



Gothel (Mistress)
Gothel is an effective spy of the charming empire who has become disinterested in them after being abandoned. She has a love for theatrical flair and acting, which were her passions before being recruited. She is also a dangerous manipulator and very intelligent. Though she lacks her own magic, the healing attributes have been ingrained into her body over time, allowing you to easily keep her young forever by giving her a small amount of your magic on a regular basis.

Far Far Away: Queens of the Jungle (Requires “A Tangled Tale”)
Diplomats from the Charming Empire seek to gain favour with the peoples of the jungles. However, the last team who were sent in was killed by the magical beasts that lived here. Surprisingly, the magical creatures that lived in the jungle saved the human infant and raised her as their own, naming her Sheena. Sheena meets Jane Porter, a member of the Charming Empire’s diplomats, secretly on an expedition to make an alliance with Queen La, an enemy of Sheena’s people.
To complete this scenario, you must make sure the Empire’s diplomats fail to make any form of alliance with Queen La.

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

- **Jagged Fang (Weapon Enchantment)**
- **Sheena (Mistress)**
- **Jane Porter (Mistress)**
- **Queen La (Mistress)**
- **+200 CP**

Jagged Fang (Weapon Enchantment)
This enchantment can only be placed on weapons from the Overlord Jump and can only be equipped if the weapon can take another enchantment. Wounds inflicted by this weapon are far harder to heal, as the wounds ignore 75% of all healing applied.

Sheena (Mistress)
Sheena was raised by a colony of sentient magical creatures after her parents were killed by the bloodthirsty Displacer beasts. Sheena would grow to become the valiant protector of the natural world, all the while remaining blissfully unaware of her true heritage, until a chance encounter with Jane Porter, a human woman.

Jane Porter (Mistress)
Jane is a young diplomat living in the Charming Empire. Their expedition is one taking place in the jungles to gain the allegiance of Queen La. Jane has a sense of standards and tries to stay professional; however, she can become fairly eccentric and spontaneous when excited.

Queen La (Mistress)
Queen La is the ruler and high priestess of Opar, a lost city located deep in the jungles. She is the master of a forbidden magic that immortalises her spirit and allows her to turn leopards into humanoid slaves under her control.

Far Far Away: Let it Go (Requires “Queens of the Jungle”)
In the lands of Arendelle, one of Prince Henri Charming’s subordinates created a social catastrophe when he attempted to seduce Princess Anna before Princess Elsa’s coronation. His actions caused Princess Elsa to lash out with powerful ice magic and isolate herself for everyone’s safety. This ambitious subordinate now plans to capture the Ice Queen and use her to make an army for his Prince to take the Charming Empire.
To complete this scenario, you must stop the Charming Empire from acquiring the Princess, preferably by gaining her for yourself.

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

- **Cold Touch (Spell)**
- **Snow Minion Hive (Minion Hive)**
- **Elsa (Mistress)**
- **Anna (Mistress)**
- **+200 CP**

Cold Touch (Spell)
With this spell, you can enchant yourself with a chilling aura that causes the next target that strikes or is struck by you to be coated in a thick layer of ice. The more powerful the opponent, the quicker they can free themself from your frozen trap.

Snow Minion Hive (Minion Hive)
These Frozen Minions tend to give me the cold shoulder. Then again, they make anyone near them feel chilly. Though these Minions are especially susceptible to fire, they are capable of slowing any enemy they strike and freezing some forms of water, allowing other Minions to cross previously impassable blockages.

Elsa (Mistress)
The new Queen of Arendelle, Elsa has been hiding a secret. She has incredible magical power over the ice and snow. She has been cutting herself off from others, making her shy and reserved as she struggles to control her powers, fearing the harm she would do. She possesses a strong sense of duty, compassion, and a playful side, especially when interacting with her sister. After the incident at the coronation, she allowed herself to indulge in her power, taking on a more aggressive and passionate personality.



Anna (Mistress)
Princess Anna is known for her childish personality, which shows her to be overly optimistic, energetic, and socially awkward. She has shown herself to have an impulsive nature, often throwing herself into danger without considering the ramifications if it's something she wants or thinks can resolve an issue.

Far Far Away: Gown into rags (Requires “Let it Go”)

Oh, it seems sure that we have been invited to a ball… or at least we could crash one! Prince lazy… ahum… I mean Prince Henri Charming the Seventh is attending an elegant ball at Castle Tremaine. It also seems that his pet fairy has been sent out to find and manipulate the Princess of the kingdom, but instead found an orphan girl for his amusement.
To complete this scenario, you must smash up the party and the sloth of a Prince before the clock strikes twelve.

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

- **Quick Change (Spell)**
- **Midnight's Toll Bell (Fortress Extension)**
- **Wanda (Mistress)**
- **Cinder (Mistress)**
- **+200 CP**

Quick Change (Spell)
This spell allows you to change a target’s clothing instantly into whatever you can imagine. This can be used to create restraints or remove armour but is intended for getting dressed in a hurry.

Midnight's Toll Bell (Fortress Extension)
Your fortress gains a magic bell that, when rung, disables any unregistered magical effects within range of its sound. The closer they are to the Bell when it rings, the longer they will be disabled. You can register anything by willingly choosing to allow it.

Wanda (Mistress)
It seems that this lovely pink-haired fairy considers herself some form of mother figure, as she has a soft spot for orphans and children in need. Seeing as how she has been ordered by Prince Henri Charming to make sure the Princesses are at the ball, she has gone out of her way to find the true Princess to make her presentable.

Cinder (Mistress)
It seems that this slave girl has quite the history,
Sire, as she is actually the true Princess of Castle Tremaine. After her father's sudden death, she was put in chains so others could claim the throne. While she has a tremendous pyromantic magical power, she has unintentionally blocked it out due to her abusive childhood. Though Cinder is submissive when dealing with someone superior to her, she has a repressed desire to dominate others and a deep, almost unconscious lust for power.

Far Far Away: Second Star on the Left

Oh, it seems we have come across one of the empire's scams, Sire. This island contains a fountain of youth, but like all fountains of youth, leaving the island will cause it to wear off and cause them to rapidly age. The indigenous peoples are caught in a false war between the sixth Prince's pirates and his child soldiers, with the latter intending to gain the locals' trust and, in turn, gain control of the fountain.
To complete this scenario, you must unmask this fallacy and do away with both parties.

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

- **Never Grow Up (Perk)**
- **Fairy Dust (Armor Enchantment)**
- **Tinker Bell (Mistress)**
- **Tiger Lily (Mistress)**
- **+200 CP**

Never Grow Up (Perk)
With this perk, you can Toggle the aging of others, keeping them at the age that they are when you activate it. You can also use this to set someone's age to the prime of their life to keep them in a state of pseudo-immortality.

Fairy Dust (Armor Enchantment)
This enchantment can only be placed on armour from the Overlord Jump and can only be equipped if the armour can take another enchantment. While wearing this armour, you will be able to fly, allowing you to move through the air with ease and put distance between you and your enemies should you want to fight at range.

Tinker Bell (Mistress)
Despite her cute appearance, Tinker Bell is very sassy, feisty, stubborn, and hot-tempered. While she greatly enjoys adventuring, she is currently forced into servitude for Prince Eric Charming and his soldiers. Tinker Bell has a small, slender, pear-shaped figure, blond, baby blue eyes, and is fair-skinned.

Princess Tiger Lily (Mistress)
Tiger Lily is the Princess of the people indigenous to this island, ruling them along with her father. Though due to the fountain of youth, we do not know her real age, Princess Tiger Lily looks like a teenage girl with tanned skin, dark brown eyes, red lips, and long black hair. Princess Tiger Lily publicly expresses herself with a serious and stoic personality but is known to be a prankster among the locals, implying a fun-loving side to her personality.

Far Far Away: Hidden Empire (Requires “Second Star on the Left”)

There seems to be another of the Charming Empire’s expeditions, Sire. They seem to be searching for a hidden city of magic and power. No doubt they plan to swindle them out of everything they possess.
To complete this scenario, we will need to follow this expedition and take their objective for ourselves.

Reward:

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

- **Stone Giant (Item)**
- **Deep Blade (Weapon Enchantment)**
- **Kida (Mistress)**
- **Audrey Rocio Ramirez (Mistress)**
- **+200 CP**



Stone Giants (Item)

These gigantic stone structures require a great deal of power but can produce a protective barrier around an area the size of a small kingdom. They are also capable of combat in extreme situations.

Deep Blade (Weapon Enchantment)

This enchantment can only be placed on weapons from the Overlord Jump and can only be equipped if the weapon can take another enchantment. When striking an enemy, this weapon has a chance of teleporting the enemy 5 feet straight down, which can bury or entomb the enemy if they’re standing on solid ground.

Kida (Mistress)

Kida is an Atlantan warrior Princess with great physical prowess and effective combat skills. Kida is a tall girl with a slender but muscular physique. She has long, white hair and brown skin like all Atlanteans. She has blue-colored tattoos and large blue eyes. Though Kida is roughly eight thousand years old, she physically resembles someone in their mid-late 20's. As a warrior, she knows how to be forceful, violent, and aggressive, all the things we look for in an enforcer of the Overlord. She is direct and blunt, making potentially insulting observations about others. She doesn’t intend them as insults, merely noting flaws without assigning fault.

Audrey Rocio Ramirez (Mistress)

Sire, I like this one. Audrey is an engineer of the Charming Empire. She has a slender and pleasant physique while a little on the short side. She has black shoulder-length hair that curls at the ends, brown eyes, fairly tan skin, full lips, and large front teeth. She is generally aggressive and sarcastic, but even with her tough exterior, she cares a great deal for her father and sister in the Charming Empire.

Far Far Away: Stolen Heart (Requires “Hidden Empire”)

It seems the Charming Empire has set its sights on a powerful magical gem called the Heart of the Sea. This magic gem has chosen a rather fetching young lady to be its guardian, but some demigod seems to have trapped her on an island before stealing her vessel. Currently, the Charming Empire is wasting its time chasing the demigod while the girl has escaped through other means.

To complete this Scenario, we must make sure this Heart of the Sea falls into the right hands. Preferably ours, but I suppose the God it’s supposed to belong to would do just as well.

Reward:

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

- **Moving Story (Perk)**
- **Path of the Sea (Spell)**
- **Coconut Minion Hive (Minion Hive)**
- **Moana (Mistress)**
- **+200 CP**

Moving Story (Perk)

This is quite the entertaining trick, Sire, as it allows you to produce pictures on your body and any surface you have direct contact with. The images will move with the same colours and shapes that you see in your mind.

Path of the Sea (Spell)

This is quite the useful spell, Sire, as it allows you to warp water around yourself and others to make a tunnel of air. This will be quite useful for your more water-soluble Minions.

Coconut Minion Hive (Minion Hive)

This strange group of Minions may be part plant, Sire. When these Minions are struck, they will move backwards without being knocked down; they tend to attack by throwing poisoned spears, and although they can’t swim, they can float, preventing them from drowning like most Minions.

Moana (Mistress)

Moana is a practically fearless, sea-loving, young woman who is excited for new experiences, but her lack of experience has hindered her as she fell for the tricks of a con artist. Moana has a slender yet muscular build; she has medium brown skin, brown eyes, thick eyebrows and eyelashes, a wide nose, full brownish-pink lips, and long, wavy, black hair.

Far Far Away: Poor Unfortunate Souls (Requires “Stolen Heart”)
Ugh, it seems that the disgusting sixth Prince Eric of the Charming Empire has caught the princess of the merfolk. She was captured by Prince Eric when she attempted to help the victims of a shipwreck. He plans to make her marry him; didn't know fish married whales. It seems the sea witch has snuck inside his mansion and plans to take the Princess for her plans.
To complete this scenario, we will need to deal with the elephant-sized Prince and take the princess for our plans.

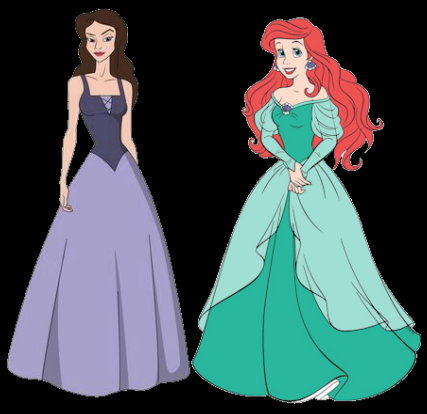
Reward:
For completing this Scenario, you can select two of the following as a Reward.

- **Dinglehopper Collector (Perk)**
- **Magical Law Firm (Spell)**
- **Ariel (Mistress)**
- **Vanessa (Mistress)**
- **+200 CP**

Dinglehopper Collector (Perk)
Whenever you designate something as an item you are collecting, events will play out that will make it far more likely to cross your path.

