

The Overlord

Names

Your true name is lost to the mists of time. Create an impressive title for yourself.

Look

Choose one for each:

Burning Eyes, Empty Eyes, Animal Eyes

Lean Body, Built Body, Incorporeal Body

Ragged Cape, Noble Regalia, Spikes Everywhere

Intimidating Armor, Regal Armor, Battered Armor

Stats

Your maximum HP is $8 + \text{Constitution}$.

Your base damage is d8.

Drive

How do you want to exert your evil power? Choose one:

Dominate

Impose your will on the unwilling.

Destroy

Destroy something of great value.

Defile

Corrupt something and invert its nature.

Background

How did you come to be an Overlord, anyway?

Inherited

You come from a long line of evil Overlords. You have inherited a castle or lair of some description, staffed by your minions. When you and your companions rest here, you regain health equal to half your max HP as if you made camp, but do not consume any Dungeon Rations.

Tragedy

You were bullied as a child or your family were killed or something equally sad. When something reminds you of your tragic past, take +1 ongoing to actions against the cause until it submits, flees or dies.

Personal Gain

It's good to be bad, and worth a lot of money too. You will always gain some form of tangible or monetary reward as a result of a successful Parley.

Starting Moves

Horde (Cha)

You are followed by a horde of smelly, stupid and suggestible minions. Choose two descriptive tags for them from the list below:

- Numerous
- Humanoid
- Undead
- Otherworldly
- Insectoid
- Bestial
- Diminutive

When **you rally your horde to your side to accomplish a task**, roll+CHA. On a 10+, gain 3 Horde. on a 7-9, gain 2 Horde, on a 6 or less, gain 1 Horde. Note that the amount of Horde you have doesn't dictate how many minions are actually following you..

When you have 0 Horde, your minions are following you around like sheep, or milling about uselessly. You cannot use any moves in For the Master until you rally them again.

For the Master

When you order your minions to perform a task, you may spend any Horde you currently have. Roll+spent Horde. On a 10+, your minions carry out your orders flawlessly. On a 7-9, there's a mild complication and you don't quite get what you want. On a 6-, your minions fail and you will have to intervene personally.

When your minions join you in combat, you may spend Horde, one for one, on any of the below options at any point in the fight;

- A minion takes a blow meant for you.
- Your minions swarm a foe and hinder their movement.
- Your blow is aided by the strikes of your minions (+1 damage OR Forceful OR Stunning)

- The sight of the attacking horde causes your foe to falter or hesitate.

Imposing Presence (Str)

When you wordlessly intimidate somebody, roll+STR. On a 10+, you cow them sufficiently and they avoid taking any actions against you. On a 7-9, they show some resistance, and you will have to back your intent with actions.

Lieutenant (Cha)

One of your minions is smarter than the others. Name and describe them. They count as a hireling with no skills and no cost, and you do not need to pass a Loyalty test to make them do something dangerous. They cannot be lost, although it may take some effort to recover them from sticky situations.

When your lieutenant inevitably backstabs you, roll+CHA. On a 10+, your lieutenant is... deposed, and replace with someone more loyal (for now). On a 7-9, they complicate your current plan somehow. On a 6 or less, you are taken unawares and your plans derailed, but your Minions will do their best to help you recover.

You may elect a new lieutenant if you feel your current one isn't up to snuff. Of course, they won't be too happy about it...

Gear

Your Load is 8+Str. You start with Dungeon Rations (5 uses, 1 weight). Choose your weapon:

- Sword (close, one-handed, 1 weight)
- Mace (close, one-handed, forceful, 1 weight)
- Hand axe (close, two-handed, messy, 2 weight)

Choose your defense:

- Heavy plate (2 armor, 2 weight)
- Light armor (1 armor, 1 weight) and a shield (1 armor, 1 weight)

Choose one:

- Healing potion (1 weight)
- A severed head of an enemy (0 weight)
- A few trinkets worth 10gp.

Bonds

Rank your companions in their terms of how useful they will be to your plans. You may create normal bonds later in the session.

Advanced Moves 2-5

Diverse Mob

Your minions have different traits that grant them special abilities and unique flaws. Your horde is made up of two types of minions - select one trait each below:

One minion type is:

- Sturdy BUT Stupid
- Fireproof BUT Sickly
- Lightweight BUT Easily Distracted
- Sneaky BUT Rebellious
- Rabid BUT Poor Eyesight

Another minion type is:

- Disease-immune BUT Slow
- Good at scaling walls and cliffs BUT Noisy
- Burrowing BUT Unruly
- Amphibious BUT Poor Warriors
- Good with Tools BUT Brittle

When you spend Horde to assign minions to a task they are suited to, you take +1 on that action if applicable. **When an enemy exploits a minion's weakness**, you take -1 forward and lose 1 Horde (if you have any).

The Fool

One of your minions does a great impression of you - he even does the ears. **When you reflect on your past failures with the aid of your jester**, mark XP. You may only do this once per session.

Walking Library

Your lieutenant has been hitting the books. **When you Spout Lore about a subject your Lieutenant has been researching**, you take +1 on the answers. Your Lieutenant may use any knowledge gained in this manner against you when he inevitably betrays you.

Projection of Power (Cha)

When you project your evil power to control an NPC, roll+CHA. On a 10+, they are completely under your sway and do whatever you ask. On a 7-9, their true nature fights back, and your orders will take time to accomplish.

Intimidating Entrance (Str)

When you enter a new town or place, roll +STR. On a 7-9, the people living there will not panic or flee straight away upon seeing you. On a 10+, they may also do as you ask if you are forceful enough.

