



THE ARTIFEX

A BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

ALSO INCLUDED: LITTLE GODS- PATRONS FOR WITCHES,
WARLOCKS, AND CLERICS!

A NEW BASE CLASS: ARTIFEX

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LITTLE GODS

AN OVERVIEW OF LESSER DEITIES

Gods represent things and those “things” that are the biggest, most important, most worshiped, and most culturally important become major gods (a seafaring civilization has a powerful sea god because the sea defines a lot of their lives). Below them are the gods that are prayed to, but generally by a specific group of people (a god of crafting is worshiped by craftsmen) or people during certain points in their lives (people giving birth or trying to conceive may pray to a god of children and

fertility). The less relevant a god is, the less powerful they are and by this notion there must be, little more than spirits really, that govern insignificant or very specific things; “little gods” if you will.

Deities below even “minor gods” appear in many cultures. “Lares” were Greek and Roman deities who protected a very specific location, such as a house or a field, or had a very specific function like protecting the fortunes of a family, the flow of a specific part of a river, the blessing of a specific day, or a specific road. Romans also had “household gods” (which were similar to, though distinct from, Lares) which had a shrine in each house and both represented a given family unit and governed their fortunes. Japanese kami had a similar role and lesser ones were often linked to small things like particular trees, families, etc. In Southeast Asian countries spirit houses appease anito nature spirits for similar good fortunes. Slavic religions have “domovoy” or “household lords”.



THE ARTIFEX

CLASS OVERVIEW

To forge a god is a bold move. Artifex are religious adherents to extremely minor deities: often household gods, ancestral family deities, and occasionally long forgotten gods that are no longer worshiped. The “little gods” they follow are often only as strong as adventurers and if anyone else worships the same god it’s probably a close family member. Artifex use ancient rites and divine law to enable their deity to climb the ladder of the pantheon until they are a major god in their own right commanding legions of followers. In short: artifex forge new gods.

Fledgling artifex are simply thought to be strange, and perhaps a little heretical, but as they and their god grow in power and influence they attract the ire of the major deities of a pantheon. An artifex must therefore be crafty and learn to play the gods against each other so they might grow their own deity’s power without their interference.

Forging a god is not without its benefits however, an artifex is (at least initially) the only patron of a minor god and is showered with its favor. The artifex and their god have a symbiotic relationship: the little god needs followers and someone to champion their cause while the artifex needs power. This relationship can be as complex as it can be dangerous: the will of its only follower shapes the growing deity while the requirements of worship in turn impact the artifex itself.

INSPIRATIONS

The God of Arepo (Sadoeuphemist), Small Gods (Terry Pratchett), Lares/Household Gods (Greek/Roman), Kami (Japanese), Domovoy (Slavic)

CLASS OVERVIEW

HIT DICE: D8.

STARTING WEALTH: 4d6 × 10 gp (average 140 gp.)

In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The artifex’s class skills are Appraise (Int), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (nature) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

SKILL RANKS PER LEVEL: 4 + Int modifier.

CLASS SPECIFICS

CODE OF CONDUCT

If their little god has a code of conduct they must follow it. Failure to follow it causes an artifex to lose all class features other than weapon weapon and armor proficiencies until they atone for their transgression and are once again accepted by their little god.

TRAPPINGS

An artifex always carries a small shrine to their little god on their person (often as a backpack). This is always their trapping.

CLASS FEATURES

The following are the class features of the artifex.

WEAPON AND ARMOR PROFICIENCY

The artifex is proficient with all simple weapons, light armor, medium armor, and shields (except tower shields).