Magical Law Forms (Fortress Extension)
You now have an unlimited supply of magical contracts in your throne room that only you can document. These contracts, when documented and signed, force both parties to follow the contract without choice as though they were an unbreakable magical vow.

Ariel (Mistress)
Sire, this young mermaid is the daughter of King Trident, making her a Princess. She is fascinated by humans and the surface world; she is also quite gullible. Ariel is a beautiful adolescent mermaid with an hourglass figure, fair skin, a snub nose, red lips, red hair, and aqua-blue eyes. Ariel has a tendency to explore the more dangerous areas, leading to an array of problems for both herself and her family.



Vanessa (Mistress)
The sea witch Vanessa is the sister of King Trident, but due to her childish acts of rebellion against his restrictive rule, she was banished from the lavish lifestyle of a royal. Vanessa has a striking beauty, slim figure, long dark brown hair, and violet eyes which are accented by highly arched eyebrows. Vanessa can use her magic to switch her legs and the legs of others between the tail of a mermaid, the lower half of an octopus, and human-like legs. For the most part, Vanessa's behaviour is comparable to that of a rebellious teenager. She likes tricking others, annoying those in authority, and taking care of herself. Vanessa has a disreputable reputation as a cruel but fair "Sea Witch" amongst underwater dwellers, an alias she accepted and takes great pride in.

Far Far Away: Through the Looking Glass

It seems that Prince Phillip Charming has set his sights on not only the chaotic magic of this under land but also its monstrous Queen. A messenger named White Rabbit holds a deal that will guarantee the queen accepts; however, two girls both named Alice seem to have chased it into this twisted land. Miss Kingsleigh has taken the northern path, a bright and disgusting sweet place featuring open fields, tall mushroom-like plants, and colorful trees. Miss Liddell has taken the south path, a dark and pleasantly cruel place featuring swamps, bogs, and dark forests. Both will face similar trials warped by the magic of the land they walk through, but never mind that. To complete this scenario, we will need to prevent the Monster Queen from making an alliance with the Charming Empire either by killing the messenger or the recipient.

Reward:

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

- **Eat Me (Spell)**
- **Off With the Head (Armor Enchantment)**
- **Alice Kingsleigh (Mistress)**
- **Alice Liddell (Mistress)**
- **+200 CP**

Eat Me (Spell)

Size makes the man Sire, and through this spell you can choose that for yourself. When casting this spell, you may choose for the target to either double or halve in size. While this spell is active, enlarged targets greatly increase in strength and durability, while it is lessened for those whose size you have reduced.

Off With the Head (Armor Enchantment)

This enchantment can only be placed on armour from the Overlord Jump and can only be equipped if the armour can take another enchantment. This enchantment protects your head and neck, making it so that any strike above your chest will pass through your armour and body as if they were not there.

Alice Kingsleigh (Mistress)

Miss Kingsleigh has blue eyes and long blond hair. She was raised as a proper lady, and tends to have a peaceful demeanor while being an avid daydreamer. While travelling the northern path, she has found it to be a perfect place for her to indulge in her imaginings as well as her intense curiosity.



Alice Liddell (Mistress)

Miss Liddell has green eyes and shoulder-length dull brown hair. She was raised in a mental asylum and tends to suffer from PTSD while not falling into her delusions. While travelling the southern path, she has found it to be a perfect place for her to indulge in her delusions and violent tendencies.

Far Far Away: Sword from the Stone (Requires “Through the Looking Glass”)

The land of Britannia has lacked leadership for several years now, with the magical ways of finding those worthy failing so far. A number of forces both of man and magic intend to take advantage of this absence for their own benefit. Among those are a number of the Charming Empire’s politicians and spies who have bribed and blackmailed a number of officials to create a tournament to choose the new king. However, after forgetting a sword for the jousting match, a young girl named Artoria pulls a sword stuck in a stone, making her the rightful king of Britainia. With the tournament already underway, the Charming Empire will do whatever it can to prevent this girl from taking the throne instead of their champion. To complete this scenario, we will need to protect the girl and remove the Charming Empire’s agents.

Reward:

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

- **Wizards Duel (Perk)**
- **He Who is Worthy (Weapon Enchantment)**
- **Artoria Pendragon (Mistress)**
- **Madam Mim (Mistress)**
- **+200 CP**

Wizards’ Duel (Perk)

With this perk, you can challenge anyone to a one-on-one duel and select any abilities that both of you possess. When the battle begins, only the two of you can fight without any external interference while this perk restrains both of you to using the ability chosen for combat. Any bets or agreements made for the battle become an Unbreakable vow that you must both uphold.

He Who is Worthy (Weapon Enchantment)

This enchantment can only be placed on weapons from the Overlord Jump and can only be equipped if the weapon can take another enchantment. With this enchantment, your weapon can not be used or moved by anyone other than those you deem worthy. This allows you to use your weapon as a form of restraint or as a door stop.

Artoria Pendragon (Mistress)

Artoria is a young girl with fair skin, collar-length blond hair, and green eyes who was adopted by the Knight Sir Ector. Sir Ector raised her like a son, with the intention of her becoming a Knight. She has a good heart and is quick to trust others but can be hesitant to believe in things she hasn't seen. Unbeknownst to anyone at this point, she is the only one worthy to wield a hidden magic sword and, by extension, become a King of Britannia.

Madam Mim (Mistress)

While Madam Mim shows off the appearance of a short and elderly witch, that is an illusion she uses to scare off others. Thanks to her magic, she has remained physically young, with her true appearance being a slender and attractive woman with pale skin, short shoulder-length lavender hair, and green eyes. Mim is a powerful witch who has had an unpleasant past, and thanks to a tendency to use magic for selfish means, she has become a figure of fear.

Far Far Away: Wishing Star (Requires “Sword from the Stone”)

It seems that the fifth Prince has set his woodmaker Geppetto Polendina to work with his Blue Fairy to create a puppet army. By wielding the experimental magic, they accidentally gave his puppet Penny a soul and life. They plan to use her as a template to mass-produce an unliving army to conquer the world.
To complete this scenario, we must prevent the mass production of this wooden army by destroying or stealing the machinery for ourselves.

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

- **Jiminy Cricket (Minion)**
- **Wooden Minion Hive (Minion Hive)**
- **Penny Polendina (Mistress)**
- **Fria the Blue Fairy (Mistress)**
- **+200 CP**

Jiminy Cricket (Minion)
This strange insectoid Minion dresses in a nice suit and top hat. They can wield their magic to read minds and divine what options you have available. If you employ this Minion, the total number of Minions you can control is increased by 20%.

Wooden Minion Hive (Minion Hive)
Sire, this is a strange Minion hive more akin to a clock than a cyst of evil. These wooden Minions, while almost as durable as the brown Minions, can float and use wooden rifles to fight. However, they are particularly vulnerable to fire and are slow at reloading their blasted weapons.

Penny Polendina (Mistress)
Penny can switch between a human and puppet form. In both her human and puppet form, she has light skin, curly short orange hair, bright green eyes, and freckles. Penny is amiable, excitable, kind, and curious but has a distinct lack of social awareness, likely due to not having a lot of experience with Human nature.

Fria the Blue Fairy (Mistress)
Fria is a beautiful, slender, full-figured woman with fair skin, red lips, medium-length wavy blonde hair, light blue eyes, and two white wings. She prefers to wear blue glittery clothing but has been forced to wear protective green attire within the construction areas. Though Fria is a soft-spoken and kindhearted fairy who enjoys the art of creation and conversations, she is forced into servitude for Prince Phillip Charming to create an army.

Far Far Away: Deep as Death (Requires “Wishing Star”)

It seems that the fifth Prince, Phillip Charming, has made the Queen of the Fey and her second daughter his target. The Emperor of the Charming Empire cursed the Second Fey Princess to sleep for a hundred years, with the curse being able to kill her whenever he wills it. Kidnapping the First Princess and blackmailing the Queen, the Emperor has subjugated fairies and many other magical creatures while the Queen stood guard over her daughter. Phillip Charming has learned that if he manages to kiss the Princess, he will be able to enslave her and all of the fey. To complete this scenario, we will need to prevent the perverted Prince from awakening the princess, even if we have to do it ourselves.

Reward:

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

- **Black Flame Dragon (Spell)**
- **Forbidden Mountain (Fortress Extension)**
- **Aurora (Mistress)**
- **Maleficent (Mistress)**
- **+200 CP**

Black Flame Dragon (Spell)

With this spell, you can create a powerful dragon made out of black flame. The more magic you use for this spell, the larger it will become and the longer it will last. This black fire is capable of burning through most forms of magic to recharge itself.

Forbidden Mountain (Fortress Extension)

This magical attachment allows you to add a list of those who are and are not allowed to visit your tower. Those allowed to visit will be unaffected, while anyone who is not on the list will avoid approaching your tower unless they have to. Those who are documented as not allowed to visit will have a deep need to leave while they attempt to approach it.

Aurora (Mistress)

Aurora is the Second Princess of the Fey who was raised as a human. She is magically blessed with beauty, golden hair, violet eyes, rose red lips, a tall, slender figure, and flawless skin. Her face shows part of her fey heritage as it is angular and refined, giving her an appearance of maturity rather than youth. She is unnaturally graceful and tends to be a gentle person, as well as a hopeless romantic. Aurora was hidden by Queen Maleficent to keep her away from the Charming Empire. However, she was later cursed into a deep sleep to be used as a hostage.

Maleficent (Mistress)

The queen of the fey, Maleficent is soft-spoken, proper, and elegant. She is a tall and slender woman with pale green skin, yellow eyes, and a narrow face. She represents the natural order of magic, both good and evil. Unfortunately, due to her daughter having been cursed by the Charming Empire and her people being blackmailed into subservience, she has become corrupted as she delves deeply into the Evil side of magic. This has resulted in her becoming darker, ruthless, devious, and destructive to achieve her goals.

Far Far Away: Treasure of the Black Pearl

Sire, one of your port docks has been attacked by seemingly immortal pirates who fly the flag of the Charming Empire. In the wake of their attack, they have left a map that appears to lead to where they have stored their stolen goods.
To complete this scenario, we should deal with these pirates, retrieve the treasure they have stored on their island, and take back any fair maidens they may have absconded with.

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

- **O.L.N.F. Legacy (Item)**
- **Undeath Protection (Armour Enchantment)**
- **Elizabeth Swann (Mistress)**
- **Captain Amelia (Mistress)**
- **+200 CP**

O.L.N.F. Legacy (Item)
Oh, it's the crown of the OverLord Naval Fleet, a Galleon built from a combination of magic and the latest advances in naval engineering. The ship is armed with 4 Spell Cannons and a smaller point-defence spell Lancer. As this vessel has become your personal ship, you may pilot it as you wish.

Undeath Protection (Armour Enchantment)
This enchantment can only be placed on armour from the Overlord Jump and can only be equipped if the armour can take another enchantment. While wearing armour with this enchantment, you will have the protection of those beyond death. While wearing it, any forms of curse, poison, disease, or magic that would harm the living but not the undead are equally as harmless to you.

Elizabeth Swann (Mistress)
Elizabeth Swann is the daughter of the leader of your port that the pirates attacked. She was kidnapped by the pirates who thought she could cure their curse. She had long been fascinated with the freewheeling world of buccaneers to the point of learning a song about pirates as a child. While Elizabeth is a beautiful young lady, she was never satisfied with the affluent, domestic life she had been born into and desires a life of romance and adventure.

Captain Amelia (Mistress)
Captain Amelia is a demi-human OverLord Navy officer with cat features that include cat's reflexes, eyes, ears, and claws. Though she carries the title of captain and captains the **O.L.N.F. Legacy,** she despises the bureaucracy that comes with the position and would prefer a life of exploration and naval combat over what she deems as pointless paperwork.

Far Far Away: Invasion of a Nightmare (Requires "Treasure of the Black Pearl")
Something strange is happening in the land of Nightmare, the home of the lich lord Jack, also known as the Pumpkin King. Lately, his army, consisting of his monster allies and his undead horde, has been taking hostile actions against their neighbours under the flag of the Charming Empire while Jack himself remains out of contact.
To complete this scenario, you must go to the heart of Nightmare to resolve whatever has caused this oddity.

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

- **Skeletal Alt-Form Filter (Perk)**
- **Candy Cane (Weapon Enchantment)**
- **Toothiana (Mistress)**
- **Sally (Mistress)**
- **+200 CP**

Skeletal Alt-Form Filter (Perk)
This Alt-Form filter allows you to take on the form of a skeletal version of yourself. When in your skeletal form, slashing and bleeding attacks no longer do much harm to you, and should you have a body part removed, you can reattach it nearly by putting it back in place.

