

Cult DLC for Overlord's Archdemon CYOſ v0.3

Original CYOſ: <https://imgur.com/gallery/9cb98>

DLC version: a3

fuck pictures, my text shall be as pure as my love for my waifu!

Notably miſſing from Overlord's original CYOſ aside from being mentioned in some of the perks, a Cult is your eyes, ears, and hands among the living, obeying and aſſiſting you or your familiars when walking the mortal world.

You begin with **100 Cult points**. Ten (10) Cult points may be bought per familiar Soul, Perk point, or point from Disadvantages traded in, if you wish. If you have fertility among your Tenets, you get a 10% bonus to the number of Cultists, with a minimum of one extra Cultist per purchase. When your Cultists die they become familiars (with Soul value adjusted for their Size) but you can only use them to buy more Cult points for recruiting once per full in-character year after the game begins, and remember that you have to keep *some* presence in the mortal world to retain acceſſ to it. Don't expect to be running the Catholic Church right away - this is a cult, not a major religion (yet!) - but you can easily make a secluded enclave the size of a small city, or an elite and loyal core to recruit a larger organization around. If you do it in story form, you don't even need to use points! **ſidd up all fractional points and round the total to the nearest whole.**

Cult Members

* **Everyday People**: Basically just normal folk in the world, who happen to follow you as their religion. They hold observances or attend services regularly but have no particular power, skills or abilities unusual for their species unleſſ one of your Tenets or Perks says otherwise. Being a town official, expert in a craft or profeſſion, or involved in the spread of information (such as a bard, reporter for a local newspaper or TV station, or school teacher) is the limit of their political power. The upside is numbers as **1 cult point buys 100** of them, or you can split the numbers into smaller groups to apply different modifiers to their cost.

* **Leſſer Political Power**: Celebrities, plutocrats, or minor nobility, they have little official voice in national government but people will listen to their words and ideas, and they may have regional power such as a state or provincial governor or US Congreſſman. **1 Cult point buys 10**.

* **Moderate Political Power**: ſi member of a national Senate, Parliament or Royal Court, or a judge with moderate freedom to interpret the law when considering cases. **1 cult point each**.

* **Great Political Power**: ſi head of state or high court judge, with the power to interpret, make, or strike down laws and precedent. **10 cult points each**.

Initiation

For the sake of comparison, magical ability is ranked from one to five stars, with minor effects below proper spellcasting "non-star" and things beyond the reach of normal mortal magic "over-rank." ſidapt such ratings for story purposes or to your game system of choice as desired, along with making the spells themselves fit your themes. They don't need to be traditional fantasy chant-and-gesture magic if you don't care for it; psionics or martial arts moves or any other supernatural effect is just as

valid for these purposes. Use of a suitably designed ritual (or a significantly more elaborate ritual if "normal" magic requires one) and/or the **Magical Potency** Perk will each increase magical ability of your followers by one rank. It is possible to achieve over-rank spells through this method.

Exactly how your mortal Cultists, Familiars, and Greater Familiars stack up in terms of hierarchy is up to you, but unless your Domain is **Chaos** it's probably a good idea to lay out some kind of chain of authority.

* **Layman**: Ordinary followers with no special training or abilities, you can hear their prayers and their faith gives you a bit of extra power, but nothing extraordinary under normal circumstances. In times of true need and with heartfelt prayer, you might grant them a non-star miracle. (Those who are shown such favor probably make up a fair portion of inductees into your priesthood.) **No cost modifier, this is the default.**

* **Novice**: Followers who have devoted more time to studying your prayers and Tenets and taking part in rituals gain the ability to use one to two star magic, and may lead rituals and observances for groups of Laymen or in isolated areas. If your followers are not shunned by normal society they may be the primary outreach arm of your Cult, healing injuries and illnesses or providing similar magical services to their community. **Multiply costs x2**

* **Superior**: Capable of up to four star magic, Superiors of your Cult are likely to be regional leaders among your following, or perhaps magical support for a military force. **Multiply costs x5**

* **Exalted**: Standing at the pinnacle of your mortal followers, by your grace and their devotion Exalted Cultists are capable of five star magic. They are likely to be the national leader of the Cult, if not in all the world. **Multiply costs x10**

Upgrades:

* **Size**: Just like Familiars, your followers may have a price adjustment for their physical size and ability if such variations are available among the population of the world. **Multiply the costs from the Familiars section with the prices here** to find the final cost. So yes, you can have an army of 100 Colossi to fight that Holy War for you, but it'll cost 50 cult points at a minimum, or all 100 points if they're trained soldiers (50 for size x2 for Military Enlisted x1 for Everyday People = 100.)