Table 1-1: The Artifex

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Approximate Power
1st	+0	+0	+0	+2	Little god, personal prayer	Little God
2nd	+1	+0	+0	+3	-	
3rd	+2	+1	+1	+3	Godcrafting	
4th	+3	+1	+1	+4	-	
5th	+3	+1	+1	+4	-	Minor deity
6th	+4	+2	+2	+5	Godcrafting	
7th	+5	+2	+2	+5	-	
8th	+6/+1	+2	+2	+6	-	
9th	+6/+1	+3	+3	+6	Godcrafting	
10th	+7/+2	+3	+3	+7	Hymn	Lesser deity
11th	+8/+3	+3	+3	+7	-	
12th	+9/+4	+4	+4	+8	Godcrafting	
13th	+9/+4	+4	+4	+8	-	
14th	+10/+5	+4	+4	+9	-	
15th	+11/+6/+1	+5	+5	+9	Godcrafting	Major deity
16th	+12/+7/+2	+5	+5	+10	-	
17th	+12/+7/+2	+5	+5	+10	-	
18th	+13/+8/+3	+6	+6	+11	Godcrafting	
19th	+14/+9/+4	+6	+6	+11	-	
20th	+15/+10/+5	+6	+6	+12	Living miracle	Pantheon worship

LITTLE GOD

The artifex begins play in the service of a “little god”, a deity or spirit of insignificant power. The artifex gets to define several things about this deity as they progress in power. Their little god resides in the realm of the gods but can always perceive their artifex. Likewise, an artifex can always freely converse with their deity (as per a *commune*) spell.

At 1st level, the artifex must define 3 key features of their little god: its name, its purview, and its type. Its name can be anything reasonable and its purview should be something extremely limited: the fortunes of the artifex’s family, a specific river, the blossoming of apples in spring, etc and should be informed by the

last thing they must define: its type. This is the kind of deity they are and there are 3 choices and each provides a benefit at 1st level:

HOUSEHOLD DEITY

A household deity is a deity tied to a specific house or family and their fortunes. They often intercede on behalf of the family with the gods, part messenger and party advocate in celestial politics. A household deity will eventually grow into either a deity of a larger group of people (a city, a culture, an ethnicity, a nationality, etc) or a god of a trait associated with the family (a particular craft, alignment, class, political stance, or virtue).

Kin Bond (1st Level): When the artifex casts a spell exclusively on a willing ally, treat the artifex’s level as being 1 higher for the purpose of determining the numerical effects of the spell. If the ally is a direct blood relative of the artifex or within their purview they are instead treated as being 2 levels higher for the purpose of determining the numerical effects of the spell.

INSIGNIFICANT DEITY

These are deities of hyper-specific domains: the time apples will blossom in the spring in a specific region, a particular breed of dust mites, a specific hill or old tree, the first words of babies, the god of stubbed toes, etc. Their purview expands as they get stronger, taking the jobs of other lesser gods: the little god of apple blossoming may expand to cover all blossoming or may become a fruit deity before eventually becoming a harvest god or a god of spring. A little god of a hill may become a local deity or a minor deity of earth and stone before eventually claiming the title of “god of mountains”.

Unique Domain (1st Level): For each level of spell (0th-9th) the artifex can select a spell from the cleric, wizard, psychic, or druid spell lists. These spells are treated as “domain spells” for the artifex and the artifex is granted 1 additional spell per day of every level of spell they can cast that can only be spent to prepare a domain spell. Whenever they gain a new spell level they gain an additional domain spell slot of that level. These spells must be thematically appropriate to the purview of the insignificant deity and the GM is the final arbiter of both appropriateness and what level the spell should be given at.

LOST DEITY

A “lost deity” is one who has been forgotten or is no longer relevant to the world and thus has no followers other than the artifex. A real world example would be Teshub. A (real world) artifex could worship the Hittite’s storm god Teshub but people would probably raise an eyebrow when you tried to celebrate the spring festival of Puruli in Nerik (which is presently located in a field in northern Turkey). Lost deities may actually seek out artifex to restore them to power or an artifex may discover them and some of their rituals while reading a forgotten tome.

Forgotten Wisdom (1st Level): The lost god whispers to the mind of the artifex incessantly, revealing details about life in ancient times. The artifex gains a +1/4th level bonus when making Knowledge (history), Knowledge (local) or Knowledge (religion) checks related to the past. Additionally, for the purpose of determining what knowledge they could reasonably know their little god counts as a library.

WHAT’S IN A NAME?

“Artifex” is the Latin word meaning “craftsman” or “artisan”. As artifex craft their deity the name seems appropriate. In-game they probably refer to themselves as clerics, priests, mystics, prophets, chosen ones, avatars, etc and others likely refer to them as cultists or heretics at worst and as “clerics of minor deities” at best.