Candy Cane (Weapon Enchantment)
This enchantment can only be placed on weapons from the Overlord Jump and can only be equipped if the weapon can take another enchantment. Each swing of this weapon slightly restores your health, and anyone struck with this weapon will have a small chance to be stuck in place.

Toothiana (Mistress)
This green-haired fairy is well known as the Tooth Fairy thanks to her tooth-focused magic. Currently, she is forced into servitude for Prince Florian Charming and his subordinate Oogie Boogie.

Sally (Mistress)
The Princess of Nightmare Sally is a patchwork human made from the most beautiful parts of those who died. Initially, she was built to be the bride of the Pumpkin King. However, as a lich, he no longer finds pleasure in the flesh.

Far Far Away: Undead Cauldron (Requires “Invasion of a Nightmare”)

It seems that the Horned King has bent the knee to the Charming Empire as they have kidnapped children and magical beasts to search for the mysterious Black Cauldron.
The Horned King seeks to use the Black Cauldron to create an army of the undead and conquer the world, but is unknowingly bound as a slave to Prince Florian Charming.
To complete this scenario, you must deal with this Horned King and take the Black Cauldron for yourself.

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

- **Pig’s Eye (Perk)**
- **Sacrificial Trade (Spell)**
- **Skeletal Minion Hive (Minion Hive)**
- **Princess Eilonwy (Mistress)**
- **+200 CP**

Pig’s Eye (Perk)
Sire, it seems you have eaten the pork of a specific pig and gained its special sight. By dipping your fingers into a bowl of water, you can divine answers to any questions you ask. The answers will normally be shown within the water as visions of the future or revelations of hidden information.

Sacrificial Trade (Spell)
When casting this spell, you can sacrifice something you own to gain something different of equal value. What you gain will appear to be random but of similar quality to what you have offered up.

Skeletal Minion Hive (Minion Hive)
This Minion Hive seems to have been forged from the mystical Black Cauldron, allowing you to summon Skeletal Minions. Though Skeletal Minions are not physically powerful or durable, that which is dead can not truly die. Instead, when defeated, they will reassemble themself over approximately 10 seconds. Unfortunately, they can be permanently destroyed by attacks fuelled by light or divinity.

Princess Eilonwy (Mistress)
Eilonwy is a young blond woman with a streak of cynicism and general distrust of others. She is quite talkative and enjoys going on conversational tangents for seemingly trivial reasons. When she does grow attached to others, she becomes emotionally invested in their well-being to an almost obsessive extent.

Far Far Away: Lips Red as Blood (Requires “Undead Cauldron”)

In this far-off land, the narcissistic fourth Prince Florian Charming, certain in his superiority, has supplanted the vampire princess and is using her ghoul animal familiars to besiege Castle Grimhilde to dethrone the killer Queen.
To complete this scenario, you must defeat the prideful Prince, his seven dwarven forces, and capture the vampire princess’s glass coffin to use it and her for your evil whims.

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

- **Poisoned Kiss (Perk)**
- **Magic Mirrors (Fortress Extension)**
- **Queen Grimhilde (Mistress)**
- **Snow White (Mistress)**
- **+200 CP**

Poisoned Kiss (Perk)
Your lips are now able to create and command poison, allowing you to draw any poison in your or anyone else’s body you make contact with to your lips. You can also craft poison that you can choose to be immune to and spit it at others or use it for your creations.

Magic Mirrors (Fortress Extension)
Each of the mirrors within your fortress can be enchanted to respond to you. When a mirror is asked a question, it will attempt to answer to the best of its abilities and give advice whenever asked for it. These mirrors can also be used to spy on others, as they will inform you of anything they have seen or discussed if deemed important.

Queen Grimhilde (Mistress)
The Queen is a powerful witch and vampire slayer, having killed the vampire king of Grimhilde and taken his throne. Before becoming Queen, she would use her magic mirror to hunt vampires and use her magic to sacrifice vampire hearts for youth and beauty.

Snow White (Mistress)
This vampire Princess is surprisingly sheltered for a vampire, and despite her power tends to think of herself as a harmless girl. She has a pleasant disposition and sees her vampiric thralls as friends rather than the mindless puppets they are.

Far Far Away: Overlord's New Groove

It seems that the administrator of Pacha, Yzma, has dethroned Empress Malina. Normally I wouldn't bother with this Sire, but it seems that soldiers of the Charming Empire have started taking control of the land, and I have found the Empress. It seems that Empress Malina has been transformed into a llama and is seeking a way to regain the throne.
To complete this scenario, we will need to prevent the Charming Empire from taking over this land, either by helping the Empress retake human form or by taking the kingdom for ourselves.

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

- **Wrong Lever (Perk)**
- **Beast Form (Armor Enchantment)**
- **Malina (Mistress)**
- **Yzma (Mistress)**
- **+200 CP**

Wrong Lever (Perk)
With this perk, all of your enemies will suffer from a form of misfortune. Whenever your enemies must face a 50/50 chance or choice, they will find luck is not on their side and their first attempt or choice will always be wrong.

Beast Form (Armor Enchantment)
This enchantment can only be placed on armour from the Overlord Jump and can only be equipped if the armour can take another enchantment. When this enchantment is activated, you can transform into a creature whose blood has been rubbed on this armour. Your armour can only have one creature at a time, but it can be switched out whenever the user wants to change it and has blood available.

Malina (Mistress)
Empress Malina is the ruler of the Malinian Empire. Malina is a very beautiful young woman of slender, slightly petite figure. She has olive skin, big bright onyx eyes, and long black hair. She normally wears a red and yellow robe, a yellow crown, and black sandals. When in isolation, tends to be calm, reasonable, and intelligent, but in public she puts on the persona of a spoiled, arrogant narcissist, which she uses to keep others at arm's length.

Yzma (Mistress)
Yzma is a proficient alchemist and the former advisor to Empress Malina. Shortly before being fired, Yzma started acting as a spy for Prince Adam of the Charming Empire in exchange for rare texts on transmutation potions. After being fired from her longstanding position, Yzma decided to replace the selfish Empress and take the throne for herself. Yzma, despite being quite malicious and power-hungry, has a good reputation and comically eccentric attitude that lets most people think of her as funny or silly. Though she is currently going through her 40s, she is still quite attractive with a fetching figure, but her alchemy experiments have resulted in her having purple eyes and greyish purple skin.

Far Far Away: Grizzly Choices (Requires “Overlord’s New Groove”)

How strange, Sire; it seems another ruler has been afflicted with a sickness of the fluffy beast variety at the same time as the Charming Empire has started to encroach on the area. There also seems to be a competition for the hand of Princess Merida, who seems to be winning her own hand.
To complete this scenario, we must track down the source of this bear magic and prevent the Charming Empire from taking over.

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

- **Willow Wisp (Spell)**
- **Bearable Shot (Weapon Enchantment)**
- **Marianne (Mistress)**
- **Merida (Mistress)**
- **+200 CP**

Willow Wisp (Spell)
This spell creates blue flames that can be sent out to create a path that leads you to whatever you are looking for. These flames can not burn physical things such as plants, animals, or objects but can burn spectral entities such as ghosts.

Bearable Shot (Weapon Enchantment)
This enchantment can only be placed on weapons from the Overlord Jump and can only be equipped if the weapon can take another enchantment. With this enchantment, you can designate a target and throw your weapon, causing it to strike the target so long as you can throw it that distance.

Marianne (Mistress)
Marianne is a teenage female fairy with dark purple eyeshadow, dark purple lips, pointed ears, and large violet and black butterfly wings. Marianne used to be an optimistic, naive, love-struck, and rather ignorant fairy. However, after her heartbreak, Marianne developed a rather pessimistic view of others and the very concept of love while drowning herself in sword practice, gaining impressive swordsmanship skills. She has a great respect for Merida’s martial skills and has decided to help her while completing the task she has been forced by Prince Adam Charming.

Merida (Mistress)
Merida is a 16-year-old Scottish girl with a slender figure. She has pale skin, a round face, a light dusting of freckles, long, curly, red hair, pink lips, rosy cheeks, a snub nose, and blue eyes. Merida is a very bold, brave, stubborn, rebellious, headstrong, and tomboyish girl who openly rebels and defies her heritage as a Princess. She is very athletic and enjoys nothing more than riding her horse, practicing her archery, and training in sword fighting.

Far Far Away: Froglin Problems (Requires “Grizzly Choices”)

Another one of Prince Adam Charming's associates seems to have targeted royalty with animal magic, though this time it’s of the green and slimy variety. What I don’t understand is why, instead of transforming the heir to the throne, Princess Charlotte, they cursed the adopted Princess Tiana into becoming a frog. It’s said that a kiss would break this kind of curse, but I'm not sure if I would like to kiss a frog.

To complete this scenario, we must find the lost princess, help her regain human form, deal with the practitioner who turned her into a frog, and stop whatever their plan actually is.

Reward:

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

- **Croak of a Curse (Spell)**
- **Voodoo Minion Hive (Minion Hive)**
- **Tiana (Mistress)**
- **Charlotte La Bouff (Mistress)**
- **+200 CP**

Croak of a Curse (Spell)

With this spell, you are capable of transforming any target into a frog, and should it be used on a frog or frog-like being, you can transform them into a human. If used on someone who is already transformed into an animal, it will turn them back into their true form.

Voodoo Minion Hive (Minion Hive)

Sire, I have no idea why this Minion hive looks like a top hat, but the Minions inside have powerful magical capabilities. These Minions can curse opponents when they strike them and temporarily transform them into harmless frogs. Some enemies will resist this ability unless struck multiple times, and some may shake off the curse within seconds.

Tiana (Mistress)

Tiana is a beautiful 19-year-old woman. She is tall and slender with a sculpted figure, brown skin, medium-length, wavy, black hair, dark red lips, rosy cheeks, Nubian nose, light brown eyes with pink eye shadow, a bright smile, and dimples. Tiana is an intelligent, resourceful, and highly talented young woman. However, she can be overly uptight and far too absorbed in work ethic to focus on relaxing, family, and friends.

Charlotte La Bouff (Mistress)

Charlotte is a young adult with a slender and curvy figure, fair skin, pink lips, rosy cheeks, blue eyes, and blonde hair. As a child, Charlotte was doted on and given everything she wanted, and she thus gained a shallow and materialistic personality. Although occasionally self-centered, she is generous and was a loving sister to Tiana. She always dreamed of marrying a Prince and living a storybook life, thus would wear beautiful Princess dresses. Charlotte can be a slightly ditzy, impulsive diva filled with spunk and flair.

Far Far Away: Flayed Beast (Requires “Froglin Problems”)

Well, Sire, I think we have found out why the third Prince Adam of the Charming Empire has been obsessed with animals. He is one. The Prince seems to have been cursed into becoming some form of beast with a dangerous temper and has been trying to make more like himself. He has taken over a small kingdom and has been experimenting on the citizens while keeping a rather lovely hostage.

To complete this scenario, you must deal with the rabid Prince and take what research he has for yourself, either to use, hide, or destroy.

Reward:

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

- **Kiss from a Rose (Perk)**
- **Be our Guest (Spell)**
- **Library (Fortress Extension)**
- **Belle (Mistress)**
- **+200 CP**

Kiss from a Rose (Perk)

You are now able to break any curse or curse-like effect simply by kissing the victim. You can also choose to use this to force them to feel true love towards you, if only for a moment.

Be our Guest (Spell)

Through this Spell, you can now link any two doors so that when one is opened, it will lead to the other. Once the connection is created, the doors will be linked no matter how distant the two are.

Library (Fortress Extension)

This library is bigger on the inside, potentially extending indefinitely. The library contains a copy of every book, scroll, and work of art that the continuity the library is in has ever contained and updates daily. When going into a new continuity, the material from the previous continuity will stop updating and be automatically moved to a separate room near the entrance to the main library.

Belle (Mistress)

Belle is a significantly intelligent young woman who has been imprisoned in Prince Adam's castle as a hostage and entertainment so that her father will continue his work. Belle is known for her great beauty. She has long and brown hair, hazel eyes, full pink lips, rosy cheeks, a duchess nose, a heart-shaped face, and a sculpted figure. She has an extensive vocabulary, an active imagination, and an open mind. She is very confident and outspoken in her opinions and seldom likes being told what to do. Despite all this, she doesn't have very many friends. Her smarts and free-thinking attitude make her stand out from her fellow townspeople, who regard her as a little odd behind her beauty.