Wealth and Taste (Cha)

You have developed a weakness for the classics - beautiful women, music, fine wines, or something a bit weirder. Name your weakness. **When you indulge in your weakness**, roll+CHA. On a 10+, choose two. On a 7-9, choose one.

- You remain safe from danger at your weakest moment.
- You actually learn something interesting during your indulgence.
- Your minions manage to avoid your terrible example and stay on task.

Beware! Your Lieutenant may use your weakness against you when he inevitably betrays you.

Off the Leash

When you let your minions run wild unsupervised, spend any Horde you have and roll+spent Horde. On a 7-9, your minions reveal something interesting about your location (usually through comical blundering). On a 10+, you also find something useful. On a 6-, your minions just smash the place up.

Pimp My Castle (requires Inherited Background)

You may order your minions to improve your lair or castle. When you level up and chose a move (including this one), you may chose one item from the below list in addition to your new move.

Cross it off when chosen - it cannot be chosen again.

- Lavish Kitchens - recover an extra health point when you and your companions rest at your lair.
- Treasure Vault - you may store up to 500 gp worth of valuables in your lair, safe from all (except perhaps one - name them).
- Minion Lairs - You gain 1 Horde when you depart your lair. You cannot gain more than your maximum Horde in this way.
- Private Quarters - **When you plot and scheme within your lair**, you discover an interesting fact about a place or person of interest - it's on you to exploit that fact.
- Defensive Walls - **When your castle comes under attack**, you will have a short time to prepare your defenses.

Ghost from the Past (requires Tragedy Background)

A foe from your past has come back to oppose you and your allies. You know one fact about this enemy - **when you manage to exploit this fact against them**, take +1 forward.

Dirty Money (requires Personal Gain Background)

Somehow, you always end up with more gold than you know what to do with! **When you divide the spoils of a successful adventure**, roll +CHA. On a 10, choose two. On 7-9, choose one:

- You manage to earn a bigger share than promised.
- You cheat somebody out of a treasure - the GM can say just how interesting or valuable.
- You make a note of where somebody holds their money.
- You slip some worthless money into somebody's bag.

Advanced 6-10

Helping Hands

You may use the combat bonuses of For the Master to aid any of your allies, spending Horde in the same manner.

I Was In Charge All Along!

When your Lieutenant betrays you, you learn all about how they played you for a fool - and get an idea of how to stop them. Lose all Horde. **When you defeat your Lieutenant**, you cement your reputation as the fiercest Overlord across the land, and none will act against you for a time.

Utter Destruction (Str)

When you attack with intent to destroy something beyond repair, roll +Str. On a 10+, choose two. On a 7-9, choose one.

- You don't expend too much effort or expose yourself to danger.
- Your minions lend a hand.
- No trace of your target remains - or at least, anything recognisable.

Good to be Bad (requires Wealth and Taste)

When you let your minions run wild in a populated area, your minions will steal a few trinkets of note - describe what secret the populace is keeping from you. You can only do this once per civilized area

Evil is Relative

When you become emotionally attached to another player character, you may resolve your current bond with that character and write a new one, marking xp as normal. Your minions will pay special attention to this character and act to aid and defend them as if they were you. Your Lieutenant may not be so keen on this, though.

Dark Return (requires Intimidating Entrance)

When you return to a place you have terrorized before, you take +1 forward on Outstanding Warrants rolls, and the ordinary townsfolk are less likely to trouble you.

Evil Always Finds A Way

When you die and leave your minions leaderless, they will search for a new master. You may create a new character from level one using any character sheet you prefer. This new character inherits the Horde and For the Master moves if they don't have them already, and may select any of your leftover starting moves, or any of your advanced moves, when they level up in addition to their normal moves.

Dungeon Keeper (requires Pimp My Castle)

You need every option in Pimp My Castle crossed off to take this move. When you take this move, you may chose one item from the below list to add as a crowning achievement to your lair.

- Eyrie of the Damned - you become notable amongst the foul creatures of the skies and

mountains, and may call upon them for aid.

- Unholy Temple - **When you contact the dark gods in your temple**, name a dark god and its domain. You can Parley with it for boons and offerings mortals cannot give, but the price will be high. Dark gods don't accept halfling pipeleaf - they prefer stronger stuff.
- Master's Guards - You always have a minimum of 1 Horde when within your lair, and nothing can reduce it to 0 whilst you are there.
- Deadly Dungeons - **When you hold a notable person to ransom in your lair**, you gain +1 to Parley attempts against your captive, and always have Leverage. Beware - some goodly hero will attempt to save your hostage!
- Keep of Doom - **When your castle comes under attack**, your defenses will harm the enemy and slow them for a significant amount of time, allowing you to act first.

Revengeance (requires Ghost from the Past)

When you decisively act against your past enemy, you gain +1 armor for the duration of your encounter with your foe. When you finally defeat this foe, they are dead and gone for good - mark xp for your victory.

King of the Mountain (requires Dirty Money)

When you accumulate wealth and riches beyond measure, choose an option below:

- Some greedy adventurers attempt to liberate you of your ill-gotten gains.
- Some of your treasure turns out to be an important but useless artifact - your GM will describe what it is.
- You've been cheated! Some of your gold is fake and somebody has gotten the better of you. Until you get your revenge, your reputation has taken a hit...
- Oh dear - a being of great power (describe who) covets your wealth, and causes you trouble for a time.
- You're so caught up in your wealth, you don't notice your Lieutenant sneaking off...

You can choose only one option per session. When you choose an option, cross it out. When all your options are crossed out, uncross them again to be used, or make up new ones.