SPELLS

An artificer casts divine spells drawn from the cleric/oracle spell list. They can cast any spell they know without preparing it ahead of time. To learn or cast a spell, an artificer must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an artificer's spell is 10 + the spell level + the artificer's Wisdom modifier.

Like other spellcasters, an artificer can cast only a certain number of spells of each spell level per day. Their base daily spell allotment is given on Table 1-2: Artificer Spells Per Day (which is the same as a cleric or wizard). In addition, they receive bonus spells per day if they have a high Wisdom score (see Table: Ability

Modifiers and Bonus Spells in the Pathfinder Core Rulebook). An artificer's selection of spells is extremely limited. An artificer begins play knowing four 0-level spells and two 1st-level spells of their choice.

DOMAIN SPELL SLOTS (AKA +1s)

Some artificers get spell slots that are specifically used to cast domain spells. These are indicated by a "+1" on the spells per day chart. Not all artificers have or will gain domain spells and if they don't ignore this bonus spell slot.

Table 1-2: Artificer Spells Per Day

Level	0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	3	1+1	-	-	-	-	-	-	-	-
2nd	4	2+1	-	-	-	-	-	-	-	-
3rd	4	2+1	1+1	-	-	-	-	-	-	-
4th	4	3+1	2+1	-	-	-	-	-	-	-
5th	4	3+1	2+1	1+1	-	-	-	-	-	-
6th	4	3+1	3+1	2+1	-	-	-	-	-	-
7th	4	4+1	3+1	2+1	1+1	-	-	-	-	-
8th	4	4+1	3+1	3+1	2+1	-	-	-	-	-
9th	4	4+1	4+1	3+1	2+1	1+1	-	-	-	-
10th	4	4+1	4+1	3+1	3+1	2+1	-	-	-	-
11th	4	4+1	4+1	4+1	3+1	2+1	1+1	-	-	-
12th	4	4+1	4+1	4+1	3+1	3+1	2+1	-	-	-
13th	4	4+1	4+1	4+1	4+1	3+1	2+1	1+1	-	-
14th	4	4+1	4+1	4+1	4+1	3+1	3+1	2+1	-	-
15th	4	4+1	4+1	4+1	4+1	4+1	3+1	2+1	1+1	-
16th	4	4+1	4+1	4+1	4+1	4+1	3+1	3+1	2+1	-
17th	4	4+1	4+1	4+1	4+1	4+1	4+1	3+1	2+1	1+1
18th	4	4+1	4+1	4+1	4+1	4+1	4+1	3+1	3+1	2+1
19th	4	4+1	4+1	4+1	4+1	4+1	4+1	4+1	3+1	3+1
20th	4	4+1	4+1	4+1	4+1	4+1	4+1	4+1	4+1	4+1

At each new artificer level, they gain one or more new spells, as indicated on Table 1-3: Artificer Spells Known (which is the same as a sorcerer's). Unlike spells per day, the number of spells an artificer knows is not affected by their Wisdom score; the numbers on Table 1-3: Artificer Spells Known are fixed.

Some artificers gain "domain spells" from their little god. Such spells may be cast only by utilizing their domain spell slots. Unlike a wizard or a cleric, an artificer need not prepare their spells in advance (as their deity is constantly looking over their shoulder to see what they need).

They can cast any spell they know at any time, assuming they have not yet used up their spells per day for that spell level. Each artificer must choose a time at which they must spend 1 hour each day fervently worshipping (prostrating themselves before their little god, burning sacrifices to them, transcribing their words, etc) in order to regain her daily allotment of spells. Time spent resting has no effect on whether an artificer receives their spells.