Far Far Away: Stolen Wishes

Ah Sire, it seems the Charming Empire is using subterfuge on the Kingdom of Rosas to depose its powerful Wishmaster King. One of those the Wishmaster interviewed as an apprentice to aid in his wish-granting, did not understand the dangers of improperly phrased wishes. The young girl, Asha, was then contacted by an Empire fairy named Star and was manipulated into starting a revolution. The Empire's goal seems to be to have both sides wipe themselves out.
To complete this scenario, we must end this revolution to our benefit and reap the rewards.

Reward:

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

- **WishMaster (Spell)**
- **Duty Bound (Armor Enchantment)**
- **Asha (Mistress)**
- **Star Butterfly (Mistress)**
- **+200 CP**

WishMaster (Spell)

This powerful divination spell allows you to see what a person's deepest and truest desire is while allowing you to see how they can fulfil the wish for themself. If desired, you can use this spell to show the path the user needs to take to fulfil the wish and any knowledge you possess that can help them reach it.

Duty Bound (Armor Enchantment)

This enchantment can only be placed on armour from the Overlord Jump and can only be equipped if the armour can take another enchantment. While wearing this armour, anyone who follows you will find themself becoming more loyal and enamoured towards you. There is a maximum level of loyalty that this armour can enforce. When taking off your armour, the loyalty will remain as though it were natural, but it will no longer be enforced, meaning it can be lost.

Asha (Mistress)

Asha is a tall, slender, beautiful, and tan-skinned Afro-Iberian woman of 17 with freckles across her cheeks and nose, dark brown narrow eyebrows, and hazel eyes. Asha is an energetic, passionate girl who is very proud of her kingdom's history and traditions. Originally, Asha held a high opinion of King Magnifico and his wish-granting powers like everyone else in Rosas. However, upon hearing Magnifico's refusal to grant her grandfather's wish, Asha's opinions of him changed as she believed that Magnifico had become corrupted over the years.

Star Butterfly (Mistress)

Star is a fair-skinned fairy with light blue eyes and long blonde hair that goes down to her knees. Star is extremely energetic, friendly, loves having fun, and she usually has an optimistic outlook on life. Star was raised as a Fairy Princess by the Queen, but after finding out she was a decoy, Star became far more reckless. Currently, she is forced into servitude for Prince Jafar Charming and was sent to undermine the Kingdom of Rosas. Due to her desires to help others and her bad habit of jumping to conclusions, she accidentally pushed Asha to start a revolution.

Far Far Away: A Royal Return (Requires “Stolen Wishes”)

After a revolution destroyed the royal family years ago, the Kievan Empire, now led by adviser Ludmilla, seems to require puppet royalty both to act as the mouthpiece for her political changes and for the magical rituals that require royal blood. An amnesiac orphan named Anya, who looks like Anastasia, the daughter of the previous king, has awoken to her innate magic. This is forcing her to unknowingly seek out her home in order to continue the magic of the land. The former court mage Rasputin, now the aide of Prince Jafar, plans to kidnap the Princess so he can use her blood for his own rituals and strengthen the magic of his Lord.
To complete this scenario, you must prevent Rasputin from performing his rituals with the princess’s blood.

Reward:

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

- **Blood of the Blood (Perk)**
- **Serpent Glass (Weapon Enchantment)**
- **Ludmilla (Mistress)**
- **Anastasia Romanov (Mistress)**
- **+200 CP**

Blood of the Blood (Perk)

With this perk, you can see the relationship between any two or more people, including each person's ancestry. This also allows you to tell how many living people have a higher claim to any position of power.

Serpent Glass (Weapon Enchantment)

This enchantment can only be placed on weapons from the Overlord Jump and can only be equipped if the weapon can take another enchantment. When striking an enemy with this weapon, they will enter into a dream-like state where they are less likely to take any actions. The more powerful the opponent, the quicker they can wake themselves up.

Ludmilla (Mistress)

Ludmilla is ferociously ambitious and the real mastermind behind the revolution, all to satisfy her lust for power and the throne. She can transform into a giant purplish-pink, wingless, fire-breathing dragon, allowing her to dominate and imprison those who have attempted to remove her from power. Unfortunately, she lacks the royal blood needed to make the cold and harsh environment of her country bloom and is in desperate need of royal blood to support her reign.

Anastasia Romanov (Mistress)

Anastasia was brought up in an orphanage with almost no memories of her life. Secretly, she is the tomboyish daughter of the previous king and, after almost dying, went missing during the Revolution. Though slightly confused by her own actions, Anastasia is determined to see them through independently and is unafraid to speak her mind when facing conflict.

Far Far Away: A Warrior's Legend (Requires "A Royal Return")

It seems Prince Jafar plans to conquer the Dragon Empire without wasting his forces. Xianniang, the Prince's apprentice, has used her magic to beguile the northern tribes and attack the Dragon Empire. Xianniang performed a divination spell which gave them a prophecy that no man can stop their army. By the way, a Princess from one of the lesser royal houses of the Dragon Empire has joined their army in her aged father's place while disguised as a man.
To complete this scenario, the Dragon Empire must not fall to the northern tribes.

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

- **Mushu (Minion)**
- **Draconic Minion Hive (Minion Hive)**
- **Fa Mulan (Mistress)**
- **Xianniang (Mistress)**
- **+200 CP**

Mushu (Minion)
Sure, this particular Draconic Minion has some skill in deception. While he is working for you, you will become 80% more intimidating to your enemies and 40% more impressive to anyone who sees you.

Draconic Minion Hive (Minion Hive)
Ah Sire, these scaly little fellows are a useful form of Minion. They are almost as durable as the Brown Minions but use a short-range fire breath for combat. Also, when thrown, they glide to the ground instead of falling like a bag of stupid potatoes.

Fa Mulan (Mistress)
Mulan is a young Chinese woman and a natural beauty. She has a slender hourglass figure, dark brown eyes, pink lips, wide nose, rosy cheeks, and straight, black hair. Mulan is a free-spirited outcast who cannot follow rules, regulations, or traditions. Despite this, she has a warm heart and wants nothing more than to uphold her family's honor while keeping true to herself. When her father is drafted to serve in the Emperor's army to defend China, Mulan steals his orders and reports to the camp in his place to protect him as well as to satisfy her desire to prove her own self-worth.

Xianniang (Mistress)
This interesting sorceress can shapeshift into a hawk, perform accurate divinations, and is quite the dab hand at wind magic. Xianniang is a Chinese woman with impressive beauty, a muscular hourglass figure, waist-long black hair, black eyes, and white face paint. Her transformation magic allows her to take on other forms, such as a falcon or a flock of birds, to carry out her magical abilities and attacks. Xianniang has sadistic and evil tendencies; however, she is shown to truly feel bad because no one has accepted her for her powers except for Prince Jafar.

Far Far Away: Scourge of the Desert (Requires "A Warrior's Legend")
Somehow Prince Jafar of the Charming has wormed himself into the court of a Sultan. He seems to be searching for a magical object that should grant him 3 true wishes, which will allow him to take everything from his brothers and father. While this could be advantageous, we should get that trinket for ourselves, Sire, to prevent someone from using it against us. To enter the cave, Jafar must find something known as the Diamond in the Rough.
To complete this scenario, we will need to find this Diamond as well as the treasure the resentful Prince seeks.

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

- **Cave of Secrets (Fortress Extension)**
- **Jasmine (Mistress)**
- **Shantae (Mistress)**
- **Iris (Mistress)**
- **+200 CP**

Cave of Secrets (Fortress Extension)
Ooh, Sire, an all-new security feature! With this, you can animate any statues or structures within the tower for them to question guests and block the path of those who are not worthy to enter specific rooms as determined by you.

Jasmine (Mistress)
Jasmine is the Princess of the land of Agrabah. She is of average height, has light brown skin, high cheekbones, red lips, brown almond eyes, an aquiline nose, and straight, lush jet black hair reaching her thighs. Jasmine tends to be a feisty, no-nonsense woman with zero tolerance for anyone who dares to belittle her. As she had been sheltered most of her life due to her social status, the Princess spent her childhood in misery and loneliness as she was denied any friendships.

Shantae (Mistress)
The unfortunate half-genie of the lamp, Shantae is magically trapped and forced to grant the wishes of others. Shantae looks like a young woman with a very slender build. She has a relatively thin yet curvy figure and is rather short; she has olive/tan-skin with blue eyes and long, growing purple hair. She is somewhat naïve, a little shy, with a strong desire to help people in need but often puts herself down, believing that only being half-genie is not good enough.

Iris (Mistress)
Iris is a street rat with a heart of, well, not gold; she would pawn that off for a fun week, but she's certainly a Diamond in the Rough. Iris is a short and beautiful young woman with a slender yet curvy and athletic figure, olive skin, crimson lips, short black hair, and green/grey eyes with a scar over her left eye. She also has a number of heart tattoos. Iris is generally distrustful of others. However, she tends to be fun-loving and good-natured, finding enjoyment in the struggles of her day-to-day life. That said, she does tend to be quite selfish.

Far Far Away: The Last Rainforest

Sire, it seems as though the Charming Empire is searching for something. The First Prince's army has cut their way through a magic rainforest guided by the First Princess Fairy. This rainforest is home to areas where creatures grow and shrink to impossible sizes, and it seems the Charming Empire may unleash an evil spirit hidden within the lands. Though the spirit is evil, it probably won't be too happy to see us.
To complete this scenario, you must deal with the Charming Empire's army and stop this evil spirit from being a threat to us.

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

- **Your Own Size (Perk)**
- **Toxic Flavor (Armor Enchantment)**
- **Batty (Minion)**
- **Crysta (Mistress)**
- **+200 CP**

Your Own Size (Perk)
With this perk, you can forcefully alter the size of anyone willing, allowing you to toggle this for them to remain the selected height. When used on the unwilling, the change will only be temporary; the more powerful someone is relative to you, the less time it will last.

Toxic Flavor (Armor Enchantment)
This enchantment can only be placed on armour from the Overlord Jump and can only be equipped if the armour can take another enchantment. Your armour can now emit a cloak of poison and decay that you can use to either kill all things or only those whom you deem your enemies.

Batty (Minion)
This grey Minion seemed to have lost some of his marbles and most of his feathers. While employed, all of your capabilities will be improved by 100% while you are flying.

Crysta (Mistress)
Crysta is a pretty young fairy who appears to be around 16 years old. She has black hair, green eyes, red lips, and pointy ears. Crysta is curious but also very naive and incredibly loyal to those whom she considers friends. Currently, she is forced into servitude for Prince Hernán Charming and is being used as a scout to find an ancient evil spirit.

Far Far Away: Colours of the Wind (Requires “The Last Rainforest”)

Yet again the Charming Empire is invading a magical forest, though I’m unsure of what they are searching for. They seem to be quite obsessed with any information relating to gold. Though the locals and the magical trees are attempting to fight them back, the Charming Empire’s soldiers seem to be using some form of magi-tech weapons. Perhaps we should step in and gain a few samples for ourselves.

To complete this scenario, you must deal with the Charming Empire’s forces and find the information they are searching for.

Reward:

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

- **Colours of the Wind (Perk)**
- **Tree Speech (Spell)**
- **Clean Cleaver (Weapon Enchantment)**
- **Pocahontas (Mistress)**
- **+200 CP**

Colours of the Wind (Perk)

With this perk, everyone you meet will believe you to be a being of wisdom and intelligence. Should someone you meet know information that you do not, you will be able to convince them to teach you. You will also gain a boost to any learning capabilities you possess while learning from them.

Tree Speech (Spell)

Using this divination spell, you are capable of speaking to plants and asking them questions. Any plants you speak to will answer honestly, giving you any information they have so long as it is something it was within range of.

Clean Cleaver (Weapon Enchantment)

This enchantment can only be placed on weapons from the Overlord Jump and can only be equipped if the weapon can take another enchantment. When you kill anything with this weapon, they will be stored inside a pocket space and automatically rendered into their useful parts, separating them into quantities like acid, poison, fat, and bones, which you can recall from your weapon at will.

Pocahontas (Mistress)

Pocahontas is a beautiful young woman with tan skin, dark brown eyes, a straight nose, red lips, and long, raven-black hair. She has a tall, slender, statuesque figure with broad shoulders and narrow hips. Pocahontas is a free-spirited and highly spiritual young woman. She expresses wisdom beyond her years and offers guidance to those around her. She has shamanic powers allowing her to commune with nature, talk to spirits, empathize with animals, and understand unknown languages.

