

## DEITY PAST OF THE FALLEN DEITY

Once a deity of the upper tiers, with clerics and priests and other followers, the fallen deity's domain has fallen out of favor over the ages, and left him without followers, until he is left with absolutely none. Some of this category were banished by a council of their equals, or abandoned in a desolate location, unable to find the power or followers to leave.

Eventually, when they feel their powers waning and know it is inevitable that they will be entirely forgotten by history, these deities (who survive) grant themselves a humanoid form and begin seeking out followers with it, back at square one. They are usually forced to compete with their previous equals and will see opportunist jumping on their domain in the broadest sense while they must seek a specific aspect of it.

These deities struggle with their newfound, mortal form, but still maintain a shadow of their former power.

### DORMANT POWER

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You occasionally demonstrate a minute fraction of your previous power. Beginning at 1st level, once between long rests, you may use a bonus action on your turn to regain a spell slot of 1st level. This spell slot level increases to 2 at 3rd level, 3 at 5th level, 4 at 7th level, and 5 at 9th level.

### BONUS PROFICIENCIES

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You are vastly more experienced in certain, divine, areas than any mortal. At level 1, you gain proficiency in history and religion. If you are already proficient in either of these skills, select a new skill to become proficient in for each.

### FURTHER DOMAIN

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At 6th level, select a cleric domain you did not choose for one of your Chosen Domains. You may cast any spells in this domain for which you have a level of spell slot, but only as a ritual, and only once per day each. You may cast spells as rituals this way even if they do not have the ritual tag.

### CHAMPION SUPPORT

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Starting with 10th level, whenever you expend a spell slot to cast a deity spell, you may give your champion temporary hit points equal to the level of the expended spell slot, as long as you can see him or her.

### DORMANT POWER IMPROVEMENT

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You reveal a far greater resemblance of your true power now. Starting at level 14, once between long rests, as a bonus action on your turn, you may regain a spell slot of 7th level.

## MASTERFUL SUPPORT

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Starting at 20th level, whenever you expend a spell slot to cast a deity spell, you may give any number of your allies you can see temporary hit points equal the level of the expended spell slot. If you choose your champion this way, he or she gets twice the spell slot level instead.