Table 1-2: Artificer Spells Known

Level	0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	3	1+1	-	-	-	-	-	-	-	-
2nd	4	2+1	-	-	-	-	-	-	-	-
3rd	4	2+1	1+1	-	-	-	-	-	-	-
4th	4	3+1	2+1	-	-	-	-	-	-	-
5th	4	3+1	2+1	1+1	-	-	-	-	-	-
6th	4	3+1	3+1	2+1	-	-	-	-	-	-
7th	4	4+1	3+1	2+1	1+1	-	-	-	-	-
8th	4	4+1	3+1	3+1	2+1	-	-	-	-	-
9th	4	4+1	4+1	3+1	2+1	1+1	-	-	-	-
10th	4	4+1	4+1	3+1	3+1	2+1	-	-	-	-
11th	4	4+1	4+1	4+1	3+1	2+1	1+1	-	-	-
12th	4	4+1	4+1	4+1	3+1	3+1	2+1	-	-	-
13th	4	4+1	4+1	4+1	4+1	3+1	2+1	1+1	-	-
14th	4	4+1	4+1	4+1	4+1	3+1	3+1	2+1	-	-
15th	4	4+1	4+1	4+1	4+1	4+1	3+1	2+1	1+1	-
16th	4	4+1	4+1	4+1	4+1	4+1	3+1	3+1	2+1	-
17th	4	4+1	4+1	4+1	4+1	4+1	4+1	3+1	2+1	1+1
18th	4	4+1	4+1	4+1	4+1	4+1	4+1	3+1	3+1	2+1
19th	4	4+1	4+1	4+1	4+1	4+1	4+1	4+1	3+1	3+1
20th	4	4+1	4+1	4+1	4+1	4+1	4+1	4+1	4+1	4+1

PERSONAL PRAYERS

An artifex has the personal attention of their little god, who is invested in the artifex's well being and their causes. An artifex can spend a spell slot as a swift action to grant them and all allies within 100 feet of them one of the following benefits:

Prayer of Protection: A +1/3rd level divine bonus (minimum +1) to AC to a maximum of the level of 1/2 the spell slot used.

Prayer of Salvation: A +1/4th level divine bonus (minimum +1) on all saves to a maximum of the level of the spell slot used.

Prayer of Wrath: A +1/4th level divine bonus (minimum +1) on damage rolls to a maximum of the level of the spell slot used.

Personal prayers require a swift action to maintain and can last for a number rounds equal to the level of the spell slot used. An artifex can only have 1 personal prayer active at a time (a new one immediately ending the previous one). Some godcraftign traits grant the artifex new prayers or improves the benefits of prayers they already know. An ally does not gain the benefit of this prayer if they deny the existence of the little god or actively oppose their ascension. Likewise, enemies who are actively in support of the little god gain the benefits of personality deity prayers.

WHAT IS A "DIVINE BONUS"?

A divine bonus is a bonus that is either a sacred or profane bonus depending on your alignment. If your little god is good aligned it is a sacred bonus and if your little god is evil it is a profane bonus. If they are neutral the artifex picks either sacred or profane and sticks with that from then on (so long as their little god remains neutral). Until the "alignment" godcrafting trait all little gods have an alignment of "neutral".

GODCRAFTING

Starting at 3rd level, the artifex begins to shape their deity and their deity in turns shapes them. Their deity gains 1 "godcrafting trait" from the list found later in this class's entry. They gain another godcrafting trait at 6th level and every 3 levels thereafter. An artifex cannot select a godcrafting trait more than once unless indicated in that trait.

HYMN

At 10th level, the artifex may maintain 2 personal prayers at a time as their little god is now a lesser deity. The prayers selected cannot be the same ones (even when using a prayer of the champion).

LIVING MIRACLE

At 20th level, the artifex can cast *miracle* as a spell like ability once per day. When making a request that would cost 25,000 gp in powdered diamond the artifex instead takes 1 negative level for 1 day and cannot cast their *miracle* the following day.

GODCRAFTING TRAITS

ALIGNMENT

The artifex selects an alignment for their little god. The alignment of their little god must match the artifex's within 1 step. Select one aspect of this alignment ("lawful", "good", etc).

This also grants the following benefit:

Prayer of Salvation (Improvement): Any beneficiary of the artifex's prayer of salvation whose alignment is within 1 step of the little god's gets a single use of the evasion or stalwart class features (negating the result of a successful save that would normally result in a partial effect). A creature may only benefit from this once per day.

CHAMPIONS

The artifex selects an individual who worships their little god. That creature becomes the champion of the artifex's little god (though they are below the artifex

in the hierarchy). If the champion dies or falls out of favor with the little god the artifex must spend 2 weeks in contemplation before they can select a new champion. An artifex may choose themselves as their champion.