Far Far Away: Experimental Evil (Requires “Colours of the Wind”)

Sire, it seems that someone has created a new breed of Minion that was powerful and dangerous enough to fend off the First Prince of the Charming Empire. This Minion is on an isolated island and seems to be acting as the pet for some girl, and appears to have escaped from a hidden magical community.
To complete this scenario, we will need to acquire the Minion, find who created this creature, and deal with them either by ending them or forcing them to make some more for us.

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

- **Stitch (Minion)**
- **Experimental Minion Hive (Minion Hive)**
- **Lilo (Mistress)**
- **Nani (Mistress)**
- **+200 CP**

Stitch (Minion)
We are not quite sure about this Minion, Sire. He is strong, chaotic, and destructive enough to be a Minion, but he is far too smart and takes to water like a brown despite being blue. While employed, your Minions will have their strength and durability dramatically improved by 150%.

Experimental Minion Hive (Minion Hive)
This hive is a strange one, Sire. It seems to be artificially created and, unlike other hives, produces 3 types of Minions: **Rock Minions**, **Paper Minions,** and **Scissor Minions**.

- **Rock Minions** are wider and tougher than other Minions, with twice the durability of Browns unless their vulnerable underside is attacked. They can also be used to create stairs.
- **Paper Minions** have the lowest defence of any other type of Minion but the longest range. Paper Minions attack at range exceeding three times that of the Reds, with their attacks being able to trip and knock over enemies. Paper Minions can also go under locked doors.
- **Scissor Minions** are incredibly dexterous with the ability to dodge projectile attacks. Scissor Minions do more damage to enemies than any other type of Minion, at twice the damage of the Green’s sneak attack. However, they seem to damage themselves with each attack. Scissor Minions can also cut through magical barriers as though they were warm butter.

Lilo (Mistress)
Lilo is a short, slender 16-year-old Hawaiian girl with olive skin and long straight black hair, a round nose, and brown eyes. Lilo is spirited and has a highly eccentric personality. She has been patient towards the Minion Stitch even after he caused her and her sister a great deal of trouble.

Nani (Mistress)
Nani is a traditionally beautiful young woman of average height, with olive skin, a slender yet muscular physique, bushy and mid-back-length black hair, and brown eyes. She is a kind, mature, and caring individual. Due to the stress of her life, she tends to be fairly temperamental and sarcastic with everyone.

Far Far Away: City of Gold (Requires “Experimental Evil”)
Ah Sire, I think we know what Prince Hernán has been searching for: a sacred city of Gold! It seems that this El Dorado worships a blood god who has not yet been born from what they call a God Seed. Despite the city not yet being found by the Prince, a priest has had a vision and is convinced Prince Hernán will become their Blood God.
To complete this scenario, we will need to prevent the covetous Prince from conquering the city or taking the God Seed for himself.

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

- **God Seed (Perk)**
- **Conquest of Champions (Spell)**
- **City of Gold (Fortress Extension)**
- **Chel (Mistress)**
- **+200 CP**

God Seed (Perk)
Worship is a powerful thing, Sire, and with this perk you have a small amount of divinity. Whenever someone worships you through words or actions, you will gain a tiny amount of power. How this power is used or what you do with it is hard to explain, but with enough worshipers you may actually be able to overpower a real god.

Conquest of Champions (Spell)
Ah yes, Sire, I love beating someone at their own game, but why stop there? When accepting a challenge that your opponent has chosen, you can cast this spell. While active, this spell prevents both sides from cheating at the competition, and if you are the victor, then you can choose to drain the power from the defeated and gain it for yourself.

City of Gold (Fortress Extension)
Ooo shiny! I love shinies, Sire! This special smelting room seems to have a limitless amount of gold in it! You can produce molds in any shape or size, and by pouring molten metal from the smelter into these molds to produce shapes and objects made from pure gold. You can also perfectly plate any object in gold!

Chel (Mistress)
Ooh Sire, what a delectable sight this is. A young and beautiful indigenous woman of this golden land, this Chel has all the workings of an evil Mistress. She has the mind of a con-artist, being cunning and clever enough to gather information without getting caught, while she has the body of a femme fatale with that voluptuous figure, thigh-length black hair, wielding wide hips and a prominent rear. What’s more, according to this book, she recently avoided becoming a sacrifice to the priest’s blood god, so I’m sure she would be happy to change teams.



Far Far Away: King of Fools (Requires 7 “Far Far Away” Scenarios be completed)
It seems the borders of the Charming Empire are not so charming, Sire. These helpless hamlets seem to be at the mercy of the Emperor’s mandatory religion, their Gargoyle soldiers, and ridiculous extremists. It seems that the Emperor of the Charming Empire thinks highly of himself as he is pushing a religion on his subjects where he is god. Um, let’s hope that he’s not. His religious extremists are led by Minister Frollo, who subjugates non-believers using human soldiers during the day and Gargoyles at night. As you may be aware, Sire, Gargoyles are brutish flying beasts that foolishly turn into stone when in sunlight. A poor defence, as all it takes is a few good whacks to make them gravel.
To complete this scenario, you will need to subjugate these flying rocks and the rock-for-brain citizens so you can make way further into the Charming Empire.

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

- **Scepter of Fools (Weapon Enchantment)**
- **Gargoyle Minion Hive (Minion Hive)**
- **Esmeralda (Mistress)**
- **Demona (Mistress)**
- **+200 CP**

Scepter of Fools (Weapon Enchantment)
This enchantment can only be placed on weapons from the Overlord Jump and can only be equipped if the weapon can take another enchantment. When striking someone with your weapon, you're likely to make them become more susceptible to suggestion and have a small chance to make them forget what is currently happening.

Gargoyle Minion Hive (Minion Hive)
I know that this hive just looks like a rock, Sire, but it can produce Gargoyle Minions. These Minions are incredibly durable and capable of flight, but they turn to stone during daylight. Best just to use them at night, Sire.

Esmeralda (Mistress)
Esmeralda is cunning and intelligent, showing a great deal of eloquence and street-wisdom depending on the situation. She has brought attention to herself by performing acts of rebellion against the Charming Empire due to the Empire conquering and abusing her people. Esmeralda is a tall and beautiful young woman, with dark skin, emerald green eyes, and raven-black hair.

Demona (Mistress)
Demona is a revolutionary amongst the Gargoyles, having refused to serve the Empire. While fighting for her people's freedom, she had to go into hiding. To prevent herself from being captured during the day, she used dangerous and irreversible magic that made it so she turns into a human during the day instead of a statue. While in her gargoyle form, Demona is noticeably feminine with red hair and pale blue skin. Her human form is that of a pale-skinned, red-haired, green-eyed woman, with a striking resemblance to her gargoyle form.

Far Far Away: The Emperor's Apprentice (Requires “King of Fools” and 15 “Far Far Away” Scenarios be completed)
Ooo, Sire, this dark tower looks quite nice. It holds the Charming Empire’s repository of magical knowledge. Be wary, Sire; to get to the tower, you will need to traverse the Black Mountain, a land home to many dangers including centaurs, cupids, fauns, and a wide variety of demons. To complete this scenario, you will need to deal with the core-stone of Black Mountain, which protects the Dark Tower, and take ownership of the secrets stored within.

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

- **Pink Elephants (Perk)**
- **Musical Master (Spell)**
- **Black Mountain (Fortress Extension)**
- **Mop Minion Hive (Minion Hive)**
- **+200 CP**

Pink Elephants (Perk)
You are now able to make any liquid you touch become a powerful hallucinogen that makes anyone who drinks it have pleasant but very vivid hallucinations. You can also toggle yourself so that you are immune to the effects of this perk and resistant to any other form of hallucination.

Musical Master (Spell)
By casting this spell, you can produce masterwork music appropriate to each situation. The music responds to any changes instantly, as though the events were choreographed for the music.

Core-Stone of Chernabog (Fortress Extension)
Ah Sire, you can now take the core-stone of Black Mountain and install it in your tower. With this stone, you can summon demons and other magical beasts to protect the tower. While weaker demons will follow your commands, the more powerful ones may need a contract to follow your will. Should you be in need, you could channel magic into the core-stone to summon Chernabog itself. Although they will only be able to use brute force, they are still a giant demon themself, allowing you to have a kaiju to protect your tower.



Mop Minion Hive (Minion Hive)
I'm unsure why this hive looks like a bucket, but these strange Minions are surprisingly useful. When killed through a physical attack, two Mop Minions will spawn after 5 seconds. If this exceeds your maximum number of Minions, the extra Mop Minion will act as though it were under the Berserk spell and no longer duplicate upon death.

Far Far Away: A Mouse Far Far Away (Requires “The Emperor's Apprentice” and 30 “Far Far Away” Scenarios be completed)

Oh Sire, it seems that we have finally found the true threat of this situation. The owner of the Charming Empire himself, Emperor Mickey Charming, looks more like a rat to me than an emperor. The emperor is at the heart of his empire in his palace, developing a weapon of mass destruction he calls the **Castle Star**.

You will need to hurry, Sire. To stop this weapon, you will need to battle his army, take the capital, and kill the emperor.

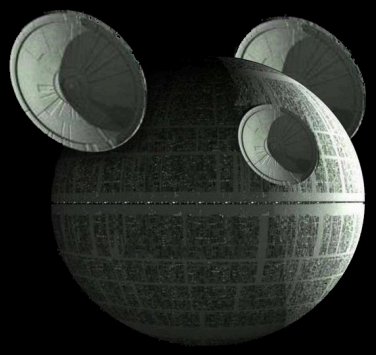
To complete this scenario, you must disable the Castle Star and permanently deal with the Emperor. Preferably in a way that makes the Empire your property, Sire.

Reward:

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

- **Castle Star (Fortress Extension)**
- **Darth Replacement (Armor Enchantment)**
- **Burning Blade (Weapon Enchantment)**
- **Trooper Minion Hive (Minion Hive)**
- **Slave Princess Mandie (Mistress)**
- **+200 CP**

Castle Star (Fortress Extension)



How amazing, Sire! Your Fortress is now able to morph into a sphere that can use propulsion disks to fly under its own power, allowing it to soar through the sky, glide through the sea, and even travel through space itself. Your Fortress will have a magical field to recycle air and protect it from water or the void and can travel up to 100 miles per hour. Should you have any vehicles that are compatible with these forms of travel, you may merge them with your fortress to improve its capabilities.

Darth Replacement (Armor Enchantment)

This enchantment can only be placed on armour from the Overlord Jump and can only be equipped if the armour can take another enchantment. Should you lose any body parts such as an arm, this enchantment will activate, restoring the missing armour and allowing you to use it as though you retained the lost limb. This will also act as a form of life support as your body will continue to function as though you had all your body parts, preventing you from bleeding out and allowing you to eat and process food even if you have been beheaded. Additionally, while wearing your armour you are immune to any form of disease, sickness or environmental hazard, including being in a vacuum.

Burning Blade (Weapon Enchantment)
This enchantment can only be placed on weapons from the Overlord Jump and can only be equipped if the weapon can take another enchantment. This weapon enchantment coats your weapon in a burning magical energy that will burn through almost anything as if it were cut by a red-hot blade.

Trooper Minion Hive (Minion Hive)
Yes, Sire, that bucket helmet-looking object is indeed the Trooper Minion Hive. While Trooper Minions use a powerful laser weapon that is part of their armor, they are terrible shots. That said, they have surprising uses. Three Trooper Minions count as only one for your Minion command limit, and while their armor is weak to physical attacks, it is resistant to most forms of magic. Finally, even though they are highly unlikely to hit the enemy, their weapons deal far more damage than most Minions can produce.

Princess Mandie (Mistress)
The beloved Daughter of the Fairy Queen, Princess Mandie is a powerful warrior with her own flaming sword. She is infuriated that she was caught while asleep and frozen in stone. She has a great feeling of reverence for you, and if you had not already killed the emperor, she would have declared a blood war against him, especially since she awoke in scantily clad slave armor.

Drawbacks:

These options can be taken to increase the number of points you gain, with each drawback ceasing to function at the end of the jump. Supplements can be added Freely.

Lord, don't you think you should be elsewhere +100 CP
It seems that your stay here will be extended, Sire. You may take this Drawback up to 9 times, with each time adding an extra 10 years. How beneficial.

This tranquil wilderness... so rural and idyllic. Hideous, is it not? +100 CP
You find lush green areas unpleasant to be in, similar to being in a sewer. It will make your skin feel unpleasant.

I feel the land quaking with fear already +100 CP
You cause slight tremors in the ground whenever you walk, making it far harder to walk and the land underneath you slightly less stable.

Those roots don't seem to like the light. Oh, I know how they feel +100 CP
Bright lights cause you discomfort, and you are likely to suffer sunburns from walking in the sunlight for a few minutes.