* **Species**: Your cultists may be human, humanoid, or monstrous depending on what intelligent beings populate the world, but you'll need to pay for any unusual abilities they possess as **Initiation** (or **Vampirism** if it's mechanically closer) unless your rivals/enemies also have access to similar ones.

* **firmed**: The cultist owns a commonly available sport or hunting weapon, and has basic familiarity with its use. They are only about equal to a green conscript soldier, however, with no experience at fighting beyond schoolyard or bar room brawls. Expect heavy casualties if they actually get into a battle, even worse if they don't have a more experienced leader. **Multiply costs x1.25 -UNLESS- The Hunt** is one of your Tenets, in which case all Cultists get this for free.

* **Elite**: If a champion gladiator, hunter, or competitor, they have skill at arms that even exceeds a regular soldier and may have lead hunts or sporting teams, but still no training or experience in warfare. Naturally, they also have their favored weapon, and armor if appropriate to the setting. **Multiply costs x1.5 -OR- add +x0.5** to one of the **Martial Tradition** modifiers above to represent their higher personal combat ability as a true master of their chosen weapon.

Martial Tradition:

* **Enlisted:** Trained and disciplined soldiers with standard equipment for their area and a few years of experience, though most of that time is probably guard duty unless there has been a war in recent years. Qualified to lead a handful or two of their fellows at most. **Multiply costs x2**

* **Officer:** Five to ten years of experience and capable of leading anywhere up to a hundred soldiers (with appropriate subordinates to delegate to, at least) and at least some actual time in combat situations. Also has a solid understanding of the importance of supply chains as well as direct combat effectiveness. **Multiply costs x5**

* **General:** A dozen or more years in service with a high level of strategic and political savvy, this highly valuable Cultist is capable of directing an entire war and leading your troops to victory against heavy opposition. **Multiply costs x10**

All levels of Martial Tradition include standard weapons and armor (if any) appropriate for the setting.

Vampirism:

* **Blessed:** Two to four times as strong, fast, and durable as their normal fellows thanks to the power of your blessing, these Cultists must consume at least half of their sustenance in the form of blood from a living being to fuel their altered biology, averaged over a few days at a time. They have no unusual vulnerabilities aside from being dazzled by bright lights or loud noises if unprepared for them due to enhanced senses, but may be easily detected by physical examination or divinatory magic. **Multiply costs x5**

* **Undead:** At least five times more powerful than they were while alive and increasing with every year they persist and every life they take, Undead vampires can become truly fearsome with time. Only able to consume the blood of intelligent beings and must do so at least once a week or they rapidly weaken and desiccate into a grotesque zombie-like state until they can drink their fill and bathe in several gallons of additional blood, and highly vulnerable to holy spells or objects. Elemental weaknesses and requirements such as burning in sunlight, not being able to cross running water, or needing to sleep on the soil of their grave vary, but are mandatory in some form and should be something opposed to your Domain(s.) Such traits will be the same for all of your Undead Vampires. Expect heavy resistance if anyone not deeply involved in your Cult discovers their existence, as most people are strangely unwilling to be considered nothing more than convenient food. **Multiply costs by x10**, but you may reduce their cost -OR- vulnerabilities -OR- requirements by half if you possess the **Undeath** domain.

* **Sparkly:** Possessing physical abilities nearly the equal of Undead vampires with the blood requirements of Blessed and no extra vulnerability to holy energy etc., the other archdemons will nonetheless laugh at your poor taste and lack of dignity. Unreliable due to extreme angst and romantic entanglements. Guaranteed enmity with at least one other powerful group in their world, such as werewolves or other types of vampires who have self-respect. **Multiply costs by x0.85**, because you deserve some kind of break for putting up with this bullshit.