This also grants the following benefits:

Personal Champion: An artifex can cast spells with a range of "personal" on their champion by spending a spell slot 2 levels higher than normal to cast the spell.

Prayer of the Champion (New Prayer): The champion alone gains the benefit of two other prayers the artifex knows.

CLERGY

The artifex defines the rules, sacred texts, hierarchy, theological precepts, and overall structure of their deity's worship. They gain the Leadership feat but can only take followers who worship their little god. An artifex's cohort counts as their champion in addition to the creature they selected as their champion. When using the prayer of the champion it applies to all champions within 100 feet.

The artifex must have selected the champion godcrafting trait and be at least 9th level before selecting this trait.

DEVOTION

The artifex selects a feat with no prerequisites. Dedicated followers of their little god all gain that bonus feat (including the artifex themselves). The feat should be thematically linked to their little god. If a follower loses their faith, acts out against the artifex's little god, or breaks their code of conduct they lose access to this feat.

DOMAIN

The artifex selects an alignment and 1 domains for their deity. The alignment of their deity must match their own. The domain selected grants the artifex all the benefits of having a domain (domain powers, domain spells, etc). They do not gain bonus spell slots



in which to prepare their domain spells however, though the spells are added to their spell list. Their effective cleric level is equal to their artificer level.

This godcrafting trait can be selected multiple times. An artificer only ever gets the domain powers of 1 domain, though they may switch which of their little god's domains they have after a ritual that takes 24 hours to perform. The "unique domain" granted by an insignificant deity does not count as a domain for the purpose of limiting how many domains an artificer can take.

FAVORED WEAPON

The artificer selects a weapon they are proficient in the use of and this becomes the favored weapon of their little god. The artificer gains a +1/4th level divine bonus on attack rolls with their deity's favored weapon. Count levels in artificer as levels in fighter for the purpose of qualifying for feats that specifically apply to their deity's favored weapon (such as Weapon Focus and Weapon Specialization). If it could apply to more than 1 weapon type- they do not gain an effective fighter level for it.

This also grants the following benefit:

Prayer of Wrath (Improvement): Any creatures wielding the deity's favored weapon that are benefiting from the artificer's prayer of wrath gains a +2 divine bonus on critical confirmation rolls as well. This stacks with other sources that provide a bonus on critical confirmation rolls.

FOE

The artificer selects a creature type on the ranger's favored enemy list and declares it to be the enemy of their little god's faith. Their faith gains the following code of conduct: The faithful may never willingly deal with such creatures in a positive or agreeable fashion. They must attempt to dispatch or oppose them at every opportunity. Failure to do so causes the adherent to not be able to take levels in a divine

class (though they do not lose class features) until they seek atonement. Furthermore the artificer gains a +1/4th class level bonus on all Knowledge checks made to identify them and Perception checks made to discern or spot them.

This also grants the following benefit:

Prayer of Protection (Improvement): Any creature benefiting from the artificer's prayer of wrath also does not provoke an attack of opportunity from their foes. This only applies to the first act that would provoke an attack of opportunity from such a creature per round.

FRIENDS

The artificer selects a creature type on the ranger's favored enemy list and declares it to be the ally of their little god's faith. Their faith gains the following code of conduct: The faithful must always deal fairly with and show respect towards such creatures. Failure to do so causes the adherent to not be able to take levels in a divine class (though they do not lose class features) until they seek atonement.

This also grants the following benefit:

Prayer of Rejuvenation (New Prayer): Creatures that benefit from this prayer gain regeneration equal to the level of the spell slot used. If the creature is the type selected for the friend godcrafting trait they instead gain twice the spell slot's level.

MANIFESTATION

The artificer selects a form for their deity to manifest as in the real world. This is typically an animal or general physical form that their deity takes when they want to directly observe the real world. This form must be selected from the list of acceptable familiars. When this form is injured it causes no harm to the little god as it is simply a sliver of their consciousness temporarily manifesting itself on the mortal plane.

This also grants the following benefit:



Aspect Familiar: The artificer gains a familiar, as described in the wizard's entry in chapter 3 of the Pathfinder Core Rulebook.