Now he's either declaring war… or he wants to marry you to his pet dormouse +100 CP
Ah, Sire, it seems that the Gnomes are becoming more of a problem. Every day, 10 Gnomes will be added somewhere in the world with the intention of attacking you.
Where are these Gnomes? Will they find you that day? Are they going to gather together and set up a banking conglomerate? Who can say?

Dark Memories +100 CP
You will now gain memories of a lifetime of abuse since early childhood. Though these memories are false, you will not be able to differentiate them from real memories beyond knowing they are fake.

Your Minions will take anything useful or not so useful +100 CP
These moronic Minions have fewer brain cells than a sheep. They keep throwing away whatever they have whenever they find a replacement, regardless of whether it is better or worse. Swapping out master craft blades and armour for rusted pick axes and pumpkins. See, master, this is why they can't have nice things!

Dark Mark +100/200/300 CP
Sire, you have a notable scar on your face that will be difficult for others not to stare at.
For **+100 CP** you may customise your scar, which will be rather ordinary but attention-grabbing.
For **+200 CP,** your scar will be rather disgusting to look at, and people will be drawn to look at it.
For **+300 CP,** the scar will feel unpleasant, like a rash or scab, and at times will be quite painful.

Don't you just want to smash it up! +200 CP
You have an instinctive desire to destroy anything that others have put effort into making. The more effort they put in, the more you want to destroy it.

Stay back… Stay back, I'm so ashamed +200 CP
Oh, your highness, I do apologise if this is an inconvenience, but it seems that I have been Cutified. I will endeavour to serve you as a loyal and good Minion advisor, but I don't seem to have the evil intentions that I normally would, meaning that my normal knowledge and advice that normally advance the plot will be unavailable for the duration of this jump. But don't worry, your majesty, because good always finds a way!



They love to drink and fall over +200 CP
You Minions are now starting to take after the dwarves. If your Minions touch a drop of drink, they will be as tipsy and violent as a sailor in a cheap bar.

Destroy the elves' precious petals +200 CP
It seems the elves have gone all in on the nature magic, Sire. Whenever you are battling elves, they will become more powerful the more plants are around them. This may require you to burn down a few forests to break a few elves.

Arcane links between your tower and this land +200 CP
Sire, this drawback is a rather annoying inconvenience instead of a full threat. The Waypoint Gates will no longer exist. This means that only a few Tower Gates will now exist in the world, requiring you to take a notable trek whenever you need to return to the tower.

The right dead evil candidate +200 CP
Whenever you need to find someone you have never met before to progress your mission, you will find you have a recurring problem. You might have a knack for finding them only after they have died. Well, at least we can eat the corpses.

I don't like the way that ghost floats up behind you +200 CP
Unfortunately, it seems the ghosts have started getting a little handsy. A number of ghosts will be added to the world and will keep sexually harassing you.

You may spread your Evil Domain even further, Sire. Won't that be nice? +200 CP
Maintaining your control over any land you have conquered will require your concentration.

The good... they do not know how close to evil they really are… +200 CP
Unfortunately, Sire, you have gained an excessive love for yourself and the desire to be better or more important than others. It's a good thing you're already the Overlord.



Have another roast pig, Melvin...have two...you're a Hero now! +200 CP
Unfortunately, Sire, you have an unending appetite, as no matter how much you consume of something, you will always want more, reaching an unreasonable extent. So we may need to get more food and drink in the pantries.

Rest, Oberon; heroes need their rest +200 CP
It seems that someone needs to take a good night's sleep, Sire, or perhaps more than that. You will find yourself growing in laziness and disinterest while also suffering from a constant feeling of lethargy.

Goldo, you can have all the gold you've ever wanted +200 CP
Ooo shinies, we like shinies… sorry, Sire, it seems a bad case of dragon sickness is going around, as you will find your desire for possessions growing significantly. You will constantly pick up little things and refuse to throw out anything that you can justify keeping.

Jewel had everything. It turned out what she wanted was what other people had +200 CP
It seems, Sire, that you have an emptiness that you just can't seem to fill, a longing in your heart that keeps telling you to take from others. You will have a heightened desire for the possessions, happiness, talents, or abilities of others, which will only make you feel comforted for a moment before it loses all worth.

Kahn, when reason is gone, nothing is left but madness +200 CP
Unfortunately, Sire, it seems someone has turned the dial up on your temper sensitivity, as all things will be more annoying and you will find yourself becoming enraged far more easily than you should.

She likes you, Sir William. If you want to slip away with her, I won't tell anyone +200 CP
Normally there would be plenty who could fulfil your desires for pleasure, but with this drawback no form of pleasure you feel will ever make you feel fulfilled. A lesser man would be drawn to seek more and more pleasure to scratch that itch, Sire.

Who's a big powerful Overlord then? You are! Yes, you are! +200/400 CP
It seems, Sire, that something has gone wrong in the summoning and you are a baby. You will be trapped in this form and will only be able to age at a normal rate.
For **+200 CP,** you will enter into this setting as a baby, having to grow up in this world and reach an appropriate age for you to gain your purchases and take your place as the Overlord.
For **+400 CP,** you will just wake up as an infant, and we will have to start from there.

Survival of the fluffiest has never caught on +300 CP
The wretched Golden has spread throughout the land, forcefully transforming anything that touches it into a mindless, disgusting good version of itself that only intends to destroy evil. Such a disgusting existence can only be cured with death.

Can't quite put a name to it +300 CP
With the exception of named individuals, the people of this world are very stupid, Sire. I think it has something to do with the magic of names, as most of the stupid people don't have them or are so dumb that they don't know their own names.

Take my advice on the fairer sex: it's best to keep them happy +300 CP
You will be required to make sure each of your Mistresses are content, Sire. If you do not check in with each Mistress at least once per day, your powers and abilities will be 50% weaker for 24hrs.

Wretched heroes lining up to prove themselves +300 CP
Unfortunately, Sire, a consistent problem that you will need to face is random so-called heroes showing up with the intentions of defeating you for the sake of "all that is good". Disgusting. At least once per year, you will be attacked by a group of heroes with various different skills, plans, and abilities. You may find these groups familiar from various tales of Dungeons and Dragons, but they are only the Over Realm equivalents of those beings.

Your helmet will allow me to see and hear what you do +300 CP
Unfortunately, Sire, your enemies have found various ways to spy on you, such as using your own equipment to listen in on your discussions or crystal balls to watch you from afar.

Seems the more I think about it, the more the memory fades +300 CP
You forget all of your out-of-jump knowledge about this setting, so the plot will escape you, Sire.

The OverLard +300 CP
Oh Sire, how did you get that big? It seems you have taken after Melvin and become completely round, like a ball. Perhaps we should start bowling.

Careful they don't throw up on you, Master... vomit stains are a devil to shift +300 CP
It seems, Sire, that a number of puddles of magical sludge have spread across the land, causing anything that touches it to mutate into monsters - including most of your Minions.

Missing Minions +300/500 CP
I'm sure they were around here somewhere, Sire. I'm not sure what's happening, but they are all gone. Each Minion hive is missing, and they aren't in any of the locations they were supposed to be. How strange.
For **+300 CP,** the Minion Hives can still be found in other locations, just not where expected.
For **+500 CP,** the Minion Hives are completely gone. I hope you purchased some Minion Hives Sire; otherwise, you will be going without.

Over Rivals +300/600 CP
It seems that others believe themself to be more worthy of the title of Overlord. These wannabe Overlords will impede your path and track you down your time here to challenge you for the throne of Overlord. Some of these wannabe Overlords will be starved peasants wearing cobbled-together armor with sheep Minions. Others shall be truly worthy, with demonic arms and armor and leading the damned as their Minions.
For **+300 CP,** you will face 100 wannabe Overlords. Some at plot points, others at random.
For **+600 CP** you will also have to face at least one wannabe Overlord per month who will hunt you down and challenge you.

Drowning your army is a waste, Sire +400 CP
You keep forgetting the strengths and weaknesses of your Minions, Sire, resulting in them frequently dying.

Sire, the Tower can only accommodate one Mistress, unfortunately +400 CP
You can only purchase 1 Mistress from the Mistress section or Scenario Rewards.

I almost burst into flames once... actually let's not go there... +600 CP
Are you sure you wish to purchase this Sire? All of your out of Jump perks other than your Body Mod will be disabled for the duration of this jump unless this is your first jump. In that case, this is a cunning purchase.

Don't think you're coming up here without bringing us a present! +600 CP
With this Drawback, you will lose all of your out-of-Jump Items other than ones that are part of your Body Mod. If you lack non-Body-Mod items, this will be free CP.

The Overlord Stands Alone +600/1000 CP
Sire, this is a potentially unwise drawback; it will take from you your followers and subordinates.
For **+600 CP,** you can not import any companions from previous jumps.
For **+1000 CP,** you will be completely alone, unable to summon any Minions, monsters or other assistance; you can't gain any companions and must do everything yourself, including the plumbing.

Bloody Tourists +??? CP
Unfortunately, Sire, it seems that this drawback acts like a magnet to other settings, resulting in some strange individuals from other worlds popping up and potentially causing us issues. These individuals tend to be in line with the natural power of the Over Realm, but we won't have any way of knowing when someone new has shown up. However, should you wish for a more specific challenge, you may use this Drawback as a jumping-off point to purchase more enemies. It seems, Sire, that this Drawback is more of a time requirement. Please be aware, though, Sire, you will need to deal with each Drawback before you can complete the Jump.

- For **+400 CP,** all of the **Bloody Tourists** Drawbacks will activate when the Jump begins.
- For **+100 CP,** the **Bloody Tourists** Drawbacks will randomly activate throughout the Jump.
- For **-100 CP,** you can activate each **Bloody Tourists** Drawback at your own discretion.

Screaming fun for all the family - Free/+100 CP (Requires "Bloody Tourists")
How odd, Sire. I don't recognise this Minion Hive. Let's call a few out. They don't look like Minions; they are all bulbous yellow hominids in blue dungarees, and some of them are cyclopsian. These Minions are durable, chaotic, and destructive; however, while these would normally be useful features for an Overlord, they are so incompetent that they may accidentally kill you. You may choose to keep this Minion Hive **Post Jump**.
For **Free,** this is an extra Minion Type that you can use without them replacing any Minion Hives.
For **+100 CP,** these Minions will replace the default Brown Minions but not those purchased.

How nice… company… do kill them quickly, Sire, +50 CP (Requires "Bloody Tourists")
This drawback will be unaffected by the activation restriction of the **Bloody Tourists** drawback.
It seems, Sire, that a number of Magical Weapon Warriors will show up in the lands of Far Far Away. This can be taken once for each **Far Far Away Scenario** you take up to a maximum of 22 times. For each time it is taken, a Keyblade Wielder or an Organization XIII member from the list below will randomly appear within your selected Far Far Away Scenario with the intent to ruin your plans and/or kill you. No Far Far Away Scenario will have more than one of the following: **Aqua**, **Terra**, **Ventus**, **Sora**, **Riku**, **Kairi, Naminé, Xemnas**, **Xigbar**, **Xaldin**, **Vexen**, **Lexaeus**, **Zexion**, **Saïx**, **Axel**, **Demyx**, **Luxord**, **Marluxia**, **Larxene**, **Roxas**, **Xion, Xehanort**.

Make that their downfall, Sire, +100 CP (Requires "Bloody Tourists")
It seems, Sire, that the Knights of the Octagon Table, warriors from Spamalot, have appeared within the Over Realm. The group includes King Burger, Sir Bedevere the Wise, Sir Lostalot the Brave, Sir Galahad the Chaste, Sir Robin the Not-Quite-So-Brave-As-Sir-Lostalot, Bors, Gawain, and Ector. The group has given one task to find the Holy Grail. For some reason, they think you have it and won't believe that you don't. I hope it's not that cup we keep in the privy.

Time to give them a good bashing +100 CP (Requires “Bloody Tourists”)
It seems, Sire, that another threat has arrived. The King of Koopas and 100 of his Koopa Troops will appear on the edge of your kingdom and attempt to take over while searching for some Princess.

The natural laws are a little bit flexible here +100 CP (Requires “Bloody Tourists”)
Ooo, Sire, a number of pizzerias have appeared within the Over Realm. The original “Freddy Fazbear's Pizza”, the “New and Improved Freddy Fazbear's Pizza”, the “Freddy Fazbear's Mega Pizzaplex”, “Fazbear's Fright: Horror Attraction”, and the “Circus Baby's Entertainment and Rental Complex”. Each location contains its own mascots such as Freddy Fazbear, Toy Bonnie, Springtrap, Circus Baby, Monty Gator, Vanny, and an army of harmless S.T.A.F.F. Bots. Oh, I do so look forward to having a delicious experience.

