

## **DEITY PAST OF THE CULT LEADER**

A cult leader rules by fear and deception, without the inspiration or promises of a typical humanoid so much as trickery and threats. Cult leaders are humanoids who seek to independently ascend to deityhood, but attempt to do so by a more viscious means than others, forming a cult of personality to grant them the most devotion from their followers.

Like other humanoids, cult leaders face opposition from other dieties and generally have no divine support on their side. They rely entirely on their selves and the undying love of their followers.

### **ELDRITCH ADAPTATION**

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At level 1, you may add any 1st level spell from the warlock spell list to your spell list, and it counts as a deity spell for you. This does not count against the number of spells you can know. When you finish a long rest, you may change this to any other warlock spell of 5th level or lower, as long as you have any levels of spell slots of that level, the same way you change the other deity spells you know.

### **BONUS PROFICIENCIES**

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At level 1, you gain proficiency in simple weapons, shortswords, scimitars, whips, and light armor.

### **BOON OF THE ENFORCER**

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Starting at 6th level, whenever you cast a spell on your champion, if you concentrate on it, you may also cast the spell on one additional ally in range, concentrating on both as one spell.

Starting at 20th level, this increases to any number of additional allies in range.

### **MIX OF EMOTIONS**

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Beginning with 10th level, when you charm a creature, it also has all the effects of being frightened by you, and vice versa.

### **SPITEFUL HEALING**

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Beginnging at 14th level, whenever a spell you cast heals a creature, you may make a spell attack roll against a creature you can see within 120 feet of you. On a hit, the target takes necrotic damage equal to the amount healed by one of the targets of that spell.