SERVANTS

The artificer selects the kind of divine servants that attend to their little god in their divine. These are outsiders, traditionally associated with the alignment of their deity (though a GM may approve other thematic options- a god of fire may have fire elementals, for example). The artificer must have

selected the alignment godcrafting trait before selecting this one.

This also grants the following benefit:

Prayer of Attendance (New Prayer): A creature is summoned, as per the highest level *summon monster* spell that a wizard of their level could cast, but only lasts for the duration of this prayer. The creature summoned must be of the type the artificer defined as their little god's servants. This may not be used in conjunction with the artificer's prayer of the champion.

GAME MASTERY

GROWING YOUR FAITH

An artificer is essentially raising a new god. Doing so means it will potentially (and probably) attract other followers. Faith grows in strange ways but the most common is by the faithful interacting with other people. If your artificer or their followers help people, subjugate them, offer them power, save them, or do even simply speak with them there is always a chance that someone will begin to see the value in your little god. There is no mechanical requirement for an artificer to gain more followers; they may elevate their god by themselves if they have to, but many hands make light work.

A faith generally starts locally or with a circle of related (socially or by blood) people. In the artificer's case this may be some or all of their party, related NPCs, etc. As they progress they will become a small regional religion, often competing for worshipers with the dominant faiths (or pantheon worship) in the region. Smaller faiths are often ignored until they start competing for resources (followers, money, political power, etc) with the dominant faiths. Once that happens the smaller faith is often repressed or discriminated against unless it can somehow be shown to be "in the fold" of the larger religion (the little god may end up as an avatar of a greater god, just part of a larger pantheon, etc). This either ends in religious conflict or a quasi-absorption into the mythos of the dominant religion or pantheon.

That stage of conflict/absorption will often play out several times as they rise towards the top of a pantheon, supplanting or joining other deities as they go, until they reach the status of a "major deity". The little god may have to change as they go to "better fit" into the greater mythology of a setting; shifting domains a little or altering some of their aspects when the supplant lesser deities.

EXAMPLE: ALOTE AND MADAM CIEL

For an example of this we might take a look at Alote Camille, a gnomish artificer who is trying to elevate a local deity of the sunrise, "Madam Ciel", to a higher station in the pantheon. When Alote begins she has been saved from death by Madam Ciel when the first rays of sunlight pass across her face and Alote thanks them for welcoming her to the afterlife. Alote begins to worship Madam Ciel, who came to her in a dream after saving her, and becomes an artificer. They end up joining an adventuring party and Alote eventually convinces their party's fighter to dedicate themselves to Madam Ciel after Alote saves them with a healing spell. Her efforts and rituals (sacrificing magic items, sponsoring a local charity drive for a hospital, helping a minister get elected, etc) eventually attract a few more followers in the town of Ville du Sud. While, at first, they are tolerated and their worship at sunrise goes unnoticed, the local lord catches wind of them and begins to suppress the religion. You see, the local lord, a paladin of Solie by the name of Marc Vandame, sees Madam Ciel as something of a mockery of his solar deity. As Solie worship is the state religion in the region all worship of Madam Ciel is repressed and those who are caught burning offerings of wine to her in the early hours are jailed. Alote eventually comes before Lord Vandame and pleads her case, eventually convincing him on theological ground (a Knowledge (Religion) check) that Madam Ciel is an aspect of the solar god Solie. This ushers in a new era of acceptance and Solie's theology suddenly starts making a few references to "Solie's Wife, Madam Ciel". Through hard work and many adventurers Madam Ciel's power eventually grows to eclipse even Solie's magnificence and she becomes the new solar deity in the pantheon and Solie is relegated to a few references as "Madam Ciel's husband, Solie".

RELIGION

A religion typically has 3 core components: the faithful, its theology, and its assets. "The faithful" are the people who worship a deity and consists of laypeople (non-religious followers) and the clergy. The clergy are the trained and dedicated members of a faith that organize, educate, and lead the organization. A religion may not have a "formal" clergy; they may have popular speakers, charismatic individuals, local politicians, or even storytellers/bards that recount sacred tales and prayers but all religions have some form of clergy. A "cleric" tends to be a follower who is granted power by at least a minor deity, if not a lesser one, so an artificer's little god might start attracting clerics somewhere between 5th and 10th level (though they may actually be the NPC class "adept"). The kind of clerics (or other divine classes) a little god attracts tend to be about half the level of their artificer at a maximum.