One of them was killed by a giant badger +100 CP (Requires “Bloody Tourists”)
Sire, a land known as Nottingham, as well as a large amount of land around it, has appeared. The inhabitants of this strange land are all quite strangely animalistic in appearance and won't stop singing about some fellow known as Robin Hood. Sire, speaking from behind the curtain, so to speak, you at this point may choose how far along the Furry Scale you wish to place this import. You may choose for them to be the same Anthropomorphic beasts from Disney's Robin Hood or to be their Faunus equivalent, that being humanoids with a single animal feature, such as the ears, horns, or a tail of the creature they are a Faunus of.

Exploded, disintegrated, immolated +100 CP (Requires “Bloody Tourists”)
How strange, master. It seems that a new group of mercenaries has found their way to the Overworld. They seem to be getting their team a fortress, possibly 2. The members of the group seem to be named Scout, Soldier, Pyro, Demoman, Heavy, Engineer, Medic, Sniper, and Spy but are arguing whether they should wear red or blue.

Twice the brain cells in the average sheep +100 CP (Requires “Bloody Tourists”)
Oh no, Sire. I thought the sheep were bad, but this is a nightmare. These raving rabbits are all over the place and won’t shut up. What's worse, they don’t drop lifeforce when they die!

Demons, deities, and the damned lessons +200 CP (Requires “Bloody Tourists”)
The Dawnguard are an ancient order of vampire hunters who are dedicated to eradicating vampires. This group and their headquarters, Fort Dawnguard, are summoned to this world with 50 members, trained trolls, and some spells that will harm you specifically. They will target you along with any vampires they find within their world.

It seems that everyone is getting in on it +200 CP (Requires “Bloody Tourists”)
Ah, another group of magical beast hunters has arrived within this world. This Huntsclan is an organisation of hunters whose goal is to kill all magical creatures by any means necessary. The Huntsman, leader of the Huntsclan, arrives with Huntsgirl, a destined dragonslayer, and 100 Huntsclan members all equipped with ancient and futuristic weaponry and equipment.

The halflings are using it to grow pumpkins +200 CP (Requires “Bloody Tourists”)
Sire, it seems that somehow a strange form of magic has leaked across the land. It’s causing a number of plants to mutate into aggressive vegetation such as Peashooters, Wall-nuts, Potato Mines and Puff-shrooms. These plants will fight anything they see as a threat, and when you get to Heaven's Peak you will find a number of the plants fighting zombies. A variable PVZ, if you would.

Does that make them the bad guys? +200 CP (Requires “Bloody Tourists”)
Another world once teetered on the brink of anarchy, with an elite international task force restoring liberty to all nations. The Overwatch task force is supposedly heroes, but all they seem to do is fight one another, capture flags, and move carts in random groupings, often working with the villainous Talon group. By taking this drawback, all distinct named characters from the Overwatch series will be scattered across the Over Realm, including all three versions of **Doomfist**, **Juno**, **Mina Liao**, **Emily,** and both **Gabriel Reyes** and **Reaper** despite them being the same person.

Whoever’s heard of a Dwarf and Elf getting along? +200 CP (Requires “Bloody Tourists”)
Oh Sire, I’m picking up on some form of powerful evil. Oh, it's just some boring jewellery that some group of adventurers is carrying. Now that I think about it, they do look like the seven heroes they seem to call themselves The Fellowship of the Ring. I prefer jam donuts myself.

What they lack in hygiene they make up for in sneakiness +200/300 CP (Requires “Bloody Tourists”)
Oh no, Sire, a group of 6 Yautja has shown up like frat boys on a hunting expedition. They will hunt down and kill all the fun and dangerous creatures they can. They have stupid-looking masks, cloaking devices, incredibly sharp blades, constricting wire nets, and some form of shoulder cannon.
For **+200 CP,** they will lack any unmentioned equipment.
For **+300 CP,** when they lose, the spoilsports will use powerful suicide bombs to blow themselves and everything in a nearly mile-long radius to kingdom come.

A few weeks in the iron maiden +200/300/600 CP (Requires “Bloody Tourists”)
Oh no, Sire, teens with attitude. I can't stand teens with attitude. By taking this drawback, a group of powered heroes will be imported. This can be taken multiple times, with each purchase importing 5 Teens with attitude into the Over Realm.

- For **+200 CP,** you may select 5 canon Power Rangers from any group of Power Rangers to be the ones summoned. They will have all of their equipment except for their Zords.
- For **+300 CP,** you must select a group of Power Rangers to all be imported into the jump with all of their equipment except their Zords.
- For **+600 CP** you must select a group of Power Rangers who will appear with their Zords.

Minions are remarkably good at drowning +300 CP (Requires “Bloody Tourists”)
This is strange, Master, but it seems an island built around a giant skeleton has appeared in the ocean. One filled with witches and other magical creatures, the natives call it the Boiling Isles. It seems that the only human on that island is one who only arrived there a day before it arrived in the Overworld.

A little meddling here and there +300 CP (Requires “Bloody Tourists”)
This is problematic, Sire; it seems that an assassin guild from another world has decided to bring its best from across time and space to eventually kill you. These assassins may not attack you directly but instead kill your subordinate, stir up rebellions, and cause acts of terror. This guild will contain members from when they were at their strongest, including:
Altaïr, **Ezio Auditore**, **Edward Kenway**, **Haytham Kenway**, **Ratonhnhaké:ton**, **Desmond Miles**, **Kassandra**, **Eivor Varinsdottir**, **Jacob Frye** and **Evie Frye**.

Damnation is busy work +300 CP (Requires “Bloody Tourists”)
Certain shades of grey are almost white if not for the taint of darkness. This order of warriors, rogues, and mages are the Grey Wardens. They dedicate their abilities to fighting the darkspawn, demonic creatures that corrupt their victims into more darkspawn. Unfortunately, Sire, the 100 Grey Wardens who have appeared within the Over Realm don't have any darkspawn to target, and their taint points you out as a darkspawn, meaning that their goal is to wipe you out. Oops?

This is the last hope for evil? He’s a little short +300 CP (Requires “Bloody Tourists”)
Oh no, a bunch of space hippies have shown up, Sire. This group, the Jedi Order, is a peacekeeping organisation composed of light side Force-users who are dedicated to protecting the Galactic Republic. This group of 200 various species from across the Jedi Order's history will be imported together with their lightsabers and a selection of handheld devices with the intention of defeating the largest darkness across the land, specifically you. It'll be interesting to see if Mind Tricks work on Minions.

Cleaver Girl +300 CP (Requires “Bloody Tourists”)
Oh, a new zoo is opening up somewhere nearby on a new peninsula. It's called Jurassic Park. However, it seems the arrival has coincided with the park's computer system crashing. Oh well, it can’t be that dangerous, can it?

It's good to be bad, but it's better to be evil +300 CP (Requires “Bloody Tourists”)
Master, it seems that another Dark Lord has appeared to challenge you for the throne. This supposed Dark Lord Voldemort arrived with 40 Death Eaters just before they were going to attack somewhere called the Hall of Prophecy.

A leader inspires by example. But brutal violence will do just as well. +300 CP (Requires “Bloody Tourists”)
A self-proclaimed god calling himself Apophis has arrived in the Overworld with a retinue of 40 Jaffa soldiers, each carrying a staff weapon and armor. The truth is, Sire, that this overgrown snake is a Goa'uld, a parasite that takes over its host's body and uses advanced technology to subdue the masses. Luckily, they don't have anything more than what they were carrying when they were dropped in.

Bah, fools pretending to be heroes +300 CP (Requires “Bloody Tourists”)
Sire, it seems that the volcanic holiday home Grubby had gotten himself has been swapped with another volcanic island. This new island seems to be named Nomanisan Island. It is owned by an individual named Syndrome, but it is currently under attack by some family of heroes.

Overlords get better at dominating weak-minded individuals +300/600 CP (Requires “Bloody Tourists”)
How strange, Sire. This vile town that appeared out of nowhere named Sunnydale has the pleasant scent of hell in it. However, whatever connection it had is now gone.
For **+300 CP,** the town will be identical to how it was when the Slayer named Buffy arrived, except now it has been cut off from America and is in a magical world.
For **+600 CP** The Master will not be the only Big Bad in town, as other groups from later seasons will also arrive. The Whirlwind, consisting of the soul-less Angelus, Darla, Spike and Drusilla, The Initiative led by Maggie Walsh as she creates Adam, Glorificus with her followers and Faith the Vampire Slayer.

Always handy if you fancy something roasted +300/700 CP (Requires “Bloody Tourists”)
Perhaps Master, we should just scramble this enemy. This Eggman has a sizable army of robots that have animals stuffed inside and large mechanoid suits. If they aren't dealt with quickly, they could just set up shop and be a pest to get rid of.
For **+300 CP,** Dr Eggman will have 1000 Eggbot Minions as shown in the original Sonic game, as well as the Egg Mobile and Death Egg Robot.
For **+700 CP,** Dr Eggman will have the entire Egg Fleet.

Once upon a time there was an ending +300/700 CP (Requires “Bloody Tourists”)
This strange order of knights is from a post-apocalyptic world. They are a technology-focused paramilitary order whose core purpose is to preserve advanced technology and regulate its usage. They must be surprised to find a green medieval world without the technology they so covet. You may take this Drawback once per option:

- For **+300 CP,** the Mojave Chapter of the Brotherhood will arrive. It consists of 200 men, women, and children, all sent out to secure Hoover Dam equipped with land transport vehicles, energy weapons, and Brotherhood armour, including over sets of T-45d and T-51b power armour.
- For **+700 CP,** the Maxson chapter of the Brotherhood en route to the Commonwealth will arrive on the Prydwen, a mobile command airship with a Vertibird fleet containing 1000 armed and trained troops equipped with energy weapons, Brotherhood armour and T-60b power armour.

I had some wings once… gave me a rash +400 CP (Requires “Bloody Tourists”)
Sire, we have an angelic problem! An army of Exorcist Angels led by Adam and his second in command, Lute, have come to the Over Realm for their purge instead of Hell. They are armed with angel weapons but are unable to use their magic to travel dimensions, so they are stuck here and itching for violence on anything they see as evil.

Peasants under domination will slavishly follow you around +400 CP (Requires “Bloody Tourists”)
Another island? Why do they keep appearing? It seems this island named Amphibia is ruled by various species of semi-aquatic creatures and that 3 humans have recently arrived in the various kingdoms. Also, this change in scenery seems to have accelerated the plans of something called The Core.

Evil is as evil does +400/600 CP (Requires “Bloody Tourists”)



It seems, Sire, that an area of land has been imported into the Over Realm. This European village contains a number of facilities, including Castle Dimitrescu and a number of strange inhabitants who I can only assume are undead.
For **+400 CP,** it seems that people, including someone named Ethan Winters, were supposed to arrive tomorrow. It's a shame they got there too late.
For **+600 CP,** another group of people also arrived, with a wide variety of undead and a chunk of some place known as Racoon City summoned somewhere else in the Over Realm.
These people include:
Ashley Graham, **Katherine Warren**, **Robert Kendo**, **Natalia Korda**, **Moira Burton**, **Ethan Winters**, **Rose Winters**, **Carlos Olivera**, **Billy Coen**, **Sheva Alomar**, **Helena Harper**, **Sherry Birkin**, **Jake Muller**, **Barry Burton**, **Rebecca**, **Piers Nivans**, **Ada Wong**, **Claire Redfield**, **Jill Valentine**, **Chris Redfield** and **Leon Kennedy**. It's a shame they aren't friendly, Sire.

Bio-Shock to the system +400/1000 CP (Requires “Bloody Tourists”)
For **+400 CP,** a new city will appear within the seas of the Over Realm. The city of Rapture, a massive underwater metropolis that from its perspective appeared on the 31st of December 1958, just after the New Year's Eve Riots began. This event will soon escalate into an all-out civil war between the city's founder, Andrew Ryan, and Atlas, a revolutionary who was secretly the head of a criminal empire named Frank Fontaine. This civil war is made worse by the mental degradation caused by ADAM addiction, a side effect of commercialised superpowers known as Plasmids.
For **+1000 CP,** a new city will also appear within the skies of the Over Realm. The city of Columbia is a technologically advanced city-state situated on a series of floating structures. From the city’s perspective, they appeared in the Over Realm on the 31st of June 1912, one month before Booker DeWitt was supposed to arrive in Columbia. A side effect of them arriving in the Over Realm is that the dimensional disabilities that allowed them to peer into other realms will cease to exist, removing the powers of the Lutece twins and Elizabeth Comstock and restoring the latter’s lost finger. A second Elizabeth Comstock will also be within the city of Rapture.