A religion's theology is its ideals, beliefs, and sacred texts; what it "is" in a religious sense. An artificer will often pen the first scriptures or recount the first stories of their deity while others may expand on it or contribute to the wider collection of ideas surrounding the little god. Remember that in a fantasy game deities are definitely real and, on some level, take direct and noticeable action in day-to-day life. While you might have atheists in the real world it's pretty hard to refute the existence of a storm god when it hurls a lightning bolt at you. In a fantasy world sacred texts tend towards moral parables for education, actual divine rites or spells that produce tangible results, rituals and methods of worship that their deity prefers (burn sacrifices, flagellation, quiet meditation, flower wreaths, singing, etc), and a history of saints or other influential followers of the faith.

The final aspect is the religion's "assets". These are things owned by the religion and may be tangible things like churches, shrines, money, statues, holy sites, artifacts, etc but it also covers intangible things like reputation, good will, influence, good will, political allies, and even most abstract things like "a place in a specific pantheon" or "angels that serve the little god". The assets of a religion are managed by the faithful, often by the clergy, and are supposed to be used for the advancement of the faith and the faithful. As with all systems there may be some level of misuse or corruption but ultimately the use of the religion's assets are managed towards such ends.

An artificer at a high level may actually have assets available to their religion that they do not possess themselves; if they start a religion the administration of temples or shrines may not be something they concern themselves with (particularly if they are adventurers). That doesn't mean they can't tap into these assets to achieve things but a GM shouldn't simply hand over the coffers of their faith to the player so that they can buy a *+4 cloak of resistance*; instead perhaps their faith's connection to a local lord causes them to grant the artificer an audience (rather than the party having to sneak their way into the court) or a shrine of the artificer's little god offering the party a place to rest and eat (even sheltering the party when they are wanted fugitives at great risk to their own lives).

PATRONS

The following are a small selection of flavorful patrons that can be used as witch patrons, lesser deities, little gods, or even invoker/warlock patrons.

AGENT C

Among all the patrons one might have, Agent C is simultaneously the most well-known and the most misunderstood. They are an enigmatic, secretive figure who appears as an inconspicuously dressed humanoid and barter for information. Those who impress them are invited to join their organization and, in this fashion, are bound to Agent C. Agent C seems to be some kind of cosmic information broker, spy, investigator, or regulator who never states their intention or to what ends they are working. Their services, however, are heavily advertised if one knows where to look. They offer their skills, agents, and services to powerful wizards, kings, gods, and even occasional heroes looking for a leg up, for the right price. Agent C's prices are famously poetic: they once offered to reveal a king's infidelity if the queen slept with one of their clients (who happened to be the noble the king had also slept with). Agent C runs a tight-knit spy organization comprised of those who pact with them. All their "agents" are bound to do mysterious, often morally compromising, jobs and divulge compromising and sensitive information in exchange for Agent C's powerful gifts. These gifts often take the shape of mundane items that produce supernatural effects when triggered by their agent.

SPECIFICS

GENERAL ALIGNMENT: N
SUGGESTED DOMAINS: Artifice, Knowledge, Travel, Trickery.
SUGGESTED WITCH THEMES: Conspiracies, Deception, Trickery.

THE BRIDE

All who seek a taste of the power of this great and terrible entity must agree to wed her. The members of this clergy are suitors of an aloof and capricious god, who seals their pact by placing unremovable rings upon their fingers. Theirs is a dark romance with a forbidden mistress who takes and takes but extends hardly any true affection in return. The Bride offers sweet and mysterious powers to her spouses, but allows them no love other than her own. She often appears as a woman dressed in a bridal dress with an opaque veil, but she tempts all those who seek her power by assuming the appearance of what they most desire.

SPECIFICS

GENERAL ALIGNMENT: LN
SUGGESTED DOMAINS: Charm, Domain, Law, Protection.
SUGGESTED WITCH THEMES: Ancestors, Devotion, Enchantment.