Damn Heroes getting in the way +600 CP (Requires “Bloody Tourists”)
Master, it seems that two people both naming themselves Dr Doom have got into a pissing match, declaring themselves Marvel rivals. Now it seems that they have misplaced a set of heroes and villains in their weird chess game, and one of each hero they each have was dropped into the Overworld. These include mutants, fantastic folks, spider people, and just people with guns.

World domination won't just come to you +600/800/1000/1200 CP (Requires "Bloody Tourists")
It seems that the Over Realm is indirectly connected to the realms of Mortal Kombat, with a high probability that the Outer Worlds will send their army to invade.
For **+600 CP,** you may select which game and timeline you are connected to.
For **+800 CP,** a strange temporal anomaly will occur exactly 1 year after the realms connect. **Kronica** will summon time clones of almost every combatant from every Mortal Kombat game, with each one bribed, blackmailed, threatened, or brainwashed to attack you for her:
D'Vorah, **Daegon**, **Dairou**, **Darrius**, **Drahmin**, **Ermac**, **Erron Black**, **Ferra/Torr**, **Frost**, **Fujin, General Shao**, **Geras**, **Goro**, **Hanzo Hasashi**, **Havik**, **Hotaru**, **Hsu Hao**, **Jacqui Briggs**, **Jade**, **Jarek**, **Jax Briggs**, **Johnny Cage**, **Kabal**, **Kai**, **Kano**, **Kenshi**, **Khameleon**, **Kintaro**, **Kira**, **Kitana**, **Kobra**, **Kollector**, **Kotal Kahn**, **Kung Jin**, **Kung Lao**, **Li Mei**, **Liu Kang**, **Mavado, Meat**, **Mileena**, **Mokap**, **Moloch**, **Motaro**, **Nightwolf**, **Nitara**, **Onaga**, **Quan Chi**, **Raiden**, **Rain**, **Reiko**, **Reptile**, **Sareena**, **Scorpion**, **Sektor**, **Shang Tsung**, **Sheeva**, **Shinnok**, **Shujinko**, **Sindel**, **Skarlet**, **Smoke**, **Sonya Blade**, **Stryker**, **Sub-Zero**, **Takeda**, **Tanya**, **Tasia**, **Taven**, **Tremor** and **Triborg**.
For **+1000 CP,** Kronica will gain time clones of:
Conan the Barbarian, **Ghostface**, **Hellboy**, **Jason Voorhees**, **The Joker**, **Leatherface**, **Peacemaker**, **Pyramid Head**, **Predator**, **RoboCop**, **Rambo**, **the Teenage Mutant Ninja Turtles**, **the Terminator**, **T-X**, **T-1000** and a **Xenomorph**.
For **+1200 CP, Kronica** will also gain time clones of:
Dark Kahn, **Freddy Krueger**, **Homelander**, **Kratos**, **Omni-Man**, **Spawn** and **Superman**.

Worse than rats, they are in the walls +800 CP (Requires "Bloody Tourists")
Oh, I hate these things. By taking this drawback, a full colony of xenomorphs will be deposited somewhere on the planet. Depending on where they are, you may not see them until they number in the thousands, yuck.

At last evil is on the rise +1000 CP (Requires "Bloody Tourists")
Master, I really hope this is not your first Jump if you're taking this Drawback. It seems another type of Overlord has also arrived in this Jump along with his own fortress, The Great Tomb of Nazarick. I will be honest, Sire, the Over Realm doesn't stand a chance against them.

Power corrupts. Absolute power... is a whole lot of fun +1200 CP (Requires "Bloody Tourists")
Master, I will be honest with you, please please do not take this. I really don't want to deal with an edgy boy scout. This Drawback will create a stable 2-way portal to the Injustice universe set a few months after the "Hero" Superman took control of Brainiac to dominate his Earth.

Ending Choice:

Well, Sire, we are at the end of your stay here, and now you must choose where you will go next.

Stay Here
What! I mean yes, Sire, of course you would want to stay within your dark domain. Let's hope nothing brings your reign to a premature end.

Return Home
Revisiting old sights to conquer and familiar faces to enslave have fun.

Next Jump
To seek out new worlds and new civilizations to darkly conquer what no one has conquered before.

Notes:

Non-Canon Mistresses Origins:

Jessica Krupnick - (Who Framed Roger Rabbit)
Holli Would - (Cool World)
Clover - (Fallout 3)
Wendy - (Restaurant Mascot/Meme)
Lucille Hahn - (Don't Stop Thinking, How to play Call of Cthulhu Story)
Olivier Mira Armstrong - (FullMetal Alchemist)
Harley Quinn - (DCAU)
Lady Maria of the Astral Clocktower - (Bloodborne)
Syx - (Mana World)
Seras Victoria - (Hellsing)
Ciri - (Witcher)
Loona - (Helluva Boss)
Luna Lovegood - (Harry Potter)
Hermione Granger - (Harry Potter)
Red Sonja - (Red Sonja)
Entrapta - (She-Ra and the Princesses of Power)
Mavis Dracula - (Hotel Transylvania)
Vampirella - (Vampirella)
Jester - (Critical Role)
Morrigan - (Dragon Age)
Galadriel - (The Lord of the Rings)
Ikra - (Samurai Jack)
Priscilla - (Dark Souls)
Omega and Sigma - (Sigma Vs Omega)
Dee Dee's - (Batman Beyond)
Xena and Gabrielle - (Xena Warrior Princess)
Catradora - Catra and Adora - (She-Ra and the Princesses of Power)
Oxventure - Prudence and Merilwen - (Oxventure)
Heathstrid - Astrid Hofferson and Heather (How to Train Your Dragon)
Twinrova - Kotake and Koume - (The Legend of Zelda)
The Fluff Girls - Blossom, Buttercup and Bubbles - (The Powerpuff Girls)
The Black Sisters - Bellatrix, Andromeda and Narcissa Black - (Harry Potter)
Fire Retinue - Azula, Mai, and Ty Lee - (Avatar: The Last Airbender)
The Nords - Lydia, Serana, and Aela the Huntress - (The Elder Scrolls: Skyrim)
The Daughters of Aku - (Samurai Jack)
Princesses of Zelda - (The Legend of Zelda Series)
Far Far Away Drawback Character:
Aqua, Terra, Ventus, Sora, Riku, Kairi, Naminé, Xemnas, Xigbar, Xaldin, Vexen, Lexaeus, Zexion, Saïx, Axel, Demyx, Luxord, Marluxia, Larxene, Roxas, Xion, Xehanort - (Kingdom Hearts)

These "Far Far Away Scenario's" Mistresses are the OverWorld's equivalent of the noted characters rather than the characters themselves.

Rapunzel, Gothel - (Tangled)
Sheena - (Sheena: Queen of the Jungle)
Jane Porter, Queen La - (Tarzan The Animated Series)
Elsa, Anna - (Frozen)
Wanda - (Fairly Odd Parents)
Cinder, Penny Polendina, Fria the Blue Fairy - (RWBY/Disney hybrid)
Tinker Bell, Tiger Lily - (Peter Pan)
Kida, Audrey Rocio Ramirez - (Atlantis: The Lost Empire)
Moana - (Disney's Moana)
Ariel, Vanessa - (The Little Mermaid)
Alice Kingsleigh - (Disney's Alice in Wonderland)
Alice Liddell - (American McGee's Alice)
Artoria Pendragon - (Fate/ Series)
Madam Mim - (The Sword in the Stone)
Aurora, Maleficent - (Sleeping Beauty)
Elizabeth Swann - (Pirates of the Caribbean)
Captain Amelia - (Treasure Planet)
Toothiana (Rise of the Guardians/Fairly Odd Parents Hybrid)
Sally - (The Nightmare Before Christmas)
Princess Eilonwy - (The Black Cauldron)
Queen Grimhilde, Snow White - (Snow While - 1937)
Malina, Yzma - (The Emperors new Grove/School)
Marianne - (Strange Magic)
Merida - (Brave)
Tiana, Charlotte La Bouff - (The Princess and the Frog)
Belle - (Beauty and the Beast)
Asha - (Wish)
Star Butterfly - (Star Vs the Forces of Evil)
Ludmilla - (Bartok the Magnificent)
Anastasia Romanov - (Anastasia)
Fa Mulan, Xianniang - (Mulan)
Jasmine - (Aladdin)
Shantae - (Shantae: Half-Genie Hero)
Iris - (Akabur's Princess Trainer)
Crysta - (FernGully: The Last Rainforest)
Pocahontas - (Disney's Pocahontas)
Lilo, Nani - (Lilo and Stitch)
Chel - (The Road to El Dorado)
Esmeralda - (The Hunchback of Notre Dame)
Demona - (Gargoyles)
Slave Princess Mandie - (Star Wars/Fairly Odd Parents Hybrid)

These are the settings the "Bloody Tourists" Drawbacks are reverencing:
Screaming fun for all the family - (Despicable Me)
Make that their downfall, Sire - (Monty Python and the Holy Grail)
Time to give them a good bashing - (Mario)
The natural laws are a little bit flexible here - (Five Nights At Freddy's)
Exploded, disintegrated, immolated - (Team Fortress 2)
Twice the brain cells in the average sheep - (Raving Rabbids)
Demons, deities, and the damned lessons - (Skyrim: Dawnguard)
It seems that everyone is getting in on it - (American Dragon)
The halflings are using it to grow pumpkins - (Plants Vs Zombies)
Does that make them the bad guys? - (Overwatch)
Who's ever heard of a Dwarf and Elf getting along? - (Lord of the Rings)
What they lack in hygiene they make up for in sneakiness - (Predator Series)
A few weeks in the iron maiden - (Power Rangers Series)
Minions are remarkably good at drowning - (The Owl House)
A little meddling here and there - (Assassin's Creed)
Damnation is busy work - (Dragon Age)
This is the last hope for evil? He's a little short - (Star Wars)
Clever Girl - (Jurassic Park)
It's good to be bad, but it's better to be evil - (Harry Potter)
A leader inspires by example. But brutal violence will do just as well. - (Star Gate SG1)
Bah, fools pretending to be heroes - (The Incredibles)
Overlords get better at dominating weak-minded individuals - (Buffy the Vampire Slayer)
Always handy if you fancy something roasted - (Sonic The Hedgehog)
Once upon a time there was an ending - (Fallout 4/Fallout New Vegas)
I had some wings once… gave me a rash - (Hazbin Hotel)
Peasants under domination will slavishly follow you around - (Amphiphobia)
Evil is as evil does - (Resident Evil)
Bio-Shock to the system - (Bioshock/Bioshock Infinite)
Damn Heroes getting in the way - (Marvel Rivals)
World domination won't just come to you - (Mortal Kombat)
Worse than rats, they are in the walls - (Alien Series)
At last evil is on the rise - (Overlord Anime)
Power corrupts. Absolute power... is a whole lot of fun - (Injustice 2 Bad Ending)

Change Log:

V1.00 - V1.01:
Changed text; added images

Added Perks:
- Intimidating Overlord
- Influential Overlord
- Arcane Overlord
- Bloodsoaked Overlord
- Summoned Overlord

Added Fortress Items:
- Fortress Gates
- Spiral Walkway

Added Amazon's

Added Mistresses:
- Jester
- Morrigan
- Ikra
- Oxventure
- Heathstrid
- The Daughters of Aku

Added Far Far Away Scenarios:
- This was the bulk of the effort: about 32 scenarios all in one packet where you battle to overthrow the charming empire.

Added a number of “Bloody Tourists” drawbacks:
- Exploded, disintegrated, immolated
- Who’s ever heard of a Dwarf and Elf getting along?
- What they lack in hygiene they make up for in sneakiness
- Cleaver Girl
- It's good to be bad, but it's better to be evil
- A leader inspires by example. But brutal violence will do just as well.
- Bah fools pretending to be heroes
- Overlords get better at dominating weak-minded individuals
- Always handy if you fancy something roasted
- Peasants under domination will slavishly follow you around
- Bio-Shock to the system
- Damn Heroes getting in the way
- Power corrupts. Absolute power... is a whole lot of fun

V1.01 - V1.02:
Changed text, added images
Changed Summoned Overlord to Setting Appropriate Overlord
Added Tower Gate Item
Changed Dolphin Steeds to Serpent Steeds
Added Drawbacks:
- Dark Memories
- Dark Mark
- Missing Minions
- The OverLard
- Over Rivals
- The Overlord stands alone

Added Change Log

V1.02 - V1.03:
Changed text
Updated all of the Far Far Away Scenarios
Expanded Notes Section
Added Princesses of Zelda