GRAN

The being known as "Gran" is older than the stars, the sky, and perhaps even time itself. It is in a state of perpetual senility, gently misremembering and losing their train of thought as they go. Gran spends eons sleeping and when they are awake, as they are now, they regularly doze. Gran has their "beloved" - a cadre of beings that the entity both lavishes with affection and relies on for its day-to-day needs. It regards all of its beloved as a grandparent might treat grandchildren; it showers them with affection, wisdom, treats, and gifts. Those bound to Gran will regularly awaken to find an extra trail ration in their pack, or a sweet in their pocket, but will also have to endure a long-winded shaggy dog story about that time that elf took the cup to the market and they... zzzz.

SPECIFICS

GENERAL ALIGNMENT: NG
SUGGESTED DOMAINS: Community, Death, Good, Repose.
SUGGESTED WITCH THEMES: Ancestors, Mercy, Recovery, Rot, Wisdom.

THE MAD DOCTOR

The chaotic machinations of The Mad Doctor are fell and many, for he is an unknowable storm of contradictions and frenetic obsessions that rise just as quickly as they fall. At his core he is a cosmic surgeon who loves nothing more than to slice, cut, and experiment on test subjects. Perhaps bound by some larger law, he requires the consent of those on whom he operates. Those that pact with the Mad Doctor are spliced, modified, cloned, re-grown, turned inside out, and worse. In exchange for the torture of being one of his eternal test subjects, those that pact with him reap the benefits of his genius - biological upgrades, forbidden magical augments, and illegal weapons of mass biological destruction.

SPECIFICS

GENERAL ALIGNMENT: CE
SUGGESTED DOMAINS: Artifice, Healing, Madness.
SUGGESTED WITCH THEMES: Healing, Insanity, Transformation.

THE NOTHING

"The Nothing" is a plane that is devoid of all matter or energy; an incalculably large realm existing just out of phase with the Astral Plane. Where the Astral Plane possesses occasional spots of stolen or lost pieces of physical realities, The Nothing is devoid of all matter. In fact, The Nothing is reportedly devoid of time and unwitting creatures that travel there risk becoming trapped in stasis, succumbing to the entropic absence of the plane. Creatures that remain within the plane for extended periods find that they have been partially "forgotten" by reality

at large; friends and family don't remember them, their past actions are attributed to others, and people generally forget all about them shortly after they stop talking to one another. Creatures that succumb to dissolution within The Nothing often don't pass on to the afterlife; they remain trapped within the plane, beyond the reach of all but the most powerful deific magic.

Curiously, enterprising spellcasters have found ways to siphon off pieces of The Nothing, harnessing it to fuel their magic. Not a patron in a traditional sense, The Nothing offers no guidance and has no messengers. Instead, followers cast small offerings into the void that is The Nothing and meditate on the concepts of absence, nonbeing, and emptiness. When The Nothing is called for aid, it is used only for the removal of problems since The Nothing can only take things away.

SPECIFICS

GENERAL ALIGNMENT: N
SUGGESTED DOMAINS: Darkness, Destruction, Magic, Void.
SUGGESTED WITCH THEMES: Dimensions, Entropy, Shadow.

THE STORYTELLER

There exists an enigmatic fairy king known only as "The Storyteller". Although this being has the power of a minor deity, as a fey lord the Storyteller prefers to watch the world's story unfold without interfering. While they don't answer the prayers of clerics, writers will sometimes spill a bit of ink on the ground as a salute to them. So captivated by a good story is the Storyteller that they will dispatch their agents, sometimes on both sides of a conflict or adventure, to make the story even more dramatic. However, being of a chaotic good alignment, they are a sucker for happy endings and love to watch truth triumph over evil.

The Storyteller is a shy, polite, bashful faerie who normally takes the form of an old male pixie or halfling with a long white beard and a tall, patched cap. They seem to be almost cognizant in the meta sense of all information, and they work to guide it into the form of stories fit for reading by later generations. Very few have ever conversed with or even seen this being. Often the actions of heroes and adventurers are guided by The Storyteller; they are relatively unaware of any tampering in their existence beyond the powers the king grants them.

SPECIFICS

GENERAL ALIGNMENT: CG

SUGGESTED DOMAINS: Glory, Knowledge, Luck, Travel.

SUGGESTED WITCH THEMES: Fate, Portents, Revenge.

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